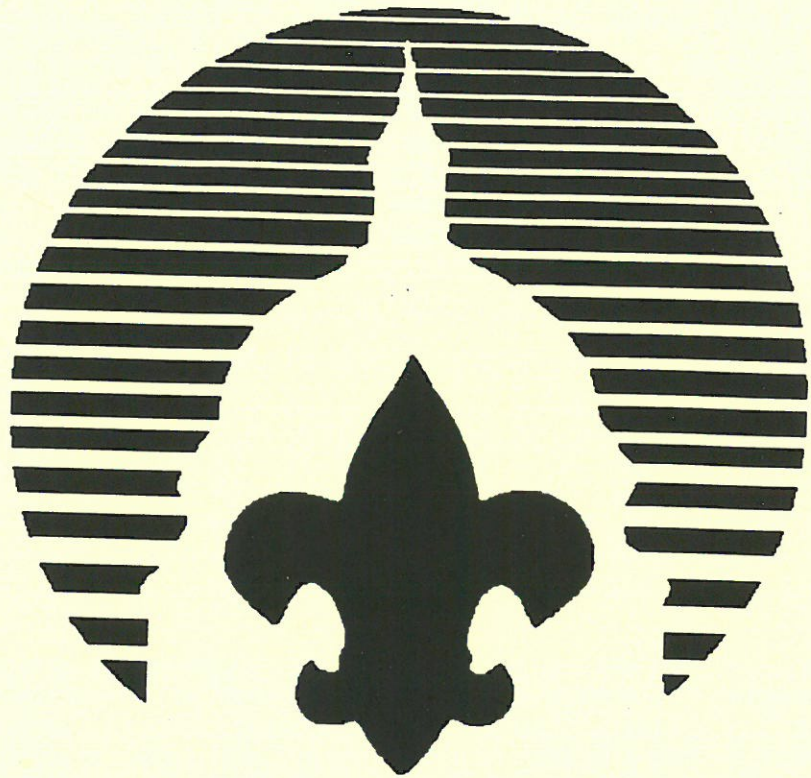


*"Through the Eyes
of a Boy"*



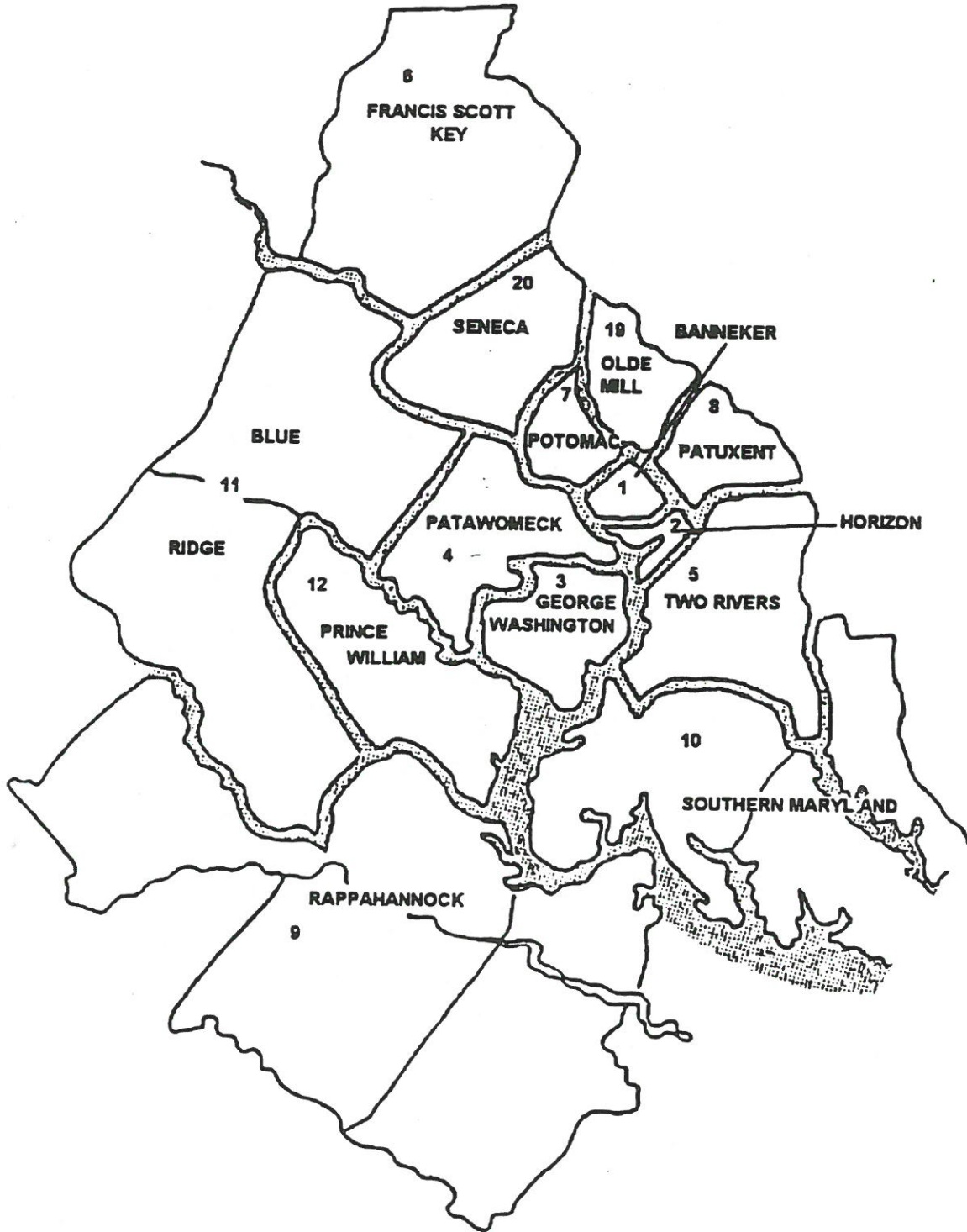
NCAC POW WOW

November 6, 1993



NATIONAL CAPITAL AREA COUNCIL

MAP BY DISTRICTS



SHORT GUIDE OF NATIONAL CAPITAL AREA COUNCIL

Our Council - The National Capital Area Council (NCAC) includes 18 geographical areas within Northern Virginia, Washington, DC and Western Maryland. (See the map in this section of the Pow Wow book)

Marriott - Scout Service Center - The administrative offices for the council are located at 9190 Wisconsin Avenue, Bethesda, MD. 20814. Our building is located at the corner of Cedar Lane and Wisconsin Avenue...just north of NIH. 301-530-9360 Monday - Friday 8:30 a.m. to 5:00 p.m.

Career Staff - Volunteer Scouters and parents are given assistance through the members of the career staff. Each of the 14 districts has at least one district Scout executive.

Secretaries - Support for these district Scout executives and the other professional staff is provided by the clerical staff working at the Marriott Scout Service Center.

Scout Shop - All of the Cub Scout literature, administrative forms, badges of office and advancement ranks for the boys are provided by the self-service Scout Shop at the Marriott Scout Service Center.

Council - Our council owns and operates the summer camp facilities at Goshen, Virginia. The council is currently operating a week-long camp for Webelos Scouts, too. Call the Program office for more details; 301-530-9360.

Cub Scout Day Camps are operated in several locations throughout the council. Each week offers a wholesome Cub Scout experience with activities, advancement, and FUN. The boys register through their pack and come to camp with leaders from their pack. Call the Program office at the Marriott Scout Service Center for more information about registering, programs, and locations. Then, join the FUN this summer.

Funding - To carry out the program, Scouting relies on each of us. The United Way provides some of the needed money. The Friends of Scouting (FOS) is an annual campaign to obtain financial support from the many people throughout the community. Funds are also obtained from such things as special events, bequests and foundation grants.

DID YOU KNOW....

...that Scouting is practiced in approximately 150 countries of the world, with a total membership of more than 15 million youths and adults?

...that there were over 1,000,000 adult volunteers in Cub Scouting in the United States at the beginning of this year?

...that the National council is divided into six regions?

...that the National Capital Area Council is part of the Northeast Region, which encompasses all the New England states, New York, Pennsylvania, New Jersey, Delaware, Maryland, northern Virginia, District of Columbia, Transatlantic Council, Virgin Islands and Puerto Rico?

...that the National capital Area Council is made up of 14 districts that include Benjamin Banneker, Horizon, George Washington, Patawomeck, Two Rivers, Francis Scott Key, Seneca, Olde Mill, Potomac, Patuxent, Rappahannock, Southern Maryland, Blue Ridge, and Prince William?

...that the National Capital Area Council involves 39,767 total youth membership and that 23,054 of them are Cub Scouts and 3,047 of them are Tigers?

...that the National Capital Area Council is made up of 1419 Cub Scout, Boy Scout and Exploring units and that 681 of these are Cub Scout packs?

...that we mail more than 18,000 copies of the Scouter Digest each month to the volunteers in the National Capital Area Council?

...that subscriptions to Boys' Life magazine are made through the pack on regular registration and application forms? It is available to all boy and adult members at half the regular rate.

...that the National Office is in Irving, Texas (1325 Walnut Hill Lane, Irving, Texas 75038-3096)?

...that we're glad you joined Scouting and that your being here today at the National Capital Area Council Pow-Wow means a great deal to many boys in Cub Scouting?

...that this Pow-Wow is put on by your fellow volunteers?

...that we're glad you're here to be able to see "Through the Eyes of a Boy"? We hope you will enjoy the adventure.

WORLD CONSERVATION AWARD

Cub Scouts and Webelos Scouts, who have participated in either a den or pack conservation project and have completed the requirements listed below, can earn the World Conservation Award. The panda on the badge, which is worn as a temporary patch, is the symbol of the World Wildlife Fund, which helped develop this award.

REQUIREMENTS FOR WOLF CUB SCOUTS - Complete Wolf Achievement 7 (Conservation), and all of the requirements of two of the following three Wolf Electives: 13 (Birds), 15 (Gardening), 19 (Fishing).

REQUIREMENTS FOR BEAR CUB SCOUTS - Complete Bear Achievement 5 (Sharing Your World With Wildlife) and all of the requirements of two of the following three Bear Electives: 2 (Weather), 12 (Nature Craft), 15 (Water and Soil Conservation).

REQUIREMENTS FOR WEBELOS SCOUTS - Earn the Forester, Naturalist and Outdoorsman activity badges.

This is the first international award to be made available to all three of the B.S.A.'s Cub Scout Programs.



TOUR PERMITS

Recently, the Council Health and Safety Committee evaluated the Local Tour Permit requirements and established the following changes. Effective immediately, any group activity which falls in either category below must file a completed Local Tour Permit in the Council Service Center at least 2 weeks prior to the event.

1. ANY day activity held more than 50 miles away from the chartered partner meeting place.
2. ANY overnight activity.

The bottom half of the form will be returned to the leader designated on the application. For any activity over 500 miles, a National Tour Permit must be filled. These can be obtained through the NCAC Program department.

Groups attending Goshen Scout Camps or any Council or District sponsored events do not require a tour permit.

The purpose of the permit is to emphasize and ensure that proper transportation is being used and that at least two adult leaders, one of whom must be at least 21 years of age, are present during the entire activity. It is our objective to aid in the protection of the leader against potential liability circumstances while reducing unit leader administrative details.

PREVENTING CHILD ABUSE AND DRUG ABUSE

Child abuse, physically and emotionally, is a fact of life. Perhaps it has always been, but we are certainly more likely to hear about its occurrence now than in previous years. Our concern should be based on an overall perspective. Statistically, a Scout is not likely to be molested under any circumstances. Child abuse in the Scouting unit is comparatively rare. He or she is more likely to be abused within the family, by relatives, or by other acquaintances.

This country is in the midst of a serious drug crisis. We are seeing kids -- only 9, 10, or 11 years old -- playing a deadly game of Russian roulette with their hearts, their livers and, in particular, with that most marvelous and delicate organ, their brains.

The paragraphs above are taken from publications that are available from the NCAC to help Scout leaders to understand, to address, and to help prevent such incidents.

You owe it to your boys to become familiar with the materials NCAC makes available to you and to use them as a training aid within your unit.

The following is a list of materials now available to unit leaders. For more information, please call the local Scout Service Center or speak to your District Executive.

"Drugs: A Deadly Game!"

"Say No to Drugs" - video

Youth Protection Video for Cub Scouts

Youth Protection Guidelines for Cub Scout Leaders

A Plan For Preventing Child Abuse in Scout Units & Activities

How to Protect Your Children from Child Abuse & Drug Abuse: A Parent's Guide

NATIONAL SUMMERTIME PACK AWARD

Boys are eager for the fun and adventure of Cub Scouting during the summer when they have the most free time and have the greatest need for worthwhile activities. Cub Scouting is a year-round, family program. A boy's annual registration fee entitles him to twelve months of activities.

Packs who conduct year-round programs have found that they benefit with stable membership (boys don't drop out because the program stops); family interest and involvement (parents can be a big help in conducting summer den and pack activities); increased tenure of leaders (it isn't necessary to recruit all new leadership in the fall because some leaders were lost during the summer); and a happier, more satisfied group of boys.

By holding pack activities during the summer, there are opportunities to present the boys with advancement awards as they are earned. No boy should be required to wait for an award. Be sure to include an advancement ceremony as part of each pack summer activity.

Requirements for National Summertime Pack Award - While they are taking part in summer activities, your pack can qualify for the National Summertime Pack Award - a nice certificate and attractive ribbon for your pack flag. All you need to do is plan and hold three summer activities - one each during the months of June, July and August. There is no attendance requirement for this award.

Requirements for Den Summertime Award - Dens averaging at least 50% or more of their members at the three summer pack activities will qualify for a colorful den participation ribbon which can be hung on the den flag.

Requirements for Individual Summertime Award - Boys who attend their pack's three summertime activities qualify for the National Summertime Award Pin (No. 464) which the pack purchases from the Scout Shop.

The best time to plan the summer program is at the pack's annual planning conference in August when the next year's activities are planned. But it is never too late. If you did not include summer activities in your annual plan, **DO IT NOW!!!**



For packs



For boys



For dens

WORLD FRIENDSHIP FUND

The World Friendship Fund was started after World War II, by the Boy Scouts of America, to help revive Scouting in war-torn nations. As those countries recovered and their Scouting associations blossomed again, the fund began looking toward the needs of developing nations in South and Central America, Korea, Southeast Asia and Africa.

Contributions to the fund by Cub Scout packs, Boy Scout troops and Explorer posts now go to help Scouts in the developing nations with training, camping equipment, literature, uniforms and insignia and audiovisual materials. More than a half-million dollars have been given since World War II.

Your pack can get a free kit of information materials about the fund and directions for games played around the world by writing to:

World Friendship Fund
International Division
Boy Scouts of America
1325 Walnut Hill Lane
Irving, Texas 75038-3096



After making a collection, your pack will receive a World Friendship Fund Participation Award certificate and each contributor will get a special civilian-wear pin.



You might put in a false bottom about here to create a more "active" bin rather than seeing an "empty looking" one.

NATIONAL CAPITAL

SCOUT SHOP



9190 Wisconsin Avenue
Bethesda, Maryland 20814-3897
(301) 564-1091



HOURS

Monday, Tuesday, Wednesday and Friday: 9 A.M. - 6 P.M.
Thursday: 9 A.M. - 9 P.M. • Saturday: 10 A.M. - 3 P.M.
Closed Sunday

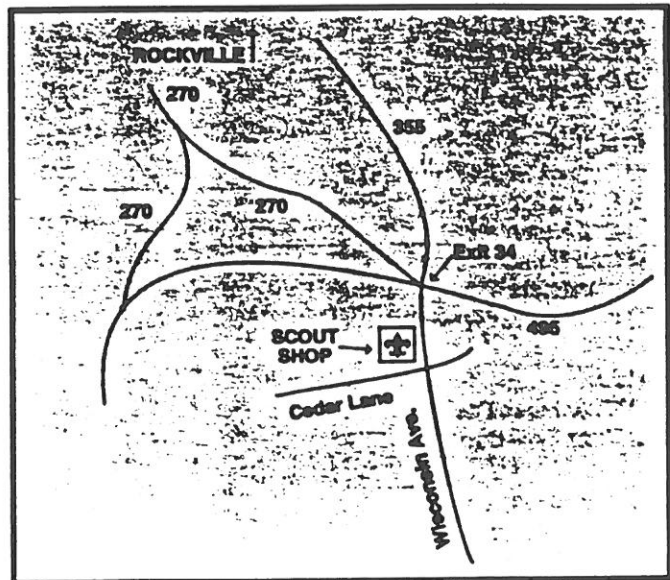
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Peebles Dept. Store
13957 Jefferson Davis Hwy.
Woodbrdge, VA 22181

Sunny's Surplus
9th & "F" Street N.W.
Washington, DC 20012

GATHERING ACTIVITIES - SOLUTION PAGES

JANUARY

SVULWALRUSBPWS
 POUINOSEAPHOLT
 JLOC SNOWSHOESL
 RCOENUISANDSIE
 BAMEOLGIUELKRI
 FMEOWURALWUIDE
 LOEBBOCKPRLUMOT
 OFCLRUPOUCPGHR
 WUKAYAKOLS SAUSHL
 EVLUEGLIOURNKCEL
 RAUNIGLOQRKCEL
 BEIARSPIPFAMDA
 APADDLES SPJRBFB
 SUBEACHWNSOWOR

FEBRUARY

QURVNECKERCHIEP
 UTHGILFPWORRAFH
 ALIEDUCURBOLFAL
 LITYDDBUBRABDI
 UNYDODSUAHBMIE
 TTYARWACGOLDCEA
 NIBLBOLOFOLIOSD
 ITOMBLUBIAJDNKUC

MARCH

Complex crossword puzzle grid with words filled in.

APRIL

FEISSENTIWEIGHT
 MOROTSEASECALORIE
 AWHOEGRAINBILLDE
 LUASBFADEXERCISE
 KPACESHEREDITYGFR
 DRUGSCREEMARTJFR
 HIGHBLOODPRESSURE
 EACALYBUOUFEENBVE
 ATTACKFIPLVZKICNT
 RDHCEIRCSHTQSRFOY
 TOUJKJUAUERSEOY
 BC SMOKINGGLAHOCH
 ETWNRGTKAALLSOLIG
 AOIMTDZLRURITTEG
 ATRMDSSERTSYWNVH

MAY

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

JUNE

BEYAWGASESIOSSNO
 JILAUTOVESDOPSID
 ENVIRONMENTOELO
 CCIAOPULASNDOSMYR
 OICZECEBERENDUKL
 LNSJTRRFLPFIGDI
 OEQLSVLCUNOMASA
 GRMNOYRMSRACB
 VASTACIPRESSTZI
 GTIJEPILOVARTIC
 YBBYGATLTRIMC
 USBJYOSPEHLTOPC
 IJUUSOOTINGUEUU
 KNOONAELOWTER
 PEEWSEKIBASKET

JULY

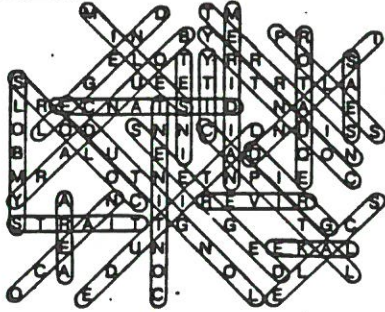
PACNIKSNOC
 TRADERSALDW
 UAOBVUNDIUA
 RDOWALDOAPG
 ET CAMPFIREO
 BROOKETLN
 EVTACBADELO
 AOGNULERFUE
 RSABDROVAEF
 STUVYIRATLU
 AUMPREADNOR
 DREUQRINATS
 OFORTUMPSOY

AUGUST

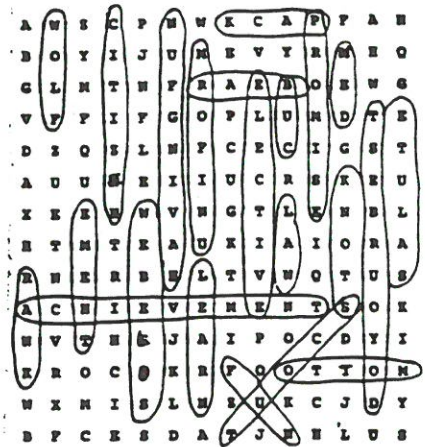
Complex crossword puzzle grid with words filled in.

GATHERING ACTIVITIES - SOLUTION PAGES

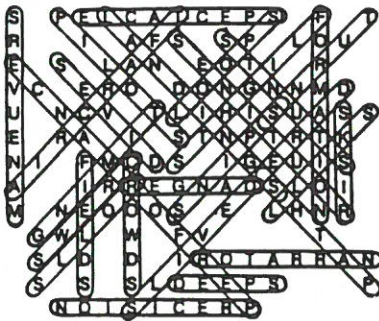
SEPTEMBER



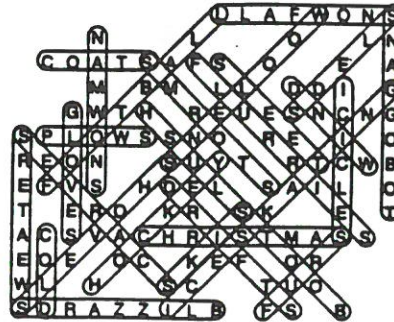
OCTOBER



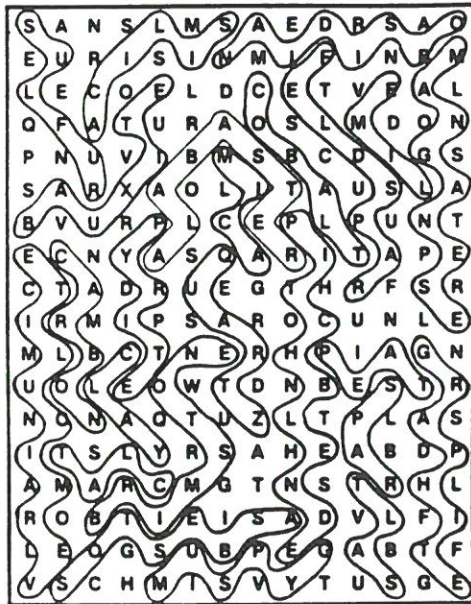
NOVEMBER



DECEMBER



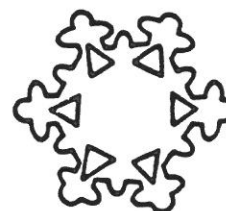
WEBELOS - GEOLOGIST





GATHERING ACTIVITY

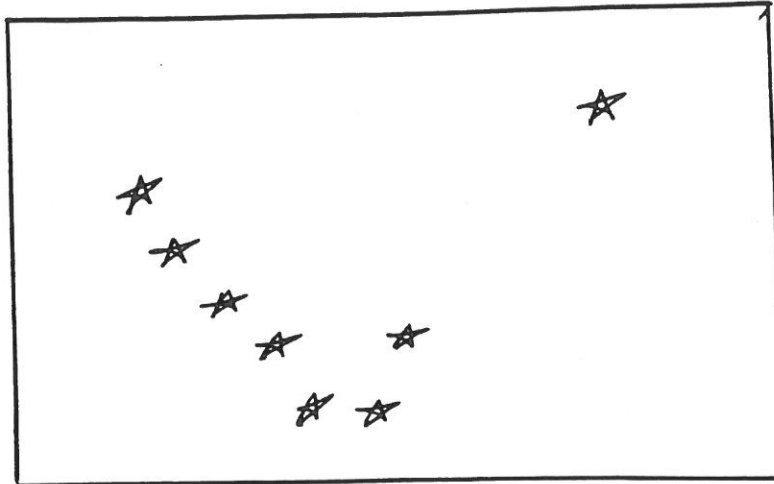
S V U L W A L R U S B P W S
P O U I N O S E A P H O L T
J L O C S N O W S H O E S L
R C O E N U I S A N D S I E
B A M E O L G I U E L K R I
F N E O W U R A L W U I D E
L O E B O C K P R L U M O T
O F C L R U P O U C P O G R
W U K A Y A K O L S A U S H
E V L U E C L I O U R N L U
R A U N I G L O O R K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



Words can be found horizontally, vertically, or diagonally

DOG SLED
ESKIMO
ICE
IGLOO
KAYAK
PADDLES

PARKA
POLAR BEAR
SEA
SNOW
SNOWSHOES



EXPLORING ALASKA - OPENING

Directions: The American Flag is already displayed on stage. Some Cub Scouts are dressed as Eskimos holding replicas of the Alaskan Flag, which has a medium blue background with 8 yellow/gold stars, and others in their Scout uniforms.

- 1st boy: I represent the Flag of Alaska.
- 2nd boy: My design resulted from a public school contest conducted by the American Legion.
- 3rd boy: I was designed by a 13 year-old boy and have flown over Alaska since 1927.
- 4th boy: My design represents the constellation of the Great Bear and the North Star.
- 5th boy: Even though Alaska is not connected to our mainland, it's as much a part of the United States as we are in (your state name).
- 6th boy: The hands of friendship, culture and natural resources keep us united, regardless of whether we are in (your state name) or Alaska.
- 7th boy: Just as we are part of our United States, our packs and dens are part of the whole Scouting program.
- 8th boy: Let us stand and Pledge our Allegiance to the Flag that binds us as one.

ALASKAN AWARD CEREMONY

Before the pack meeting, as a den project, have each boy make an individual totem. (Oatmeal boxes are a good size, or juice cans can be used). The leader should prepare a pole with a base to stand totems on...individual totems need to have a holes punched in the ends and the same size pole needs to be used, so co-ordinate with your den leaders before hand. An optional idea...the leader can make the totems for the ceremony and present them as part of the ceremony.

Leader in Indian headdress. Tom-tom beating softly in background.

Leader: We gather in our circle to pay honor to the Cub Scouts who have worked with diligence and have earned the right to be advanced in this great Cub Scouting program.

(Tom-tom stops beating)

Will the following boys take their places in the center of our gathering and their parents please gather in an outer circle surrounding us.

Read names of advancing Cub Scouts.

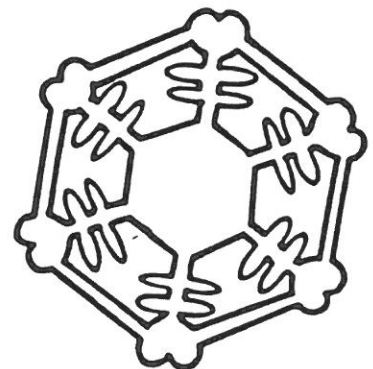
The leader then has each Cub place his totem on the pole as he says: Cub Name you have earned your _____ badge tonight. You have earned the right to place your totem on our totem pole.

(Tom-tom begins beating after all awards have been given)

Leader: Now stands before you our great totem...symbol of strength, guardian of our light, protector of our health. Each totem is a symbol to defend the honor of its owner. We present this totem to Pack #____. Keep it in a place of honor and it will serve you well.

INDIAN TAPS - CLOSING

Great spirit come,
With beat of drum,
Journey now,
With each one,
Great spirit please,
Till each one,
Of our tribe,
Reach their tepees.



SONGS & GAMES

Mush Your Huskies

("Row, Row, Row Your Boat")
 Mush, mush, mush your huskies
 Through the ice and snow
 Freezing, breezing, wheezing,
 sneezing,
 Over the ground we go.

Good Night, Sourdoughs

("Good Night, Ladies")
 Good night, sourdoughs,
 Good night, sourdoughs,
 Good night, sourdoughs,
 We're going to leave you now.

Springtime in Alaska

("Springtime in the Rockies")
 When it's springtime in Alaska,
 It's forty-nine below.
 The eskimos go barefoot
 Through forty feet of snow.
 The polar bears get sunburned,
 And the seals sing all the day,
 When it's springtime in Alaska,
 In Alaska far away.

The Den Meeting

("Clementine")
 On my dog sled
 Pulled by huskies
 To my den meeting I'll go
 Running faster, pulling harder
 Carrying me across the snow.

At the town hall
 Wait my buddies
 For our weekly hour of fun
Leader Name starts the meeting
 Our attention he has won.

Time for singing
 Time for practicing
 Our part at the pack meeting
 Now we all enjoy the den games
 Time to rest before leaving.

SNOW SHOE RELAY

Divide players into two teams. Have each team line up one behind the other. Set up a chair across the room from each team's goal. Give each team a pair of shoe boxes. On signal, the first player on each team puts on his snow shoes, (the boxes) and races for his goal. He circles it, returns to the starting point, gives his snow shoes to the next player and goes to the end of the line. The second player puts on the snow shoes and races for the goal, and so on. The team whose players finish the race first are the winners. (Better have extra shoe boxes.)

UP IN ALASKA

Players sit on the floor in two lines which face each other. One of two dishes containing an equal number of tiny marshmallows is placed in front and to the right of the player at the front of each line, and an empty dish is placed beside the player at the foot of each line. Each player is given a spoon. On signal, the first player takes one marshmallow in his spoon and passes it to his neighbors spoon and so on down the line. As soon as the player at the end of the line receives the marshmallow in his spoon he places it in the empty dish and yells, "Up In Alaska!" When the first player hears this he starts a second marshmallow down the line. The first team to get all its candy down the line into the dish, wins.

SLED RACE TO NOME

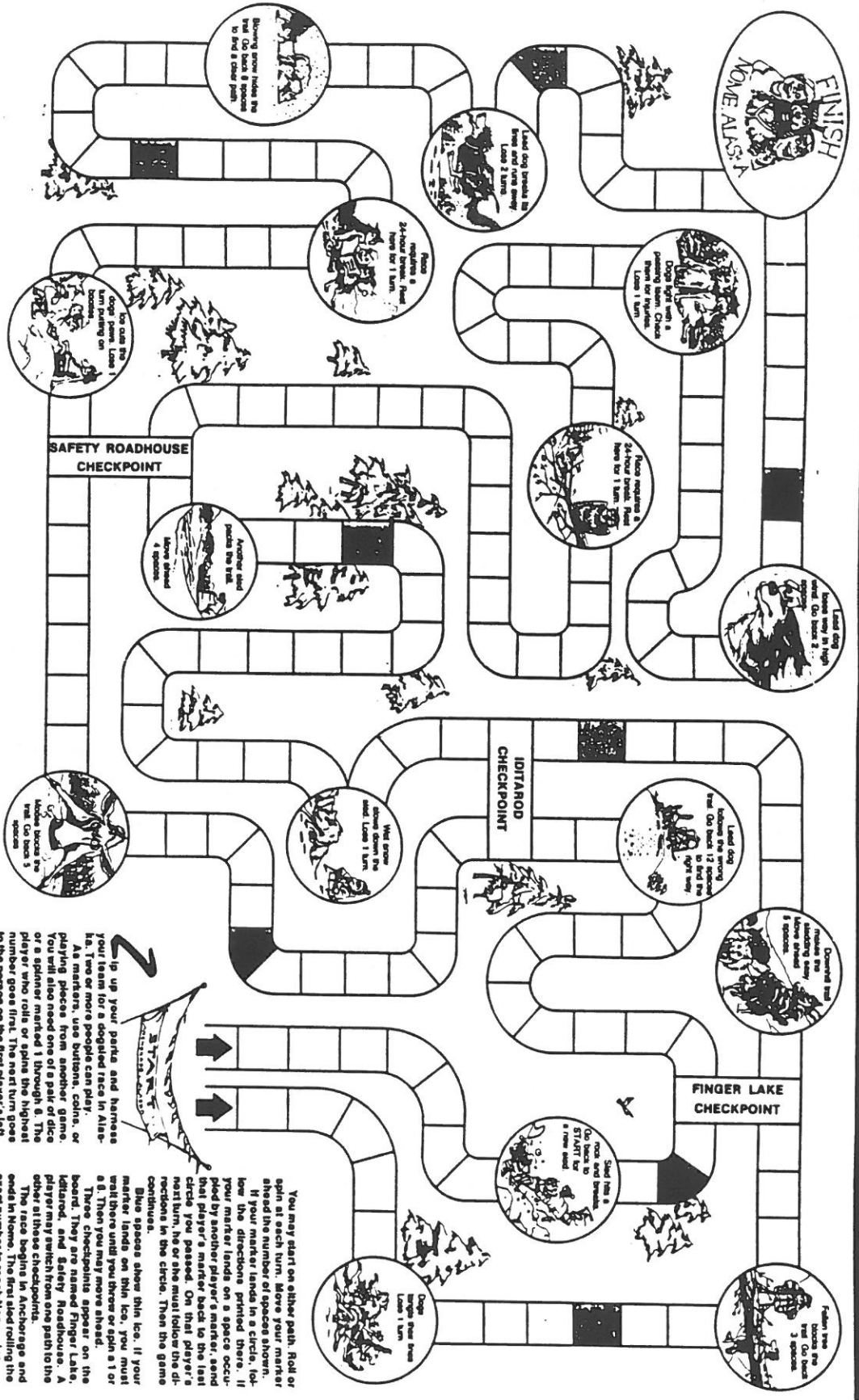
Tip up your parka and harness your team for a dogged race in Alaska. Two or more people can play. As markers, use buttons, coins, or playing pieces from another game. You will also need one of a pair of dice or a spinner marked 1 through 6. The number goes first. The next turn goes to the person on the first player's left.

You may start on either path. Roll or spin at each turn. Move your marker ahead the number of spaces shown. If your marker lands in a circle, follow the directions printed there. If your marker lands on a space occupied by another player's marker, send that player's marker back to the last circle you passed. On that player's next turn, he or she must follow the directions in the circle. Then the game continues.

Blue spaces show thin ice. If your marker lands on thin ice, you must wait there until you throw or spin a 1 or a 6. Then you may move ahead.

Three checkpoints appear on the board. They are named Finger Lake, Iditarod, and Safety Roadhouse. A player may switch from one path to the other at these checkpoints.

The race begins in Anchorage and ends in Nome. The first sled rolling the exact number to reach Nome wins.



ESKIMO WALRUS HUNT SONG

Eskimo gets into his kayak and paddles (with arms folded, move arms back and forth in paddling motion).

Chorus: Aukie, aukie oombah; aukie, aukie oombah; Hey diddle, hi diddle, ho diddle, hey. (repeat)

Eskimo stops and sights for walrus, with right hand turned so that he is sighting with the back of his hand shading his eyes while singing:

Hey tacoma mishawaukee; hey tacoma mishawaukee;
hey tacoma mishawaukee. **CHORUS**

He gets within range, takes out his walrus gun, aims and sings:

Hey tacoma mishawaukee; hey tacoma mishawaukee;
hey tacoma mishawaukee. **CHORUS**

He gets along side the walrus. It is heavy. He lifts it into his kayak and sings:

Hey tacoma mishawaukee, ugh! Hey tacoma mishawaukee, ugh!
hey tacoma mishawaukee, ugh! **CHORUS**

He paddles homeward slowly at first because of the heavy load; then picks up speed. Everybody is waiting to greet him. He waves to all, smiles a toothy smile, singing:

Hey tacoma mishawaukee; hey tacoma mishawaukee;
hey tacoma mishawaukee. **CHORUS**

CHORUS

Aut-ie auk-ie dom-bah, auk-ie auk-ie com-bah

Hey diddle, hi diddle ho diddle hey.

Hey ta-coma mish-a-wau-kee, Hey ta-coma mish-a-wau-kee,

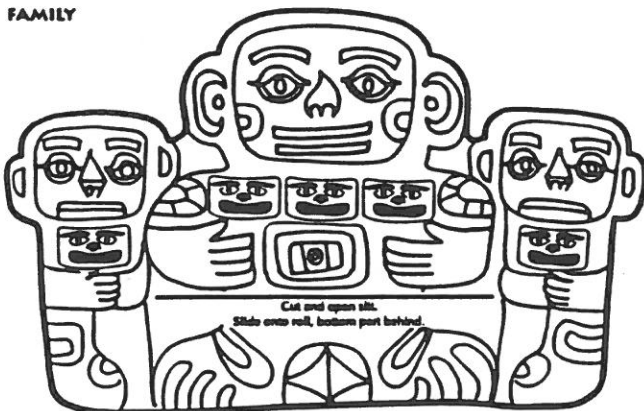
Hey ta-coma mish-a-wau-kee

CRAFTS

BUILD-A-TOTEM

Use a paper towel core as a base. Enlarge totem patterns (1/2 scale). Color and cut out your totem design. Cut the slits carefully. Slide the symbols onto your pole in the order your group agrees upon. Use the finished totem to tell your clan history.

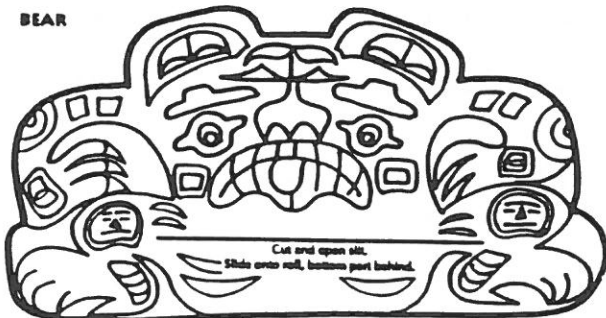
FAMILY



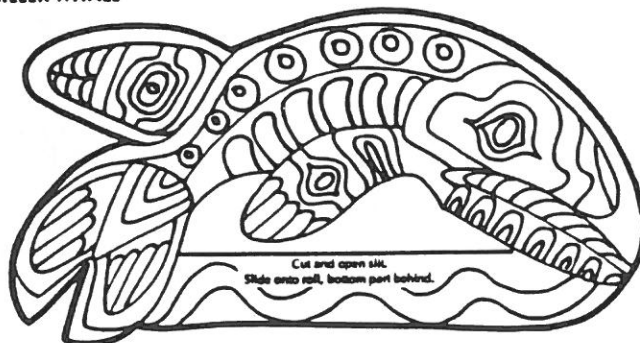
RAVEN



BEAR



KILLER WHALE



BEAR AND WHALE SOAP CARVINGS

Carving animals out of soapstone, animal bone or ivory is still a common artistic activity of Eskimo men. The usual subjects for Eskimo sculpture are the animals they hunt; seals, walruses, fish, whales, reindeer, foxes, wolves, and bears.

Materials: Large cake of soft bath soap, butter knife, pencil, and paper. Any size cake of soap will do, but the largest size is easiest to work with.

1. Decide which animal to carve. Our examples are a bear and a whale, both based on authentic Eskimo carvings or select an animal hunted by the Eskimos.
2. Draw a sketch of the side view of the animal on the largest side of the soap (Figure 1). On the other sides of the soap, draw the animal as it would look from that side; rear, rear, face and front, right side, left side, and top view (Figure 2).
3. Use the knife to cut out the largest form, revealing the basic shape of the body (Figure 3).
4. Work all around the sides, cutting away a little at a time, to make a three-dimensional figure (Figure 4). The body will have a blocklike look, but it should have rounded edges and a form clearly recognizable from all sides.
5. Use the tip of the knife, a pencil, or a toothpick to engrave the fine details. Make tiny lines to show fur, claws, nostrils, eyes, teeth, fins, etc.
6. You can add color to these lines by drawing over them with a permanent felt-tipped marker.

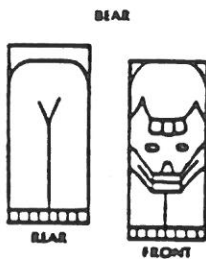
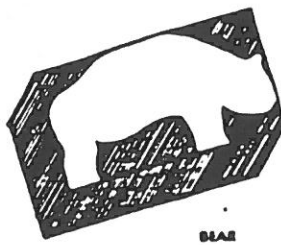


Figure 1



COMPLETED BEAR



Figure 3

COMPLETED WHALE

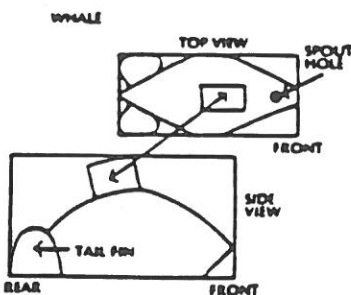


Figure 2

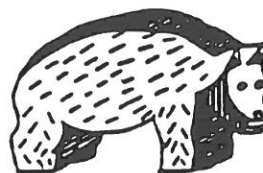


Figure 4



Figure 5



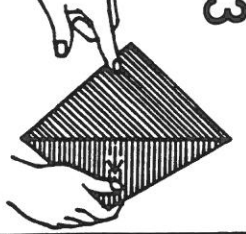
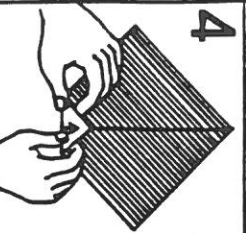

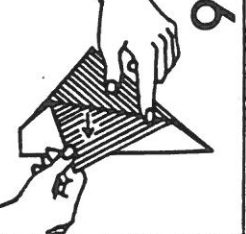
Fold a Penguin

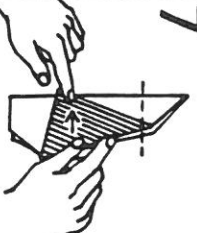

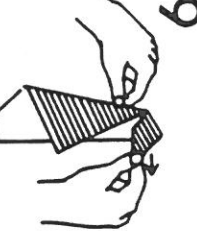
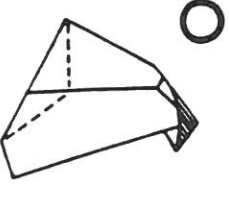

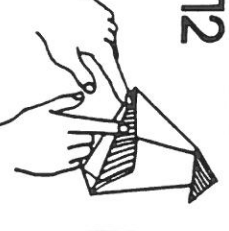
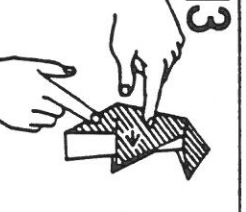
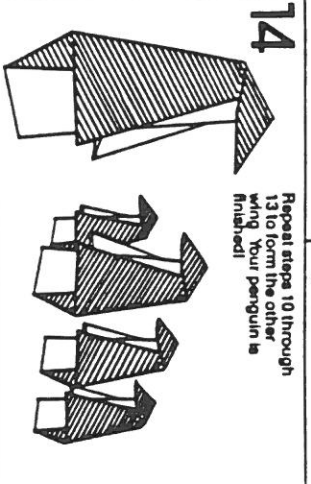
These pages show how to make a paper penguin. Thin sheets of paper work best for origami figures. Paper colored on one side gives an interesting effect.

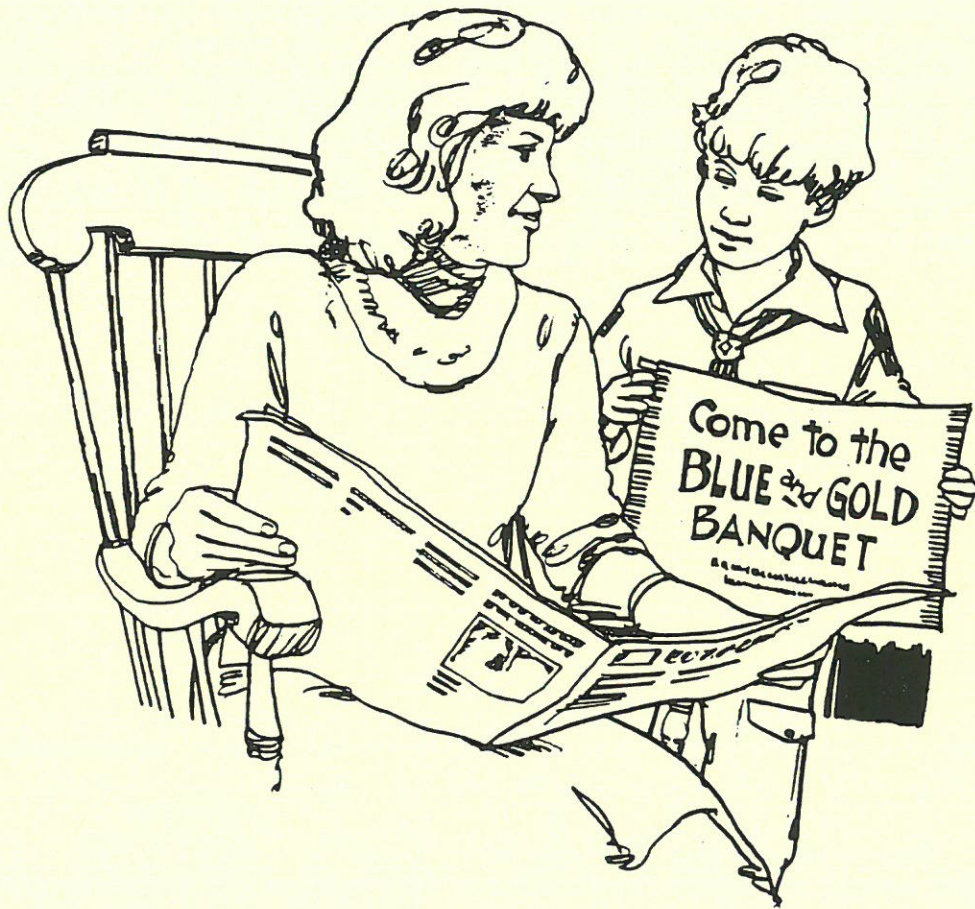
origami (ay or-th-ah-mei). Thin sheets of paper work best for origami figures. Paper colored on one side gives an interesting effect.

KEY
 Fold the paper in the direction the arrow points.

The colored side of the paper looks like this.

<p>1</p>  <p>Take a square piece of colored paper and turn it so it makes a diamond shape. If only one side of the paper has color, start with the colored side facing you.</p>	<p>2</p>  <p>Fold the paper in half and create the edge.</p>	<p>3</p>  <p>Open the fold. The colored side should again face you.</p>
<p>4</p>  <p>Fold a small triangle at the bottom. Create the edge.</p>	<p>5</p>  <p>Fold over the right side to the left side. The broken line shows where the next fold will go.</p>	<p>6</p>  <p>Take the top flap and fold, as shown, to form a wing.</p>

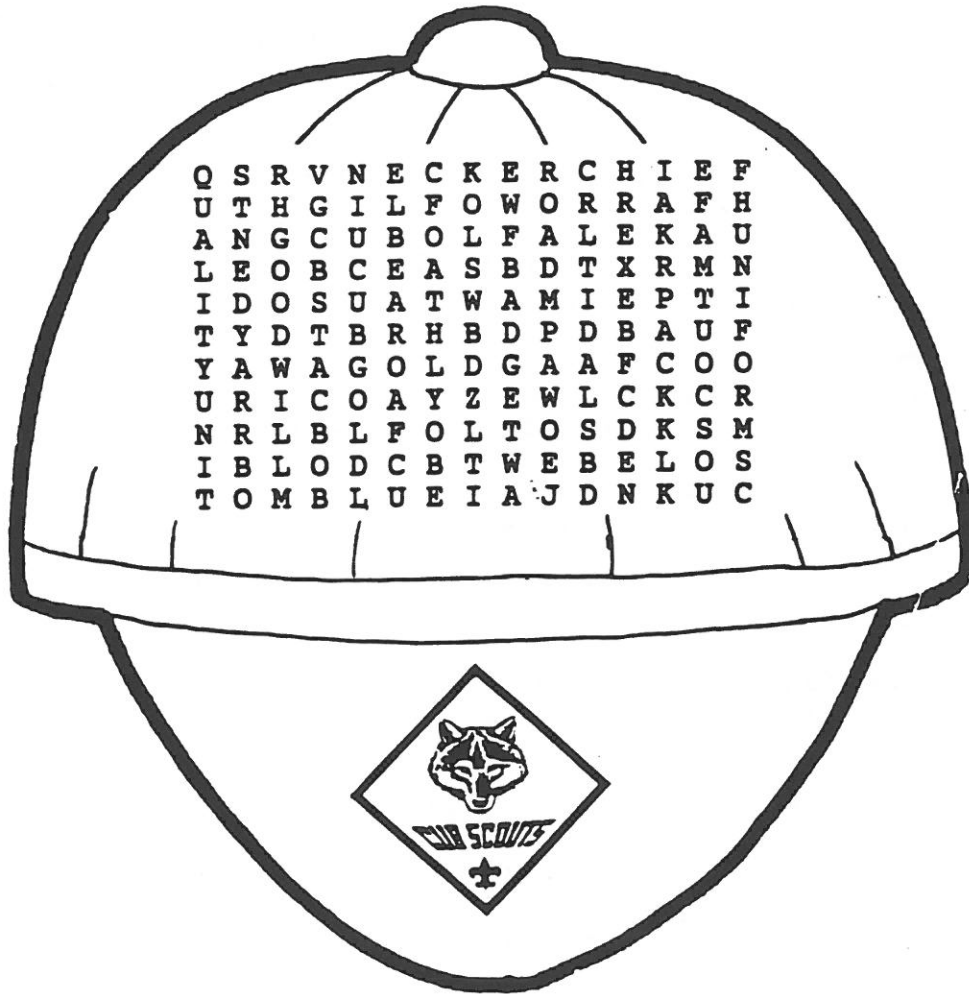
<p>7</p>  <p>Turn the paper. Fold the other wing the same way. The broken line shows where the next fold will go.</p>	<p>8</p>  <p>Spread the paper as shown above, so the wings are facing you. Fold another triangle to make the head.</p>	<p>9</p>  <p>Turn the penguin sideways. Pinch its neck with one hand while you pull out its head with your other hand.</p>
<p>10</p>  <p>Open the wing. The broken lines show the creases you will make next.</p>	<p>11</p>  <p>Crease the paper into a long narrow triangle. The picture shows how to do it.</p>	<p>12</p>  <p>Next, crease the paper wing to make a triangle like the one in the picture.</p>
<p>13</p>  <p>Fold the wing, tucking in the creases you made in steps 11 and 12.</p>	<p>14</p>  <p>Repeat steps 10 through 13 to form the other wing. Your penguin is finished!</p>	



GATHERING ACTIVITY

SCOUT WORD SEARCH

Hidden in this puzzle are words having to do with Scouting. Remember, words can run forward, backward, on an angle, or repeated more than once. See who is the quickest to circle them all!



AKELA
 ARROW OF LIGHT
 BADGE
 BEAR
 BLUE
 BOBCAT

BOY
 CUB
 DEN
 GOLD
 GOODWILL
 LEADER
 OATH

PACK
 QUALITY UNIT
 SCOUT
 UNIFORM
 WEBELOS
 WOLF

OPENING CEREMONY

Narrator: We are gathered here tonight to celebrate the 64th year of American Cub Scouting in the Blue and Gold Tradition. Here are a few Cub Scout facts that have seen this program grow over the years.

(The Cub Scout silhouette with the facts on the back may be used as a prop for this ceremony.)

1st boy: In 1916 Wolf Cubbing became an official part of British Scouting with the publication of The Wolf Cub's Handbook.

2nd boy: The special program for younger boys developed by Lord Baden-Powell, used symbols and stories from Rudyard Kipling's Jungle Book.

3rd boy: The first ranks of Wolf Cubs were Tenderpad, One-Star Cub, and Two-Star Cub.

4th boy: On April 1, 1930, the Cub Scouting program became official in the United States and the first charters were issued by the Boy Scouts of America.

5th boy: When Cub Scouting started there were five thousand Cub Scout in the United States.

6th boy: Cub Scouting in America had a strong emphasis on Indian Lore.

7th boy: The first program was called "Cubs of America" with a Bear cub as the symbol.

8th boy: The first Cub Scout motto was "We do our best" -- not too different from our current motto.

Narrator: As we look about us this evening, we can see the fun and adventure Baden-Powell has brought to us through Cub Scouting. Please stand and join me in another tradition, the Pledge of Allegiance.



ADVANCEMENT CEREMONY

Tonight we gather to celebrate the 64th anniversary of Cub Scouting. Some people think Cub Scouting is only for boys, but it isn't. Cub Scouting involves the whole family. And while we have you all here tonight, we would like to remind you of something. In order to get the most from this program that you can, it is important that you take advantage of everything or at least as much as our Pack and Council have to offer. When you join basketball or baseball, you don't just go to a few practices or show up for 1 or 2 games. You must participate in as many as you can to become a good player. Well, the same holds true for the Scouting program. You must participate in as much as you can, parents and boys, in order to get the most that you can out of it. And believe me, it will pay off. Today your son is approaching 10 years of age and is quickly growing. He has only a few more years of boyhood left before he looks away from home for his principal interests. What you do today is important. Tomorrow may be too late.

We have _____ Scouts registered in our Pack this year. It is extremely satisfying to your den leaders and to me that most of you here tonight have successfully completed requirements for badges of advancement of rank. And remember Scouts, I want you to keep in mind the real value of what the badge you are about to receive represents. Don't wear a cheap badge. Wear one that represents what you can really do and know.

Helping us with the presentation of the awards tonight will be __.

Before we begin, we would like to light these very special candles on our ceremonial award board.

First, the green candle which represents nature with its green hills, forests and valleys. It reminds us of hikes and nature collections, scavenger hunts and fun at Day Camp. Remember, it is our Scouting duty to conserve the land.

Second, the red candle stands for Akela, your leader. The first leader in Scouting was Lord Baden-Powell, our founder. The Cub Scout advancement plan follows the life story of Akela, an Indian brave of the mythical Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and learn many things so that someday we too may become brave Scouts.

Third, the blue candle, which stands for truth, loyalty, and the sky above.

Next, the gold candle, which stands for the warm sunlight, good cheer and happiness in our lives. Back in the good old days, the waving of the school colors gave people a feeling of school pride and loyalty. So too, do the blue and gold candles here tonight help build this spirit among our Scouts.

And lastly, the great white candle in the center which represents God. Just as God should be the center of our lives in all we say, think, and do.

You will also notice the red, white, and blue candles which together represent the colors of our American flag and remind us of our duty to our country and how proud we are to be Americans. Just as the pack flag reminds us that we are a part of Scouting. You belong to a unique and special group.

When a boy becomes a Cub Scout, he starts on an upward trail. He does not join a Cub Scout pack and then wait idly for 4 years until he becomes a Boy Scout. With the help of his parents and leaders, he works to earn the various badges which are marks of his achievement.

(Put Bobcat card up.)

First comes the Bobcat, the beginner, who learns to abide by the Cub Scout Laws and Promises. He stands with much enthusiasm on the first step of the advancement ladder which, as he climbs it, will bring him knowledge, skills, enjoyment and new friendships. We will now light this candle for the Bobcats.

Now, at this point, our program would usually read...I'm happy to say... that all of our Scouts here tonight have earned their Bobcat badges. But tonight that is not true, because we are glad to have among us some new Scouts in the pack, ___ in Den __ and _____ in Den __. They have just joined the pack and are ready to receive their badge tonight. Boys, would you and your families please come forward to receive your badges.

_____, we are not going to embarrass you by asking you to repeat all the Bobcat requirements up here tonight. I would like you to think of yourselves as puzzle pieces and our pack as the puzzle. Here we were an almost complete puzzle, with a few pieces missing. And here you come along _____, the last puzzle pieces. Our pack is now complete for this year. If you came seeking fun and friendship, you came to the right place. Mr. & Mrs. _____, as parents, you have certain responsibilities in Cub Scouting. We expect that you will attend the monthly pack meetings and work with your son on his achievements, approving them for him when satisfactorily completed. Will you accept this responsibility?

_____, we would like to brand you boys as new Bobcats and official members of Cub Pack _____ and present you with your Bobcat badges. May you all be happy with us in this pack. Cub Scouts, what is our Motto (Do Your Best). I didn't hear you.

(Give handshake and congratulations..put pin on award board.)

(Change card to Wolf.)

We will now honor our first group of Cub Scouts who have grown in knowledge and advanced to a higher rank up the ladder of Scouting, the Wolves. When Akela was of Bobcat age, he was taken on short trips into the forest, by his parents. Here among the great trees and streams he became acquainted with the animals. From the wolf he learned the language of the ground, the tracks, and the ways of getting food.

Much the same as Akela, our Cub Scouts have learned and worked their way through 12 achievements to acquire the rank of Wolf. We have several Scouts and their parents here tonight who have not only attained this honor, but have also put in extra effort (in some cases a lot of extra effort) to earn additional elective credits. These Cub Scouts have walked the Arrowhead Trail and will be honored for their extra ambition, interest and industry.

We will now light this candle for the Wolves.

We will call you up by dens. As _____ calls your name, please come forward with your families to accept your awards. I will give your badge to your parents to pin on you. By the way, don't forget why your badges are pinned upside down. You have to do a good deed before your Mom can sew it on your shirt, right? Also, after you get your award, don't forget to post it on the achievement board. Our chart enables everyone to see just how hard each Scout and their family is working. Will _____ from Den __ and _____ from Den __, please come forward with their families.

By advancing from Bobcat to Wolf Scout, you have demonstrated the spirit of Cub Scouting in your everyday life. Wear your badges with pride.

(Change the card to Bear.)

The pack helps the Cub Scout grow. This is part of the Law of the Pack. Tonight, we honor those Cub Scouts who have grown in knowledge and advanced to an even higher rank on the ladder, the Bear.

After learning what he could from the Wolf, Akela learned from the big kindly bear the secret names of trees and from other friends the calls of birds and the language of the other Cub Scouts in earning their Bear badges here tonight. With the help and cooperation of their families, these Scouts have now climbed more than halfway up the Scouting ladder. Remember-- Scouting is a family program and not only are the Cubs advancing another rank, but the whole family is taking another step forward.

We now light this candle for the Bears.

As _____ calls your names, would you upcoming Bears please come forward with your families to accept your awards. _____ from Den ___ and _____ from Den ___, please come forward.

(Change the card to Webelos.)

When a Cub Scout begins 4th grade, he enters the Webelos den, the next to the last stop on the trail to Scouting. As a Webelos Scout, he works on 20 different activity badges. Instead of badges that get sewn on your uniform, the Webelos are awarded with pins which they place on their shoulder colors.

The top goal of the Webelos, of course, is the prestigious Arrow of Light, one of two Cub Scout awards that can be worn on the Boy Scout uniform. The other being a religious knot that can be worn if earned in Cub Scouting. The Arrow of Light signifies that the boys are ready to become Boy Scouts when they turn 11 years old.

From his father, the Arrow of Light, Akela learned the speech and calls of the Webelos tribe. After Akela had learned the ways of the wolf and the bear, and he had passed the tests of the tribe, he was admitted into the lower ranks of the young braves, thus becoming a Webelos Scout. We now light this candle for the Webelos.

What does Webelos mean? Yes, We'll be Loyal Scouts--to our country, our home, and to God. Now, as we look back down the Cub Scout trail, we see how bright the pathway has become. Bright, because you Webelos Scouts have helped make it so. With the help of your parents, you have brightened the pathway through Cub Scouting by doing your best and giving good will.

As _____ calls your name, would you please come forward to accept your awards. Webelos Den _____.

Webelos Scouts, it is important now that you continue along the Scout trail in your Webelos den. In just _____ short months, we will have the pleasure of presenting you with your Arrow of Light and sending you on the way to the Boy Scout troop of your choice. Congratulations.

Boy Scouts of America, one of the greatest youth programs in the world. It builds character, citizenship, responsibility, leadership, physical and mental fitness. We're proud of you Scouts and your families for the time and effort you put in to achieve these goals.

Advancement is just part of the fun of Cub Scouting. But it's an important part, because through advancement our boys learn new skills that will help them when they join a Scout troop and throughout their whole lives. Let's give a grand howl for our friends who have advanced tonight.

LEADER RECOGNITION CEREMONY

I, Akela, pondered long into the night, who should lead the young Cub Scouts of our pack? An important council was held in the dead of night under a full moon in the lodge of the elders to choose these important leaders. The choices were made and they have proved to be good ones. At this time, we would like to recognize these important leaders for their unselfish, undying service and devotion, without which our pack would not be possible. Please stand as I call out your names and Scouts, when I call your den leaders' names, let's hear your loudest cheers.

Den _____
Den _____
Den _____
Webelos _____

You know, I feel I have to tell you this, I have attended a lot of Council activities in the last several years, and when talking to other Cubmasters the most frequent and major complaint I hear is that they just cannot get the parents out to participate. Well, we must be lucky, because we have never had a time that we could not get parents to help with something. All I can say is, "Guys, you've got the best group of parents around and I think they all deserve a big round of applause and commendation."

DEN CHEERS

C'mon Gold! C'mon Blue!
C'mon Cubs! C'mon through!
Chow! Chow! Bow! Wow!
(Cubmaster's name) Wow! Wow!

Rip, Rap, Rap!
Rip, Rap, Ree!
Loy-al, hap-py
Cub Scouts are we!

Razzle, dazzle, never frazzle,
Not a thread but wool.
All together, all together,
That's the way we pull!



.LEADER THANK-YOU'S

Helping Hand Award - Cardboard hand with glove over it. It is for the special person who is always there to help.

Wet Sponge Award - A piece of sponge mounted on cardboard. It is for the newest leaders who need help soaking up all there is to know about the Cub Scout program.

Go Getter Award - Balloons filled with helium. This award is for the go getters, and the balloons are filled wiht hot air to give them "get up and go" power.

On the Ball Award - A styrofoam ball with a pipe cleaner Cub Scout on top. This is for the energetic person who always has it together and is on the ball.

Good Egg Award - A egg made from felt mounted on cardboard. It is a special award for a special person who has helped the pack. If it is given to a couple, it is a "double yolker".

Big Heart Award - A big stuffed heart pillow in red. This should be given to someone who shows real dedication to the Cubbing program.

Life Saver Award - Large styrofoam ring mounted on cardboard. This might be for someone who has assisted the pack during a problem.

Equalizer Award - A large whistle. This could be for the leader at Day Camp.

First Aide Award - Homemade first aide kit (include aspirin for headache; band aids for wounds; and ear plugs for the racket of a committee meeting). An award for a dedicated unit commissioner or pack committee chairperson.



: CLOSING CEREMONY

This is an impressive closing for the Blue and Gold Banquet or any other type of dinner.

Personnel: Cubmaster, Cub Scout poem reader, person to turn off lights, audience

Equipment: Candles, one on each den's table

Arrangement: On each den's table a single lighted candle burns. All house lights are out.

CUBMASTER: Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?

CUB SCOUTS: Do Your Best.

CUBMASTER: As we face each other around our Blue and Gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.

(ALL REPEAT CUB SCOUT PROMISE)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout (name) reads Edgar A. Guest's "A Creed".

CUB SCOUT: "Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember, when I'm tired,
The sons heroic who have died.
In freedom's name, and in my way
Teach me to be as brave as they.

In all I am, in all I do,
Unto our flag I would be true;
For God and country let me stand.
Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above."



SONGS**CUB SCOUTING**
(Yellow Rose of Texas)

We're the finest Pack of Cub Scouts
That you have ever seen,
We're loyal and we're honest,
We're never rude or mean!
We're proud to wear our uniforms,
We like the Gold and Blue.
You know that you can count on us
To live our promise true!

We follow our Akela.
We always do our best.
We work on our advancement,
We rarely stop to rest.
We learn while earning badges,
Cub Scouts know more than most.
We learn to be good citizens.
About that we can boast!

We love our God and country.
We respect our fellow man.
We're busy doing good turns.
We help each time we can.
We're proud to be Americans.
We fly our flag to show
Our land is free to you and me
To live and learn and grow!

JOHN JACOB JINGLEHEIMER SCHMIDT

John Jacob Jingleheimer Schmidt,
His name is my name too,
Whenever we go out, the people
always shout,
"There goes, John Jacob
Jingleheimer Schmidt!"

DA-DA-DA-DA-DA-DA-DA
(Repeat verse four times,
each time softer, until
on the last no sound
comes out except the
end DA's which
are always shouted.)

THAT'S WHY WE'RE IN CUB SCOUTING
(Deep in the Heart of Texas)

The fun things of life,
Our family's delight!
(Clap hands four times)
That's why we're in Cub Scouting!

We do our best,
To pass each test!
(Clap hands four times)
That's why we're in Cub Scouting!

Just me and my son
Work, play, and have fun!
(Clap hands four times)
That's why we're in Cub Scouting!

We think our Pack's great,
We'll keep it first rate!
(Clap hands four times)
That's why we're in Cub Scouting!

CUB SCOUT HARMONY
(Coca Cola Theme Song)

I'd like to teach the world to
sing,
In Cub Scout Harmony.
The Blue and Gold would be the
thing,
That everyone would see.
Each Wolf and Bear and Webelos,
Is doing all he can.
To do his best with all the rest
Of Cub Scouts in the land.
We're the real thing....
Cub Scouts.

HAIL, HAIL, THE GANG'S ALL HERE

Hail, hail, the gang's all here.
Never mind the weather,
Here we are together;
Hail, hail, the gang's all here,
Sure we're glad that you're here
too!

BLUE AND GOLD CHECKLIST

DAY/DATE

TIME

LOCATION

BANQUET CHAIRMAN

ASSISTANTS & PHONE #

FOOD COMMITTEE CHAIRMAN

ASSISTANTS & PHONE #

**DINNER - TYPE (POT LUCK) (MODIFIED POT LUCK) (CATERED)
(RESTAURANT)**

DINNER SEE NEXT PAGE

DISPLAYS

CEREMONIES

INVOCATION

INVITED GUESTS

LEADER RECOGNITION

AWARDS

FLAG CEREMONY

CLOSING

BLUE AND GOLD "FOOD" CHECKLIST

DAY/DATE _____

TIME _____

LOCATION _____

DINNER - TYPE (POT LUCK) (MODIFIED POT LUCK) (CATERED)

FOOD COMMITTEE CHAIRMAN _____

ASSISTANTS & PHONE # _____

HOW MANY FOR DINNER? ADULTS _____ CHILDREN _____

TABLES FOR FOOD _____ HOW MANY? _____

SALADS DEN _____ TYPES _____ / _____

DEN _____ TYPES _____ / _____

VEGGIES DEN _____ DEN _____ DEN _____

ENTREE DEN _____ DEN _____ DEN _____

DESSERTS DEN _____ TYPES _____ / _____

DEN _____ TYPES _____ / _____

BEVERAGES PUNCH/JUICE DEN _____ DEN _____

COFFEE / TEA _____

EATING UTENSILS _____

PLATES _____

NAPKINS _____

CUPS-HOT & COLD _____

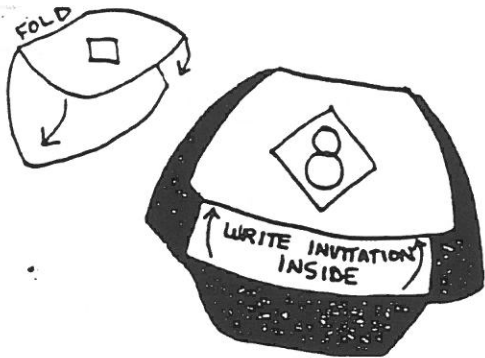
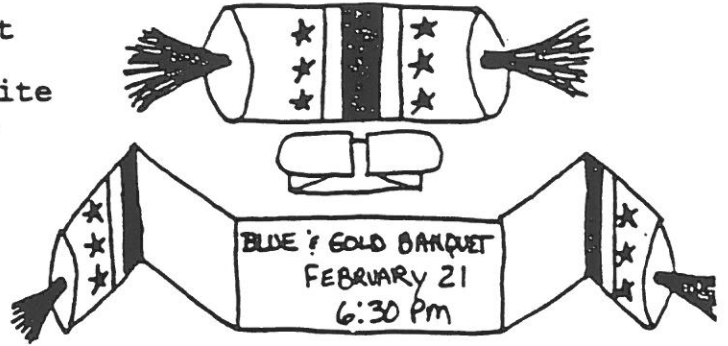
IF FRIED CHICKEN IS SERVED, CONSIDER "WET-NAPS" TO CLEAN HANDS
AFTER DINNER. TRY TO WORK A DEAL WITH VENDOR MAKING THE CHICKEN!
ANNOUNCE BEFORE THE DINNER THAT ALL DISHES SHOULD BE MARKED WITH
WHAT IT IS, WHO BROUGHT IT, INCLUDING PHONE # AND A SERVING UTENSIL
SHOULD BE INCLUDED TOO!!

DECORATION IDEAS

INVITATIONS

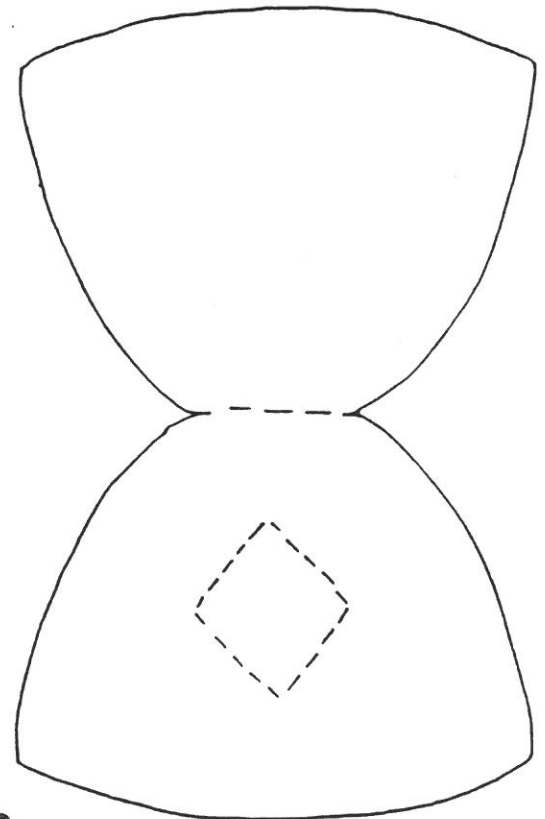
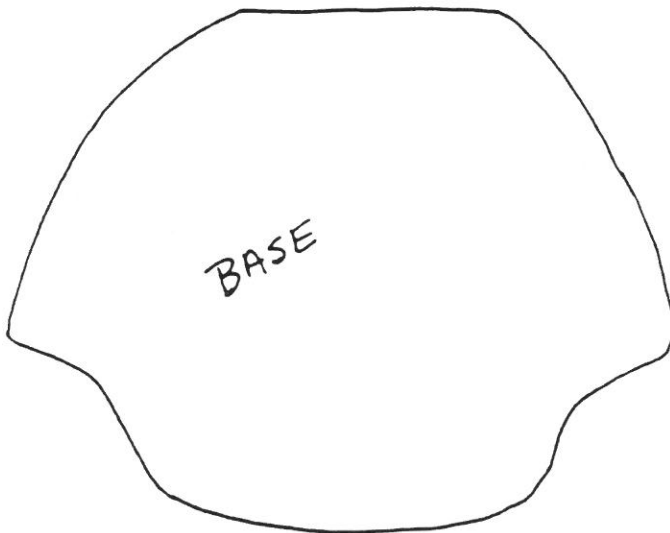
PARTY POPPER INVITATIONS

From yellow construction paper cut a strip 2 1/2" x 16 1/2". Fold as shown. Use the center panel to write your banquet invitation. Decorate as desired.



CUB HAT INVITATION

Cut base pattern from blue poster board the hat panel from yellow construction paper. Fold panel piece on dotted line and glue backside to base piece. Use blue construction paper to make small diamond. Write invitation on inside of hat panel. Put your unit number on diamond on front of hat.



PATTERNS

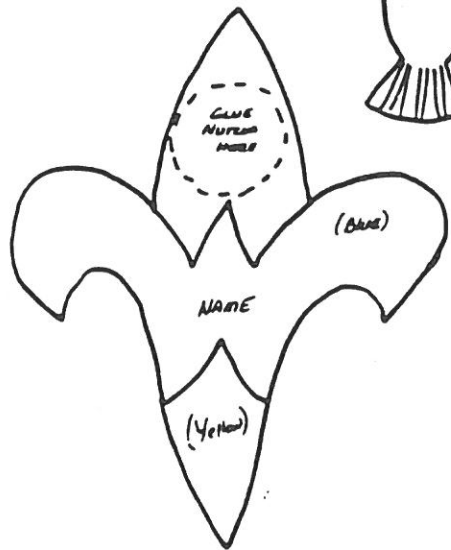
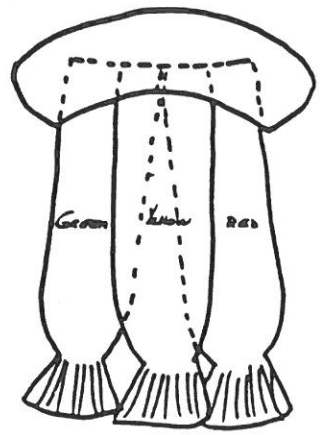
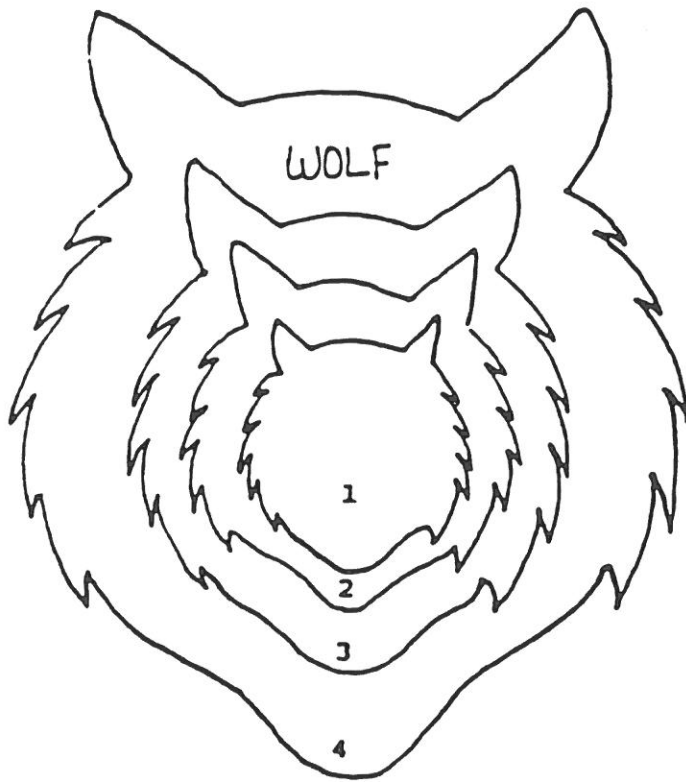
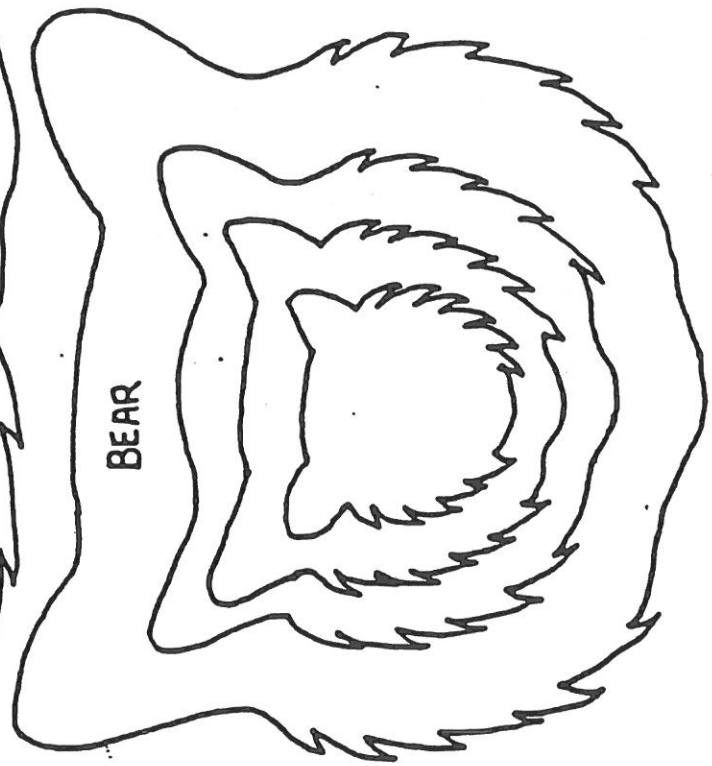
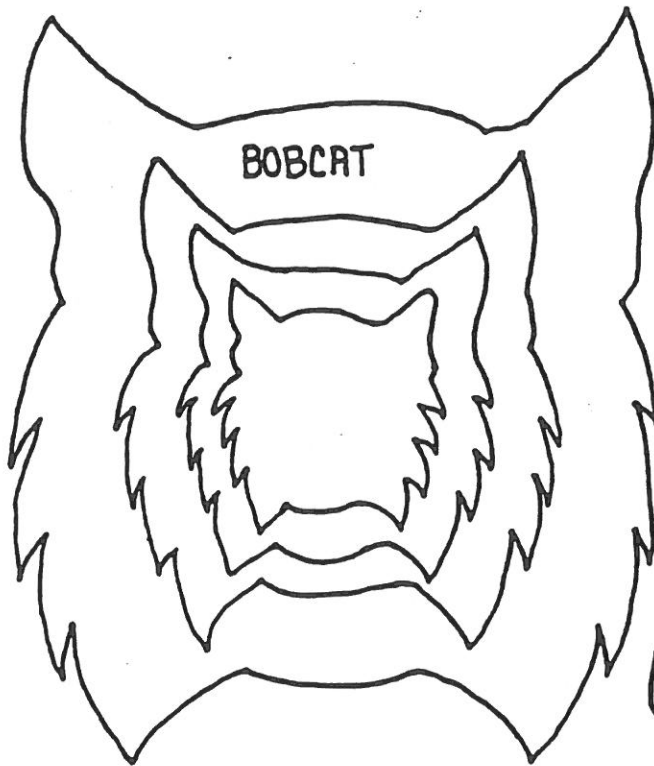
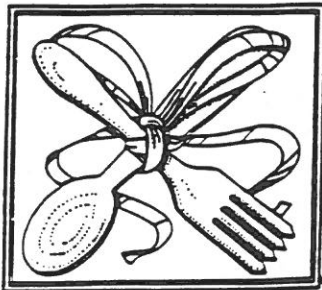
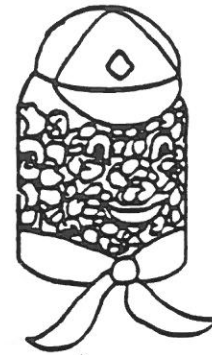


TABLE DECORATIONS

BABY FOOD JAR CUB

Hat: Cut styrofoam ball in half and paint blue with tempera or other waterbase paint. Lines on cap are yellow string held in place with pins. Hat brim and face features are construction paper. A yellow paper napkin is used for neckerchief. Fill with candy for favors on tables.



RIBBONED PLACE SETTING

Cross plastic fork and spoon. Study drawing and tie the two together, where they cross, in a criss-cross pattern, with a length of ribbon. Make a bow.

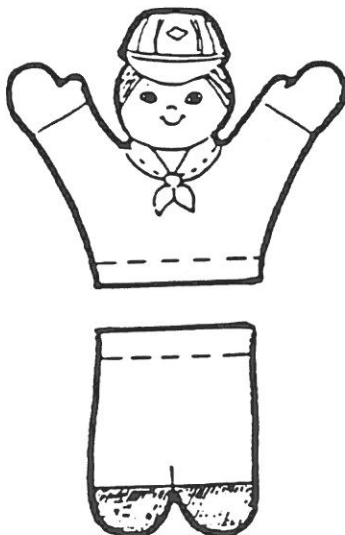
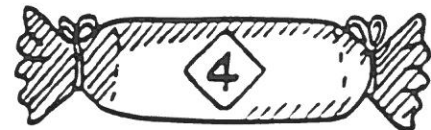
TWISTED NAPKIN RINGS

Cover a cardboard roll with foil. Roll pieces of modeling clay into ropes, each about 1/4" thick and 12 inches long. Fold each rope in half and twist. Wrap the twist around the foil-covered tube, dab the ends of the twisted ring with water and press to seal. Bake or let dry, depending on type of clay used. When dry, slip ring off tube. Paint blue or gold and give napkin rings a coat of clear shellac or varnish.



PARTY FLAVORS

Fill a 5-6" length of towel roll with wrapped candy. Cover the roll with blue crepe paper about 6"x 8". Tape or glue to cardboard roll. Tie ends with narrow yellow ribbon. Add decorations as desired.



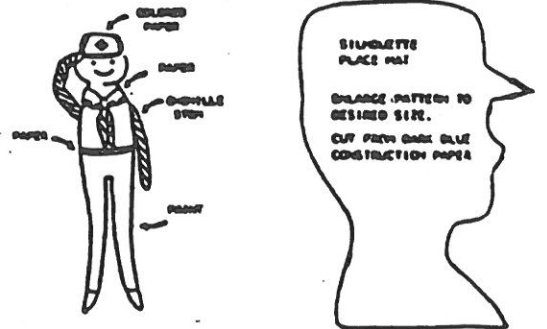
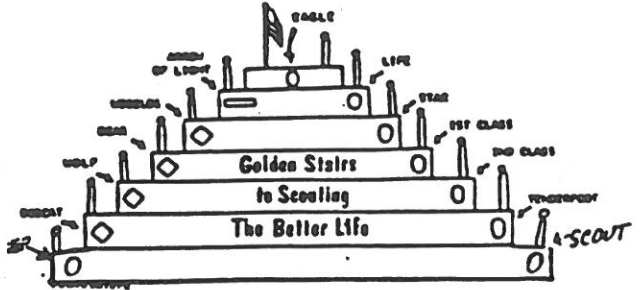
CUB SCOUT NAPKIN RING

Enlarge pattern (1/2 scale). Have boys color pattern with markers. Cut a paper towel roll about 1 1/2" wide and cover with yellow construction paper. Glue Cub pattern to bottom of ring. Napkin fits inside towel roll.

CENTERPIECES

GOLDEN STAIRS

Make centerpiece from 5 progressively smaller wood or styrofoam rectangles 2" high. If using wood drill holes large enough for clothespins to fit in before, attaching the 5 pieces together and painting gold or white. Use dark blue marking pen for letters. Glue on real badges or decals for each rank. Make cub Scouts and Boy Scouts from straight clothespins. (See illustration). Paint body orange for Tiger Cubs, blue for Cub Scouts and tan for Boy Scouts. Make cap from colored paper. Paint head flesh-color. Add hair with marking pen, if desired draw on features. Make neckerchief from a triangle of light-weight paper (gold for Cubs and red for Boy Scouts). Arms are made from orange, blue or tan chenille stems. Glued to body, bend right arm in a salute. Arrange boys on steps as shown.

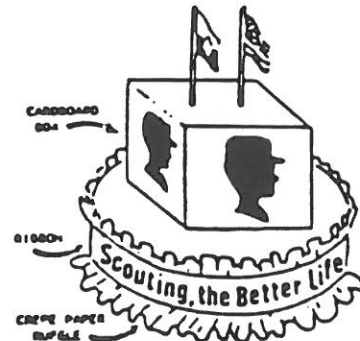


INSIGNIA-CENTERPIECES

Cut five 1/4" plywood squares to fit large Cub Scout and Tiger Cub insignia decals, available at the scout shop. Cut a square 1" base for each. Paint wood, affix decals on both sides. The Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table. The Webelos den could use the Webelos emblem in the center with candles on either side. The Tiger Cub emblem could be used in the same way if your pack has Tiger Cubs.

SCOUTING, THE BETTER LIFE

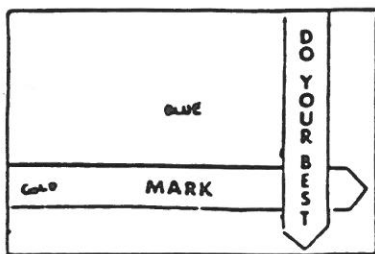
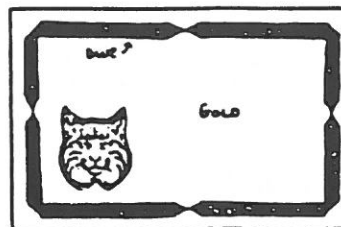
Make a round base of styrofoam or cardboard covered with ruffled crepe paper. Add ribbon or paper strips over ruffle. The top is a square box, covered with yellow paper, which has dark blue construction paper silhouettes glued on, and flags glued to the top. Cut the letters from blue construction paper or use plastic stick-on letters.



PLACEMATS & PLACE CARDS

PLACEMATS

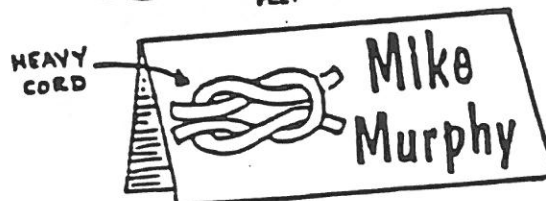
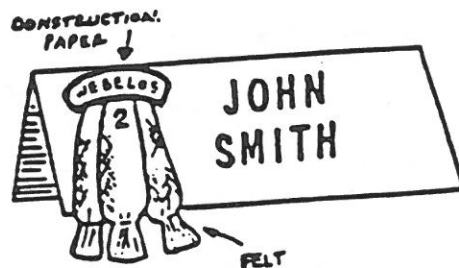
Cut place mats from construction paper, about 12" x 16". Add trim with contrasting color construction paper. Draw appropriate emblem or use Cub Scout insignia stickers.



Cut place mats from construction paper, about 12" x 16". Add contrasting colors with construction paper glued on top. Lettering can be done with marking pens or plastic stick-on letters.

PLACE CARDS & NAME TAGS

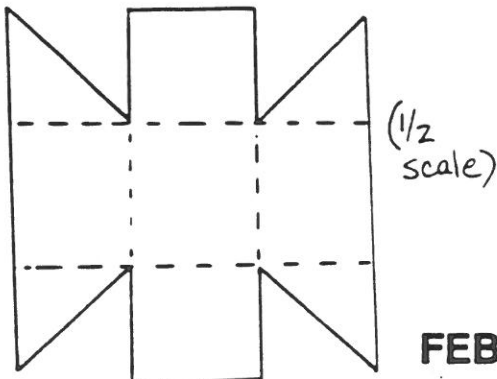
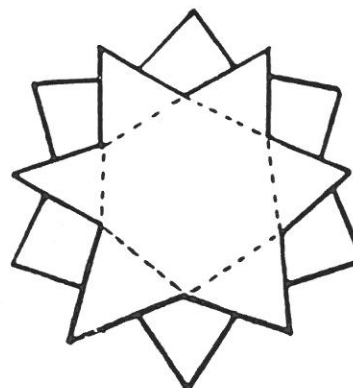
For place cards, cut the base out of double layered paper or a 4"x 5" file card and fold in half with fold on the top. Either draw or cut from construction paper your design. Print name next to the design. For name tags use the same designs as the place cards but make on construction paper. Print name and attach with a straight pin.



NUTCUPS

STAR NUTCUP

Enlarge the pattern shown before cutting bottom star from blue construction paper or the top star from gold construction paper. Glue together as shown. Fold up on dotted lines.



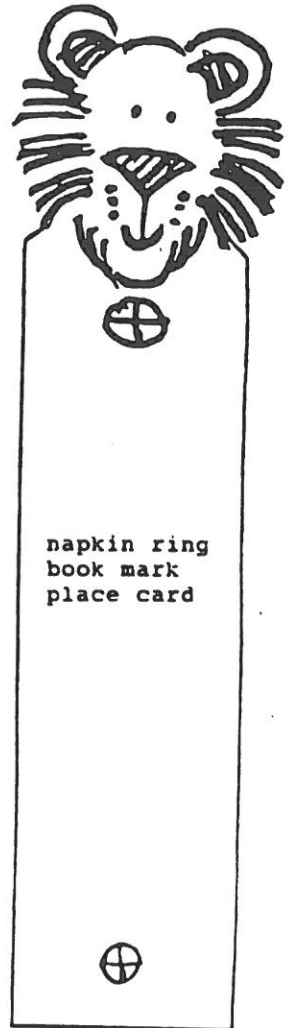
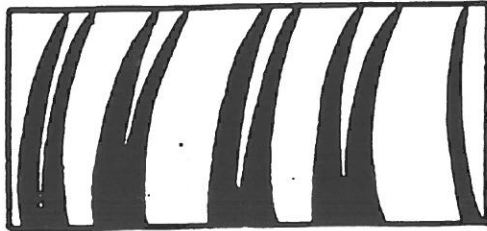
BASIC NUTCUP

Trace pattern on blue and gold construction paper. Fold on dotted lines and secure sides together.

TIGER CUB DECORATIONS

Don't forget to let the Tiger Cubs make table decorations too! They'll want to make their table to look as nice as the rest of the pack. Here are some suggestions.

PLACEMATS -



TIGER PATTERNS-

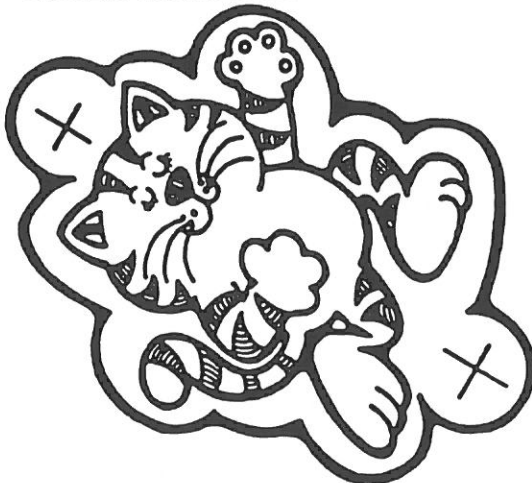
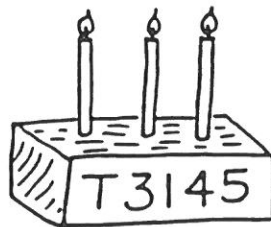


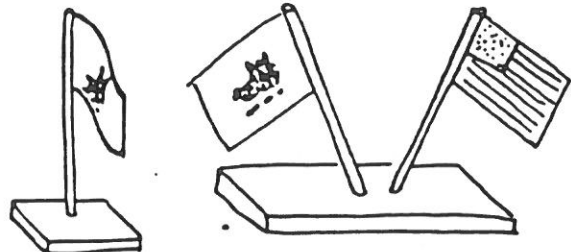
TABLE DECORATIONS-

Three orange candles in sand in a dish. Light a birthday cake candle, and let the Tiger Cub use it to light the 3 candles.



Three candles in painted 4 X 4 piece of wood. Write Tiger den or pack number on side.

Tiger Cub decal ironed on white (or group colored) material. Glue to wooden dowel and stand on block of wood. It and also be set up with the U.S. flag.

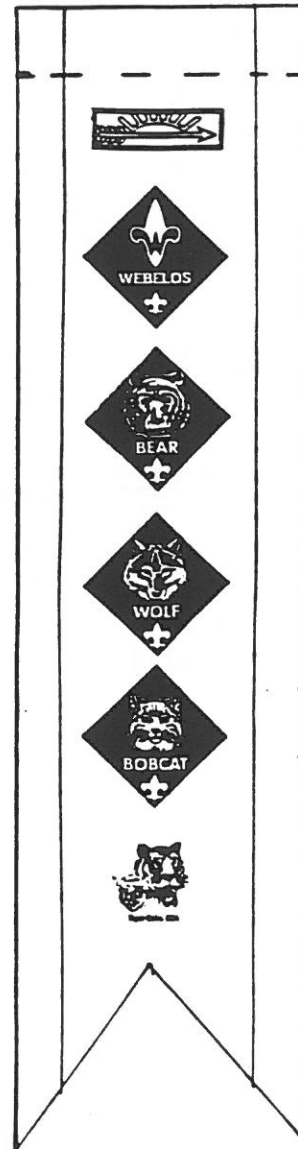


PARENT'S RIBBON

A very nice presentation at a Blue & Gold Dinner, if your pack does not already use them, is to have each Cub give his mother or father a Parent's Ribbon. The actual size pattern for ribbon is to the right. Use 1 1/2" blue and 3/4" gold gross grain ribbon. Cut ribbons as pattern indicates. Glue gold on top of blue ribbon, then turn top under, glue also and let dry overnight. Make sure to use something heavy to weight down ribbon while drying (ribbon sometimes curls up). After ribbon is dry use a safety pin as the fastener on the back.

You could give the parent the following note to explain the meaning and purpose of the ribbon.

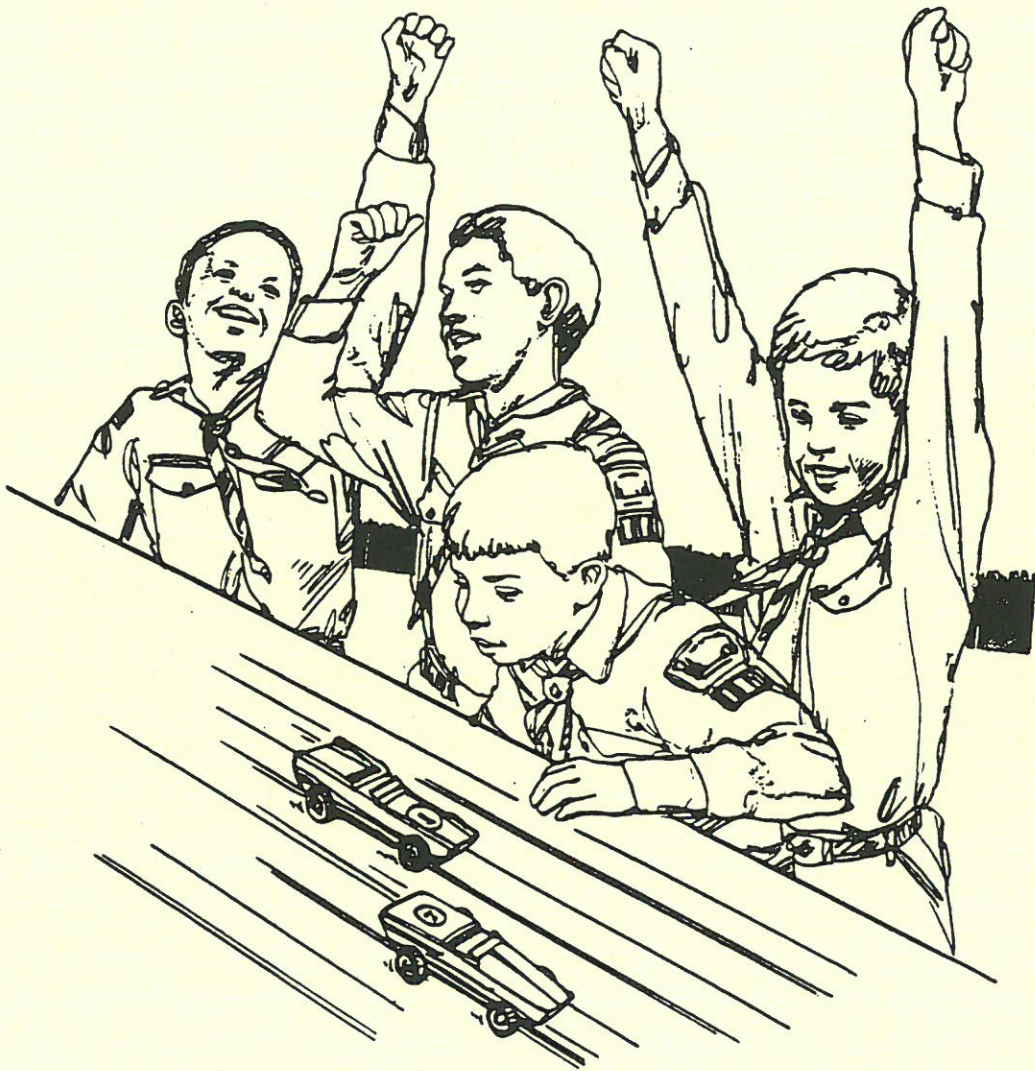
"This ribbon is presented to you by your son and Pack _____ so you can proudly display your son's rank as he climbs the ladder of achievement. The pins that are presented to you as your son advanced in rank are to be pinned on the ribbon with the Tiger Cub pin at the bottom, the Bobcat, the Wolf, the Bear, the Webelos, and, at the top the Arrow of Light. The colors of the ribbon are the blue and gold of the Cub Scout uniform. These colors have meaning in Cub Scouting and are a constant reminder of Cub Scouting's aims and ideals. The BLUE stands for truth, spirituality, loyalty and the sky above. The GOLD stands for warm sunlight, good cheer, and happiness. Wear your Parent's ribbon to all Cub Scout events to show how proud you are of your son's achievements."



ROOM DECORATIONS



This "Cubby" pattern can be used in a variety of ways. It can be traced and colored on "Shrink-Art" plastic. With a name in the box it becomes a favor or place marker. You could copy it onto hard stock paper. The boys can color them and put their name in the box for a family place marker or centerpiece. If you enlarge this design, cut it out of 1/4" plywood and paint it, it would make a great welcome sign.



GATHERING ACTIVITY

Travel is educational. It teaches that what you thought was just enough luggage is far too much.

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



AUTO
 BALLOON
 BICYCLE
 BOBSLED
 CABLE CAR
 CAMEL
 CANOE
 DOG SLED
 GLIDER

GONDOLA
 HELICOPTER
 HORSE
 KAYAK
 RAFT
 ROCKET
 SCOOTER
 SKIS
 SLEIGH

SUBMARINE
 TANK
 TOBOGGAN
 TRACTOR
 TRAIN
 TROLLEY
 TRUCK
 TUGBOAT
 YACHT

OPENING CEREMONY

Cub Scouts line up with posters as indicated and read their parts.

Den Chief: Wheels, Wings and Rudders make things go.
 And for the month of March, it is our theme you
 know.

1st Boy: (Wheels) Henry Ford was an important man, he
 really took us far. Our thanks to Mr. Ford, he
 helped invent the car.

2nd Boy: (Wings) Lindberg was a man whom we've all read
 about. He flew a plane that made the world really
 jump and shout.

3rd Boy: (Rudders) Robert Fulton did his part in making
 something grand. The steamship made him famous all
 across the land.

Den Chief: Wheel, Wings and Rudders have helped our country
 grow, so let us now salute the flag. We're a
 nation in the know.

APPLAUSES & CHEERS

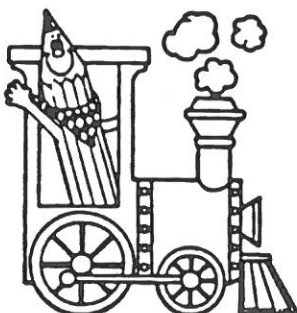
MOTORCYCLE APPLAUSE: Start with foot, rev up, and take off with
 hands out, like holding handle bars, yelling,
 "Varooooom!"

LOCOMOTIVE APPLAUSE: Begin by slapping your left hand slowly
 with your right hand. Gradually increase speed,
 working down over the left palm, peering into the
 distance. Imitate a train whistle, "Whoop, Whoop!"

JET CHEER: Swish your hands in front of you like a jet, and slap
 your hands loudly, to make a sonic boom.

SOAPBOX DERBY APPLAUSE: Move hands in a down hill motion and
 shout, "Swoo-sh, Weee, Zoom!"

MOTORBOAT CHEER: Flutter tongue on the roof of your mouth.



ADVANCEMENT CEREMONY

Personnel - Cubmaster, the advancing Cub Scouts and their parents.

Equipment - Pinewood derby track, badges of rank or decals of them and awards to be given to boys.

Put decals or actual badges of rank on stiff cardboard and attach to eight-inch-long sticks. Tape or tack these to siderails of derby track in ascending order - Bobcat near bottom, then Wolf, Bear, Webelos badge and Arrow of Light. If you have a boy graduating into a Scout troop, have a Scout badge at the top.

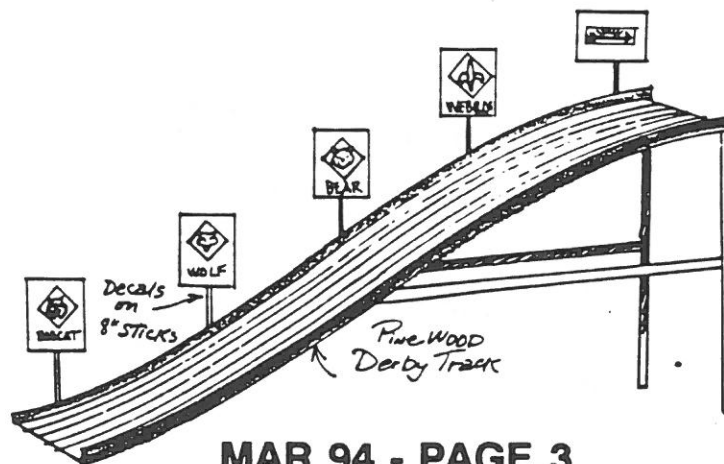
At appropriate places on the track tape badges and arrow points to be presented. (Note: Equipment must be prepared immediately after the pinewood derby, while the derby chairperson is making his awards, so that it will be ready for the following advancement ceremonies.)

Cubmaster - "We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they?"

"Well, you can go uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light."

"Some of our Cub Scouts have been climbing this course, and now we're going to show how far they've gotten. Will the following Cub Scouts who have made the climb as far as Wolf please come forward with their parents?"

When boys and parents have assembled, remove their awards from the track and have parents pin badges on. Do the same for Bear badges and arrow points. Have Webelos den leaders take over for Webelos activity badges, Webelos badges and Arrows of Light. Cubmaster resumes if you have a boy graduating into a troop.



CLOSING CEREMONY

ARRANGEMENT - This can be a closing ceremony performed by the Cub Scouts holding large cardboard cutouts as they read their lines off the back of the cutouts. Or, large posters with the lines printed on them can be displayed around the room instead of the closing ceremony.

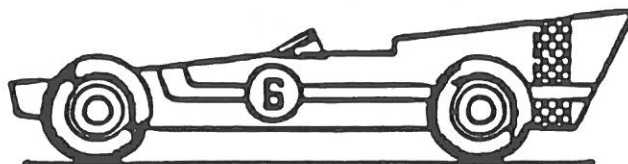
- 1st Boy - (holding a train engine)
When engineering a project, keep on the right track,
This way you never will be caught slack.
- 2nd Boy - (holding a canoe)
As the wise old Indian would say to you, learn to
paddle your own canoe.
- 3rd Boy - (holding a covered wagon)
The covered wagon served folks well in its day,
But don't get in a rut - you won't go far that way.
- 4th Boy - (holding an airplane)
To guide your life, like a good pilot you'll find,
It's important to keep an open mind.
- 5th Boy - (holding a car)
If spinning your wheels causes a terrible rumbling,
You may not be moving, but sitting there grumbling.
- 6th Boy - (holding a space ship)
Just as an astronaut flies into space,
With a lot of determination, you can go anyplace.

(Cub Scouts prop the cutouts against the back wall and join hands in the Living Circle while the Den Chief reads the following:)

Just like the cars on a train, we're joined together as one;
We do our best to help the pack go, while having Cub Scout
fun.

And when it's time to part and each take a separate trail.
We'll do our best for God and country - in that we will not
fail.

We remember our Cub Scout promise in everything we do,
Won't you all please join us as we pledge ourselves anew.
(Leads boys and audience in Cub Scout promise.)



THE CUB SCOUT GRAND PRIX

CUBANAPOLIS

For many years, the pinewood derby has been one of the most popular of Cub Scout activities. Now, from Utah, comes an event that allows boys and their families to be even more personally involved in a "car" race, the Cubanapolis.

Cubanapolis cars are made from an appropriately-sized cardboard box, decorated as desired (see illustration). Each team is composed of the "driver" (Cub Scout or Webelos Scout) and "pit crew" (two or three family members). The pack leadership lays out a track of turns and straightaways in any large, open, grassy area such as a school playground, park, etc. To determine position in the actual race heats, time one lap (without a pit stop) around the course.

The real fun begins with the actual race, which is run in heats of three cars and drivers, starting with the lowest trial time or by dens. Each heat consists of four laps, and each driver must make three pit stops. It is up to the family crew when to call him in with cue cards and in what order they want to perform the following pit stop activities:

1. **CHANGE THE TIRES** - The race should be run in stocking feet. The family should bring two pairs of socks. A fresh pair to start the race and another pair that is used to change the socks in the pit.
2. **FILL THE GAS TANK** - The Scout has to drink four ounces of water through a straw.
3. **WASH THE WINDSHIELD** - Wash the Scout's face, with a squirt gun and a cotton ball.

A selected committee keeps track of each Scouts laps and determines lead car and winners. Be prepared with the following flags to control race track activity.

YELLOW FLAG - For if a Scout wipes out. The rest of the boys walk slowly around the track, but not allowed to pass the pace car. A pre-determined little guy or Tiger Cub visitor. Get into the mood and encourage him or her to make a box car. Laps do not count during this time and no pit stops are allowed.

GREEN FLAG - To re-start the race after a yellow flag has been used.

WHITE FLAG - 1 lap to go

CHECKERED FLAG - For the winner of the race.



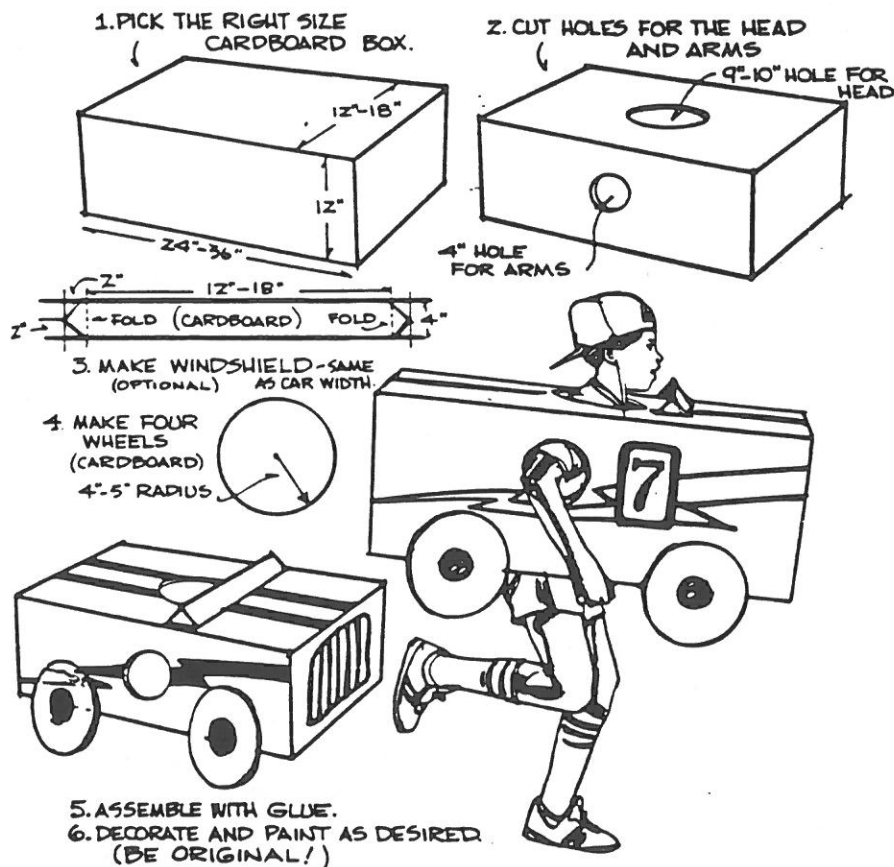
The winner from each heat then races one more time to find the 1st, 2nd and 3rd place winners.

The more your pack gets into this activity the more fun it will be. Pit crews wearing the same color shirts. An announcer on a microphone to describe the race in progress. Hay bales on the hair pin turns, etc.

Just as in pinewood derbies, there may also be contests for most original design, best workmanship, and other categories.

This is truly a fun activity for both boys and adults. Give it a try in your pack!

HOW TO BUILD AND WEAR A "CUBANAPOLIS" CAR
FOR THE CUBANAPOLIS 500 RACE



CUBANAPOLIS

SONGS & GAMES

Travelin' Song

("Home on the Range")
 Oh, give us a train, or a
 boat, or a plane,
 That will carry us Cubs far
 away;
 To Paris or Rome, lets us
 wander and roam,
 And find new things every day.
 Relax on the trail, float over
 the waves all the day,
 Or glide through the clouds,
 far over the crowds,
 But be home by five every day!
 On a broomstick we'll ride,
 in a rowboat we'll glide,
 A trip to the moon in a
 rocket;
 And our trip will be fun, but
 it soon will be done
 If we happen to hit an air
 pocket.
 Up, up and away, let us orbit
 the far distant sun,
 Or deep on the floor, of the
 sea let's explore,
 For as Cub Scouts, we'll
 always have fun.

Pinewood Derby Car

("My Bonnie")
 My car is hung up on the race
 track,
 The darn thing won't move up
 or down.
 If only I'd followed
 directions,
 I'd have the best race car in
 town.

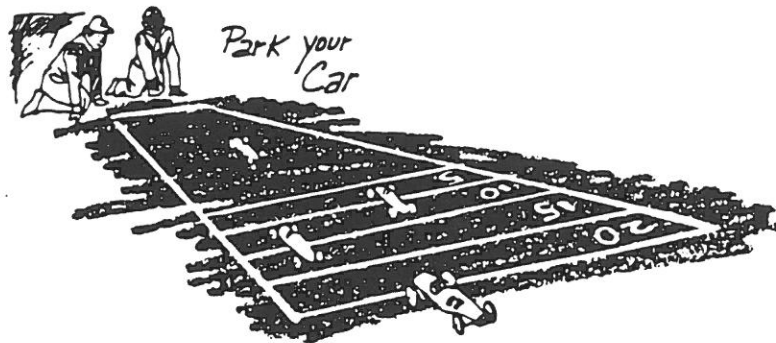
Bring back, bring, back,
 Oh, bring back my pinewood to
 me, again,
 Bring back, bring back,
 The race, cause next time I
 will win.

PARK YOUR CAR

Mark your driveway or floor
 as shown. Cub Scouts push
 pinewood derby cars, trying to
 make them come to a stop on
 numbered spaces. Cars count
 only if they stop with no wheel
 touching a line. Boys earn
 points as indicated on the
 track.

BROWN BOX DERBY

This race consists of a sturdy
 box large enough for the boy to
 sit inside of. The two Cub
 Scouts decorate the box to look
 like a race car. One Scout sits
 in the box car at the starting
 line & his partner is the
 engine. When the racing gun
 sounds, the partner pushes the
 box & Cub down the race track
 to the half-way line. Then they
 switch places and return to
 race across the finish line.
 Race two teams together. The
 first team to cross is the
 winner of that heat. Continue
 racing until all the teams have
 raced. Eventually you will end
 with one team as winner.



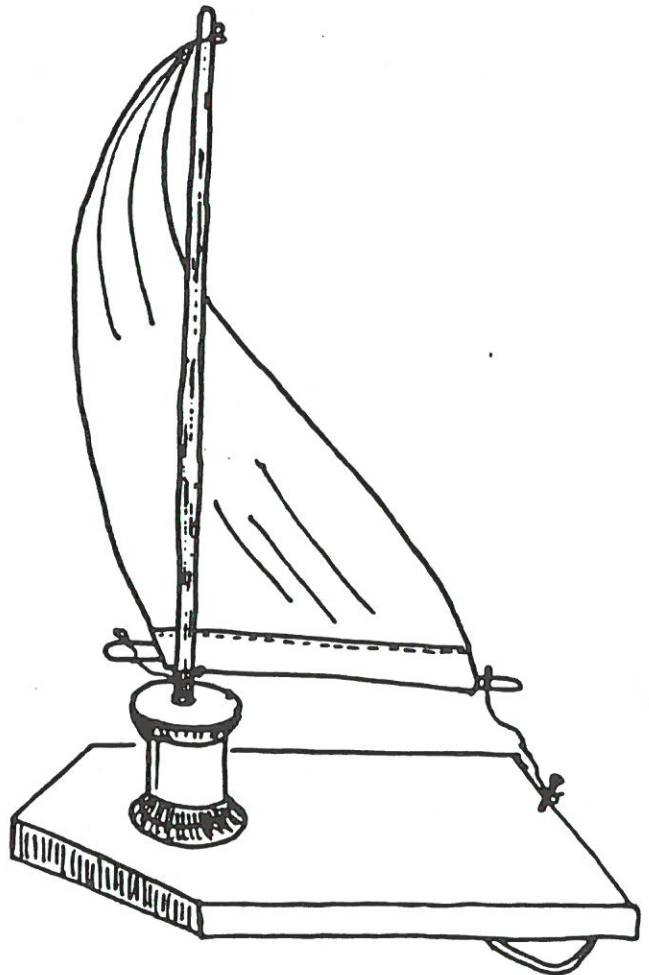
CRAFTS

ICE BOAT

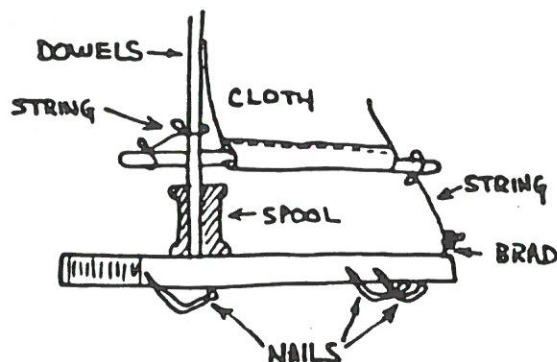
Materials: Scrap wood, cloth, spool, dowel, glue, small brad, 3 finish nails, string, hammer and a screw driver.

Make Boat to size you desire.

1. Cut a V-front on a board.
2. Nail three finishing nails at an angle (one in front, two in rear). Bend them over the shank of a screw driver, so they are all even, and hammer down.
3. Force a dowel into a thread spool and glue the spool to the top of the board slightly behind the front nail.
4. Cut the cloth to size for the mast and sew a hem in the bottom edge.
5. Tie the top of the sail to the top of the mast. Insert a dowel into the hem on the sail, and tie the boom to the bottom of the mast as shown. Tie the back of the boom to the top of the boat.



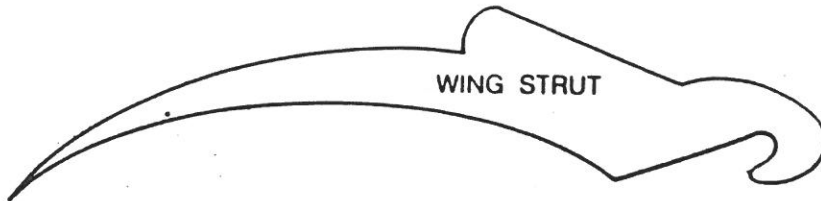
Find some smooth ice and watch your iceboat go. If using a lake or body of water, make sure it is frozen solid.



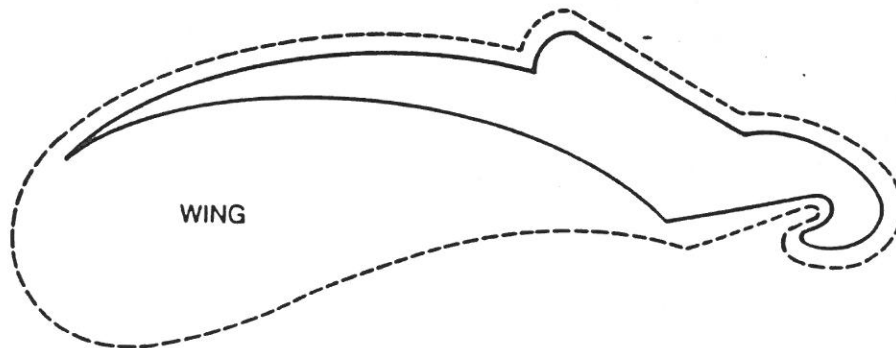
HELICOPTER WING

Materials: Light cardboard, tissue paper, paper clip, rubber band and 3/4" wide scotch tape.

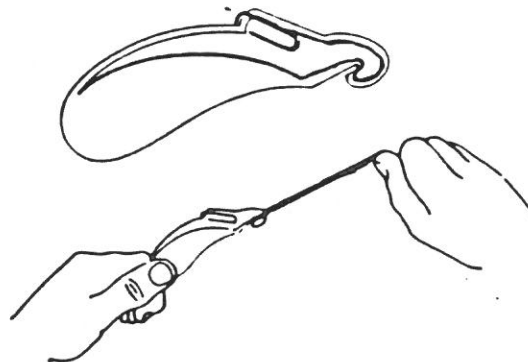
Trace wing strut on thin cardboard and cut out. Place cardboard strut on tissue paper. Cover completely with tape strips so they overlap. Press down around edges of entire piece to complete bond.



Turn tissue and cardboard piece over. Using the drawing below as a pattern, trace shape on tissue side then cut out with scissors.



Slide paper clip onto wing. You may hand launch or shoot wing into the sky with a rubber band. Remember, do not to shoot at a person or animal.



PARATROOPERS

Parachutes have given people a new view of the world. Now here's a new view of parachutes.

EQUIPMENT

- 12" square of cloth for each player (a handkerchief or plastic trash bag can be substituted)
- Five 12" pieces of string for each player
- Scissors to share
- Wooden clothespin or spool for each player
- Felt markers in assorted colors

SITUATION

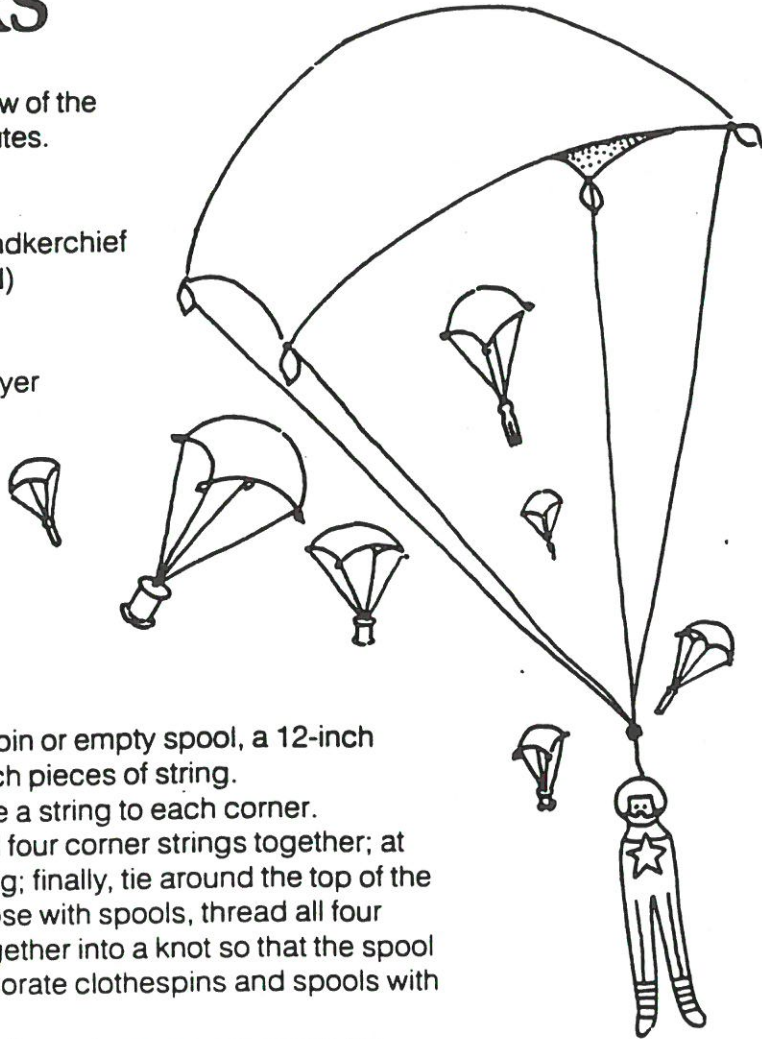
A windy day in an open area

TIME

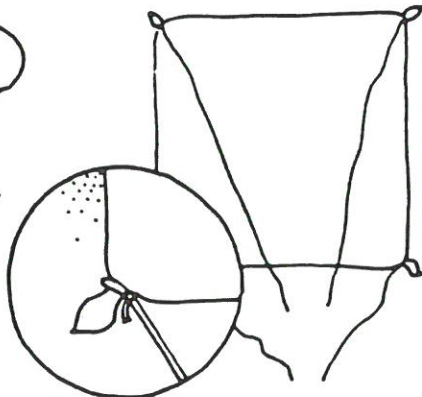
35 minutes

DIRECTIONS

1. Give each player a wooden clothespin or empty spool, a 12-inch square of cloth or plastic, and five 12-inch pieces of string.
2. Pinch the corners of the cloth and tie a string to each corner.
3. For players using clothespins, tie all four corner strings together; at the knot, attach a separate piece of string; finally, tie around the top of the clothespin with the added string. For those with spools, thread all four strings through the hole and tie them together into a knot so that the spool does not slip off. Use felt markers to decorate clothespins and spools with faces, goggles, and jumpsuits.
4. When chutes have been constructed, paratroopers are ready for some basic training. Designate a spot in the middle of the playground and mark it with a piece of chalk or a stone.
5. Paratroopers line up ready to launch. Roll parachutes up around spools or clothespins before throwing. On the count of three, paratroopers toss their chutes into the air with an underhand throw. The paratrooper whose chute floats closest to the target is a super-duper-trooper.



DECORATE.



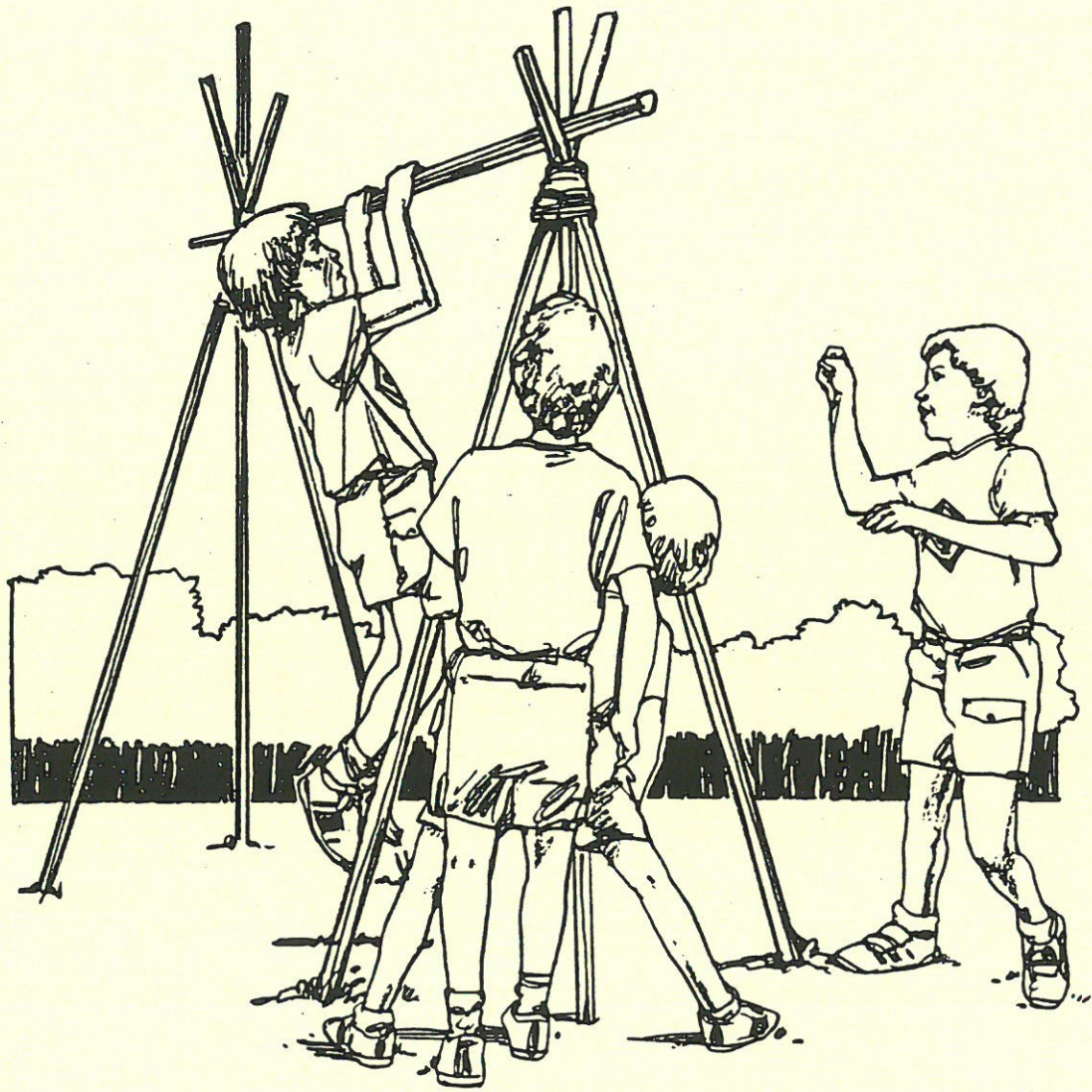
PINCH CORNERS AND ATTACH STRINGS.



THREAD STRINGS THROUGH SPOOL AND TIE.



ATTACH A SEPARATE STRING TO CONNECT CLOTHESPIN.



GATHERING ACTIVITY

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



HIGH BLOOD PRESSURE
 STROKE
 STROKE
 HEARTBEAT
 AEROBIC
 EXERCISE
 CROSS COUNTRY SKI
 SWIM
 WALK
 PLAY
 RUN
 JOG
 BICYCLE

WHOLE GRAIN
 FAT
 SUGAR
 SALT
 FRUIT
 DIET
 FIT
 HEALTH
 CALORIE
 PACES
 JUNK FOOD
 WEIGHT
 DOCTOR

PREVENT
 PULSE
 SMOKING
 HEREDITY
 STRESS
 PAIN
 MESSAGE
 ILL
 SMART
 DRUGS
 SEX
 DISEASE
 HIGH

OPENING CEREMONY

A den of Cub Scouts stands in front of the audience in a semicircle around the Cubmaster. The denner holds a torch made from a cardboard roll with a flashlight inside and tissue paper flame. The words GOOD SPORTSMANSHIP are printed on the torch. He presents the torch to the Cubmaster as he says "We, the boys of Den _____, representing now all the boys of Pack _____ would like to present to the pack this torch symbolizing Good Sportsmanship as our pledge since we always practice good sportsmanship in everything we take part in. Now we would like everyone to rise and join us in the Pledge of Allegiance to our flag to open our meeting."

FITNESS OPENING

Arrangements: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and, in turn, speak these lines.

1st boy: To keep your body strong and healthy
Is more valuable than being wealthy.

2nd boy: When you are fit, you feel so good,
And try to do the things you should.

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

4th boy: Eating the right foods is always wise,
And everyone needs some exercise.

5th boy: Stand on tiptoes, one, two, three,
Touch your toes, don't bend a knee.

6th boy: Run a while, then slow your pace;
Practice will help you win the race.

7th boy: Scouting builds young boys into men,
And this is where it all begins.



ADVANCEMENT CEREMONY

This month the theme is "Shaping Up" and our Cubs will advance according to their strength. As man must train to be an Olympic Champion, our Cubs also must grow in strength and ability to obtain the advancement rank. So tonight we have _____ who have achieved the Bobcat rank. We will ask them to lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like weight lifters who must train and get into condition. Tonight we have _____ who have trained and who are in good enough shape to get their Wolf rank. We will have those boys and their parents come and lift the weight to the Wolf rank.

Training must continue for a weight lifter to build his muscles further. Tonight we have _____ who have continued their training and increased their ability. Let's have these musclemen and their parents come and lift the weight to the Bear level.

The Olympic Champion receives his gold medal to show his strength and ability. To be the champion in Cubbing, our champions will receive the Webelos award. Tonight Webelos Scouts _____ are asked to come forward, and with the help of their parents lift the weight to the Webelos level.

Tonight during our advancement we have seen Cub Scouts increase in ability as champions do. The theme of the month is "Shaping Up" and it has proven to be a good one. Let's have a round of applause for all Cubs who have advanced tonight.

CLOSING CEREMONY

Close by selecting a Cub Scout to read the Cub Scout Fair Play Pledge. All others stand in a circle formed around the reader and make the Cub Scout sign. At a Pack closing, a whole den could recite the Pledge.

"I promise to do my best at work or at play. I will follow the rules and never cheat, and will help other members of my team. I will always try to make my family, neighborhood, school, pack, and friends proud of the things I do."

CUBMASTER'S MINUTE

Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principal applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected knife. Do your best to keep fit!!

SONGS & GAMES

A Stretching We Will Go
 ("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 released 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's stomp our feet,
 But please don't take your
 seat
 Before you're down
 Please turn around
 And then you'll get off your
 feet.

The Muscle Song

(Battle Hymn of the Republic)
 Our muscles feel the strain of
 A month of faithful work,
 As we've all been trying hard
 Exercises not to shirk.

Up and down and in and out,
 You've seen us all about;
 So now we're here before you
 So that we can stand and
 shout-

Look, oh look at all our
 muscles!
 Look, oh look at all our
 muscles!
 Look, oh look at all our
 muscles!
 And healthy boys you'll see.

GET IN SHAPE

(Row, Row, Row Your Boat)
 Throw the ball to others,
 Kick it to the sky,
 Get in shape for sports and
 games,
 We'll win more if we try!

SLIPPED DISC

Everyone forms a circle on
 hands and knees with their
 heads facing inward. An
 object, such as a Frisbee, is
 placed in the middle of one
 person's back. The object of
 the game is to pass the
 Frisbee around the circle,
 from back to back, without
 using hands. If the object
 falls, it is picked up by hand
 and placed on the back of the
 last person who had it. The
 game continue until the disc
 is passed successfully around
 the entire circle.

FITNESS CIRCLE GAME

Form a circle as large as
 the room permits, all facing
 the same direction. Give the
 following instructions:

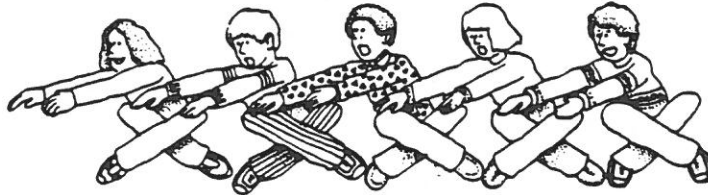
1. Start walking in the
 circle and keep walking
 between the following
 exercises.
2. Start hopping.
3. Make yourself as small as
 possible and continue walking.
4. Make yourself as tall as
 possible and continue walking.
 Now, reach your hands high
 over your heads.
5. Bend your knees slightly,
 grasp your ankles, and
 continue walking.
6. Walk as if the heel of one
 foot and the toes of the
 others were sore.
7. Walk stiff-legged.
8. Walk forward at a rapid
 pace (don't run) while
 swinging your arms.
9. Talk giant steps.
10. Walk forward, raising your
 knee as high as possible on
 each step.
11. Run, lifting your knees
 high.

DUM DUM DA DA - GAME

This is a sound and movement game that can be added to continually by those playing it. The instructions may appear complicated, but don't get scared - it's a simple rhythm game.

Have everyone sit on the floor in a circle with their legs crossed, knee touching the knee of the next person. "Dum dum da da" is sung in place of the lyrics for the melody of "Old Man River". Repeat "dum dum da da" eight times with everyone in the group singing along.

After you've practiced the song with the group, you're ready to add some movements. On "dum dum," have players slap their own knees twice. On "da da," each player slaps the knee of the person on the right. On the next "dum dum," players slap their own knees twice again, and finally on "da da," each slaps the knee of the person on the left.



After everyone has mastered these movements, other movements can be added. Again on "dum dum," players slap their knees twice the regular way. On "da da," players cross right arm over left and slap the right knee with the left hand and slap the left knee with the right hand. Then on "dum dum," again, players slap their knees the regular way. Finally on "da da," players cross left arm over right and slap opposite knees.



Next, try inventing some of your own movements. Some suggestions:

On "dum dum," clap hands twice; on "da da," one player reverses palms and claps the hands of the players on either side. OR

On "dum dum," stomp feet twice on the floor; on "da da," kick legs straight in toward the center of the circle.

Dum Dum Da Da can be done standing in a circle. On "dum dum," players turn right and kick twice with their left leg. On "da da," players turn left and kick twice with their right leg. Add arm movements, head movements, and whole body movements. The game continues until players feel they have explored as many movement possibilities as they possibly can.

FUN WITH TIRES

HIGH JUMP - In turn players jump over one tire. Then put a second tire on top, and they jump again. Keep adding tires until you have a champion high jumper.

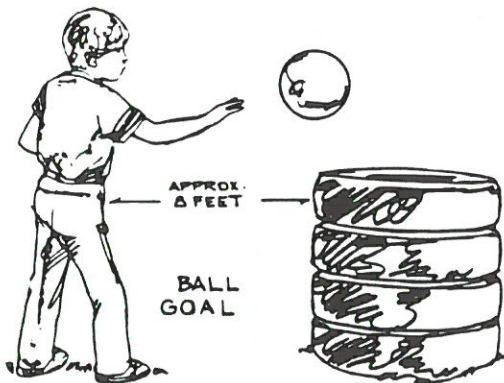
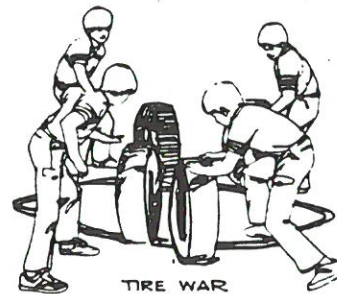
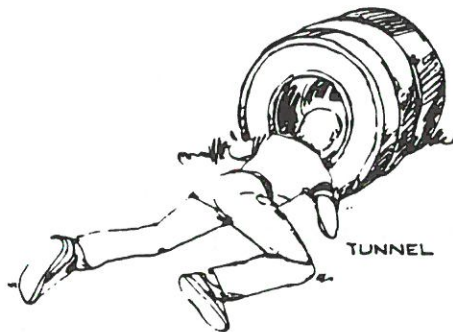
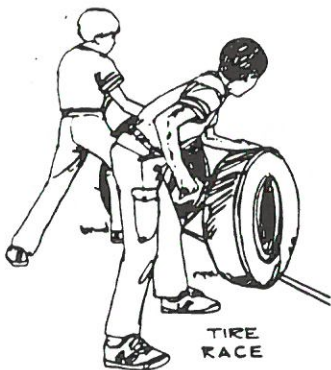
LONG JUMP - Same idea as the high jump, except that tires are added lengthwise.

TUNNEL - Prop standing tires together. One at a time, players try to crawl through the tunnel without knocking down any tires.

TIRE RACE - Each player holds one tire at the starting line. On signal, he rolls it as hard as he can. The player whose tire travels farthest wins.

TIRE WAR - All players stand in a circle about six feet from each other. Each has a tire. On signal, they shove their tires toward the center. The player whose tire is the last to fall is the winner.

BALL GOAL - Stack three or four tires evenly. Players line up about eight feet from the stack of tires and take turns trying to toss a large ball into the stack. count one point for each goal.



CRAFTS

PAPER TORCHES

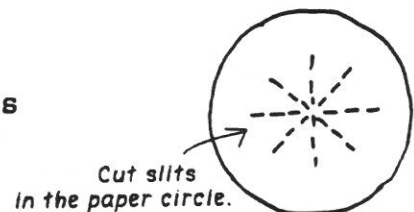
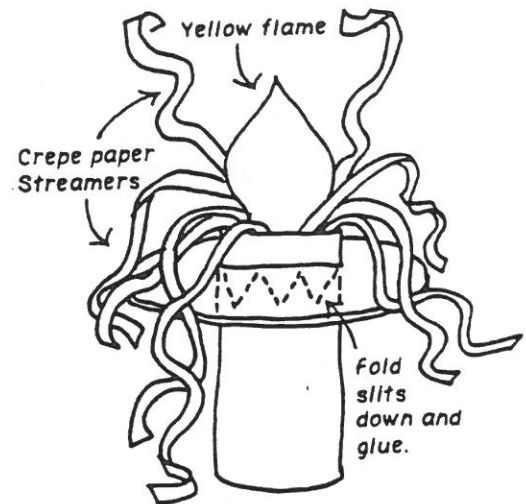
Materials - Tissue tubes, coffee can lid for template, tissue paper; red, orange, yellow, construction paper; white and yellow, scissors and glue.

Cut a flame shape from the yellow paper. Cut and glue the white paper to cover the tube. Cut a large circle from the white paper (use a coffee can lid for a pattern). Cut two "x" shapes in the center, to create slits. Push the paper circle down about one inch from the end of the tube, folding back the slits. Glue into place. Glue the yellow flame shape to the top end of the tube.

Cut strips of the colored tissue paper, about 12" long and 1/4" wide. Glue them to the tube next to the flame shape.

Take off running with your torch, and the colored tissue will wave from it and appear to be flames.

A large torch can be created using tubes from gift wrap, a paper plate for the circle shape, and longer pieces of tissue paper.



GOLD MEDALS

Materials - Jar lid to trace a circle, Notary seal (gold foil star emblems) 30" length of ribbon, construction paper; red, white or blue, hole punch, and fine-tip permanent marking pen.

Trace a circle onto the construction paper using the jar lid as a template. Then cut it out. Moisten the back of the notary seal and stick it onto the circle, or glue a foil seal on. Punch a hole in the top of the paper circle and thread the length of ribbon through it. Knot the ends. With a marking pen, write whatever inscription you'd like (Best Sport) onto the gold emblem.



NECKERCHIEF SLIDE

Barbells can be made from small styrofoam balls. For the bar you can use either a 1/8" dowel or a soda straw cut into proportion with the balls. Paint the balls and glue them on to the ends of the straw or dowel. Use a pipe cleaner glued to the back of the straw for the neckerchief to slide through. Add numerals to the styrofoam balls if desired.

THE CUB SCOUT SPORTS PROGRAM**Sports Patch:**

The special sports patch shows that a unit or boy is taking part in the sports program. It may be worn as a temporary patch on the uniform (on the right pocket) or on civilian clothes, such as a warm-up jacket or baseball type cap. The unit may also award the sports patch to anyone who participates in a unit physical fitness activity.

Belt Loop:

The belt loop can only be earned by a Cub Scout. It is received for being introduced to a sport, practicing and participating in the program. He should show some understanding of the history of the sport; the equipment; the rules, safety, and sportsmanship; and demonstrate some physical involvement. The leader should expect the boy to do his best, but should not expect perfection. A boy may only earn a belt loop for an individual sport once. The belt loop is worn only on the uniform belt. (The blue Cub Scout belt is optional for wear with the khaki/tan Webelos uniform.)

Sports Pin:

While the belt loop is given after being introduced to a sport, the sport pin is given for continued physical involvement. A boy must earn 60 points for physical involvement. He may only work towards one sports pin at a time. He records the time spent in physical activity running, playing on a sports team, riding his bike, etc. The points must be earned during a 90-day period, at a rate of one point for every 30 minutes of physical involvement. A maximum of five points may be earned during any one day.

The sports pin may be worn on the special sports patch, or, after the boy has earned it, on the sports letter. It may be worn on civilian clothes, but is not approved for wear on the uniform except on the temporary sports patch.

Sports Letter:

When the boy has received any one belt loop and any one sports pin and has an adult teammate who has earned the sports pin, the boy may receive the sports letter, No. 2170. The sports letter is not approved for wear on the uniform.

Adult Teammate:

The adult teammate receives the sport pin for earning 60 points during a 90-day period, at a rate of 1 point for every 30 minutes of physical involvement. The adult teammate may earn the sports pin in a different sport from the boy.

Adults may wear the sports pin on civilian clothes, but not on the uniform.

THE ANNUAL PHYSICAL

Scene is a doctor's office with a "Doctor Is In" sign, chairs, pencil and paper, medicine bottles, etc.

Cub Scouts enter, slowly, rubbing muscles and jogging in place.

#1: Well, today is the day for our annual physical. As Cub Scouts we should stay in good shape.

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

#1: Doctor, I'm sorry we're late.

Doctor: Doesn't your watch tell time?

#1: Oh, no, I have to look at it!

Doctor: Well, we'll check all of you. First, let's check your sense of balance. Lift your left foot (boys do). And now your right foot. And now both (boys try). Hmummm! (doctor looks perplexed) It looks as if we have a problem here. Tell me, do any of you have special problems?

#2: (shows x-ray made of photo film) I'm worried doctor because I swallowed a roll of film at our last den meeting.

Doctor: (looks at x-ray). Relax, I'm sure nothing will develop. Next!

#3: (holds up bandaged finger) Oh doctor, tell me, will I be able to play the piano when my finger is better?

Doctor: (examines finger) Of course, of course you will.

#3: Great: I never could play before.

Doctor: (to boy #4) I see you look a little thinner.

#4: Yes, I've been exercising regularly. I even touched the floor this morning without bending my knees.

Doctor: Excellent, how did you do it?

#4: I fell out of bed. My brother is next, doctor.

Doctor: Call him immediately.

#4: I don't think he'll come if I call him immediately. His name is Sam.

#5: Oh doctor, what can I do for my black eye?

Doctor: Wow, who gave you that shiner?

#5: Nobody, I had to fight for it!

#6: Doctor, Doctor! My leg hurts!

Doctor: (Handing him medicine) Here, rub this on your leg for the pain.

#6: Will it make my leg smart?

Doctor: If it does, try rubbing some on your head!

#7: (Holding up bandaged hand.) I put my hand in water so hot it burned me.

Doctor: Serves you right. You should have felt it first. Well, it seems only one thing ails you Cub Scouts -- excess energitis. I recommend a balanced diet, daily exercise, fresh air, plenty of rest and at least one den meeting each week followed by a rousing and fun Pack meeting once a month.

All: Thanks doctor, we'll do as you say.

BAWL GAME

Scene: A boy comes on stage crying. Soon another appears, then another until all but one boy are on stage. They are all crying.

Last Boy: (Enters) What is the matter with you guys?

1st Boy: We've been to a bawl game.

Last Boy: Ball Game? I don't understand. Did your team win?

2nd Boy: It wasn't that kind of game. It was a crying game.

Last Boy: Crying game?

3rd Boy: Yes, to see who could cry the best!

Last Boy: Well, did you?

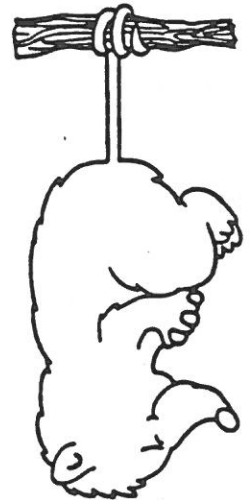
4th Boy: No, we lost. That is why we are bawling!!!



GATHERING ACTIVITY

Try to find the words listed below either vertically, horizontally, or diagonally.

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



ANIMAL
 SOIL
 SPIDER
 SNAIL
 SNAKE
 TERMITE
 TICK
 TREE
 TURTLE
 WASP
 WEED

FROG
 AMPHIBIAN
 ANT
 BEE
 BIRD
 CRAB
 DAISY
 FLY
 FISH
 FLOWER
 SHRUB

GRASS
 GRASSHOPPER
 GERANIUM
 INSECT
 LIZARD
 MAMMAL
 MOSQUITO
 POISON IVY
 ROSE
 WORM



OPENING CEREMONY

THE GROWING WONDERS OF NATURE

Six Cub Scouts line up on stage holding large posters upon which are appropriate pictures. As each boy speaks his line he turns over his poster to show a large letter which when they are all done will spell out the word GROWING. After the last boy speaks, a narrator at the side of the stage steps forward and reads his lines.

G Growing things are all about
 R Rolling trails with grass do sprout
 O Only God can make a tree
 W We can all enjoy nature's beauty
 I In this world many growing things there are indeed
 N Nature make things grow from the smallest seed
 G God has given us all this to enjoy, making it lots
 of fun to be a growing boy

Narrator: This month we've learned much about things that grow. What fun it is, nature's wonders to know. Let's open our meeting with singing "America the Beautiful".

AMERICA THE BEAUTIFUL

O, beautiful for spacious skies,
 For amber waves of grain,
 For purple mountains majesties,
 Above the fruited plain!

America! America!
 God shed His grace on thee,
 And crown thy good with brotherhood,
 From sea to shining sea.

O, beautiful for patriot dream,
 That sees, beyond the years,
 Thine alabaster cities gleam,
 Undimmed by human tears!

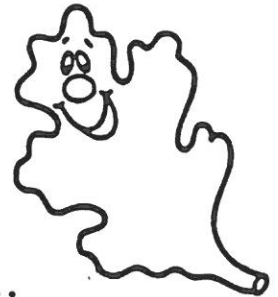
America! America!
 God shed His grace on thee,
 And crown they good with brotherhood,
 From sea to shining sea.



ADVANCEMENT CEREMONY

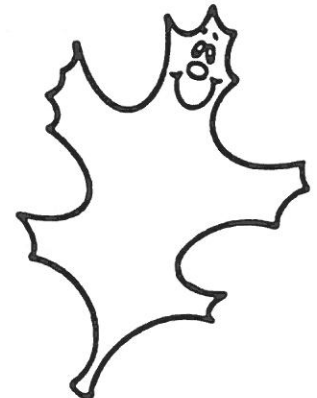
CONSERVATION: A large tree, cut from a cardboard bicycle or appliance box is firmly anchored in a stand. A large green construction paper leaf is used for each person receiving an award. Names should be written on leaves and as each Cub Scout receives his award, he tapes his leaf to the tree.

Cubmaster: What do we plant when we plant a tree?
 We plant a ship which will cross the sea.
 We plant the mast to carry the sail,
 We plant the plank to withstand the gale;
 The keel, the keelson, the beam, the knee;
 We plant a ship when we plant a tree.



What do we plant when we plant a tree?
 We plant the houses for you and me.
 We plant the rafters, the shingles, the floors;
 We plant the studding, the latch, the doors.
 The beams and siding, all parts that be;
 We plant a house when we plant a tree.

What do we plant when we plant a tree?
 A thousand things that we daily see.
 The paper from books from which we learn,
 Tools to help us do a good turn,
 The wood for a Pinewood Derby car,
 For model planes that we can fly far,
 We plant the staff for the flag of the free.
 Yes, we plant all these when we plant a tree.



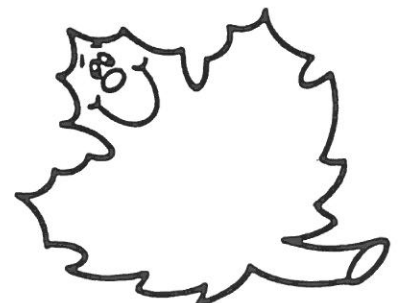
But what do we plant when we plant a lad?
 With the help of his mother and his dad,
 We plant a Cub who'll become a Scout,
 We plant ideals that will round him out,
 The skill, the games, the joy to be had,
 We plant a Scout when we plant a lad.

(Cubmaster goes into the standard awards ceremony, calling forward boys and parents. As awards are presented, each boy tapes his leaf on the tree.)

You have all helped make this tree more beautiful. It is a part of you, just as Mother Nature's trees endure for many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime, May you always stand straight and tall like a tree, and be a worthwhile resource for our country.

What do we plant when we plant a lad?
 We plant a Scout when we plant a lad.

Congratulations to all of you.



· CLOSING CEREMONY

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history which includes the many things found in nature, such as plants and animals. This month our dens have ...(Briefly review some of the den activities on the theme)... There are many more interesting activities to help Cub Scouts learn more about the world of nature and to develop an appreciation of it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him...except that the naturalist's world can be at his very feet...a world to be investigated and discovered. It is as near as your own backyard; a nearby park, the woods and fields or even a country road. These places are inhabited by many kinds of insects, birds, plants, animals, trees and other forms of life. Continue exploring the world of nature and you will find many wonderful things that God has given us to enjoy.

CAMPFIRE CLOSING THOUGHT

As this campfire comes to a close, we pause to listen to the world that surround us. (pause) Those sounds are not a noise to be put up with when out in the night like this. Those sounds are the sounds of life. Those sounds symbolize the one great miracle that God gave to his earth. God gave this world life.

Each of us, all too often forget the value of life. Just as each creatures whose sounds we hear doesn't know when his life will end, so too are we. We must live each day as if it were our last; we must take the time to say thanks for the things we appreciate. Thank you!!



SKIT - THE HAPPY HIKERS

Narrator: We're going on a hike. Just do what I do and listen carefully.

(Begin hiking in place). Here we go on a hike through the woods and over the mountains. Come on along with me. (Smile, wave to audience, hike in place). Now we're on top. What a lovely view. (look around in appreciation). Now we'll have to get down. (Slip and slide downhill). Wheee, we're out of breath. (Hold hands on chest, breath heavily).

Now we're passing through a meadow (hike in place). What's that I see? (Stop, peer to one side). It's a rabbit! And a meadow lark (look up) and a bumble bee. (Jerk head around). Watch out for the bumblebee! (Run swiftly in place, waving arms as if fighting off bumblebees).

We're happy hikers. (hike in place). We're happy because of the beautiful mountains we see (shade eyes with hand and smile) and because of all that clean, fresh air we are breathing (breathe deeply) and especially because we got away from that buzzing bumblebee (smile, turn head slightly to rear, and wave goodbye to bumblebee).

Now we're getting tired. (slow pace, walk droopily). There's what we need ! (points) A cool, refreshing drink from the river. (smile, pick up hiking pace, kneel down at river, drink, scoop water over face). Ahhh, how refreshing. Let's be on our way (hike in place). Now let's try to jump over the river without getting our feet wet (take big step, get feet wet, shake them off). Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.

(Hike in place). Look what's up ahead...a fork in the road. Hope we take the right road. (turn to left) Maybe this is the right road (still liking in place). No, it's really the left road...oh well, let's see what happens. (Hike in place, turn to right, then to left). Now we're lost. I guess the right road was the right road after all. (Hike in place). Now we're on the right road again.

We'd better stop for lunch. (Stop, reach into pocket, bring out imaginary sandwich, munch briefly, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place). Ummmm, that feels better.

Look, there's a lovely lake. (points) Let's swim across. (make swimming motions) That's better than trying to hike across. (Resume hiking) look at that crooked trail ahead (points). It's nothing but twists and turns. (Resume regular hiking, twisting and turning as you hike). (Resume regular hiking). I'm glad that's over...I was getting dizzy.

Looks like we have come to the end of the trail. (Stop) What do we do now? (resume hiking in place) Hike some more? Are you tired? Do you want to stop? So do I. (Sits down, wipes brow and slumps in chair).

SONGS & GAMES

I Love the Mountains

I love the mountains,
 I love the rolling hills,
 I love the flowers,
 I love the daffodils,
 I love the fireside when all
 the lights are low,
 Boom-de ah-da, Boom-de ah-da,
 Boom-de ah-da, Boom-de ah-da.

Calamine Lotion

(My Bonnie Over the Ocean)
 My body has calamine lotion,
 My body's as sore as can be,
 The flowers I picked for
 Grannie,
 Turned out to be poison ivy!

Don't touch, don't touch!
 You'll get a rash from
 I-vee, I-vee!
 It will itch bad --
 And it looks worse than acne!!

The Happy Wanderer

I love to go a-wandering,
 Along the mountains track,
 And as I go, I love to sing,
 My knapsack on my back.

Chorus

Val-de-ri, Val-de-ra,
 Val-de-ri, Val-de-ha ha,
 Val-de-ri, Val-de-ra.
 My knapsack on my back.

I love to wander by the stream,
 That dances in the sun.
 So joyously it calls to me,
 "Come! Join my happy song!"

Chorus

I wave my hat to all I meet,
 And they wave back to me,
 And blackbirds call so loud and
 sweet,
 From ev'ry green-wood tree.

Chorus

Oh, may I go a-wandering
 Until the day I die!
 Oh, may I always laugh and sing
 Beneath God's clear blue sky

Chorus

RAIN GAME

Everyone stands in a circle.
 The leader starts by rubbing
 their hands together. The
 person to the right of the
 leader joins in, then the next
 and so on. The sound this
 rubbing makes is much like a
 soft spray of rain. When all
 are rubbing their hands, the
 leader starts a new sound -
 finger snapping. The rain is
 gaining intensity. Each player
 changes to the new sound when
 it reaches them. After finger
 snapping comes hands clapping
 thighs, then hands slapping
 thighs and foot stomping. To
 end the rainstorm, reverse the
 activities. The last sound to
 be passed is the silence as
 each person, one by one stops
 rubbing hands.

NATURE SCAVENGER HUNT

Each boy is given an envelope
 with these directions: "The den
 leader is sick and needs a
 potion made up of the
 following: four acorns, five
 dandelion flowers, six pine
 needles, four ants..." and
 other things found in the play
 area. Give the boys 15 minutes
 to find as many of the
 ingredients as they can and put
 them in their envelopes. Winner
 is the one with the most items.

TREE IDENTIFICATION

Display leaves of five or more
 trees found in your area.
 Divide den into two teams. Ask
 the teams to study the display
 without talking for two
 minutes. The teams then huddle
 and write down the names of the
 trees the leaves came from.
 Have books for the boys to use.
 The team with the most correct
 answers wins.

CRAFTS

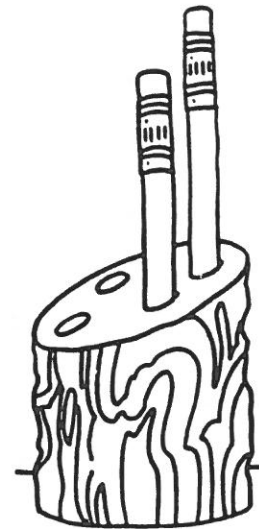
LOG PENCIL HOLDER

Materials: Log or wood block 4" x 6", sandpaper, scrap felt, glue, hand drill, drill bit large enough to make opening for pencil, hammer, nail and scissors.

The most interesting pencil holders can be made from a section of log. Make sure you only use dry "downed wood". Don't cut a living branch for this craft. Leave the bark on for texture.

Hammer a nail in to create a hole to start the drill. If you are lucky enough to have a hand drill, the boys can drill the holes themselves. If not, a grown-up must do the drilling. Make as many holes as you like; each will hold a pen or pencil.

Sand the bottom of the pencil holder. Cut the felt to fit the base of the holder and glue it in place to prevent scratches on any furniture.

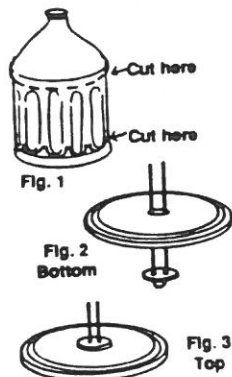
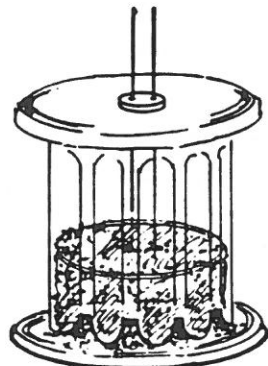


EASY BIRD FEEDER

Materials: Plastic Gatorade or Cranberry juice bottle, two 3-lb. plastic coffee can lids, nail, two buttons, 30" piece of wire or yarn and scissors.

With scissors, cut off top half of bottle. Then cut off bottom of bottle, following the curves (Fig.1). With scissors point, poke a hole through center of coffee can lids. For the bottom, thread the wire down through one lid, down through one button hole, and up through second button hole (Fig.2).

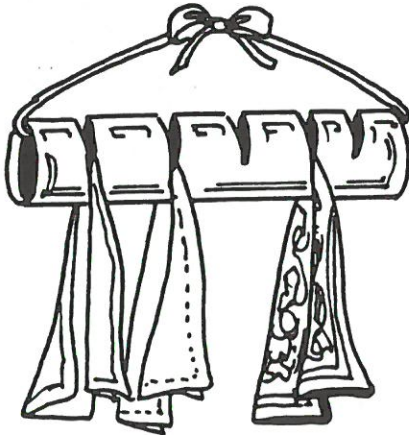
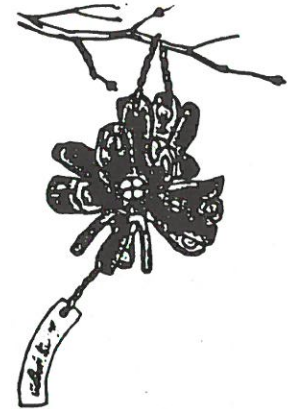
Set bottle, curved side down, on top of bottom lid. Bring wire up through bottle. Thread wire up through top lid. Attach with button, as for the bottom, leaving excess for hanger (Fig.3) Fill with birdseed and hang outside.



WIND CHIME EGG-CARTON FLOWER

Materials: egg carton, glue, six jingle bells, tempera paint, aluminum pan, yarn and scissors.

Cut six cups from an egg carton. Cut the cups in a petal shape. Glue them together end to end and paint with tempera. Glue a jingle bell into the center of each cup. Add a wind catcher cut from the bottom of an aluminum pie pan and attach with yarn. Hang where the breezes blow.



MOTHER'S DAY GIFT

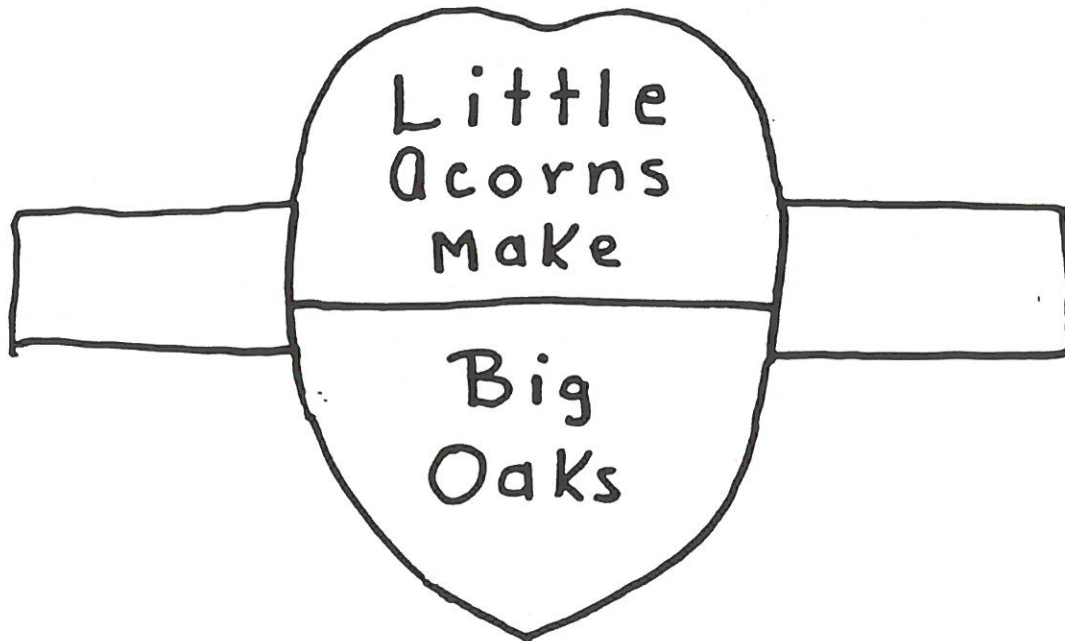
Materials - paper towel tube, contact paper, ribbon and scissors.

Cover the tube with adhesive backed paper (like contact paper). AN ADULT should carefully cut slits into the tube, about half-way down and 1 1/2" apart, as pictured. Cut a long piece of ribbon or yarn and run it through the tube. Tie ends together at the top in a bow. To organize her scarves, all Mom has to do is slip them in the slits.

TIE SLIDE

Materials - empty Clorox bottle, construction paper:dark & light brown, marking pen, glue, paper fastening brad and scissors.

Cut from the plastic bottle the pattern below. Also cut out pattern from light brown paper. Cover top half with dark brown paper as indicated. Use the pen to write "Little Acorns Make Big Oaks" on front. Punch holes in straps and attach together with brad.

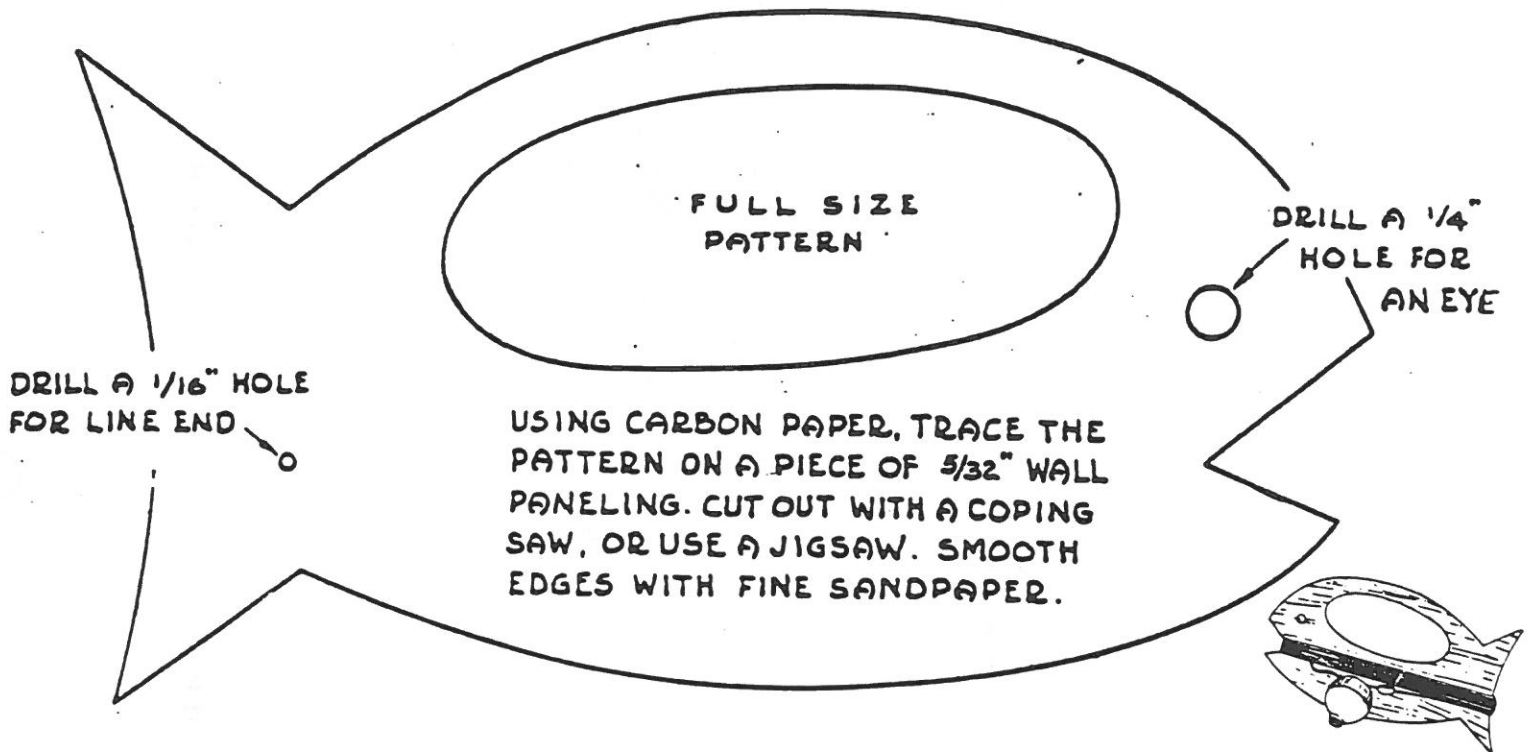


BACKPACK FISHING KIT

Materials - 5"x 8" piece of luan board or 5/32" wall paneling, carbon paper, coping saw, sandpaper, hand drill, 1/16" & 1/4" drill bits, 30' fishline, float, weight and hook.

Using carbon paper, trace the pattern on a piece of 5/32" wall paneling or luan board. Cut out with a coping saw or use a jigsaw. Smooth edges with fine sandpaper. Drill holes as indicated.

Wrap it with 30 ft. length of fishline equipped with a float, weight and hook. The open handle makes it easy to hold securely for tossing out line or winding in a catch and it fits neatly into a pocket or backpack.



WORM WONDERLAND

Materials - Glass jar with lid, dark-colored construction paper, nail, tape, scissors, newspaper, spray bottle, sand, soil, peat moss, live earthworms, plant seeds and vegetable scraps.

Cover your work area with newspaper. Place a pile of sand, a pile of soil and a pile of peat moss on the papers. Fill the spray bottle with water and moisten each pile. Place a layer of sand in the jar, then a layer of soil, then a layer of peat moss. Plant some seeds at the edge. Place the worms in the jar along with some vegetable scraps for food. Screw on lid. Using a nail, poke some holes in the lid for air.

Keep the jar covered with the dark paper tube (worms like darkness). Remove the tube when you want to watch them dig tunnels. Watch what happens to the layers of soil, and how the plant roots follow the worm tunnels. Do not let the soil dry out or become too soggy.

THE OUTDOOR CODE



AS AN AMERICAN, I WILL DO MY BEST TO—BE CLEAN IN MY OUTDOOR MANNERS

I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE

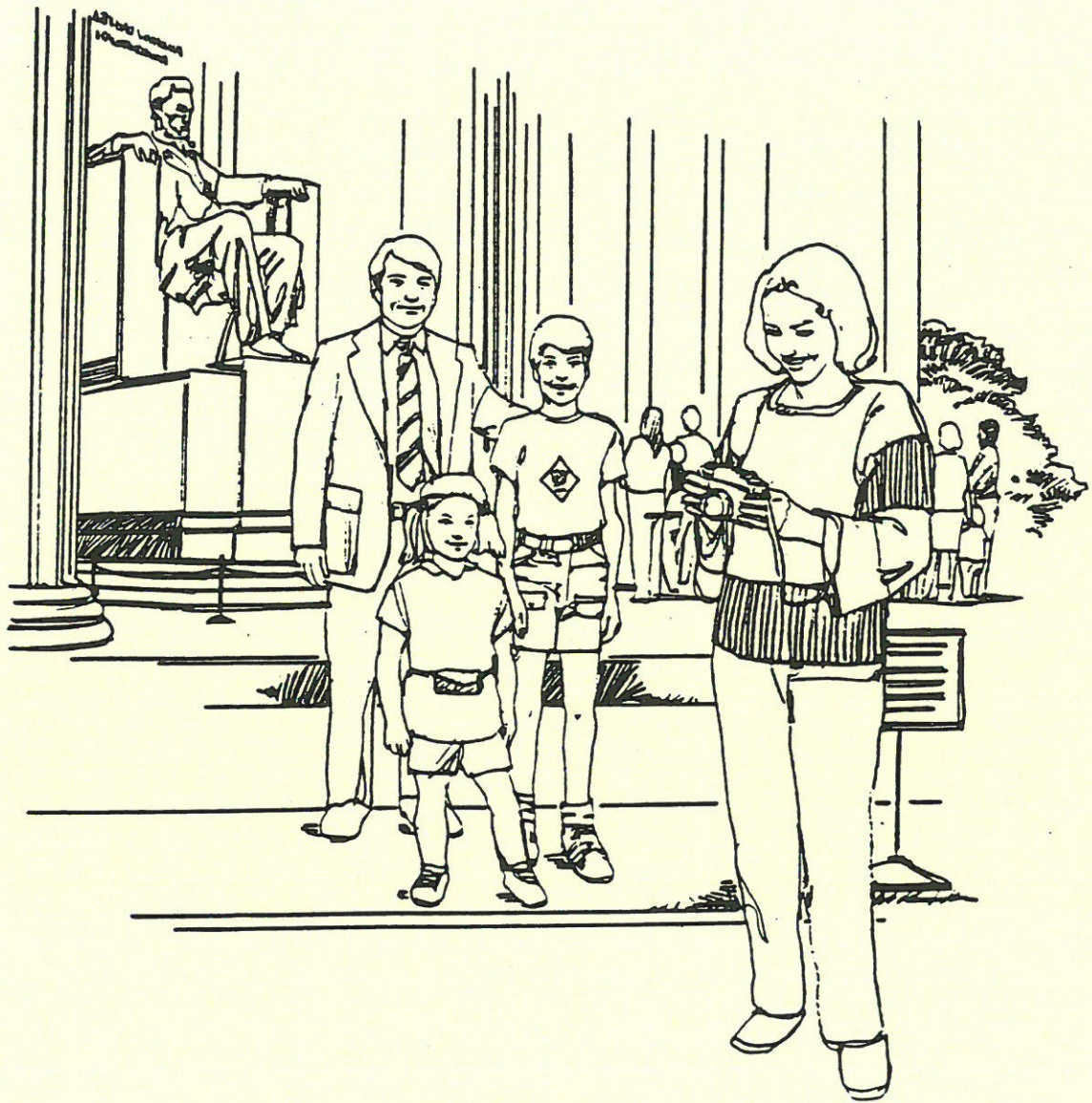
I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS

I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

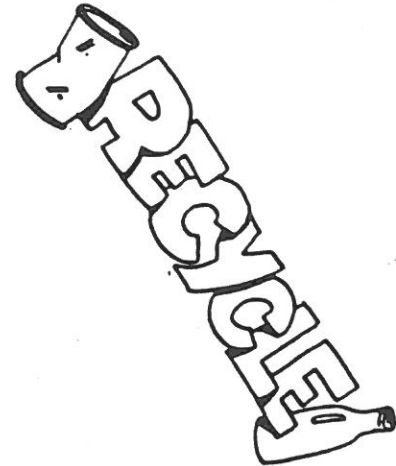
BE CONSERVATION-MINDED

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.



GATHERING ACTIVITY

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



AUTO
 Trash BASKET
 BIKES (no fuel)
 CART trash away
 CHEMICALS
 CHIMNEY
 CLEAN UP
 CONSERVATION
 DIRT
 DISPOSE
 DUMP
 DUST
 ECOLOGY
 ENVIRONMENT

FILTH
 FUMES
 GASES
 IMPURE
 INCINERATOR
 JUNK
 LITTER
 ODOR

 PAIL
 PICK up
 PILE
 POLLUTE
 PURIFY

RECYCLE
 REFUSE
 RUBBISH
 SEWERS
 SMOG
 SMOKING
 SOIL
 SOOT

 SWEEP
 TRASH
 Sanitation TRUCK
 WASTE
 WATER pollution

OPENING CEREMONY

This is a patriotic ceremony that may be adapted for any time of year.

EQUIPMENT: Tall blue candle, 10 smaller white candles, American Flag.

PERSONNEL: Narrator with 9 Cubs.

ARRANGEMENT: Narrator is at center stage with small table in front of him and the American Flag to his right. The Blue candle is on the table. Using one previously lit white candle, the narrator lights the blue candle. Cub Scouts enter singly. Each lights the white candle he holds from the flame of the blue candle, speaks his lines, then joins the others to form a semi-circle behind the flag.

NARRATOR: "Tonight we recognize (lights the blue candle) our freedoms. Our nation has been kept strong and free only as we have been a Government of the people, by the people, and for the people. Each of us has a sacred obligation to vote, to do all that we can to preserve the freedoms for which of our forefathers have died. Here are the freedoms guaranteed us in our Constitution.

CUB SCOUT #1: The right to worship God in one's own personal way.

CUB SCOUT #2: The right to free speech and press.

CUB SCOUT #3: The right to peaceable assembly.

CUB SCOUT #4: The right to petition for a redress of grievances.

CUB SCOUT #5: The right of habeas corpus--the freedom from excessive bail.

CUB SCOUT #6: The right to privacy in our homes.

CUB SCOUT #7: The right to trial by jury--a man is innocent until proven guilty.

CUB SCOUT #8: The right to move about freely at home and to go abroad.

CUB SCOUT #9: The right to own property.

NARRATOR: To maintain our freedoms and pass them on to succeeding generations is the responsibility of every American. Keep your freedom. Vote as you think; serve jury duty, if called. And finally, fly the Flag this coming Flag Day. Let the world know that you believe in all of the rights it represents.

(As the last sentence is spoken, each Cub Scout holds his candle straight above his head. After a brief pause, they blow out the candles and walk off stage.)

PACK GRADUATION CEREMONIES

PROPS: Bridge and candles

NARRATOR: The Cub Scout plan of advancement follows Aleka's life. Some of our Cub Scouts are following in his footsteps tonight and are taking a step on the Advancement bridge.

I will call the Wolf candidates to come forward and present yourself to Akela. When Akela was little, he was taken on short trips into the forest among the great trees and streams. Here from the wolf he learned the language of the ground, how to track, and the ways to find food. Akela gives to the Cub Scout a challenge, a promise to be kept.

CUBMASTER: (Dressed as Akela)

"I promise to do my best
To do my duty to God and my Country,
To help other people and
To obey the Law of the Pack"

(Cub Name) You have learned the skills required of the Wolf and mastered the Cub Scout Promise. I now challenge you to follow, live up to and master the Law of the Pack. I congratulate you and welcome you to the "Wolf Clan" of the Pack.

CUBMASTER: (Call Parents forward)

I would like to have the parents of these Cubs come forward. You have assisted your son(s) to achieve the rank of Wolf Cub Scout. I hope you are as proud of them as the pack is and you will continue to encourage them to pursue Scouting.

NARRATOR: As a Cub Scout grows he continues to follow the achievement trail and push for harder tasks to complete. He is challenged by the Cub Scout program with new skills to learn and new crafts to master.

Tonight we have Cub Scouts, who, with the help of their parents, have completed the requirements for advancement in rank to Bear Cub Scout. I will call the following Wolf Cub Scouts and their parents (Names of the boys) to come forward and present yourselves to the Cubmaster.

You Cubs are now standing at the foot of the bridge to advancement in Cub Scouting. As Wolf Cubs you joined the "Wolf Clan" of the Pack. I ask you to come forward to the Bear candle on the advancement Bridge of Pack _____.

According to your Den Leaders and your Bear Cub Scout book, you have completed all requirements for the rank of Bear Cub Scout. I am glad you have attained the next step on this bridge of advancement and hope you will continue on to achieve the Webelos rank.

To the parents of these boys, we appreciate the cooperation which you have given. Without it your son might not have reached his Bear rank. Cub Scouting is a family program and that means not only your son is advancing to the Bear rank, but that the whole family has taken another step upward, also.

WEBELOS DEN INDUCTION CEREMONIES



CEREMONY #1

PROPS: Webelos neckerchief and/or handbook.

CUBMASTER: (Boy's name) of Den _____, a Bear Cub Scout, is now ready and eligible to advance into the Webelos Den. (Boys' name), do you know the secret meaning of the word Webelos?

CUB: It means "We'll be Loyal Scouts"

CUBMASTER: Webelos is a very exciting part of Scouting. It is a chance for a boy to have an adventure in the outdoors. It is his chance to go on overnight campouts with a parent and other Webelos Scouts. It is a chance to develop his skills by working on 20 different activity badges such as Geologist, Scientist, Engineer, Athlete, Citizen and others.

This is a big step towards Boy Scouts.
 Congratulations!
 (Place Webelos neckerchief on Cub Scout).

CEREMONY #2

PROPS: Ceremonial prop shown here with space for three candles and Webelos symbol; for each inductee, the Webelos colors, neckerchief and cap.

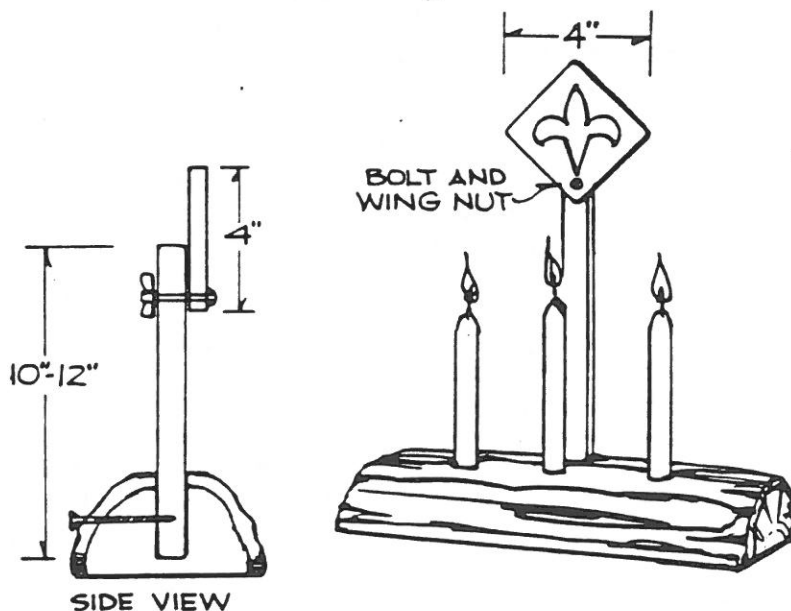
CUBMASTER: We have several Bear Cub Scouts who are eligible to join our Webelos den. Will they please come forward with their parents and stand on my right? To welcome them, I ask the Webelos den, its den leader, and den chief to come and stand on my left.

CUBMASTER:

Bear Cub Scouts (names), we light this first candle as a symbol of the hard work you have done as you reached Bear rank and became eligible for our Webelos den. (Light candle)

We light the second candle in honor of your parents who have helped you this far along the Cub Scout trail. At this time, will the parents please remove your son's cap and neckerchief and replace them with the Webelos neckerchief and cap? (Parents do this.)

We light the third candle in honor of the Webelos den. Its members welcome you and want to help you still further along the Scouting trail so that you can earn your Webelos badge and the highest honor in Cub Scouting - the Arrow of Light. At this time I will ask _____, our Webelos den leader, to pin your new Webelos colors onto your uniform shirt. (When this is done, the den leader shakes hands with each boy and his parents. The den chief follows by shaking hands with the new Webelos Scouts and leads them down the line of den members who all shake hands with the new members.)



WEBELOS CEREMONIAL BOARD. Use split log with three or more candle holes drilled in it. Use screws to attach a 10-to-12-inch stick to back of log. The Webelos symbol shown is from the Cub Scout Insignia Decal set, Supply No. 4649, backed by a piece of wood. The

same prop can be used for awarding the Arrow of Light and other Cub Scout ranks if you attach other decals to separate pieces of wood and fasten them to the stick with bolt and wing nut for easy removal.

WHATEVER HAPPENED TO MOTHER NATURE ?

Characters: Mother Nature (wearing long dress, construction helmet, goggles, earmuffs, surgical mask, carrying canteen) Den Chief and any number of Cub Scouts in uniform.

Setting: Outdoor scene. Den Chief and Cubs are walking along. Backdrop - painted factories with grey smoke.

DEN CHIEF: Well fellas, you wanted to see Mother Nature. This is where she lives. (Points to sign "Mother Nature - Don't Disturb - I'm Brooding")

1ST CUB: Mother Nature, won't you please come out and talk to us ?
(She comes on stage, dressed as described above)

DEN CHIEF: Why in the world are you dressed like that?

M. NATURE: It's a long, sad story. I wear this terrible costume to protect me.

2ND CUB: Protect you from what?

M. NATURE: From ordinary people. Just look. (She points to sign near pile of trash "Don't Pick the Flowers" and another sign by a fake stream "Polluted - No Drinking, Swimming or Fishing")

3RD CUB: Where is the lovely meadow?

M. NATURE: (Pointing down) This is the meadow.

4TH CUB: Where are the flowers and birds ? (Sound effects - horns honking)

M. NATURE: Now you see why I wear earmuffs and a mask. You'd be mad too if somebody dumped junk on your jonquils and trash on your tulips!

5TH CUB: Look at the smoke that fouls the air.

6TH CUB: Look at the slime that spoils the water.

M. NATURE: This is the world that people made. What a woeful world the people made!

4TH CUB: Look at the dump that clutters the land.

6TH CUB: Look at the slime that spoils the water.

5TH CUB: Look at the smoke that fouls the air.

M. NATURE: What a woeful world the people made!

1ST CUB: I'm the Cub Scout all forlorn, who coughs and chokes on the smoke each morn. I'll write my Congressman, sure as you're born! (Waves letter in his hand)

M. NATURE: To clean up the world that people made.

DEN CHIEF: People can undo what people have done.

2ND CUB: Turn off the smokestack, turn on the sun,

3RD CUB: Clean up the streams, green up' the grass.

4TH CUB: Hush up the noise where traffic must pass.

5TH CUB: Then we'll sing as we hike through meadow and glade.

ALL: (In unison) What a wonderful world the people have made!
(Mother Nature removes her mask, earmuffs and goggles)

CLOSING CEREMONY

A CUB SCOUT'S PLEDGE TO HIMSELF

Arrangement: Pack flag is placed on center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the Pack flag and recite one of the statements below. Upon finishing, each Cub salutes the Pack flag and retires to the rear of the stage, where a horseshoe is formed.

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

2nd Cub: May I be honest with myself and others in what I do and say.

3rd Cub: May I learn and practice my religion.

4th Cub: May I always honor my parents, my elders, and my leaders.

5th Cub: May I develop high moral principles and the courage to live by them.

6th Cub: May I strive for health in body, mind and spirit.

7th Cub: May I always respect the rights of others.

8th Cub: May I set a good example so that others may enjoy and profit from my company.

9th Cub: May I give honest effort to my work.

10th Cub: May I regard my education as preparation for the future.

(As the last Cub finishes his lines and completes the horseshoe formation behind the Pack flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise.)



STUNTS

JUMP A PENCIL - Can you put a pencil on the floor, stand with toes almost touching it, toes grasped in hands, and jump over it?

RAISE THE BROOM - Try taking a broom in your right hand (left if your left-handed) and from the far end, work it up until you have the "broom end".

TURN THE GLASS - With your right elbow at your side, palm up, put a full glass of water in your hand; see if you can swing your hand underneath your other armpit and complete the turn without spilling water.

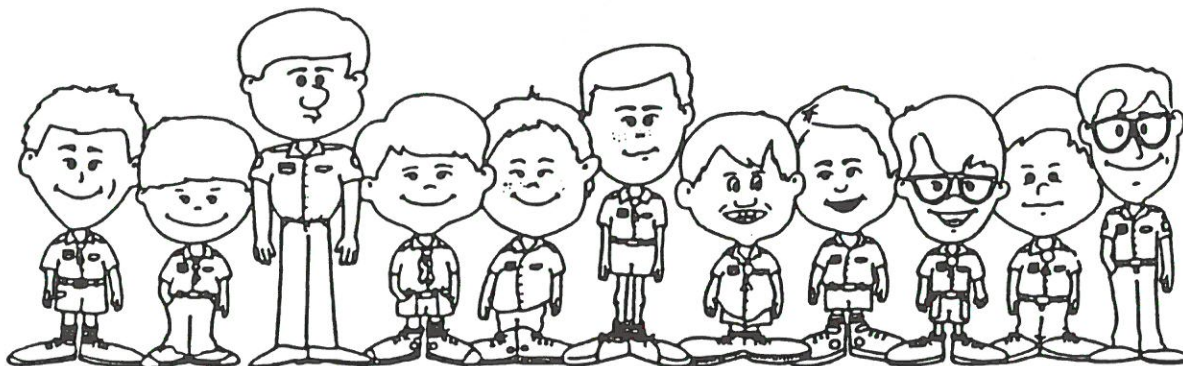
PULL THEM APART - Can you pull apart the hands of a player who has his elbows out to his sides, tips of middle fingers touching at his chest?

RUB AND PAT - The player attempts to rub his stomach in a circular fashion with one hand and pat the top of his head with the other at the same time. Reverse hands and try it with the new combination.

SHOULDER WHEELS - The player holds his arms straight out from his side at shoulder level and attempts to circle one arm forward and the other backward simultaneously. Reversing directions occasionally adds to the difficulty.

KNEEL AND STAND - Use a mat or cushion to protect knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasping his hands.

WHAT'S THE SCOOP - You'll need a plastic laundry scoop, a 16mm bead, and 18" length of string, and a hole punch. Punch a hole in the side of the scoop, opposite handle. Thread one end of string through hole; knot the end, being sure string cannot pull through hole. Tie bead to other end of string. To play, catch the bead inside the scoop.



CRAFTS & GAMES

All the crafts are made from re-cycled materials.

BEACH BOTTLE JAI ALAI

Use two 1-gallon bleach bottles for the cestas (pitching cups). Following the picture below, draw lines on the plastic where one side and the bottom will be cut out. Be sure the lines are even. Then use large scissors or a pair of tin snips to cut off the unwanted parts. Use a tennis ball to play. This is a game that needs to be played outside where there is plenty of room. The players stand 25 feet apart. One player puts the ball in the cup and tosses it to the other player who catches it in his own cup. If the other player doesn't catch it and return it, the tosser gets a point. No player is allowed to touch the ball with any part of his body while it is in play.

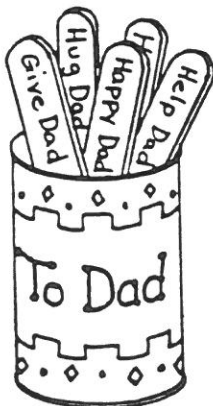


LITTER BAGS - Decorate with whimsical "scatter-pillars," or "trashoppers," or the more common "litterbugs." Use bits of real trash as part of the insect's design. Give it match-stck legs, a gum-wrapper body, toothpick feelers, or torn newspaper wings. Glue these extra touches firmly on the paper bag and draw the rest of the insect with markers or crayons. Don't forget to write "DON'T BE A TRASHOPPER", on the bag.

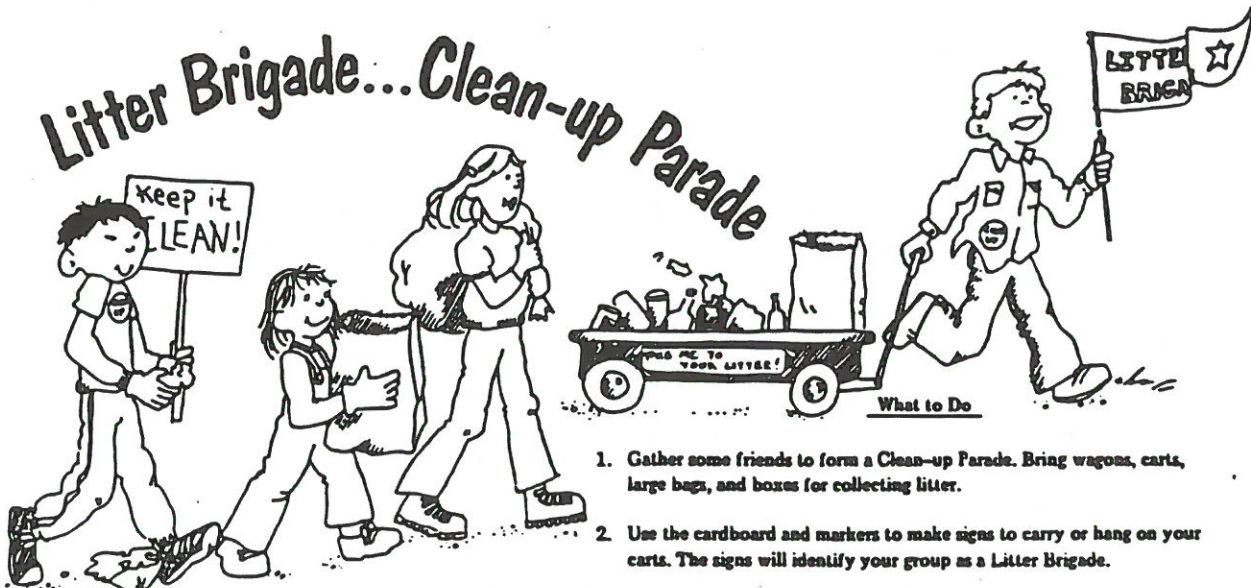


I.O.U. D-A-D

Cover an empty can with a scrap piece of wallpaper or fabric. On a narrow strip of paper, write "I.O.U., DAD." Glue the paper around the can. On each craft stick, write an I.O.U., such as "Bring Dad the paper."; "Take out the trash."; "Give Dad a hug.", etc. Place the sticks in the can.



Litter Brigade... Clean-up Parade



What to Do

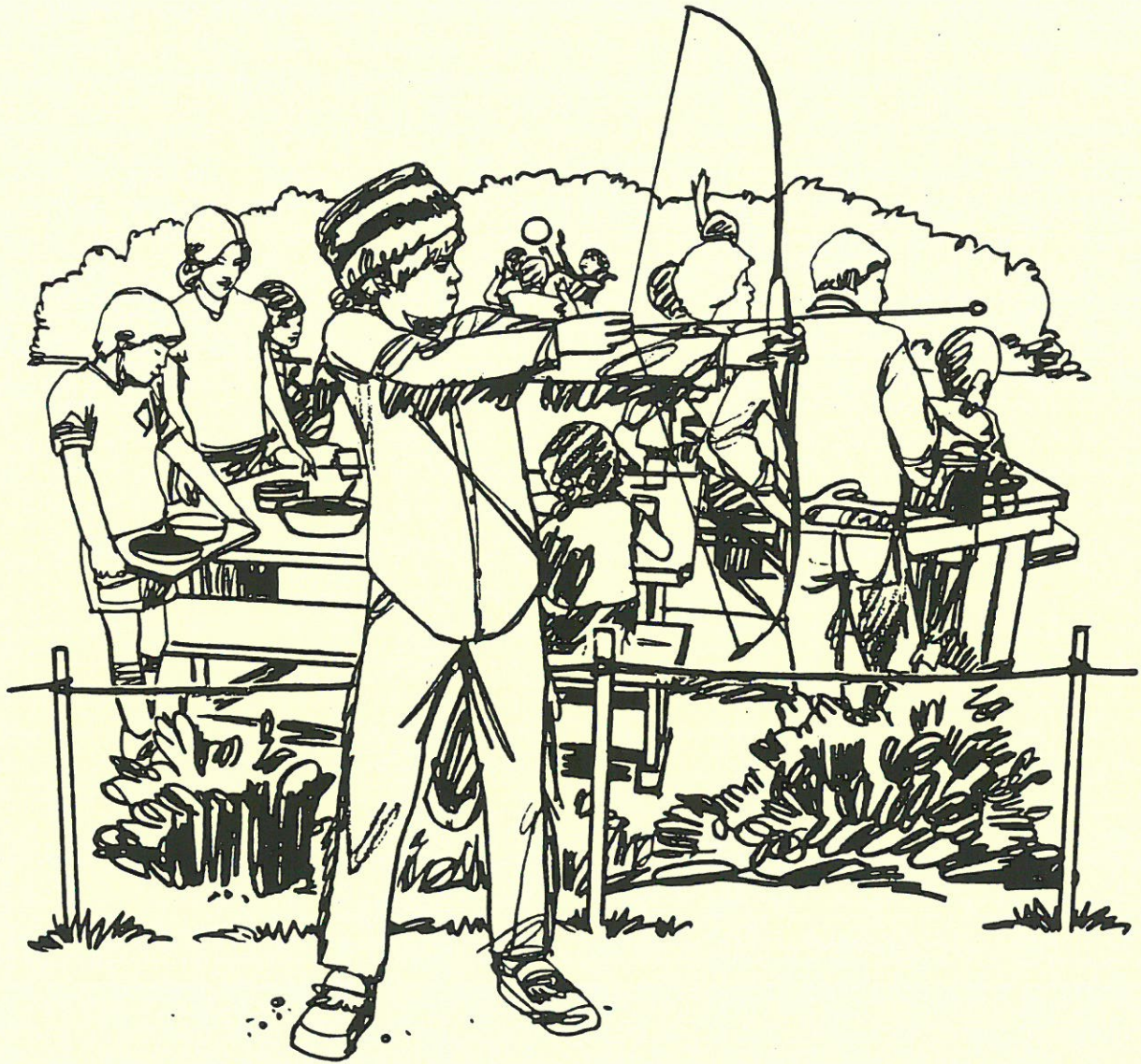
1. Gather some friends to form a Clean-up Parade. Bring wagons, carts, large bags, and boxes for collecting litter.
2. Use the cardboard and markers to make signs to carry or hang on your carts. The signs will identify your group as a Litter Brigade.
3. March along together or split up into groups to cover as much of your neighborhood or school yard or park as possible.
4. Pick up paper, cans, bottles, or other trash that's lying where it doesn't belong. Wear gloves so that you won't get hurt picking up bottles and cans. Be very careful not to touch broken bottles or rusty cans with your bare hands.
5. When your containers are full, meet the rest of the Litter Brigade members and sort out the litter. Separate the paper, cans, glass, and other junk.
6. Try to find recycling centers that will take the glass and the cans you find.
- 7.. Enjoy a cleaner neighborhood!!

What to Use

- heavy gloves
- lots of kids
- wagons, carts, large garbage bags
- cardboard
- markers

As you march along, let people know what you're doing. Maybe this will encourage them to help in the fight against litter!





GATHERING ACTIVITY

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

WAGON

FORT

INDIANS

CAMPFIRE

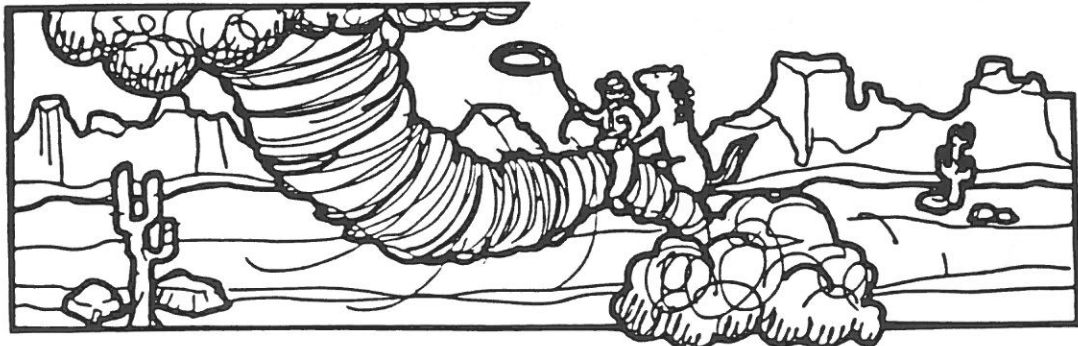
BEARS

COONSKIN CAP

FURS

TRADERS

SANTA FE TRAIL



OPENING CEREMONY

CHARACTERS: Announcer, 6 Cubs in Davy Crockett costumes, 7th Cub in uniform and wearing a coonskin cap.

ANNOUNCER: Tonight we bring you the story of a famous American, Davy Crockett -- a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

1ST CUB: He learned to know the critters, from the possum to the bear. Wait until you hear what he did with just a stare!

2ND CUB: He stared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so Davy challenged him to a fist fight and won him fair and square!

3RD CUB: A streak of lightening Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

4TH CUB: Davy was caught between a panther and a bear, so you see he couldn't use just a simple stare. He aimed "Old Betsy" at a rock between the two -- the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination: "Old Betsy" and Davy's stare!

5TH CUB: Davy was a fighter, honest, brave, and true. But fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

6TH CUB: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

ANNOUNCER: Folks liked Davy's way of doing things. They thought Davy ought to be a Congressman and help run the country. The critters seemed to think so, too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capital, Congressman Crockett made this speech:

7TH CUB: I'm Davy Crockett, fresh from the back woods. I'm half horse, half alligator, and a little bit tetchted with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

ANNOUNCER: Davy Crockett was born in 1786 and lived a short 49 years before his death at the Alamo defending the flag of the United States against the Mexican Army. Let us now salute Davy and the other brave pioneers who gave their lives up at the Alamo. Please join me in the Pledge of Allegiance.



ADVANCEMENT CEREMONY

PROPS: Pioneer costume and fake campfire. Room may be darkened and campfire "lit" for added effect. Cubmaster stands behind fire.

CUBMASTER: We have before us pioneers of Pack _____. Tonight we honor these young pioneers for their accomplishments on the Scouting Trail.

They have worked hard to earn the right to be called Wolf Scouts. (Call forward and have them sit by the council fire).

The wolf is a strong and swift animal. To track the wolf you have to be just as strong and swift. And like the young wolf cub, you have learned to grow with help from your elders.

We now ask that the parents of these Cub Scouts come to the campfire to present their sons with their Wolf Badges. (Have boys remain around the fire and parents return to their seats).

There are many difficult decisions to be made as you hunt bear. The following young Scouts have been tracking the bear. (Call boys and have them sit by the council fire).

On this trail you have endured many challenges, all of which you faced bravely as expected of any bear hunter. Because you were loyal and true to yourselves and the Law of the Pack, you did your best and achieved that which you hunted.

Will the parents of these Cub Scouts please come forward? Since you have encouraged these boys during their hunt, we ask that you please present your sons with their Bear Badges.

Our Council fire is now complete. All these boys have earned awards and will continue forward on the Scouting Trail. We wish you the best as you venture forth, learning things and growing with all of us in Pack _____.

CLOSING THOUGHT

The light from hundreds of campfires around the world have brightened the Cub Scout spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout pack family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now slowly walk past our campfire in silence...throw your twig upon the embers...and think of what Cub Scouting means to you. Then please leave our council ring, remaining silent. Goodnight.

PAUL BUNYAN, THE TALL TIMBER HERO

NARRATOR: Tonight I'm going to tell you a story about Paul Bunyan. I'd like for you to watch and listen carefully. Do everything that I do.

In the old logging days of the American northwest, men cut timber, sat around the campfire at night and told tall tales about a mythical lumberjack named Paul Bunyan.

The loggers said that Paul was so tall that he used a young pine tree to comb his hair. (pantomime combing hair). He always did things in a big way (stretch our arms). His axe had a woven grass handle and when he swung it in a circle (pretend to hold axe in hands and swing it in a circle) he could cut down 1000 trees at a time.

Babe, his blue ox, had a head that was forty-two axe handles wide (arms outstretched). She could drink a river dry. She was so big that a bird flying from one horn in the fall didn't reach the other horn until spring (make flying motions with hands).

Paul Bunyan had a helper called Johnny Inkslinger. He was a bookkeeper, Johnny used a fountain pen made from a hose attached to a barrel. It took thirty men just to keep the barrel filled with ink (pretend dumping buckets of ink into barrel).

The griddle on which the pancakes were cooked at Paul's logging camp was so big that the cook hired boys with bacon strapped to their feet to skate across the griddle to grease it (Make skating motions with feet). One day a visitor to the camp said to the cook, "Why do you have those logs piled up outside the kitchen?" "Those aren't logs", the cook replied. "They're sausages!"

One story tells how Paul dug a channel for the Mississippi River (pantomime digging motions). The dirt he piled up on both sides of the channel became the Rocky and the Allegheny Mountains.

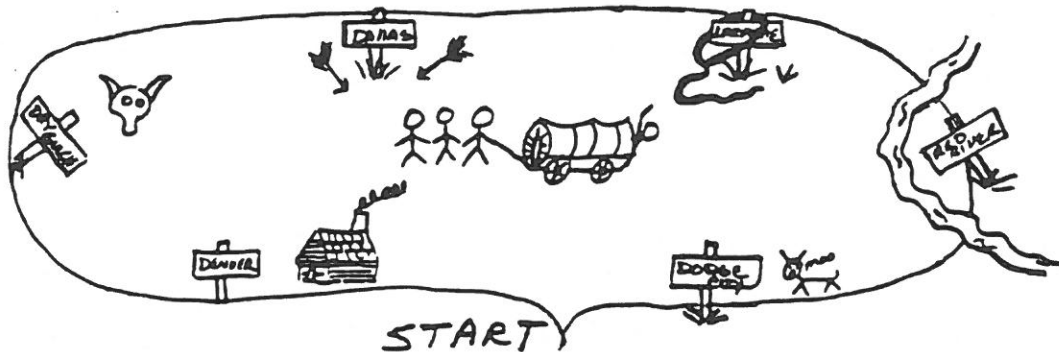
Another story tells how Paul once needed some water for Babe. He dug five holes (pantomime digging motions) and filled them with water. Those water holes became the Great Lakes.

The men in Paul's logging camp were ordinary sized men. They came up to the toes of Paul's boots (look upward). The smokestacks in camp were so high they were rigged up on hinges so they could be lowered to let the clouds go by (pantomime lowering).

And that folks is the story of Paul Bunyan, the tall timber hero.

COVERED WAGON DERBY

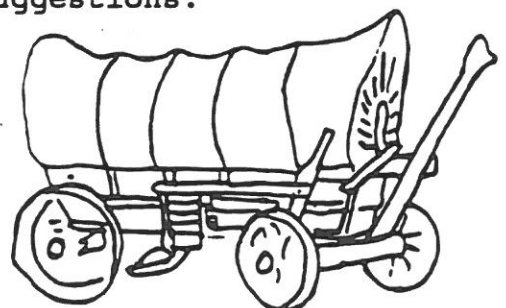
This type of derby will require a little bit of effort from the Pack members, but if undertaken, promises to be action packed fun for all. The Covered Wagon Derby is a den or team type of activity. In preparation, each den will need a wagon that they can convert into an "Old West" covered wagon. Each member of the den or team is utilized as either horses, driver or passengers. The driver will be in charge of each team. Convert your meeting place into various townships of the old west. A large field or school yard is most suitable.



Appoint a Mayor for each township to be in charge of the activity found at his or her town. The Cubmaster usually acts as Marshall to oversee that the wagons and teams act appropriately. The Covered Wagon Derby is not a race against time or speed. The winners are determined by points and the best team cooperation displayed. This derby is run as follows:

1. Each den is assigned a different town as a starting base.
2. When the starting gun sounds, the wagon teams proceed across the prairie to their assigned township.
3. Each town mayor will have a different activity at his or her town for the den or team to perform, upon which they will be awarded points for their performance.
4. When the Marshall sounds the bell (after a predetermined time limit at each town) it is time for the teams to get to their wagons and proceed to the next township in a clockwise order.
5. When each town has been visited by each team, the wagons recross the prairie to relax and receive refreshments while scores are tabulated.
6. The team or den with the highest overall score wins.

Feel free to choose the activities you wish to have performed at your townships, what follows are possible suggestions.



TOWN #1 - DODGE CITY

Calf Round-up: Each cub is blindfolded and given a large spoon. Cotton balls are spread all over the town, with a basket placed in the center. During a certain time limit the cubs see how many cotton balls (calves) they can round up. Points are awarded on how many calves are collected.

TOWN #2 - RED RIVER

Water Storage: Each cub is given a teaspoon. At one end of town you have a lake (bucket of water), at the other end of town the water barrel (mason jar) that needs to be filled for the long haul across the prairie. Points are awarded on how much water is preserved.

TOWN #3 - LARAMIE

Knots: Placed in the middle of town is a pile of rope lengths approximately 12" long each. The cubs are instructed to construct a rope, using the Square knot, as long as possible in the time limit provided. Points are awarded for each rope length attached properly.

TOWN #4 - DALLAS

Indian Attack: Using rubber band guns (borrowed from the NCAC Program department) and small Indian cutouts, the boys take refuge behind their covered wagon and try to shoot down as many Indians as possible in the allowed time. A point is awarded for each cutout successfully knocked over. CAUTION: This area must be roped off. Any boy found shooting at something other than the Indian, loses points for his team.

TOWN #5 - DRY GULCH

Panning for Gold: Have a pie tin with washed pennies in the bottom and filled to the top with cereal for each cub. Each cub places his hands behind his back and using his face only, digs out the pennies. Then, with his hands, he places them in the wagon. A point is given for each penny placed in the wagon in the allotted time period.

TOWN #6 - DENVER

Log Cabin Building: Each cub is given a piece of lumber (2"x 4"x 6"), a hammer and nails. The cubs are instructed to place as many nails as they can into the piece of wood in the allotted time. A point is given for each nail that can not be pulled out.

SONGS & SUCH

Brave Pioneers

(Battle Hymn of the Republic)
 Who were the fearless pioneers
 Who helped carve out our land,
 Who traveled down the rugged
 trails
 They were a fearless band.
 They braved the weather and the
 wilds,
 Those men and women bold,
 Their story should be told.
 (Chorus)

Buffalo Bill and Daniel Boone
 Two of the very best;
 Zebulon Pike, Kit Carson,
 And Jim Bridger and the rest.
 Brave pioneers who risked their
 lives
 To make this country grand.
 We thank you for our land.

Chorus

Traveling to an unknown land,
 A very brave and daring band,
 Pioneers, we think you're
 grand,
 For lending us a hand.

Riddles of America

How many can you identify?

Round as a saucer,
 Deep as a cup,
 Yet the whole Mississippi
 couldn't fill it up.

(Strainer)

The longer she stands,
 The lower she grows?

(Candle)

House full, room full,
 But can't get a spoonful.

(Smoke)

Bug Juice

(On Top of Old Smokey)
 At day camp with Cub Scouts,
 They gave us a drink.
 We thought it was Kool-Aid
 Because it was pink.

But the thing they told us
 Would've grossed out a moose
 For that great tasting pink
 drink
 They called it bug juice.

It looks fresh and fruity
 Like tasty Kool-Aid,
 But the bugs that are in it
 Were all killed with Raid.

We drank it by gallon,
 We drank it by tons,
 And then the next morning
 We all had the runs.

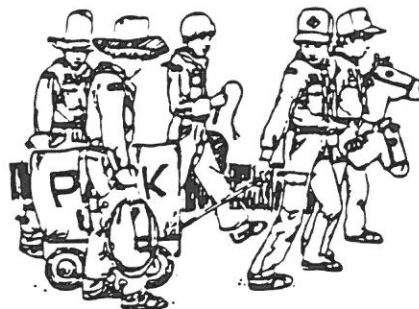
So next time you drink Bug
 Juice
 And a fly drives you mad,
 He's just getting even
 Cause you swallowed his dad.

APPLAUSES

Horatio Alger Applause -
 "Go west, young man!"

Davy Crockett Applause -
 "Good ol' Betsy!"

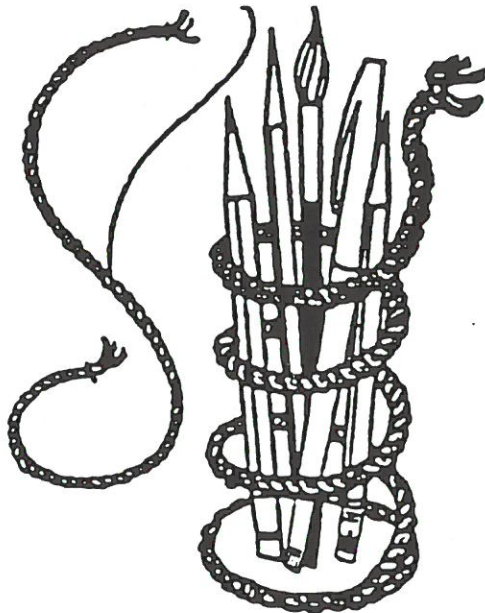
Wagon Train Scout Applause -
 "Indians!!"



CRAFTS

COONSKIN CAP TIE SLIDE

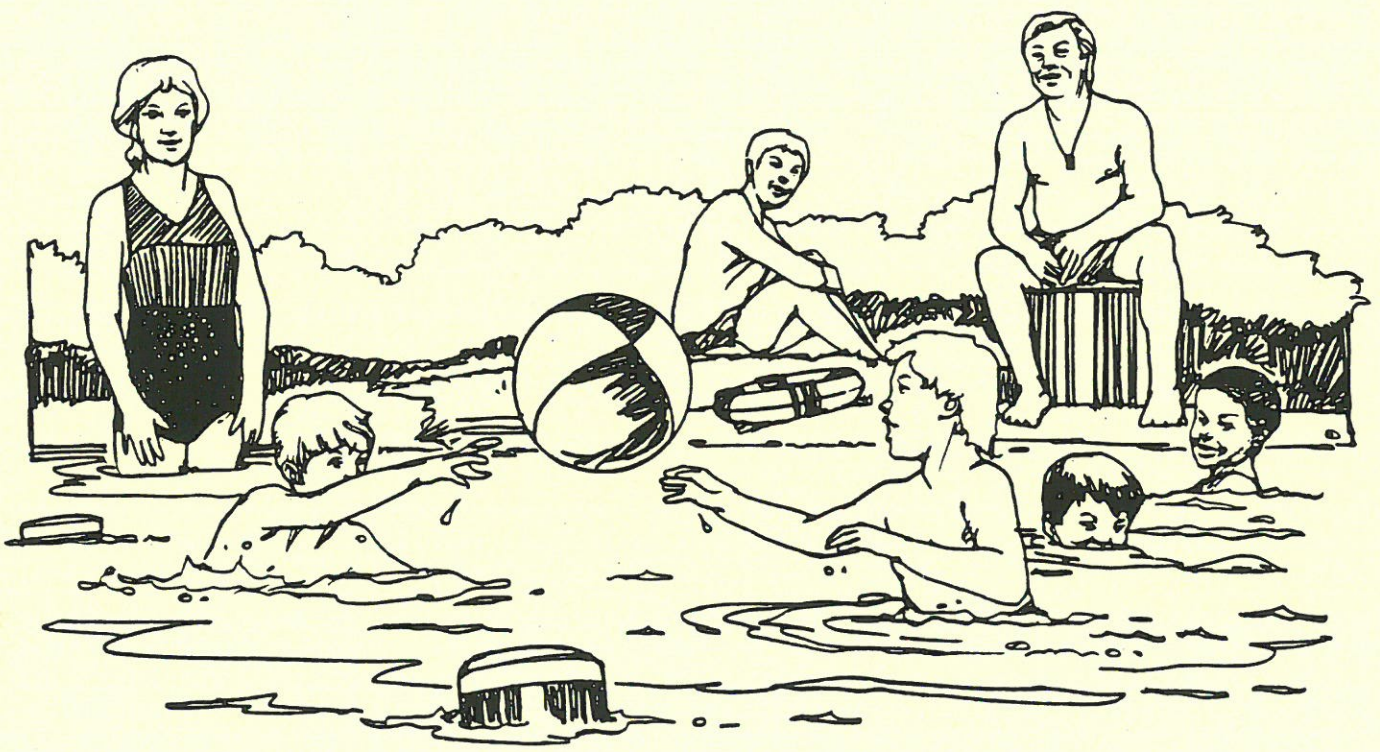
Materials: Tan fake fur, paper towel roll, glue and black marker. Use 1/2" strip of tan fake fur, glue around suitable tie slide material, (cardboard circle, plastic pipe, etc.). Cut a tail out of the fur, too. With a black permanent marker, make stripes on hat and tail. Glue tail to hat.



ROUND-UP PENCIL HOLDER

Materials: Rope 2' long, wire, 2" circular wood piece and hot glue gun.

Cut a piece of 3-ply or 4-ply rope 2 feet long. Cut a piece of wire a bit longer than the rope. Carefully twist the wire in between the ply of the rope so that it doesn't show. Whip both ends of the rope/wire. Twist the rope into a loose coil, shaping one end around a 2 inch wooden circle. Hot glue the rope around the wood, then shape rest of rope as shown.



GATHERING ACTIVITY

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



WATERFALL
POND
CREEK
BROOK
STREAM
TORRENT
POOL
RAPIDS
SHOWER

FOUNTAIN
DOWNPOUR
RAIN
PUDDLE
CHANNEL
FLOOD
HARBOR
WAVE
BAY

SEAS
OCEAN
LAKE
WELL
LAGOON
MONSOON
RESERVOIR
RIVER
DRIZZLE



STANDARD FLAG CEREMONY

- Personnel:** Flag bearers and color guards for the American flag and pack flag, leader.
- Equipment:** American flag, pack flag, flag stands
- Arrangements:** Flag stands are in place at the front of the room or on stage. Flag bearers and color guards are in position in the rear of the room. The leader, who gives the commands, may be in the rear of the room or in a convenient place nearby. The Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the leader advances to the front of the room.
- Leader:** "Cub Scouts come to attention. Will the audience please rise for the presentation of the colors. Color guard, present the colors!" (or "Color guard, advance.") Speaker's commands should be given sharply and loudly. The color guard advances from the rear of the room with the flag bearers slightly in front, followed by the guards. The American flag should always be on the marching right in the procession. As the procession begins, the leader gives the next command.
- Leader:** "Hand salute!" Leader salutes and the audience does like-wise. All leaders in uniform should salute; anyone in civilian attire, should place their right hand over their heart. The leader's eyes follow the American flag until it is in position in the front of the room. Flag bearers and color guards take their position in front of the room near the respective flag stands. The American flag should be on the audience's left. Bearers and guards stand at attention, facing the audience. The flags are held vertically.
- Leader:** "Pledge of Allegiance, repeat!" Leader begins pledge with audience. At this command, the pack flag is lowered slightly (taking care that it does not touch the floor) and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat the pledge. When the pledge is finished, the leader gives the next command, which is the signal for all salutes to be dropped. The pack flag is then raised to the vertical position again.
- Leader:** "Two! .. Color guard, post the colors!" The pack flag is placed in its stand, then the pack flag bearer and color guard salute it and step back into place. The American flag is then posted and its bearer and color guard salute it and then step back into place.
- Leader:** "Color guard, retreat!" Flag bearers lead procession to back of room with the leader following last.

STANDARD AWARDS CEREMONY

Personnel: Cubmaster or Awards Chairman and others as needed.

Equipment: Anything depicting the monthly theme or holiday.

Cubmaster: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of _____ by completing 12 achievements including (Name some of the achievements completed for rank.) Will (names of boys) and their parents come forward? (Present badges to parents to give to sons.)

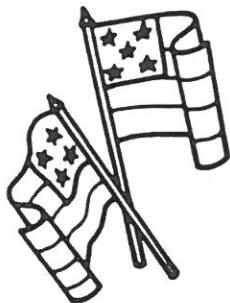
These boys have completed 10 or more electives which entitle them to Arrow Points. (Names), will you and your parents come forward? (Present badges to parents to give to sons.)

Our Webelos Scouts have earned the following activity badges this past month: (Names and badge) will you and your parents come forward? (Webelos leader presents badges to parents to pin on boys colors.)

These awards show that our boys are really working to help our pack "go". Let's give them a big hand.

BEAUTIFUL AMERICA - CLOSING CEREMONY

Arrangement: 7 boys line up on, side by side. Each holds a card with one of these letters printed on it A-M-E-R-I-C-A. As his turn comes, he holds up his card and says his lines.



A America abounds in beautiful sights,
 M Making it beautiful is one of our rights,
 E Each of us is proud of our U.S.A.
 R Rolling hills and lakes in which we can play.
 I Instead of littering and spoiling our land,
 C Crusade to keep America beautiful and grand,
 A And then we can always be proud of our land.

FISHERMAN'S LUCK



Divide audience into three groups:

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 bank 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, and he was sure he had 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 had caught a big FISH. But when he wound in the REEL, he found a tin can on his hook, and the WORM was gone.

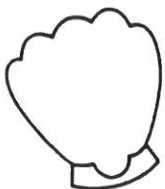
The FISHERMAN put another WORM on his hook, propped up the rod on a stick, and closed his eyes and went to sleep. He dreamed of big, big FISH ... hundreds of FISH, jumping out of the river. When he awoke, his rod was bending over again, but he said to himself: "It's probably another stick or tin can". But when he wound in the REEL, there was a beautiful big FISH on the hook. Just what the FISHERMAN wanted!

CHEERS

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

FISH CHEER -- Open and close mouth several times. (No sound).

FISHING -- Pretend to cast a reel in three times; then say something like "THREE FEET" as you hold your hands to show how big the fish was.



WATER BRIGADE

Water will be pouring, but players won't need to grab an umbrella for this water race to the last drop.

EQUIPMENT

- 4 buckets
- A disposable cup (styrofoam or paper) for each player

SITUATION

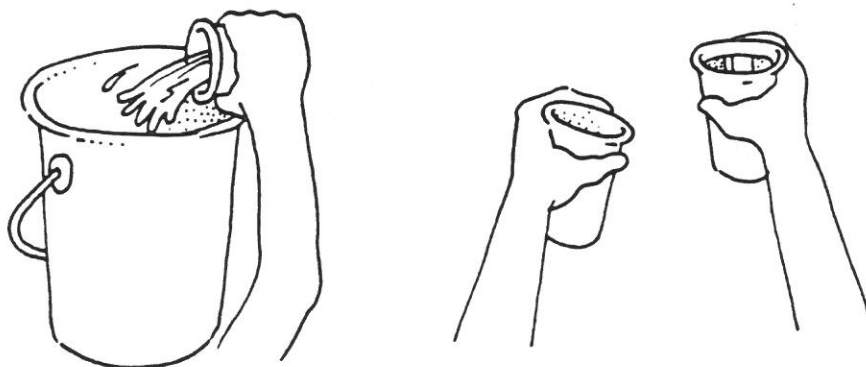
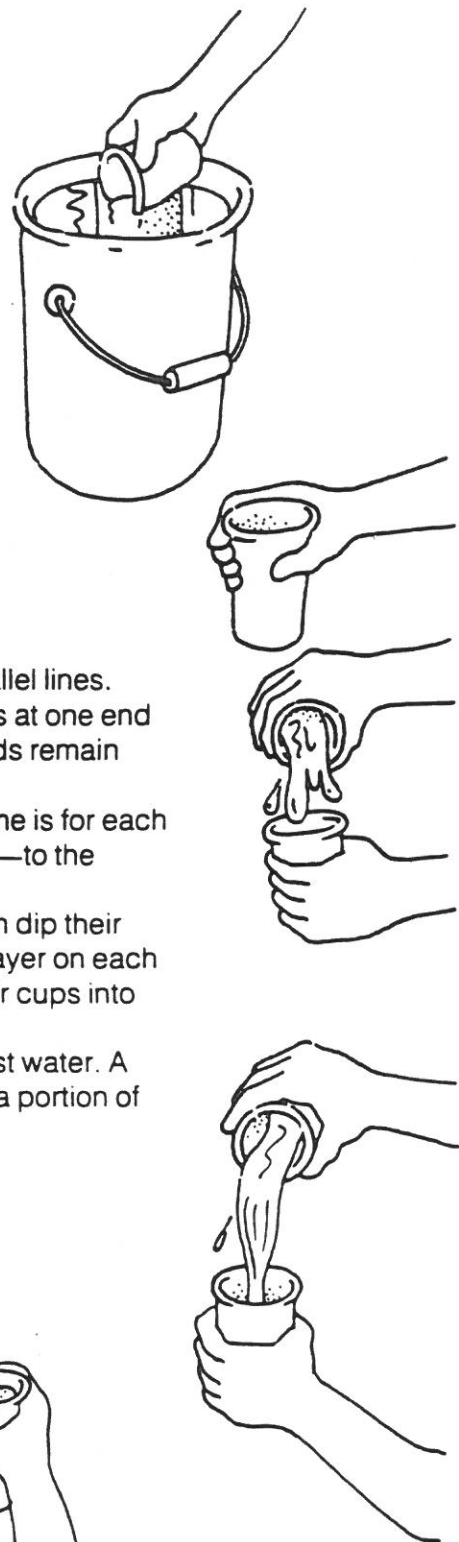
Long narrow open area

TIME

15 minutes

DIRECTIONS

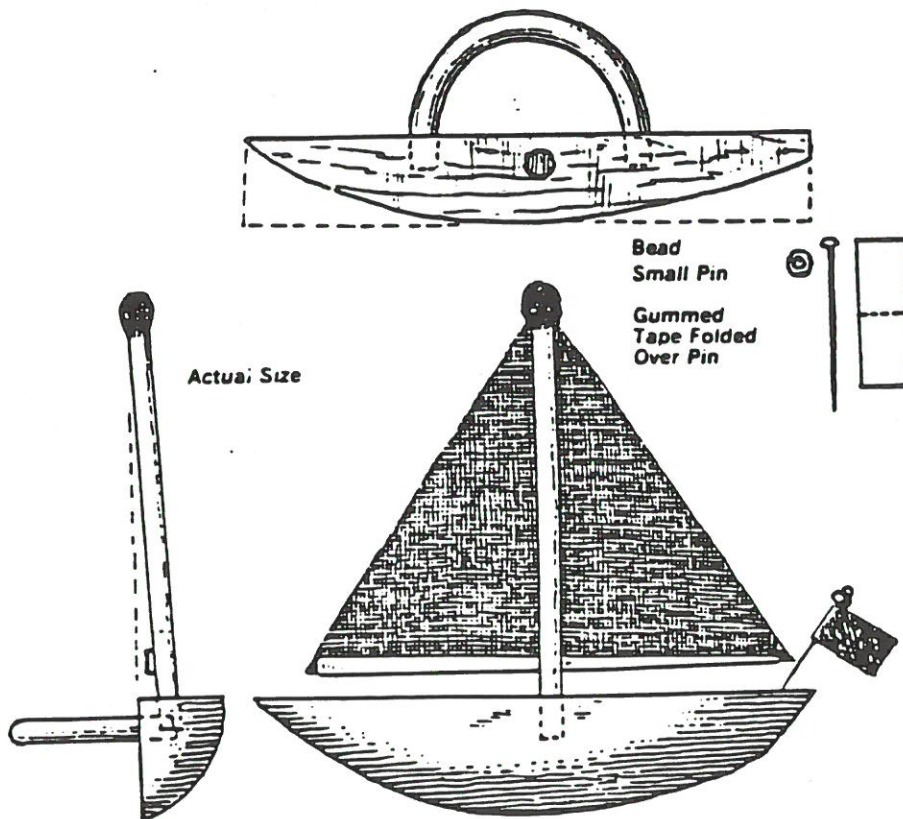
1. Divide the group into two teams. Teams stand in two parallel lines.
2. Place a bucket at either end of each team. Fill the buckets at one end of each team with water while the buckets on the opposite ends remain empty.
3. Give each player a disposable cup. The object of the game is for each team to transfer the water from the filled bucket—cup by cup—to the empty bucket.
4. When the leader says "Go," the first players on each team dip their cups into their buckets. The water is passed from player to player on each team by pouring it into the next cup. The last players pour their cups into the empty bucket.
5. The winning team is the one that finishes first with the most water. A fast team may fill its bucket first but might meet its Waterloo if a portion of the water is carelessly spilled along the way.



CRAFTS - TIE SLIDE

Here's a slide any Cub Scout can make, and the materials are easy to come by. The hull can be of white pine or balsa. The mast is a used wooden match. The mast is a toothpick. The sail is a scrap of red cloth. The loop is a piece of plastic clothesline or a plastic ring cut in half. You will also need wood glue, sandpaper, a straight pin, a small bead and a drill.

Draw the outline of the hull on the wood. Whittle and sand hull until you have achieved the size you want. Drill the small three holes, one for the mast and two in the back to hold the loop. Glue mast in place. Glue boom to lower edge of sail. Glue sail and boom to mast, and let glue dry. Glue loop in place and while that is setting, fix up and add the little flag at the stern. There's no varnish or paint to use, either. Now all you have to do is wear it!



SONGS & GAMES

TAKE US OUT TO THE OCEAN

(Take Me Out to the Ball Game)
 Take us down to the ocean,
 Take us down to the sea.
 Strength and energy we don't
 lack,
 We don't care if we ever get
 back.
 So please take out to the
 ocean,
 We'll show you what we can do.
 For it's 1 - 2 - 3 splash and
 you're in,
 At the ocean blue.

SHE WADED IN THE WATER

(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.

Chorus

Glory, Glory, Hallelujah,
 Glory, Glory, Hallelujah,
 Glory, Glory, Hallelujah!
 But she didn't get her
 (Clap, Clap) wet,
 (Clap) yet.

She waded in the water and
 she got her ankles wet,
Repeat as above

She waded in the water and
 she got her knees all wet,
Repeat as above

She waded in the water and
 she got her thighs all wet,
Repeat as above

She waded in the water and
 She finally got it wet.
 (Three times)
 She finally got her
 Bathing suit wet. (Clap) Yet.

BUBBLING CONTEST

Two or more players form a circle in chest-deep water and at a given signal all submerge their faces. Then by controlled effort they exhale steadily but slowly. The last person to lift his head out of the water is the winner.

UP AND UNDER

One beach ball for each team is needed for each team of six or more players. The teams line up in relay formation in waist-deep water. A ball is given to the first person in each line. On signal, the first person passes the ball overhead to the second player who passes it between his legs to the third person who passes it overhead and so on to the end of the line. The end person runs to the head of the line and passes the ball as before. The first lean lined up in the original order wins. (The trick of the game lies in trying to pass the ball under the water and between the legs!)

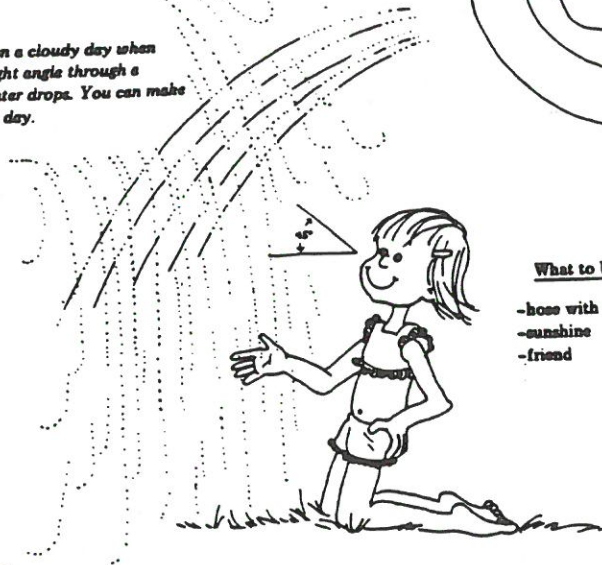
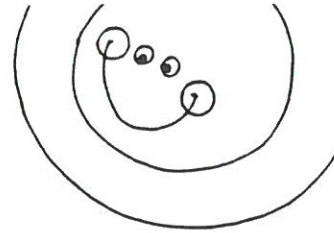
SNAKE RACE

Teams form a floating snake with each Scout holding one foot of the person in front. On signal, the snakes race the distance, the lead swimmer using both arms and the rest using only free arms and legs to prowl through the water. Watch out for disintegrating snakes.



You Can Make Rainbows

Rainbows occur naturally on a cloudy day when the sun shines at just the right angle through a certain concentration of water drops. You can make rainbows almost any sunny day.



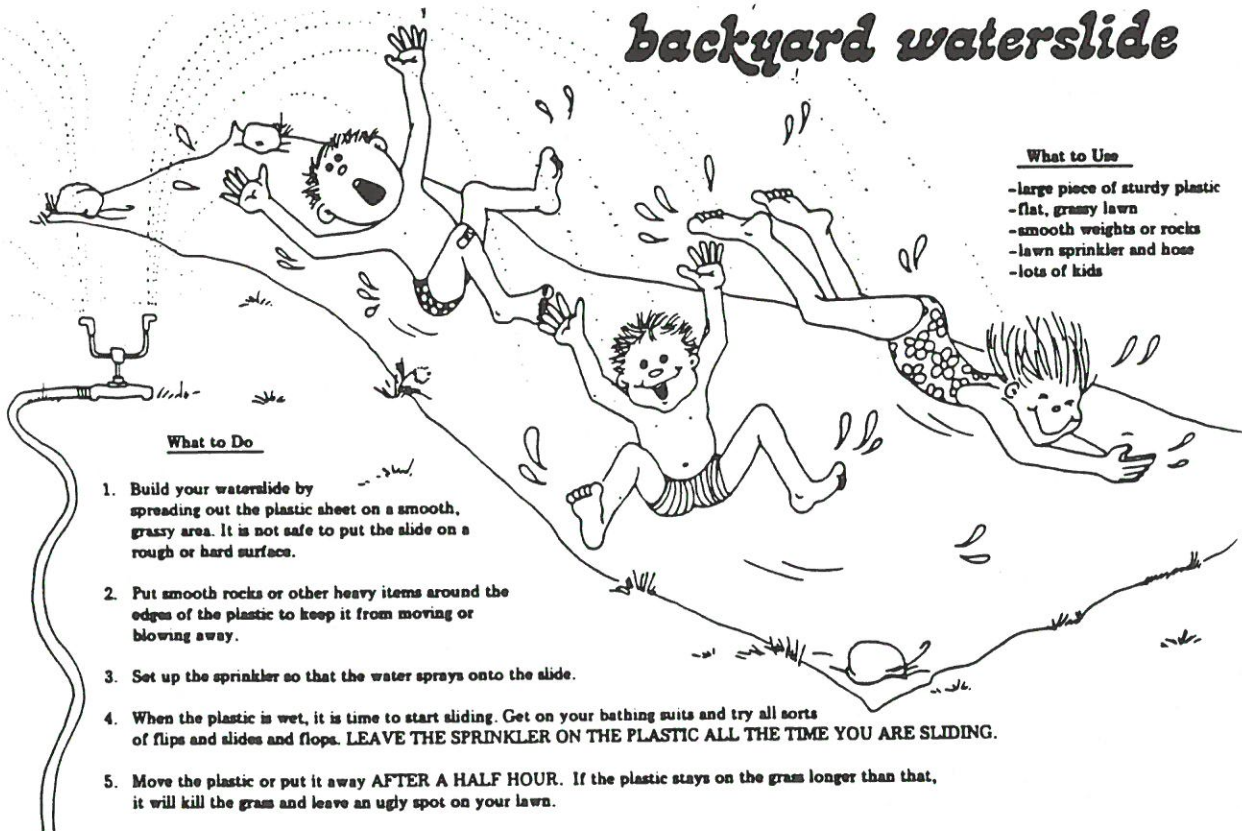
What to Use

- hose with spray nozzle
- sunshine
- friend

What to Do

1. Stand so that the sun is behind you. Have a friend use a hose to spray a fine mist in front of you.
2. Position yourself so that you are looking at the spray at a 45-degree angle. (See the illustration.) You should be able to see the rainbow's colors.
3. Try this experiment at different times of the day until you get the best results.

backyard waterslide

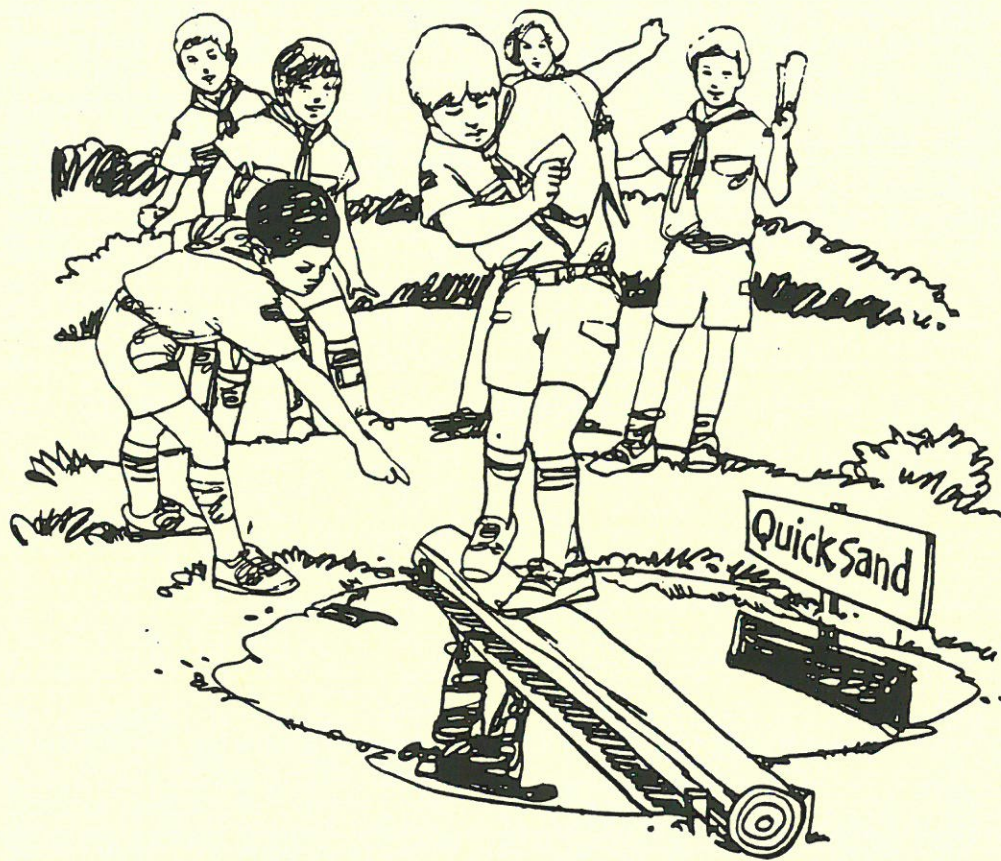


What to Use

- large piece of sturdy plastic
- flat, grassy lawn
- smooth weights or rocks
- lawn sprinkler and hose
- lots of kids

What to Do

1. Build your waterslide by spreading out the plastic sheet on a smooth, grassy area. It is not safe to put the slide on a rough or hard surface.
2. Put smooth rocks or other heavy items around the edges of the plastic to keep it from moving or blowing away.
3. Set up the sprinkler so that the water sprays onto the slide.
4. When the plastic is wet, it is time to start sliding. Get on your bathing suits and try all sorts of flips and slides and flops. **LEAVE THE SPRINKLER ON THE PLASTIC ALL THE TIME YOU ARE SLIDING.**
5. Move the plastic or put it away **AFTER A HALF HOUR.** If the plastic stays on the grass longer than that, it will kill the grass and leave an ugly spot on your lawn.



GATHERING ACTIVITY

MAPS

The oldest known printed map in the world is one of western China dated 1115 A.D.

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



AREA
 BOUNDARY
 CAPITAL
 CITY
 COLORS
 CONTINENT
 COUNTRY
 DEGREES
 DISTANCE

EQUATOR
 GRID
 INSET
 ISLAND
 LAKE
 LATITUDE
 LEGEND
 LONGITUDE
 MERIDIAN

MILES
 OCEAN
 POLES
 RIVER
 SCALE
 SEAS
 STRAIT
 SYMBOLS
 TERRAIN

OPENING CEREMONIES



OUR AMERICA

CHARACTERS: 7 Cub Scouts

PROPS: Pictures of the American flag or small real American flag, of Statue of Liberty, of a car factory, of your state scenery, of Alaska, of a Hawaiian scene, of a map of the U.S.A.

Cub scouts form a semi-circle around the flag and hold up their pictures and say the short verse.

Cub Scout #1: We come from many states, and our home towns are very different. Some small, some large. Listen to our words.

Cub Scout #2: Statue of Liberty. New York is a lovely state where we see this lady stand.

Cub Scout #3: Factory or Industry. Michigan is a very great state. It's where cars are made for our land.

Cub Scout #4: Your State Scene. Your state is my home state. We're proud in many ways.

Cub Scout #5: Alaskan Scene. Alaska has some real cold nights and many short, short days.

Cub Scout #6: Hawaiian Scene. Hawaii is a lovely state. We're proud to say she's ours.

Cub Scout #7: Picture of the U.S.A. But all of the states together make a nation of beautiful states.

Cub Scout #1: American Flag. This is the symbol of our greatness. The Stars and the Stripes. The people, great and small. And our home town, wherever it may be--in AMERICA!!

ALL TIED UP

EQUIPMENT: 1 ball of yarn

CUBMASTER: I begin tonight's Pack meeting with this simple ball of yarn. I shall introduce myself and hold onto the beginning of this yard and toss the ball into the group. When you catch the yarn, introduce yourself and toss the ball to someone who has not introduced himself. We shall each do it until everyone has introduced himself.

I am, _____, Cubmaster of Pack _____.

After all have introduced themselves and the yarn has been tossed back:

CUBMASTER: Tonight each of us has renewed our friendship and knowledge of each other, but most of all we are joined together with this yarn and are TIED UP IN KNOTS. Welcome to this year's first Pack meeting!

ADVANCEMENT CEREMONY

The "Mayor" uses a "Key to the City" to unlock the advancement badges, arrow points, and activity pins for presentation to the boys. Have a stage area set up like it is for an outdoor recognition of a new person to the city, with banners and bunting. Do a traditional advancement ceremony but with a "flair".

Make a slide series of the noted buildings and sites in your town. As your awards ceremony progresses, move from slide to slide letting the audience name the location. You might end with such "historical" markers as: McDonald's, Burger King (even small children can join in the identification of such local places.)

Cut a lock and key from heavy cardboard and paint gold and silver. Tape the badges to the ends of the key. The Cubmaster (Mayor) points out that his key unlocks the fun of Cub Scouting and the way to the next higher rank.

CHEERS AND APPLAUSE

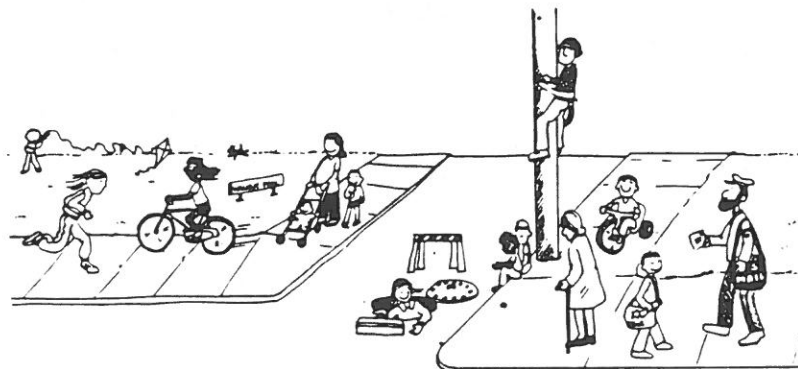
PATRIOTIC APPLAUSE: Shout "U.S.A. ...yeah, yeah, yeah!" Thrust arms skyward with your fist doubled. Then shout, "Hooray, for our town."

OUR TOWN CHEER: Spell out the name of the town in which the boys and families live..."rah, rah, rah. We're number 1!" (For example: V-I-E-N-N-A; B-E-T-H-E-S-D-A, etc.)

HANDKERCHIEF APPLAUSE: Throw a handkerchief into the air with instruction for the audience to applaud until it reaches the floor. Vary the length of applause: Long throw, short throw, pretend to throw, etc.

QUICK APPLAUSE: Have group remain seated, tell them this is to be a very quick applause, GOOD, BUT QUICK!! Then have the group clap their hands once as loud as they can!

MAP APPLAUSE: Have group get out their pretend map; unfold it, look up and down several times and then yell: "IT'S THAT A-WAY!!!" All point in a different direction!!



CLOSING CEREMONY

THE CLOCK AND THE BOY - An inspirational closing ceremony.

EQUIPMENT: A metronome and a microphone

SETTING: The metronome is placed near the microphone so that the sound will be magnified. The narrator speaks into the microphone offstage.

NARRATOR: (As metronome begins ticking) Oh, no. Don't turn around. There aren't any actors here...just a voice and a clock...a voice and a clock. (Pause for ticking) You see, the actors are you...and the only stage setting we need is a boy, and you can't see him because he is a mile away...or 10 miles away...or 50...or 100. No...all we have here is a voice and a clock ...(pause)...and you...and the boy in your mind.

That boy in your mind...he's a Cub Scout...or is he? He's a boy in a den...or is he? He's in uniform and he's growing in character and developing in citizenship and he's having fun...or is he? Or is he the boy you didn't reach quite far enough to touch? (Pause) Well...you say we've reached him? That's that! We've done it, folks! Another Cub Scout! We've done your job!...But have we? Let's see...let's check it out.

Adventure...fun...comradeship...exciting new things to do...recognition...a chance to grow...the real Cub Scout program! Look at the boy...the one you have in your mind. Does he just belong to a pack? Or does he really get the Cub Scout program? Only you can answer that. You...and the voice...and the clock...(pause)...and the boy.

There stands the boy. He is 7 or 8 or 9 or maybe even 10. No. Wait a minute. He's a young boy, but he doesn't just stand there. Remember the clock?... (pause)...with each tick of the clock he is getting older.

Then you're 30 or 40 or 50 that tick is pretty distinct, isn't it? But when you're 10, time goes rather fast...and when you are 7, the only time there is is now! We can circle the globe in a few days. The atom explosion takes 1/16 of a second. That doesn't leave much time, does it? So that's where the voice comes in...the voice in the back of your head that says:"We can't wait too long to reach out and touch that boy...and when we've reached him, we can't wait too long to give him the **real thing**. And when we do give him the real thing, we can't stop too long to pat ourselves on the back, because that boy has a younger brother, or a friend next door. Our community, our nation, and the future of the world stand here beside us with the voice...the clock...(pause)...and the boy. God give us the strength to do the job.

SONGS & GAMES

THIS LAND IS YOUR LAND

This land is your land,
This land is my land,
From Cal-i-for-nia to
the New York Is-land,
From the red-wood for-rest,
to the Gulf Stream wa-ters,
This land was made
for you and me.

As I went walking
that ribbon of highway,
I saw above me
the endless skyway,
I saw below me
that golden valley,
This land was made
for you and me.

PICKING UP LITTER (I've Been Working on the Railroad)

I've been picking up the
litter,
All the live long day;
I've been picking up the
litter,
Just to have a place
to play.
Can't you see the litter
basket sitting on the
sidewalk there?
Every little bit will
help us,
If you just show you care.

Won't you pick it up?
Won't you pick it up?
Won't you pick it up
today?
Help us clean it up,
Help us clean it up,
Help us clean the U.S.A.



UNITED STATES

As a pre-opening have a map of the U.S. The boys should look at the map and try to memorize as many states as possible. Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

GEOGRAPHY

Divide into teams. One team picks out a place on a U.S. map can calls out the name and challenges the other team to find it. If the other team gets it in the time limit, they get a point. If they do not the other teams gets the point. The game ends when one teams has earned 5 points.

FIND YOUR HOME

Spread a neighborhood map on the floor. As Cub Scouts arrive, have each mark the location of his house.

MIXED UP STATES

As each Cub Scout arrives give him some paper and a pencil then tell his to unscramble the words on the cards you have placed around the room. The jumbled words are names of states. Use the following: sreJye ewN (New Jersey), rainoZA (Arizona), nanidIa (Indiana), axsTe (Texas), Ooih (Ohio), doFrIia (Florida), neKyutck (Kentucky), ginViria (Virginia), siMusroi (Missouri), naMtoan (Montana), higNanic (Michigan), Amabala (Alabama), irainofCia (California).

SKITS & STUFF

NEIGHBORHOOD SKIT

Six Cubs (or divide the lines if you have more). Each holds a piece of 8 1/2" x 11" poster board with letters on front and verse on back. Neighborhood scenery made from large boxes is behind the boys.

- 1st Boy: Neighborhood Examples we can be,
For we are Cub Scouts, can't you see?
- 2nd Boy: It's Great to live in our home town,
We'll help it grow, not tear it down.
- 3rd Boy: Help Build with us, let's start today,
A better place to work and play.
- 4th Boy: Other Reasons you may know,
Let's no delay - let's really go!
- 5th Boy: House Old and house new,
Need our care and fixing, too!
- 6th Boy: Our Dens can help our neighborhood
Grow clean and bright and safe and good.



HOW DID YOU GET HERE?

DEN CHIEF: Transportation played a very important part in the settling of America. How did you get here?

- 1st Cub Scout: "If the Pilgrims came over on the Mayflower, how did the Scouts get here?"
- 2nd Cub Scout: "I don't know. How?"
- 1st Cub Scout: "On handy crafts." (As he says this, a Cub Scout comes on stage with a sample of the handicraft project and a sign identifying it.)
- 3rd Cub Scout: "If the Pilgrims came on the Mayflower and the Scouts came on Handy Crafts, how did the doctors get here?"
- 4th Cub Scout: "I don't know. How?"
- 3rd Cub Scout: "On blood vessels." (Cub Scout dressed as a doctor enters.)
- 1st Cub Scout: "How did the students get here?"
- 2nd Cub Scout: "On scholar ships" (Cub Scout enters carrying a load of books.)
- 3rd Cub Scout: "How did all the ordinary people get here?"
- 4th Cub Scout: "On citizen ships." (Cub Scout enters carrying a ship.)

CRAFTS

RUBBINGS

Materials: Large Pieces of newsprint paper
Masking Tape
"Home made crayons"

Using all the stubs and broken pieces of crayon, arrange dark colored pieces into old muffin tins. Have the pieces arranged in the same direction. Melt black crayons and pour over the stubs. The black wax does not need to be hot, just liquid enough to bond the crayons into one chubby stump. When these stumps are used for rubbings, the results are multi-colored and will last much longer than single crayons. When the wax is cool, pop crayons out of the pan. To clean the pan use turpentine.

Field Trip: Contact for permission before visiting your local cemetery. Then find the oldest and most historical section. Tape newsprint into grave markers and with the "big crayon" rub the surface carefully until you can read the imprint of the carving. Carefully remove all tape and leave the site as it was found. **WARNING:** This is a fun project, and the boys will want to do many. These turn into delightful posters for the walls at a Pack meeting.

DISPLAYING POSTCARDS

Most families have collected post cards as they have travelled. What better way to discuss the cities in our U.S.A. than to borrow the cards from their families collections and display them on a map of the United States? Each boy can tell a little about the trip to either his den or Pack.

TIN CAN PRINTING

Materials: Tin can, yarn or heavy string, scissors, white glue in a small bowl, tempera paints, paper to print on, newspapers and packaging tray you have saved.

Use the newspapers to protect your table top. Remove both ends from the can. Pour some glue in the bowl. Cut a length of yarn about 12" long. Dip it in the glue and then wrap it around the can, creating a pattern or design with the yarn. Add more lengths of yarn as needed. Let the glue dry completely. Pour some paint in the tray. Roll the can in it, and then roll the can over the paper, pressing firmly to print. If you want to use several colors of paint at once, brush the paint onto the can in sections, then roll on the paper to print.



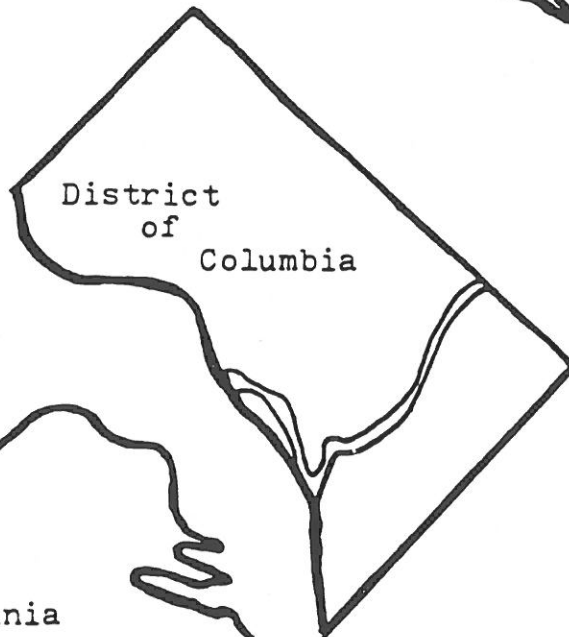
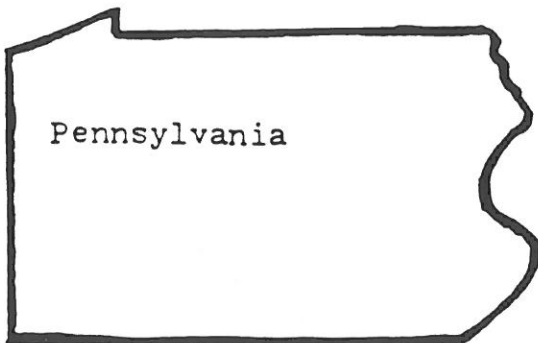
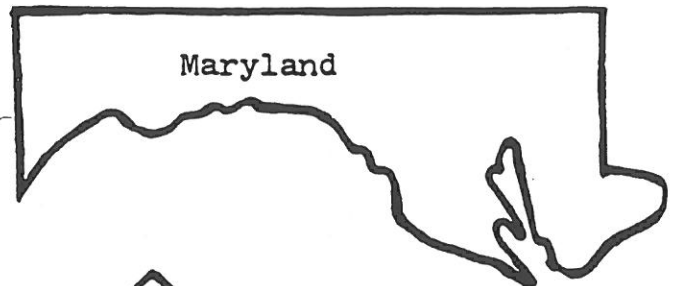
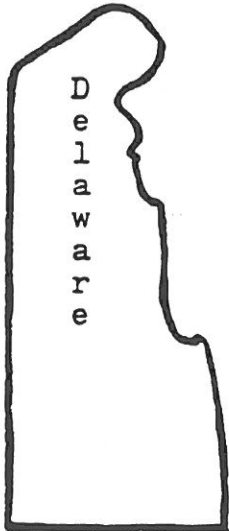
CRAFTS

STATE NECKERCHIEF SLIDE

Use 1/4" thick pine slat or birch plywood to make the slide. Using that pattern shown below for your state as a guide, lay a piece of carbon paper between the wood and the pattern. Follow the dark outline and trace this onto your piece of wood.

Cut this out with a coping saw or power scroll saw. Sand the edges to smooth them. Spray with clear varnish or decoupage, let it dry, sand lightly, and spray again. You can also apply several coats of self-polishing wood floor wax.

Locate your town or home area on the wood and insert a cut-off map tack to mark the spot. Glue and then staple a 1/2" wide leather band about 2" long to the back for the tie holder.



THINGS YOU CAN DO IN YOUR NEIGHBORHOOD OR AT A DEN MEETING**CHESAPEAKE BAY CLEAN-UP**

POTOMAC COUNCIL
RT. 220 SOUTH/P.O. BOX 212
CUMBERLAND, MD 21502
301-729-1300

The Potomac Council sponsors the "Chesapeake Bay Clean-Up Patch". This patch is available for any conservation project performed by Scouts in the Chesapeake Bay Watershed area. Projects can be as simple as a Cub Scout Den planting a tree. Please send a brief description of your project, a list of all participating Scouts, and \$1.00 for each patch to the address above.

DONOR AWARENESS PROGRAM

The Boy Scouts of America sponsors the Donor Awareness Program. This involves the discussion of organ donation with your Scouts. The patches are available at the Scout Shop.

BOYS LIFE BOOK REPORT CONTEST

The Boy Scouts of America sponsors the "Say Yes to Reading!" contest. Boys should send a one-page book report on the "The Best Book I Read" to:

Reading Contest
Boy's Life, S227
P.O. Box 152079
Irving, TX 75015-2079



Every entry will receive a Pedro Patch. On the entry please carefully print or type the name, address, age, and grade in school.

CUB SCOUT WORLD CONSERVATION AWARD

The Cub Scout World Conservation Award is awarded to Cub Scouts who complete the requirements based on their current rank. The Wolf, Bear and Webelos Scout each has a different set of requirements to complete. A description of the requirements can be found in the Administration section of the Pow-Wow book.



PLACES TO GO!!!

The main part of Scouting should be the "outing" adventures. Before your Pack goes on any outings, check to see if you need to file a tour permit with the council. For all outings, call and arrange the visit well in advance. Check back a few days before your visit to make sure all arrangements are set.

Dress for your outings, Scouts and leaders should be in Class A uniform. Before your visit, it is a good idea to talk to your Scouts about their expected behavior as a member of the Boy Scouts of America. After your visit, it is a good policy to have the Scouts write thank you notes to your guide or place of the visit.

As a leader of the group, you should always have permission slips and health history forms on each boy with you. Also, a minimum of "two deep" leadership is required.

HISTORIC HIKES

Historic Hikes are educational and fun for Scouts. Each hike is mapped out and the Scouts can earn certificates, patches, or medals. Most of the trails may be hiked or cycled. There is no time limit to finish the trail. To receive recognition on completion of the trail, the trail leader must fill out a registration sheet along with the completed answer sheet. The following hikes' information may be gathered by writing to:

American Historic Trails
P.O. Box 769
Monroe, NC 28110

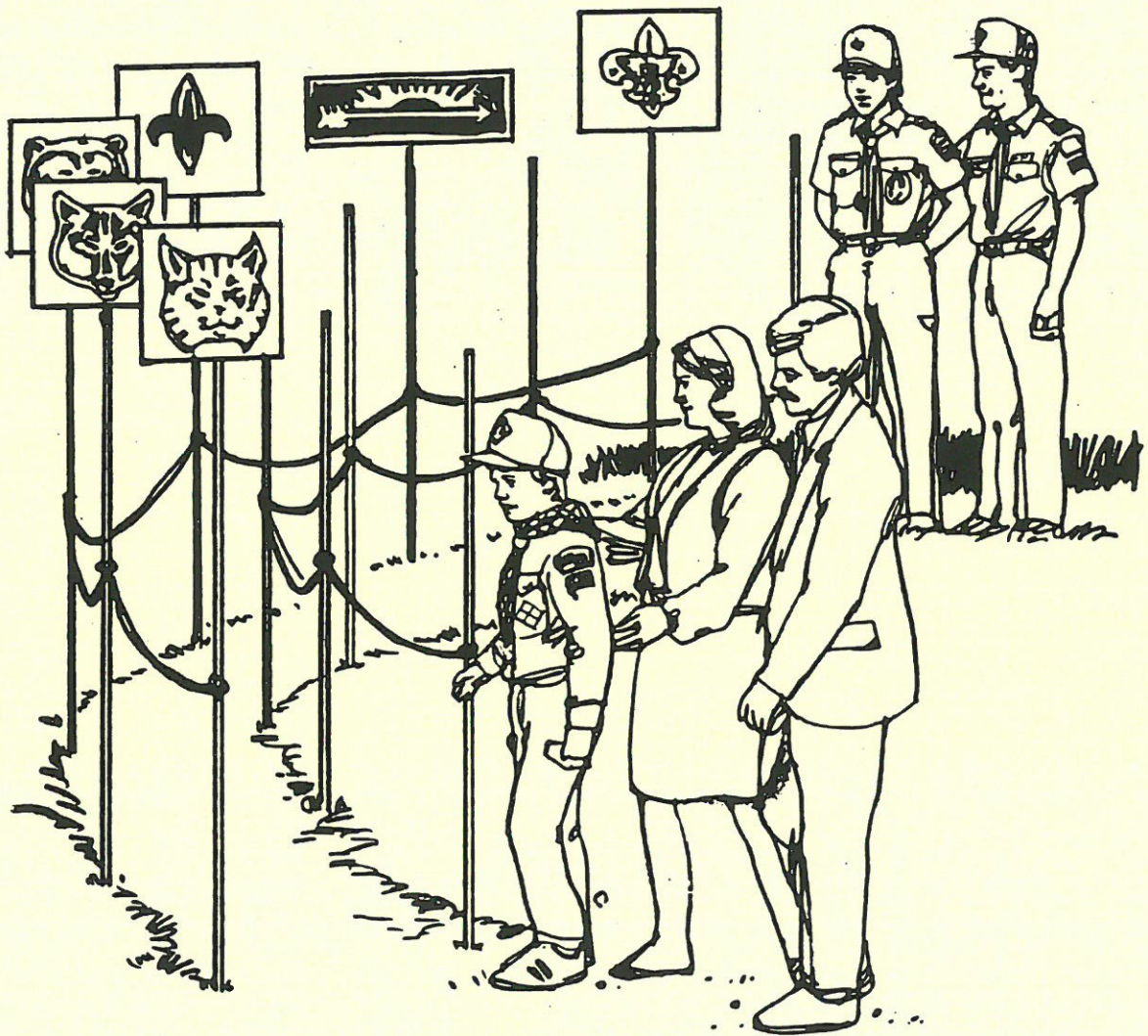
The Lincoln Pilgrimage (Begins in the Lincoln Museum at Ford's Theater)
The Manassas National Battlefield Trail - Manassas, VA
"Old Town" Alexandria Historical Trail - Alexandria, VA
The President's Trail - Washington, DC
The National Capital Bicentennial Trail of Freedom - Washington, DC
The Colonial Annapolis Historical Trail - Annapolis, MD

More information about the following hikes may be obtained by calling the given numbers.

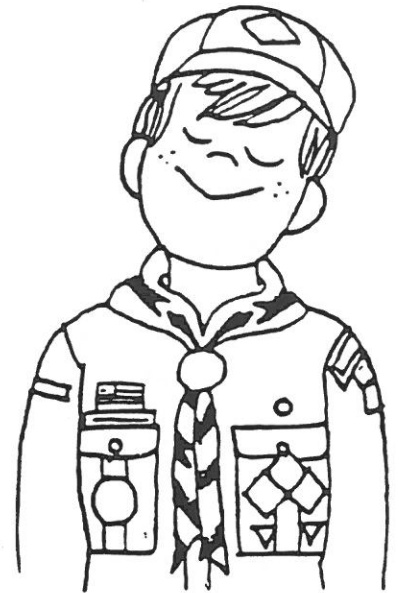
The Mount Vernon Historic Trail; 703-780-2000, ext. 322
Antietam Battlefield Trail; BSA Mason-Dixon Council 301-739-1212
C & O Canal Trail; BSA Mason-Dixon Council 301-739-1212
Baltimore Historical Trail; Baltimore Area Council 410-338-1700
Battle of Bladensburg & Star Spangled Banner Trail; NCAC 301-530-9360
Washington & Lee Trail; NCAC 301-530-9360
Gettysburg Heritage Trail; York-Adams Area Council 717-843-0901

BIKE HIKES

C & O Canal Towpath; 301-739-4200
North Central Railroad Trail; 410-592-2897
Baltimore and Annapolis Railroad Trail; 410-338-1700



GATHERING ACTIVITY



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

Words can be up down, right, left or diagonal.

WOLF
 BEAR
 ELECTIVE
 THEME
 UNIFORM
 CUB
 SCOUT
 LAW

MOTTO
 DO YOUR BEST
 PACK
 HAVING FUN
 DEN
 ACHIEVEMENT
 KNOTS

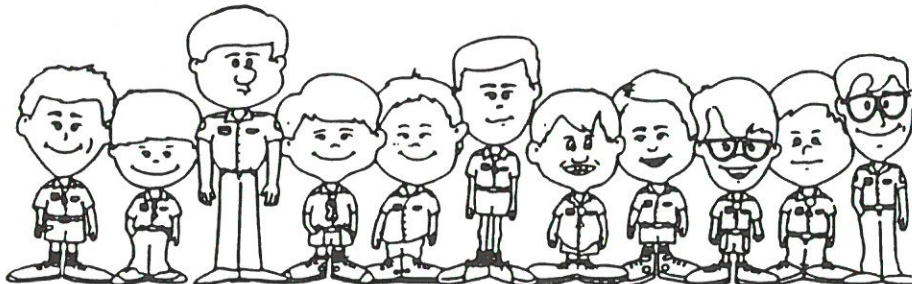
RANK
 CITIZEN
 LEARN
 FUN
 WEBELOS
 PROMISE
 SALUTE

OPENING CEREMONY

ACHIEVEMENT PARADE

Print the letters of the word 'Achievement' on cardboard. Put verse 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.

- A - Stands for Advancement. We are starting up the ladder of Scouting which will help us grow in body, mind and spirit.
- C - Stands for Cooperation. Scouting is a program for the whole family. The cooperation of the parents in gaining achievement is necessary for the Cub's advancement and growth.
- H - Stands for Helps. Cubs are no longer 'little boys' when they are eight. He can give good will by raking leaves, washing dishes, and best of all, keeping his room in order.
- I - I, _____, promise to do my best, to do my duty to God and my country, and to obey the Law of the Pack.
- E - Is for Energy - of which we have plenty. We are wild and 'rarin' but also nice. Our Den Leader channels our energy into worthwhile tasks.
- V - Stands for the Volunteers who at first looked with terror upon the eight howling, bug eyed boys, but with understanding love you are helping us grow to be men.
- E - Is for Enthusiasm, which is very contagious if put where a Cub can catch it. A cub only reflects the attitudes of his leaders in what he does.
- M - Is for Muscles we are building in our physical fitness achievements. When we are older and ready to join our school team. we will be alert, quick, and ready - we hope.
- E - Stands for the Electives and more fun. Each of these arrows we wear under our new badge stands for ten credits. Electricity, handicraft, nature and swimming are just a few that help us learn as we play.
- N - Stands for your Name - be proud of it. As you advance from Bobcat through Webelos you will add new honor to your name. Everything you do or say adds or takes away from your good name.
- T - Stands for Teamwork, this means one big, happy group of boys and parents all striving for the same principles - keeping boys healthy, happy and busy in a pleasant atmosphere.





ADVANCEMENT CEREMONY



AKELA AND THE CUB SCOUT TRAIL

CHARACTERS: Akela, Indian Brave, Cub Bobcat, Wolves. Add a boy any place, dividing dialogue. In smaller dens, Wolves one, two, and three and last can be combined.

COSTUMES: Uniforms, Indian headdress, headband made of colored paper. Wolf & Bear masks or ears and noses, designed so boys can be heard.

PROPS: Indians' drums (oatmeal boxes disguised with colored paper), fishing poles, bows, arrows, cooking pots, card with paw print visible to entire audience.
(Drums. Akela and Brave stride in. Cub Scout enters.)

CUB: Akela! Great Chief! I want to be a Bobcat Cub Scout.
Listen..... Meoww !

AKELA: That doesn't make you a Bobcat. Do you know the Promise and the Law of the Pack?

BRAVE: Do you know the Sign and Handshake? The Motto? Salute?

CUB: I don't know any of them.

AKELA: Go and learn them. Then you'll be a Bobcat.
(Drums. Cub leaves. Bobcat enters.)

BOBCAT: Great Akela! I'm a Bobcat who wants to be a Wolf. Arooo!

AKELA: Can you climb a tree? Swim like a fish? Tie a strong knot?

BOBCAT: Not yet.

BRAVE: There are 12 feats you must do.

BOBCAT: I only have 2 feet.

BRAVE: Not feet, feats! Achievements! They are written in the Book of Wolves.

BOBCAT: Now how can I do 12 achievements all by myself?

AKELA: Great Cub Scout Leader and Great Parents will help, too!
Go! (Drums, Bobcat leaves. Two Wolves enter, fighting.)

BRAVE: (Separates the Wolves.) Who disturbs the camp of AKELA?

WOLF 1: We only took six months to become Wolves.

WOLF 2: Now we have lots of time to mess around.

AKELA: There's more to do in the Book of Wolves. Electives. Earn Arrow Points.

BRAVE: Have you caught a fish? Shot an arrow? Prepared a feast?
(Indians load Wolves with fishing poles, bows, arrows, pots; Wolves exit. Third Wolf enters.)

WOLF 3: O' Great Leader! Now I'm old enough to become a Bear.

AKELA: Bears must know the wild animals and how to use a knife.

BRAVE: Twelve achievements in the Book of Bear.
(Last wolf runs in.)

LAST WOLF: Akela, I've done the twelve achievements to become a Bear.

AKELA: Has the Great Parent signed something to show you have done them? (Last Wolf holds up large card with BIG paw print, shows to audience.) Come forward, Wolf. (Exchanges Wolf mask for Bear mask.) Now you are a Bear. Gather around me, brave Cubs. (All characters on stage.)

BRAVE: The Bobcat, Wolf, and the Bear have followed the trail. Now, the dance of celebration.
(Drums. All do Indian dancing. Exit, dancing.)

DEN ADVANCEMENT CEREMONY

Set up the den doodle in a convenient spot where all the boys can see it. Have the boys stand facing the den doodle, in a circle around it, or in a semi-circle or line facing it.

DEN LEADER: We have a boy (or boys) today who is ready to add another achievement doodle to his string on our den doodle (or who has completed three more achievements and has earned a bead to wear on his Progress Towards Rank badge. He has been working hard on achievements to earn his (Wolf or Bear) badge.
Will _____, please come forward? Our assistant Den Leader, _____ will present him with his doodle which he will add to his string (or bead to be added to his thong).

ASST. LEADER: (Presents boy with recognition.) Congratulations _____ . You're doing fine on your achievements. Keep up the good work.

DEN LEADER: Now, while _____ is adding his doodle to his string on our den doodle (or adding his bead to his thong), our Den Chief _____ is going to lead us in the Den Achievement Pledge.

DEN CHIEF: Let's all give the Cub Scout sign and repeat with me:
We the boys of Den # _____
Promise to do our best
To keep working on our achievements,
And make our den stand out from all the rest!!

DEN LEADER: Now, let's give _____, # _____ Big How's.
(Match the number of How's to number of achievements or number of boys being recognized). How! How! etc.

This ceremony can be changed for variety and sometimes the boys could give the den yell or sing the den song instead of the pledge.

CLOSING THOUGHT



THE VALUE OF A BADGE

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find that it wouldn't bring much money. The real value of the badge is in what it represents...the things you learned to earn it...how to keep healthy, how to be a good citizen, good safety practices, conservation, and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value...one that represents what you can really do and know.

TIGER TRACK INDUCTION CEREMONY

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

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



CEREMONY:

The Tiger Track is an important symbol in the Tiger Cub program. As you progress through Tiger Cubbing and finish each Big Idea, you will be presented a Tiger Track to

iron on your shirt. The Tiger Track has a special meaning. Listen carefully and you will hear about this special meaning.

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

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

The second point is: (Light second candle) **I promise to love my family.** A Tiger Cub should always be kind and helpful to his family. By helping your home to be a happy place, you show your love to your family.

The third point is: (Light third candle) **I promise to love my country.** This means being a good American. You help your community in any way you can. By being a good citizen, you show your love to your country.

The fourth point is: (Light fourth candle) **I promise to learn about the world.** The world we live in is a big and beautiful place. There are many things to learn. As a Tiger Cub, you will learn a lot about your world.

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

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

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

SONGS & GAMES

HEY, LOOK ME OVER!

Hey, look me over,
Lend me an ear,
Watch me advance in Scouting
every year,
First I'm a Bobcat, then
a Wolf and Bear,
Soon I'm a Webelos and on
I'll go from there
A-Singing,
Hey look me over,
Lend me an ear,
Join me in a song out loud
and clear,
That our Cubbing advancement
is the way to grow,
Stand back parents,
here we go!

TRUSTY TOMMY
(Yankee Doodle)

TRUSTY Tommy was a Scout,
LOYAL to his mother,
HELPFUL to the folks about,
and FRIENDLY to his brother.
COURTEOUS to a girl he knows,
KIND unto his rabbits.
OBEDIENT to his father, too.
and CHEERFUL in his habits.
THRIFTY, saving for a need,
BRAVE, and not a faker,
CLEAN in thought and word and
deed,
and REVERENT to his Maker.

FOUR CUB SCOUTS
(Three Blind Mice)

Four Cub Scouts, see how they
go,
They all went after their
Bobcat Pin,
The Wolf, the Bear they were
next to win,
And then they went to the
Webelos Den,
Our Four Cub Scouts.

CUB SCOUT SPELL DOWN

Any number of boys can play
this game at the same time. The
object is to reach into the bag
of letters and pull out one
letter at a time and place it
on the game board. Players
continue to take letters out of
the bag, trying to spell Cub
Scout, while the timer is
running. As soon as the timer
runs out, he must stop.

Letters are returned to the bag
before next player takes his
turn.

For variation, add the words,
achievement and/or parade to
Cub Scout, being sure to add
additional letters.

ADVANCING STATUES

All players stand in a line,
except one. He stands some
distance ahead of the line and
covers his eyes as he counts
from 1 to 10. The players try
to get from one side of the
room to the other while "It" is
counting to ten. As soon as
"It" reached ten, he looks up
suddenly. Any player caught in
motion must go back to the
starting point. The others hold
whatever position they happen
to have at the time, statue-
like. The first player to cross
the room becomes "It" or has
the privilege of selecting the
next "It".



FOLLOW THE BOBCAT TRAIL GAME

(This game may be played at den meetings or at home with parents)

1. You will need one dice or a homemade spinner with the numbers 1 to 6 and a different colored marker for each player.
2. Mix the cards and put them upside-down in a pile next to the board.
3. Each player should roll the dice once. The player with the highest number will go first.
4. In turn, players roll the one dice, move their markers accordingly, and do what is indicated by the square. Whenever they land on "CARD," they take a card from the upside-down pile and show or tell the answer. After answering, place the card on the bottom of the pile. If a boy does not know the answer, he looks in the Wolf Cub Scout book to find it. He then misses his next turn.

CARD	GO BACK 1	CARD
ALMOST THERE		GO AHEAD 1
FINISH		
		CARD
		GO BACK 4
		CARD
		SIGN
		CARD
		FREE SPACE
		CARD
		GO AHEAD 3
		CARD
		FREE SPACE
		CARD
		SALUTE



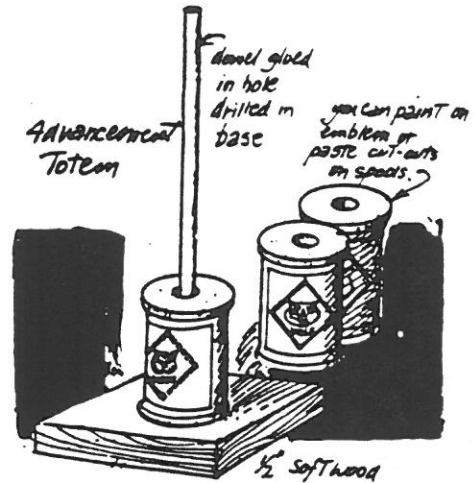
START							
		GO AHEAD 4	CARD	SALUTE	FREE SPACE	CARD	GO BACK 1
CARD		CARD		CARD	CARD		CARD
GO AHEAD 3		FREE SPACE		FREE SPACE	SIGN	HANDSHAKE	FREE SPACE
CARD		CARD		CARD	CARD	CARD	CARD
GO BACK 3		HANDSHAKE		GO BACK 2	GO AHEAD 5	GO AHEAD 4	GO AHEAD 3
CARD		CARD		CARD	CARD	CARD	CARD
FREE SPACE		GO AHEAD 3		FREE SPACE	SIGN	GO BACK 2	FREE SPACE
CARD		CARD		CARD	CARD	CARD	CARD
GO AHEAD 1	CARD	GO BACK 2		FREE SPACE	CARD	FREE SPACE	CARD

Say the Law of the Pack.	What does Webelos mean?	Give the Cub Scout sign.
What is the Cub Scout Motto?	Give the Cub Scout handshake.	Who is Akela?
Say the Cub Scout promise.	What does "duty to God" mean?	What does "duty to my country" mean?
What does "help other people" mean?	What does "obey the Law of the Pack" mean?	How do you "help the pack go?"
How does the pack "help the Cub Scout grow?"	How do you give "goodwill?"	
What do the two fingers of the Cub Scout sign stand for?	What does the Cub Scout handshake mean?	What does the Cub Scout motto mean?
What does the Cub Scout salute mean?	Give the Cub Scout salute.	What is the first rank in Cub Scouting?

CRAFTS

ADVANCEMENT TOTEM

This totem grows as a Cub Scout advances. Use large thread spools, a square wooden base 1/2" thick by 4" square and a dowel 1/2" diameter by seven inches long. Glue the dowel stick into a hole drilled in the base. When a boy becomes a Bobcat, he paints a bobcat symbol on a spool and slides it over the dowel. (Or use decal stickers available at the Scout shop.) As he advances through Wolf and Bear, he adds new totems. The totem pole can be kept in the den meeting place or at home.

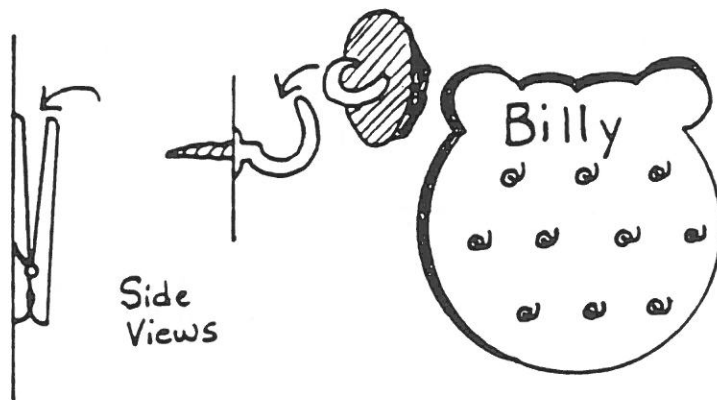
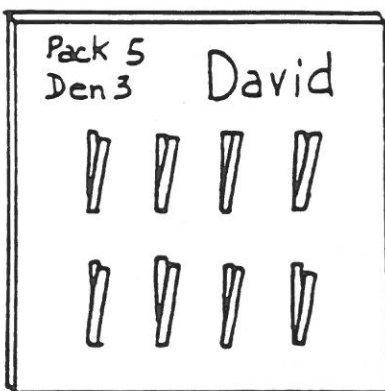


NECKERCHIEF SLIDE HOLDERS

Using a piece of 1/4" wood about 12" or 14" square (size need not be exact). Wolf Cubs could leave the board square. Bears may like to try cutting a shape like the one shown. Be sure to sand the top and sides well. Wood burn name and Den number.

If you are staining the boards, write name and Den number with white glue; let dry. Now stain your board. What is written in glue will not take the stain. A quick and easy stain and finish is paste shoe polish. The wood will be stained and the wax will be a sealer. Be sure to buff well. The boards may also be painted or varnished.

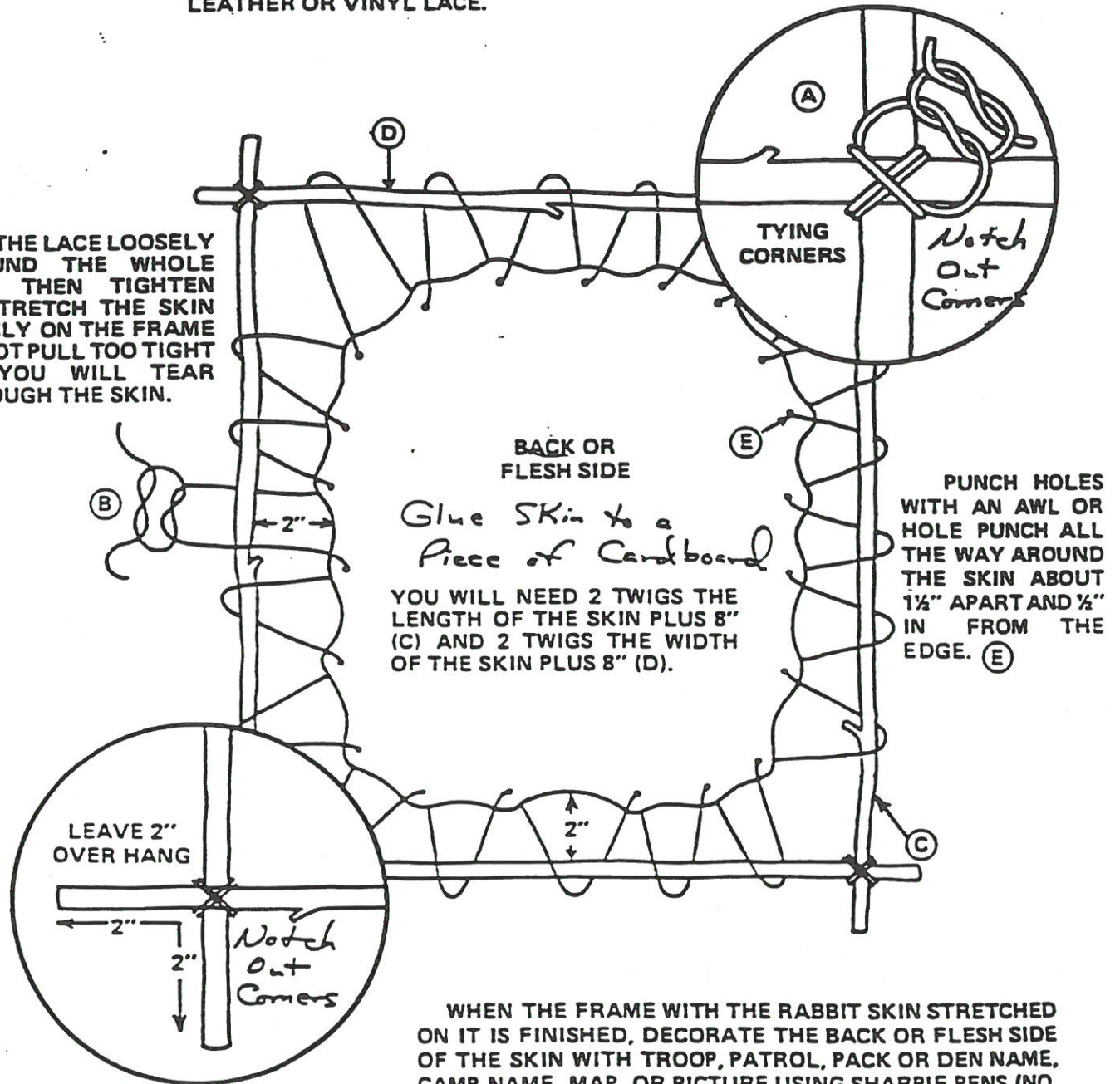
Screw in cup hooks or glue on spring type clothespins to hold the slide. Place a picture hanger on the back so the board can be hung on the wall.



RABBIT SKIN STRETCHER FRAME

WOODEN DOWELS ABOUT 3/8" TO 1/2" IN DIAMETER CAN BE USED FOR THE FRAME BUT NATURAL TWIGS LOOK MUCH BETTER. IF YOU USE NATURAL TWIGS, FIRST TRIM OFF ALL LEAVES AND SPRIGS BUT DO NOT SCRAPE OFF BARK. DO ALL CORNER TIES (A) AND LACING (B) WITH WAXED THREAD, ARTIFICIAL SINEW, LEATHER OR VINYL LACE.

RUN THE LACE LOOSELY AROUND THE WHOLE SKIN THEN TIGHTEN TO STRETCH THE SKIN EVENLY ON THE FRAME DO NOT PULL TOO TIGHT OR YOU WILL TEAR THROUGH THE SKIN.



BACK OR FLESH SIDE

Glue SKin to a Piece of Cardboard

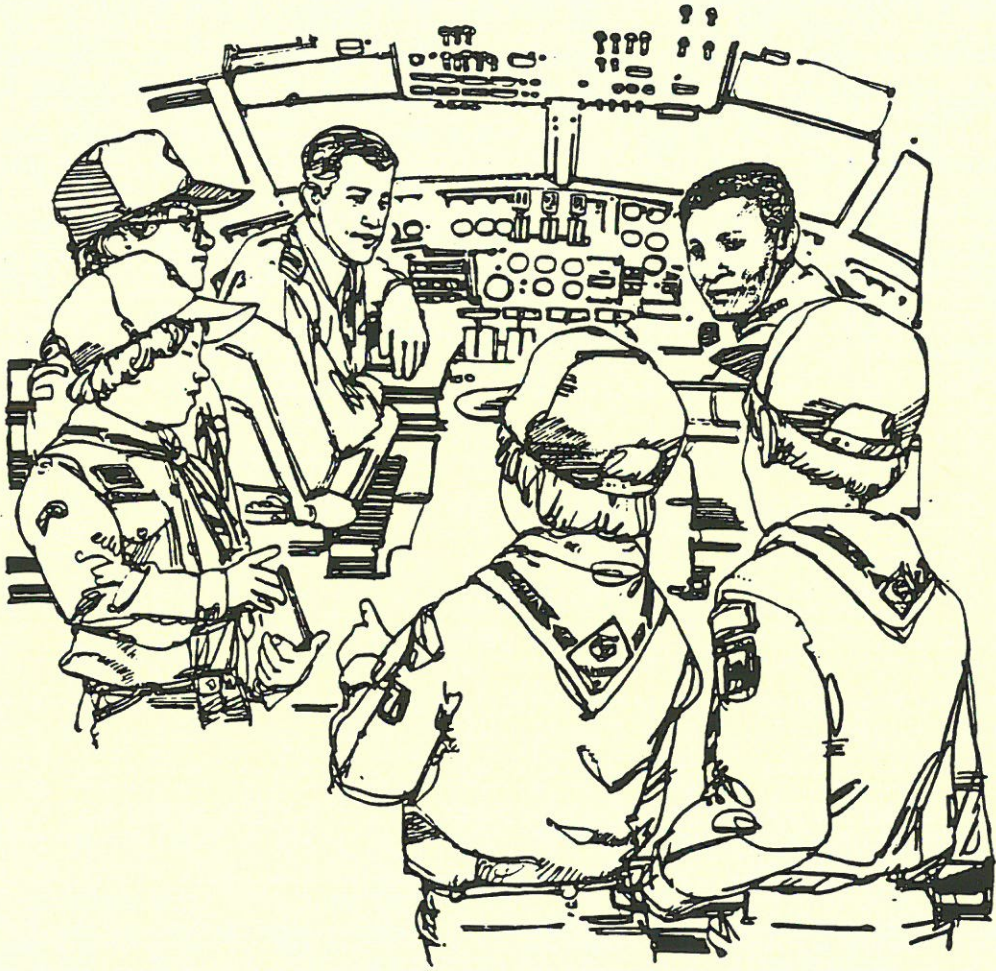
YOU WILL NEED 2 TWIGS THE LENGTH OF THE SKIN PLUS 8" (C) AND 2 TWIGS THE WIDTH OF THE SKIN PLUS 8" (D).

PUNCH HOLES WITH AN AWL OR HOLE PUNCH ALL THE WAY AROUND THE SKIN ABOUT 1 1/2" APART AND 1/2" IN FROM THE EDGE. (E)

WHEN THE FRAME WITH THE RABBIT SKIN STRETCHED ON IT IS FINISHED, DECORATE THE BACK OR FLESH SIDE OF THE SKIN WITH TROOP, PATROL, PACK OR DEN NAME, CAMP NAME, MAP, OR PICTURE USING SHARPIE PENS (NO. 2069), PAINT MARKERS (NO. 2068), COVA DYE (NO. 2041), OR LEATHER BRANDING KIT (NO. 2230) AND HANG ON WALL STRIPS OF RABBIT FUR, BEADS AND/OR FEATHERS CAN BE HUNG FROM THE CORNERS TO ADD EXTRA DECORATION.



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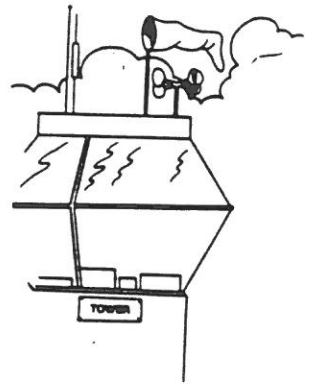
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GATHERING ACTIVITY

AIR SHOW

The first flight was in 1903, when Orville Wright flew the "Flyer 1" a distance of 120 ft., at an altitude of 8-12 ft.

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



AIRCRAFT
CREWS
CROWDS
DANGER
DAREDEVILS
DIVES
FIELDS
FLIGHTS
FORMATION

LANDINGS
LOOPS
MANEUVERS
NARRATOR
PATHS
PERFORMANCE
PILOTS
PRECISION
RISKS

ROLLS
ROUTINES
SKILL
SPECTACLE
SPEED
SPINS
STUNTS
TIMING
URNS

OPENING CEREMONY

WELCOME BACK

Another year is starting,
And we'd like to welcome you,
And tell you what our purpose is,
And what we hope to do.

Cub Scouts is a group of boys;
It helps us grow up strong,
And teaches us to do what's right,
And fight against what's wrong.

It shows us how much we can do
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.

We'll go on hikes and field trips,
To learn of nature's wonders.
So we'll respect her when we're grown
And not make any blunders.

And we'll be shown in many ways
That each man is our brother;
And we will see the joy - there is
In helping one another.

We'll learn to be good citizens
And, hopefully, we'll see -
that laws are made for all the men
So each man can be free.

To do all this, the Cub Scouts need
Good leaders - this is true -
That means we need the help of all
Of you - and you - and YOU!

And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner".



CLOSING THOUGHT

Many a Scout I'm sure has dreams of becoming an astronaut. We should always remember that these dreams are for naught. Most of our present astronauts were Scouts when they were young. The training this program gives has praises to be sung. Just as the men in space exploration tackle their jobs with a courageous, firm hand. We should tackle our earthbound problems to make this a better land. As we preserve our environment by increasing our knowledge each day, using courage and imagination. In the Scouting - Astronaut way.



ADVANCEMENT CEREMONY

To start a space program you need more than a few astronauts and a rocket ship. You also need scientists and technicians who design the rocket, train the astronauts and build the launch facility. This is like the Pack Committee, Den leadership and the Cubmaster, who all work hard to get our Cub Scouts "off the ground" on their journey toward Scouting's adventures.

There must be a commitment to the space program by the astronauts who must believe in its goals and agree to the challenging training which will prepare them for their journey. Tonight we have (number) boys who have made the same sort of commitment to Cub Scouting and have earned the right to wear their Bobcat badge, so I now invite, (names) and their parents to join me at Cape Cub Scout at the Bobcat Launch Facility. (Set up boxes for launch facility.)

(Conduct- Bobcat ceremony)

The first step toward a journey into outer space is to break free of the Earth's gravity -- to get off the ground. In this space program we use a powerful first stage booster to accomplish this (set up first stage of rocket.) Tonight we have (number) boys who have gotten their Cub Scout careers "off the ground" by earning the Wolf badge and Wolf Badge arrow points. Would (names) and his/their parents please come forward?

(Present Wolf Badges)

But the fuel in our first stage booster is used up quickly and to achieve Earth orbit we will need an extra push. For this we will use a second stage booster (place second stage of rocket.) We also have Cub Scouts who have completed the "second stage", the requirements for their Bear badge and Bear badge arrow points. Would (names) and his/their parents please come forward?

(Present Bear Badges)

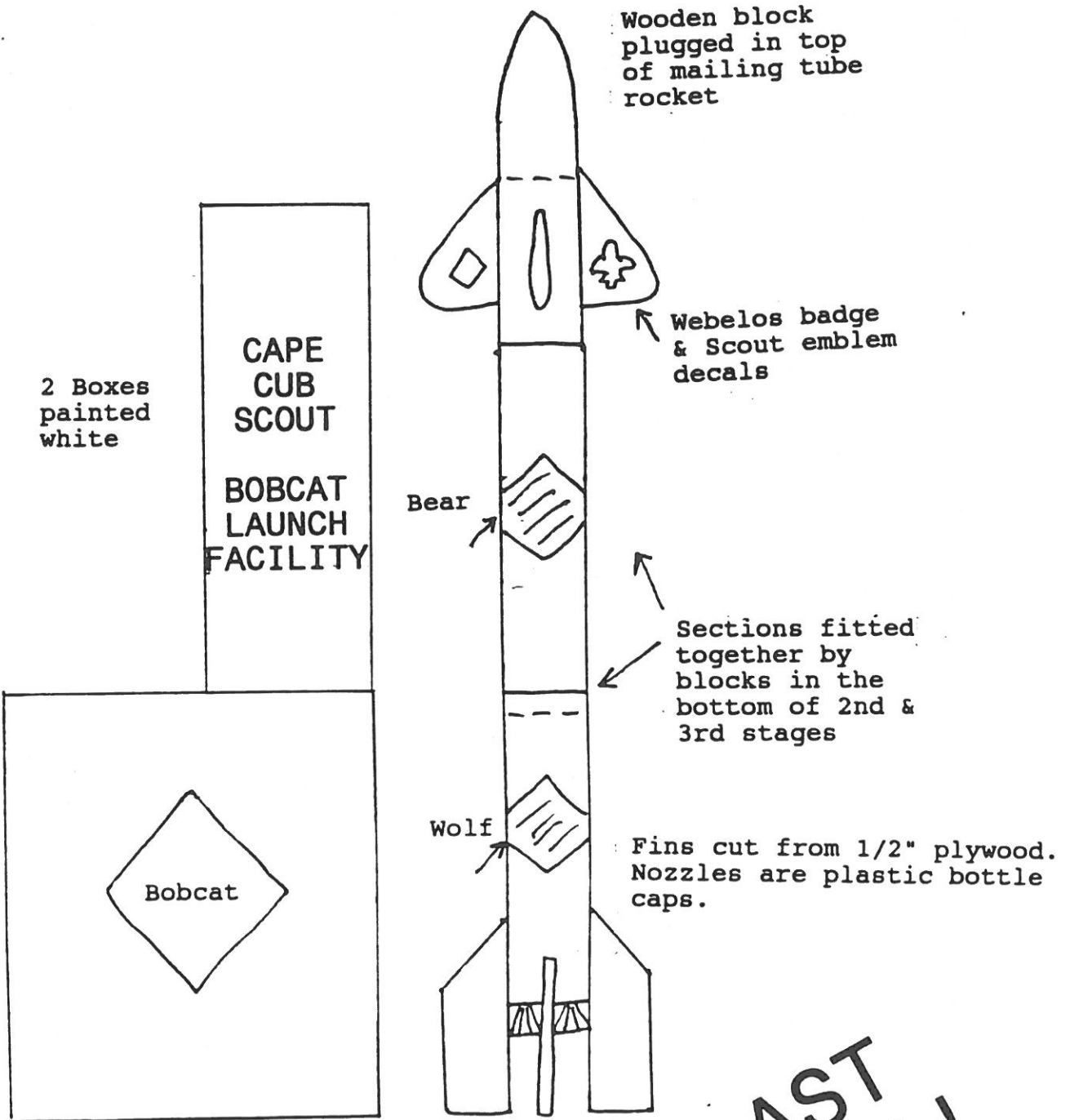
And now, the final stage of our rocket represents the final stage in a boy's Cub Scouting career -- the Webelos Den activities. Tonight we have (number) boys who will embark on this last stage. As the astronaut says "farewell" to Earth when he begins his journey, these boys also say "Goodbye" to their Dens and begin the adventures and challenges of the Webelos (Place last stage of rocket on top.) Would (names) and their parents please come forward?

(Conduct Webelos induction ceremony)

NOTE: The pack that used this ceremony has a separate Webelos activity badge ceremony. If one is not used, then the final stage may be used for all Webelos awards. If a separate Webelos ceremony is to be used, the following is a suggested lead-in to that ceremony:

Now that we have a launch facility and a rocket, all we need are some trained astronauts. Like an astronaut, the Webelos Scout must master many skills on his way to the Arrow of Light. Tonight we have (number) boys who have demonstrated that they have mastered certain skills.

(Conduct Webelos activity badge ceremony).

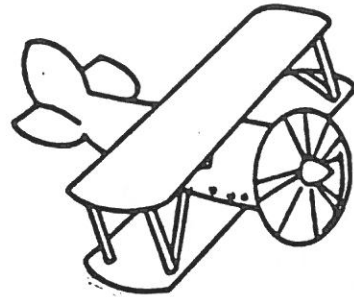


**BLAST
OFF !!**

AUDIENCE PARTICIPATION

TRAINS, PLANES, BOATS AND THINGS

TRAIN - Woo-oo-oo-oo
 PLANE - "Ready for Take-off!"
 BOAT - Ah-oo-oo-oo-oo (like fog horn)
 TEAM - All noises together



There once was a Cub Scout Pack studying transportation. It seemed that each Cub had his own idea of how best to travel. The Cubs that liked TRAIN travel best, said that you could look out the windows and see the country as you traveled to faraway places. Also, on a TRAIN, you can get up and walk around while you travel. There are separate cars for eating, sleeping, baggage, the engine and caboose, and lots of other cars on the TRAIN. The TRAIN is definitely the best way to travel.

Some of the boys thought that traveling by PLANE was the best way to get anywhere. On a PLANE you can see the clouds so close you can almost touch them. Besides you can arrive at your destination very quickly when you travel by PLANE.

The rest of the boys seemed to think that any trip taken on a BOAT was the best trip of all. On a BOAT, whether an ocean liner or canoe, you can take time to relax, and enjoy the water and animals you might see.

The Cubmaster decided to try an experiment. He told the boys they would take a pretend trip to South Podunk, Idaho. The boys would be divided into three groups, to travel to the destination by TRAIN, PLANE, or BOAT. The first group to arrive would have a grand surprise in store.

Each group studied maps and schedules, and started to make plans. The group traveling by TRAIN soon found out that you can't get to South Podunk by TRAIN. The TRAIN tracks only come within 150 miles of South Podunk. The group traveling by PLANE was real excited, they just knew they would be there soonest, since PLANE travel is so fast. However, the nearest airport to South Podunk is 386 miles away! The guys who wanted to go by BOAT had a real hard time. They could canoe 978 miles through various rivers, but their moms were a little uneasy about the whole thing!

Well, the guys went back to the Cubmaster and told him their problems. Do you think he was surprised? Nope, not a bit! He pointed out that perhaps if they could travel as one group, using all three methods of transportation, they might be able to arrive at the destination. Of course, boys being boys, they were a bit concerned that none of the groups would earn the big surprise. The Cubmaster assured them all that the surprise had indeed been earned by all. Each of the groups found out that working alone doesn't always work best.

When you work as a TEAM, you can achieve almost anything!

SONGS & GAMES

I'M A LITTLE HUNK OF TIN

I'm a little hunk of tin,
Nobody knows what I might have
been.

Got four wheels and a running
board,
I'm a 4-door, I'm a Ford.

Honk-honk rattle-rattle -
crash, beep-beep,
Honk-honk rattle-rattle -
crash, beep-beep,
Honk-honk rattle-rattle -
crash, beep-beep,
Honk-honk rattle-rattle -
crash, beep-beep.

CUBS WHISTLE WHILE THEY WORK

Cubs whistle while they work!
(Whistle)
They pitch right in, and laugh,
and grin,
And whistle while they work.

Cubs hum a merry tune!
(Hum)
They hum all day at work and
play,
They hum a merry tune.

Before they join the Scouts,
They have to know the rule
Of being courteous and kind
In both their home and school.

Cubs whistle while they work,
(Whistle)
They do their bit,
They never quit,
Cubs whistle while they work.



DESTINATION UNKNOWN

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

BOAT RACE

With a stick for each team,
relay teams push an object
around two markers and back
home. Each member of the team
must do this in order to
complete the course. The harder
the object to control, the
better. Use spools, balls, or
balloons.

BAGGAGE CAR RELAY

Have the dens line up for a
relay, each with a suitcase
filled with dad's old clothing.
On signal, the first boy in
each den races with the
suitcase to the center of the
room, puts on the clothing,
then scrambles back with the
suitcase to the starting point.
He then takes off the cloths
and repacks it in the suitcase.
The second boy repeats the
performance and so on until all
have finished.

CROSS-COUNTRY FLYING CONTEST

It seems that everyone has a favorite paper plane to fly. In this game, players test their best models against all others in a long-distance flight to the finish.

EQUIPMENT

A sheet of construction paper for each player
Paper clips
Chalk or piece of rope

SITUATION

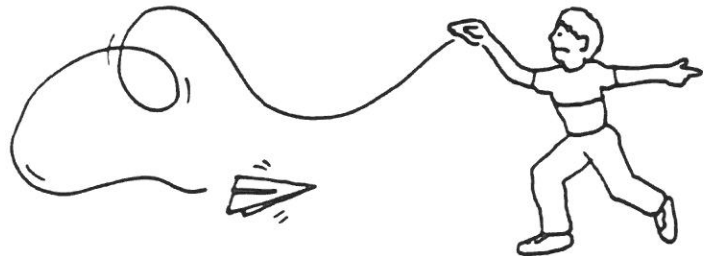
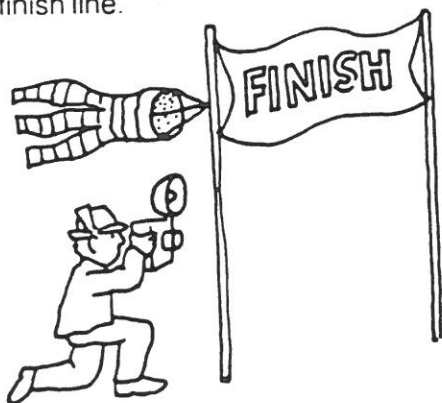
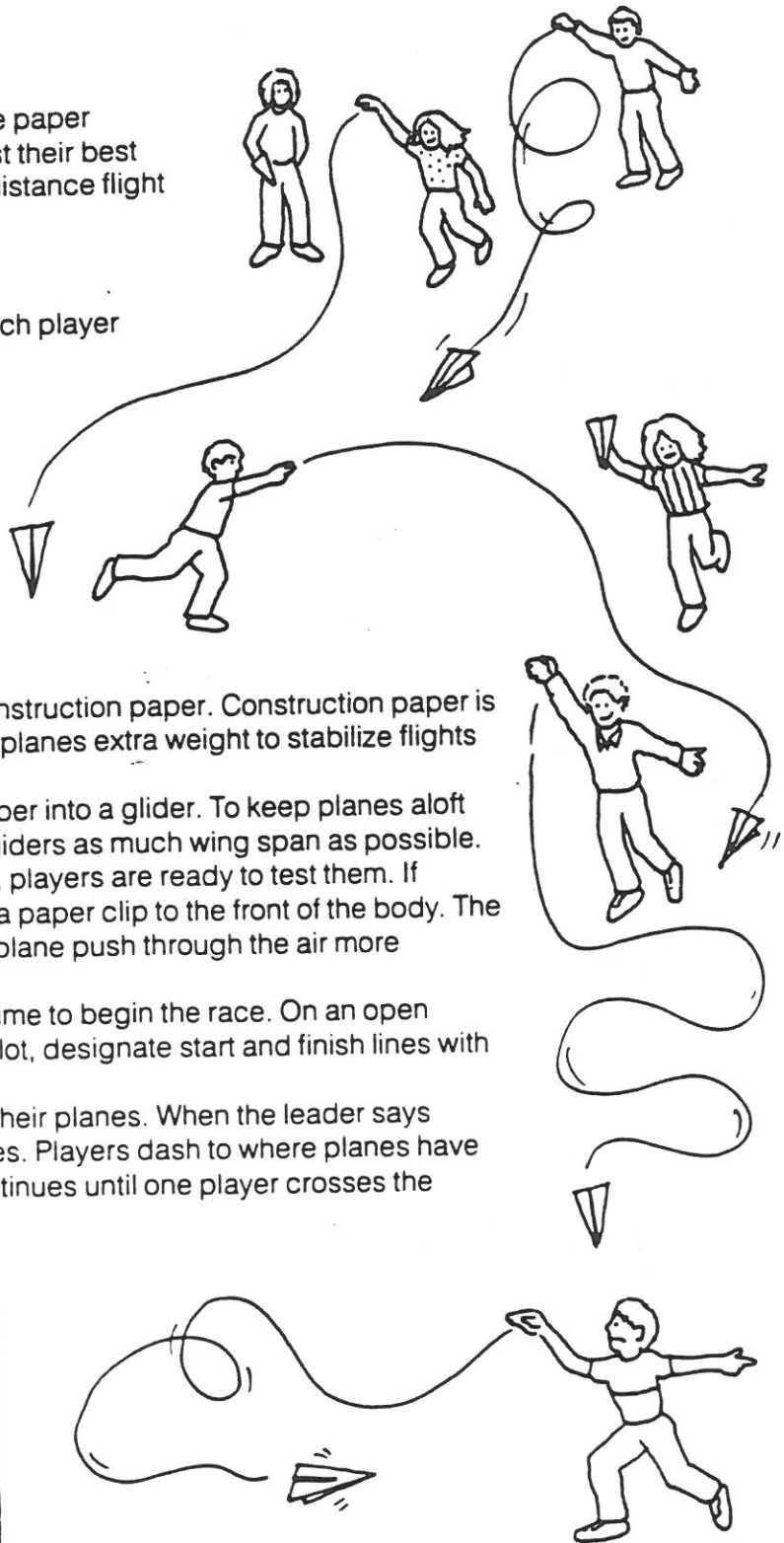
Large open field or yard

TIME

25 minutes

DIRECTIONS

1. Give each player a piece of construction paper. Construction paper is heavier than most paper and gives planes extra weight to stabilize flights on a windy day.
2. Each player folds his or her paper into a glider. To keep planes aloft longer, suggest that players give gliders as much wing span as possible.
3. After planes have been folded, players are ready to test them. If planes flutter or swoop, try adding a paper clip to the front of the body. The added weight of the clip helps the plane push through the air more smoothly and easily.
4. When all pilots are ready, it is time to begin the race. On an open playground, field, yard, or parking lot, designate start and finish lines with chalk or a line of rope.
5. To begin, players line up with their planes. When the leader says "Go," everyone launches the planes. Players dash to where planes have landed and launch again. This continues until one player crosses the finish line.



SPACE RACE

This space race takes place in the outer spaces of the playground.

EQUIPMENT

- Roll of fishing or nylon line
- Sausage-shaped balloon for each player
- Drinking straw for each player
- 9" x 12" sheet of construction paper for each player
- Stapler to share
- An assortment of felt markers to share
- Roll of masking tape

SITUATION

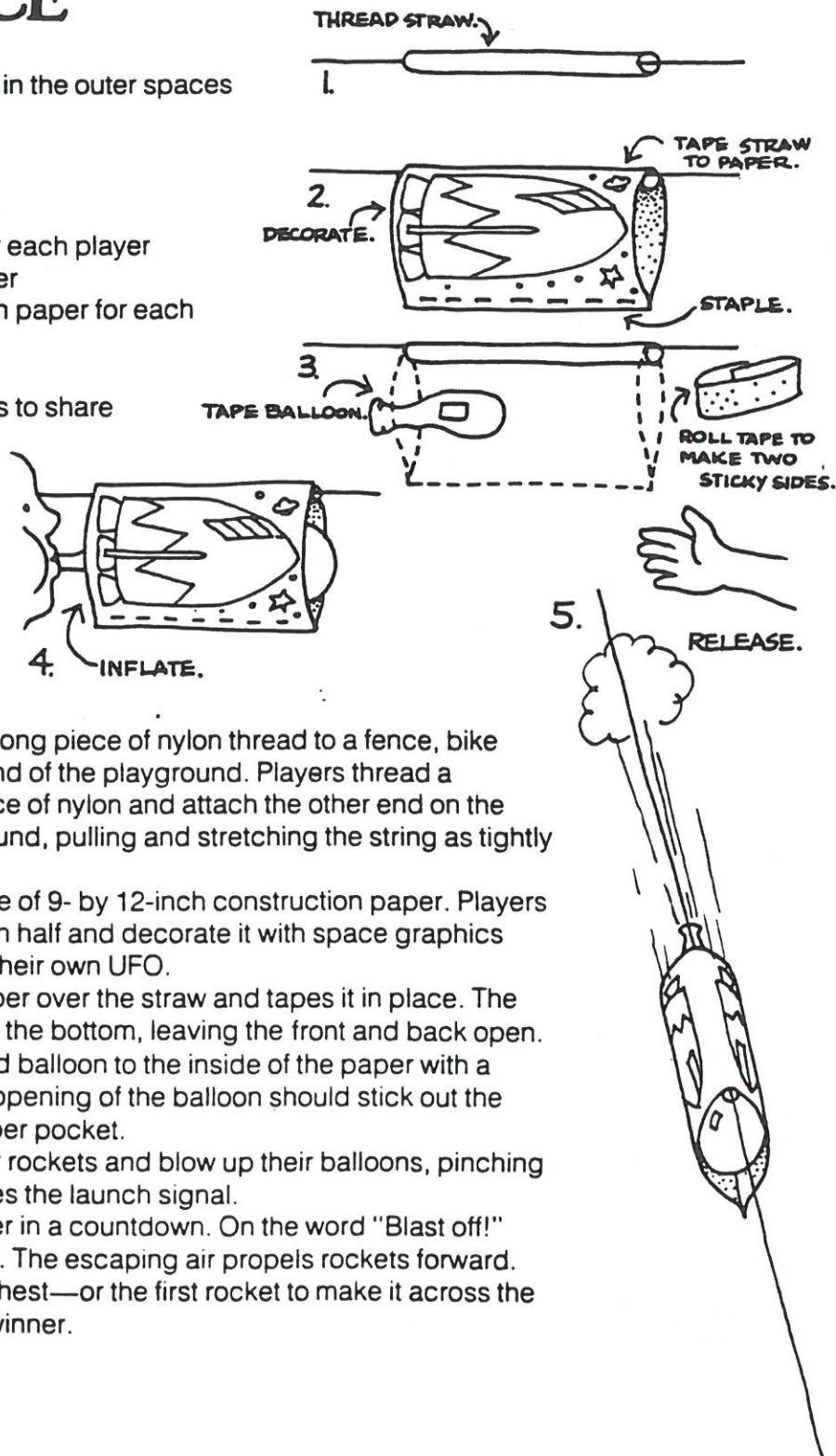
Open area

TIME

35 minutes

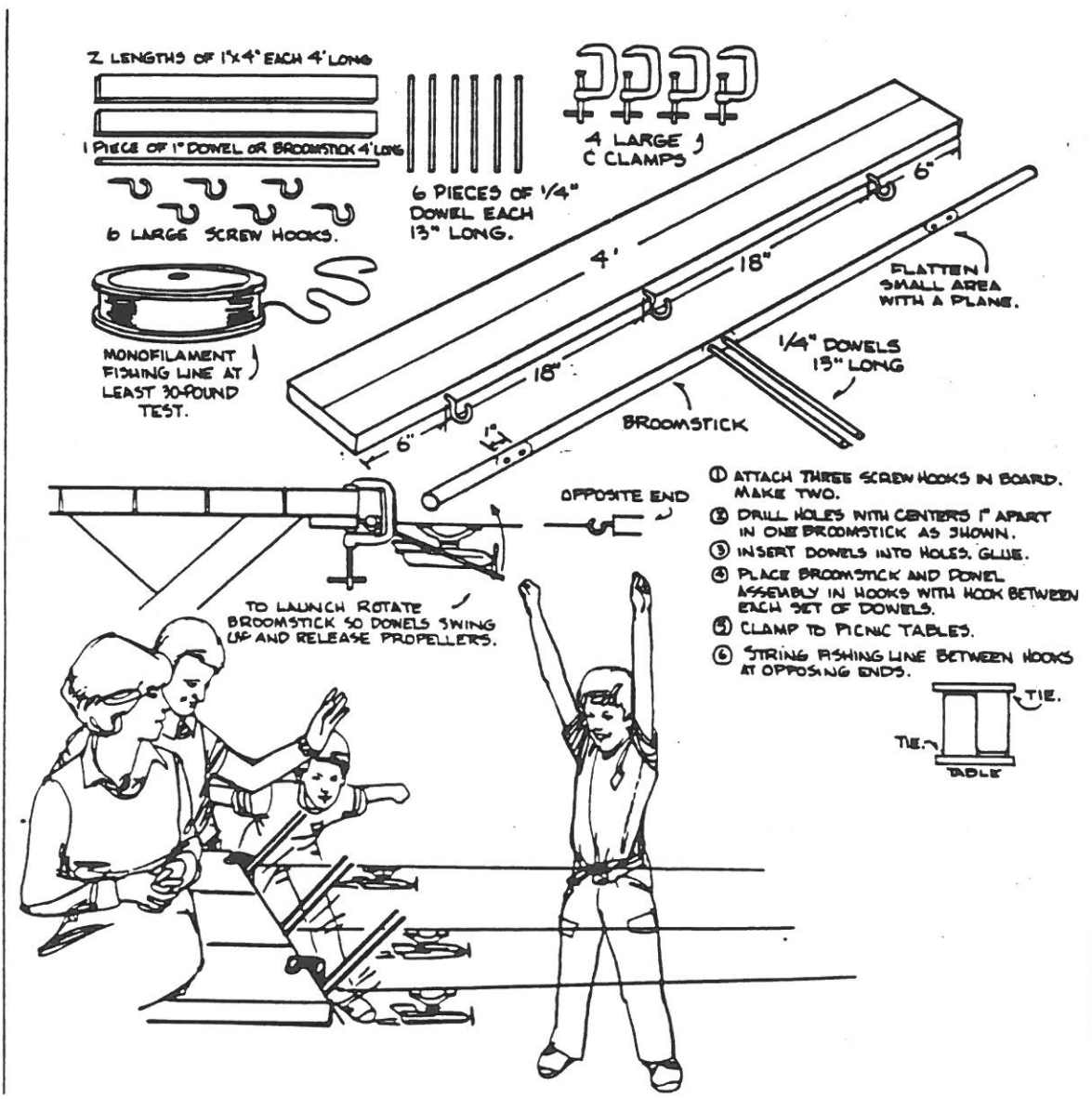
DIRECTIONS

1. Each player attaches a long piece of nylon thread to a fence, bike rack, or jungle gym at one end of the playground. Players thread a drinking straw onto their piece of nylon and attach the other end on the opposite side of the playground, pulling and stretching the string as tightly as possible.
2. Give each player a piece of 9- by 12-inch construction paper. Players fold the construction paper in half and decorate it with space graphics using felt markers to create their own UFO.
3. Everyone hangs the paper over the straw and tapes it in place. The paper is stapled together on the bottom, leaving the front and back open.
4. Players attach a deflated balloon to the inside of the paper with a piece of masking tape. The opening of the balloon should stick out the back of the construction paper pocket.
5. Players line up with their rockets and blow up their balloons, pinching the ends until the leader gives the launch signal.
6. All players join the leader in a countdown. On the word "Blast off!" players release their rockets. The escaping air propels rockets forward. The rocket to make it the farthest—or the first rocket to make it across the playground galaxy—is the winner.



PORTABLE SPACE DERBY LAUNCHER

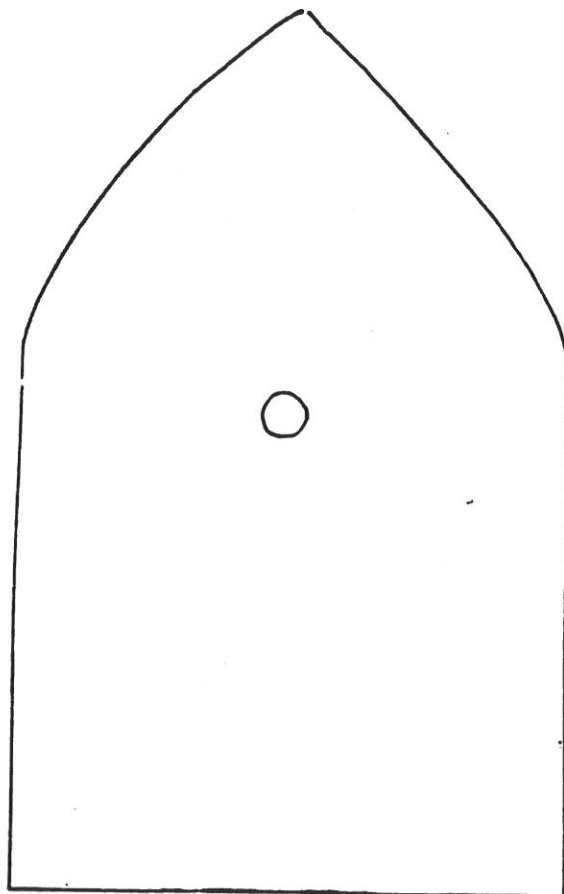
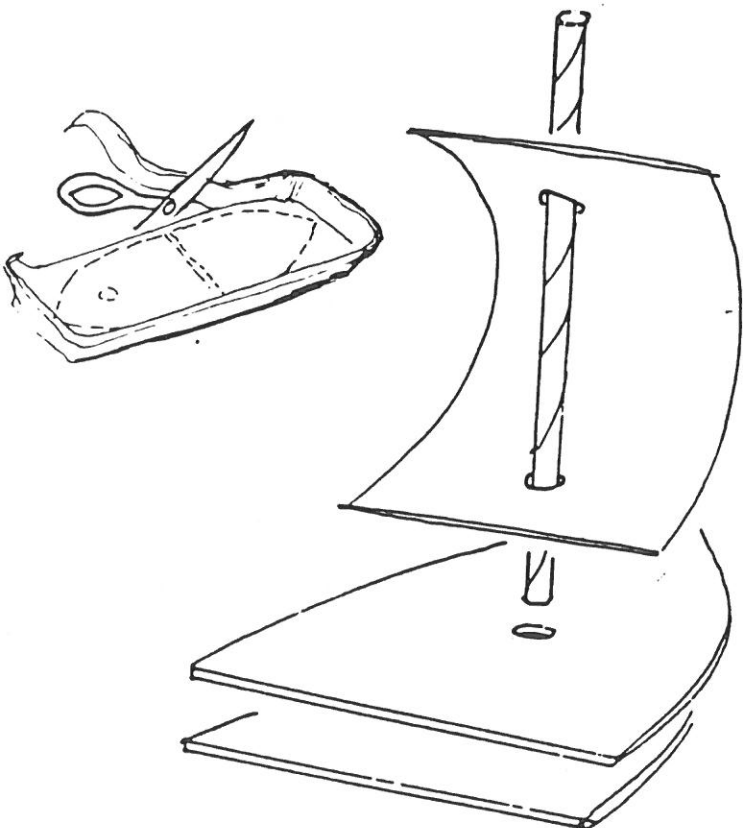
Plans for a space derby launcher are included in the derby kits. Here is another type which may be attached to a sturdy table or other support. Note that you need a second four foot board with screw hooks attached to be secured to another table at the other end of the course.



MINI RACER SAILBOATS

Materials: Styrofoam tray (approximately 6" x 8")
 Drinking straw
 Construction paper
 Scissors
 Hole punch

- Instructions:**
1. Draw a pattern of a boat on paper approximately 3 1/2" x 6" and cut out.
 2. Using the pattern below, outline two boats on the styrofoam tray.
 3. Cut the two boats out of the styrofoam.
 4. Make a small hole in the center of one styrofoam boat design to hold straw (mast).
 5. Glue the two pieces together. Make sure the pieces line up evenly.
 6. Glue straw (mast) in place. Cut straw to the length of approximately 6 - 7" long.
 7. Cut sail, 4" x 5", from construction paper.
 8. Make one hole in each end of the sail in the center, approximately 1/2" from the edge and slip over mast.



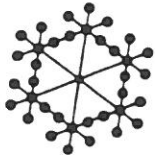


GATHERING ACTIVITY

WINTER

Snow is beautiful - unless you're the one doing the shoveling.

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



BLIZZARDS
 BOOTS
 CHRISTMAS
 COATS
 COLD
 DRIFTS
 FLURRIES
 FOOTBALL
 FURS

GLOVES
 HOCKEY
 ICE SKATING
 ICICLES
 PLOWS
 SCARVES
 SHOVELS
 SKIS
 SLEDS

SLEET
 SLUSH
 SNOWFALL
 SNOWMAN
 STORMS
 SWEATERS
 TOBOGGANS
 WIND
 WOOLENS

OPENING CEREMONY

Equipment: Map or globe of the world.

CUBMASTER: (pointing to your location in the United States): This evening we are holding our pack meeting here. But did you know that all over this world (spinning globe) Cub Scouts just like us are taking part in Scouting activities, too? Well, it's true. If we were to meet the Scouts from another country we might notice differences in uniforms or favorite foods; there might be some communication difficulties, but we would also notice a common bond, in Scouting.



The Scouting movement exists in 115 countries in almost every nation of the noncommunist world. Their Cub Scouts are much like us. They have the same ideals, the same promise, and the same brotherhood of service. So let's think of our brother Cub Scouts around the world as we join in our Cub Scout Promise. (Lead Promise)

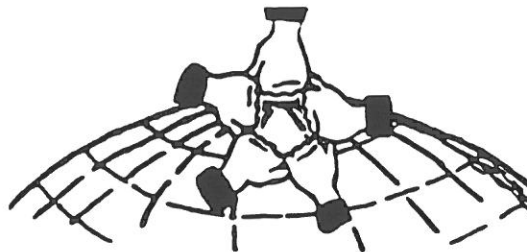
CLOSING CEREMONY

Ask everyone to stand and form a complete circle. Then ask each person to grasp the right wrist of his neighbor with his own left hand. The Cubmaster reads the following:

CUBMASTER: We have formed a circle. It is round like the world. The earth, sun, moon, stars and all the constellations above us are round.

If the principles of Scouting were accepted and used by nations of the world - we would soon realize the great hope of mankind, of "Peace on Earth - Goodwill towards Men." Each of you can help bring this about by doing unto others as you would have them do to you.

If you wish you could close the ceremony with the singing of "Taps" or a holiday song.



JUST ASK US — HOW TO DECK THE CACTUS

**COSTUMES:
& PROPS** Boy from Mexico, boy from Holland, boy from the South Pacific, boy from the Orient and a boy from America. (Boy from America can be in Scout uniform.) Pup tent style stand-up display for each boy. Undecorated cactus on one side, decorated cactus on the other. Same with windmill, palm, pagoda and evergreen. Stuffed monkey.

SETTING: Boys come in and line up across the front of stage. They place their display undecorated side facing the audience. Each boy then sits down behind his display until his turn. After each boy says his lines he turns the display board around to show decorated side.

NARRATOR: Have you wondered what others around the earth do for a tree at Christmas time? Follow us and we'll show you with a little rhyme.

**MEXICAN:
BOY** At first you say. What can that be?
Before you seems to be a cactus,
But to us it is a fine Christmas tree.
We're from Mexico - Just ask us.

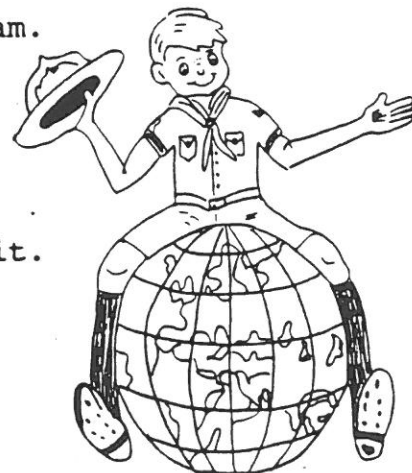
**DUTCH:
BOY** In Holland we do the best we can,
With so few trees it's not so simple.
We get out our lights and lend a hand
Before long we've decorated a windmill with tinsel.

**SOUTH:
PACIFIC** In the South Pacific we have a life of ease,
Lie around all day and stay calm.
Each year we have to teach new monkeys
How to correctly decorate a palm.

**ORIENTAL:
BOY** In the Orient our culture is different.
You don't have to look twice to notice
But if it were the same, I'll give you a hint,
We would be decorating our Pagodas.

**AMERICAN:
CUB
SCOUT** To us these others may look strange,
But at this sight - our eyes get a gleam.
We have to get ours out on the range,
For Americans trim the evergreens.

NARRATOR: To you this all may seem nonsense.
A little funny and silly, I'll merit,
But don't get confused and tense
It's just old-fashioned Christmas Spirit.



SONGS & GAMES

MAKE IT BETTER
(Frere Jacque)

We are looking, we are looking,
Around our world, yes we are.
Trying to make it better.
Trying to make it better,
For everyone - everyone.

SCOUTING AROUND THE WORLD
(Three Blind Mice)

Scouting goes, Scouting goes,
'Round the World,
'Round the World;
Switzerland and India,
Philippines and Austria,
Peru, Japan, America.
'Round the World;
'Round the World.

SILENT NIGHT (GERMAN)

Stille Nacht! Heilige Nacht!
Allest schiaft, lensam wacht,
Nur das traute, hach heilige
pas
Holder Knabe in lochigan haar
Schlaf in himmlisher ruh!
Schlaf in himmlisher ruh!

JINGLE BELLS (SPANISH)

Navidad, Navidad, hoy es
Navidad.
Es un dia de alegria y
felicidad.
Navidad, Navidad, hoy es
Navidad.
Es un dia de alegria y
felicidad.

DA GA - Ghana
(The Big Snake)

One player, chosen to be the Da Ga, tries to catch another player. The person caught must join hands with the "snake" and the two of them chase the other players, tagging from either end of the "snake." The Da Ga grows longer and longer as each player is caught. Mark off boundaries to limit the playing area.

DOORKEEPER - Afghanistan

Any number can play this game with a small soft ball. All players but one are Doorkeepers who stand in a circle, legs astride and feet touching those of the players on either side. The person chosen "It" stands in the center of the circle and tries to roll the ball through the legs of one of the Doorkeepers. The players who see the ball coming tries to stop it by quickly putting his legs together. If the ball goes through his legs, he drops out and the game continues until all players are eliminated then begins again with a new "It". You don't need to play it as an elimination game. When a Doorkeeper fails to stop a ball, he can simply change places with "It".

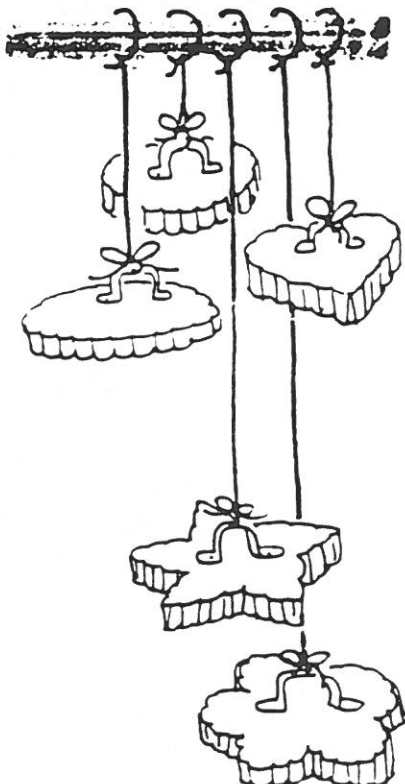
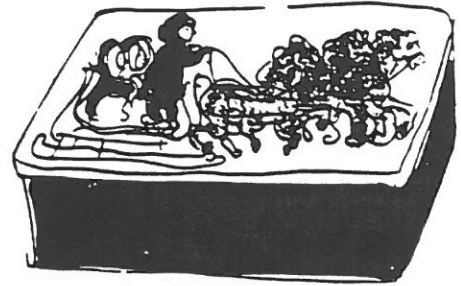


CRAFTS

LACQUERED BOXES

Because wood is so plentiful in Russia, it is used not only for the decorative stacking dolls, but also for the even more intricately designed "shkatulki", the beautiful lacquered boxes prized throughout the world.

To create imitation "shkatulki", collect a variety of cardboard boxes and lids. Paint designs on the outside or cover them with cutout pictures before adding several coats of shellac for a highly polished surface. The boxes are usually decorated in rich oranges, reds, golds and blues on a jet-black background, and lined in brilliant red. The authentic ones in Russia have miniature pictures from folktales or ancient legends; common designs are the "Firebird" with its brightly colored feathers, the "Magic Carpet," or the "Troika," the traditional Russian three-horse team.



FURINS

Japanese "furins" are wind chimes made with glass pendants. They're fun to hear and see.

Why not glue brightly colored construction paper strips around plastic lids and then dangle them from a string? You could also use cookie cutters, soda six-pack rings or small foil pans for your chimes. Paint your designs directly on the lids, just as the Japanese did on glass. Or if you use a cookie cutter or six-pack ring, glue brightly colored tissue paper or cellophane in the openings. Attach all the pendants to a coat hanger, cardboard tube or wooden dowel, and hand your "furin" in front of a window.

CRAFTS

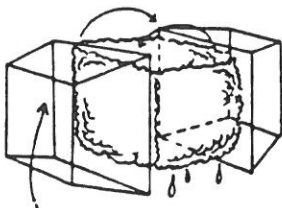
SWEDISH GREENERY BALL

Materials: Greens of your choice; boxwood, holly, etc.; florist oasis, 2 plastic produce boxes with small holes, heavy spool wire, red ribbon: 1/4" wide for bows, 1 1/2" wide for hanging.

Instructions:

1. Submerge greens overnight in water.
2. Trim oasis to fit inside the two plastic boxes when they are placed together, with open ends meeting. Soak oasis in water.
3. Insert oasis in one of the boxes; turn the other box upside down over the oasis and wire the 2 boxes together on all 4 sides.
4. Insert greens into the oasis between the holes in the boxes. Trim the outside of your greens in a circular shape.
5. Make a bow of the 1/4" ribbon and wire it to the top of the ball. Make several bows out of the same ribbon and wire them at random into the ball.
6. Make two loops of the 1/4" ribbon and attach them to the bottom of the ball.
7. Insert a heavy hanging wire into the top of the ball, push it down through the bottom, and then bring it back up again. Twist the wires together at the top. Make a loop of wider ribbon and glue each side to the wire so that the wire is hidden.

The green in the ball will stay fresh if you'll take down the ball every few days, put it in the kitchen sink, add water to the oasis, and hang it again. Keep repeating as often as necessary.



GRIGRI - an African "Good Luck" Charm

Materials: 3" square of heavy cardboard, 24" piece of string, black and colored markers, scissors.

Instructions:

1. Choose a design to make on your grigri.
2. Cut your cardboard out.
3. With the black marker, draw the design onto your pendant. Color in with other markers.
4. Make a hole on top and put string through it.



NATURE CRAFTS

MILKWEED POD STAR

Materials: Five milkweed seed pods, pipe cleaners, acorn cup, half a pecan shell, or a mini-pine cone and glue.

Instructions:

1. Glue pipe cleaners to the backs of the milkweed seed pods.
2. Arrange the seed pods in a star design. Join the pipe cleaners to hold the seed pods together and fasten them behind the star.
3. Attach an extra pipe cleaner to form a hanging loop.
4. Glue the acorn cup, nut shell, or pine cone in the center of the star to cover the connecting ends.
5. Paint if desired.

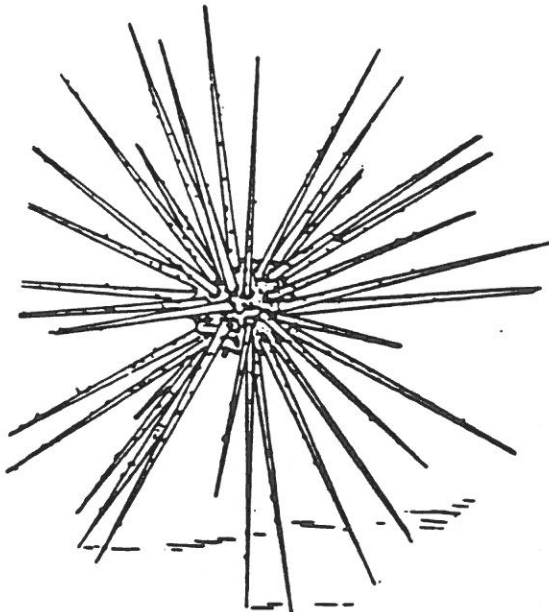


SWEET GUM ORNAMENT

Materials: Dried sweet gum balls, round wooden toothpicks, white glue, newspapers, gold spray paint and glitter.

Instructions:

Give the boys the gum balls and some toothpicks. Pour a small amount of white glue into a saucer or old jar lid for each boy. Tell the Cubs to dip the end of a toothpick into the glue and insert it into a hole in the gum ball. They should repeat this step until every hole is filled with one toothpick. Spread old newspapers and spray the ornaments with gold paint. While the paint is wet, let the boys pour glitter on the ornaments. Shake off the excess and let them dry overnight.



CRAFTS

STAINED GLASS CARD

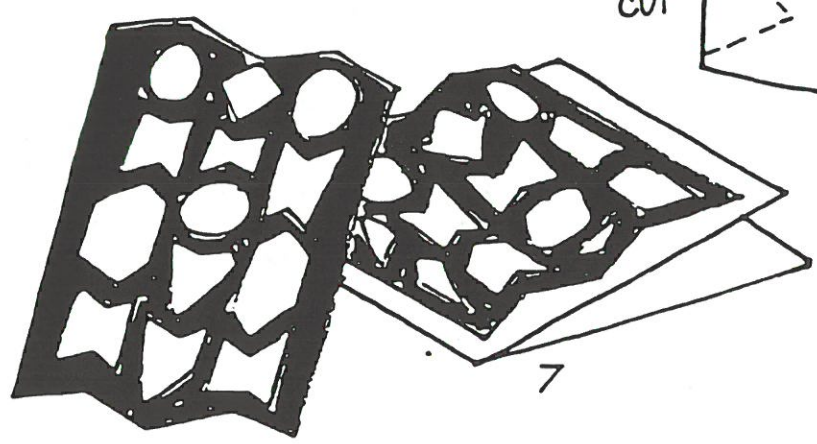
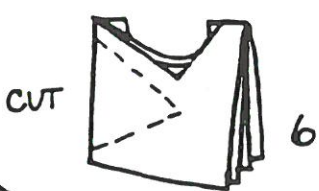
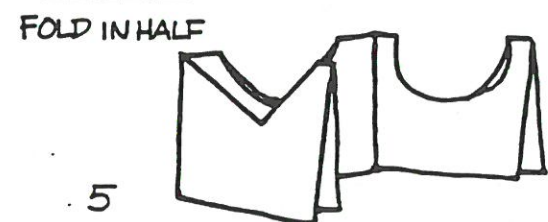
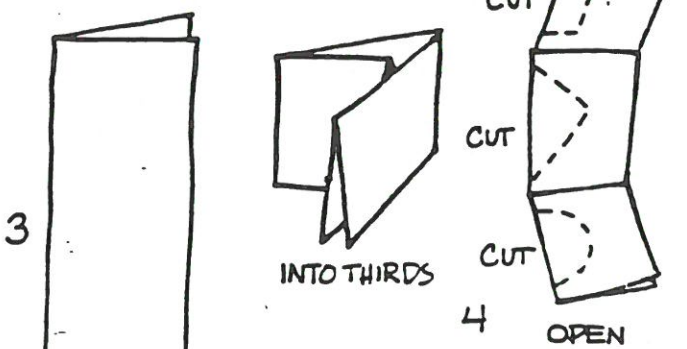
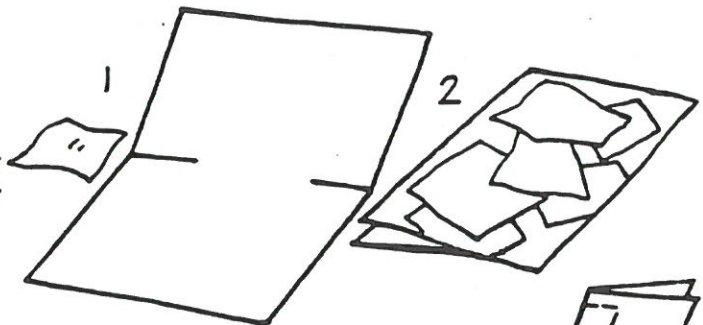
Materials:



- 6" x 9" piece of white construction paper
- small pieces of tissue paper in various colors
- 4½" X 6" piece of black construction paper

Procedure:

1. Fold the white paper in half to make a card. Mix glue with water. (one half glue, one half water).
2. Using thinned glue, paste various colored pieces of tissue paper to cover the front of the card. Pieces may overlap slightly.
3. Fold the black paper in half lengthwise. Fold again into thirds.
4. Open the paper so it is folded in half.
5. Cut out assorted geometric shapes along the center fold (circles, triangles, rectangles, etc.).
6. Fold the two end thirds of the paper over the center third. Cut out shapes along the newly folded edges. Cut away as much black paper as possible.
7. Open the paper and lay it flat. Glue the black paper onto the tissue-covered front of the card.
8. Write a greeting inside.



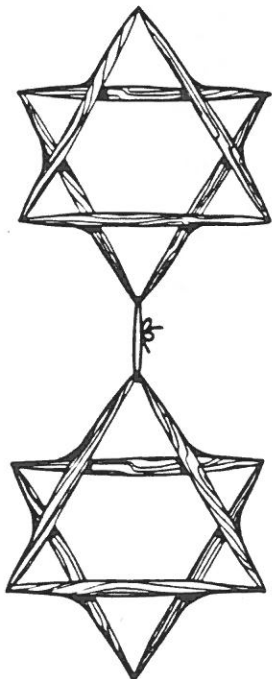
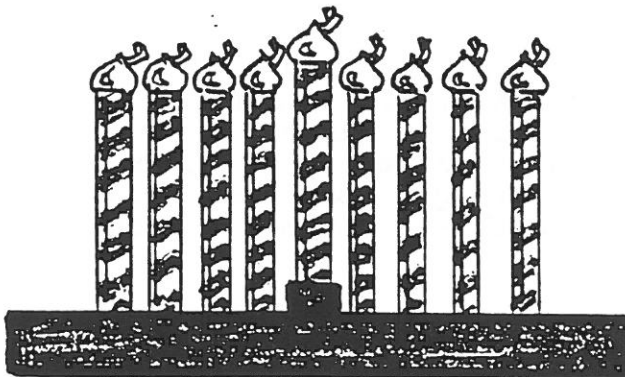
CRAFTS

Hanukkah is a holiday that Jews celebrate. In the year 165 B.C. a miracle is said to have occurred at the temple. The temple flame burned for eight days on oil that should have lasted only one day. This miracle is remembered during the eight days of Hanukkah. On the first night the shamash (central candle) in the menorah is lit. This flame lights the first candle on the right. This is repeated until the eighth day when the eighth candle is lit.

CANDY MENORAH

For the base, use a piece of foam. For the taller shamash candle, cut a 1" square of foam and glue to center. Push four peppermint sticks into the foam to one side of the center. Push four peppermint sticks into the other side. Push the central peppermint stick into the center.

On the first day of Hanukkah, "Light" the shamash and first "candle" on the right. To light the candles, dab some frosting onto the top of the candy stick and attach a chocolate candy kiss. Candles are lit from right to left. On the eighth day, the edible parts of the menorah may be eaten in celebration of the holiday.



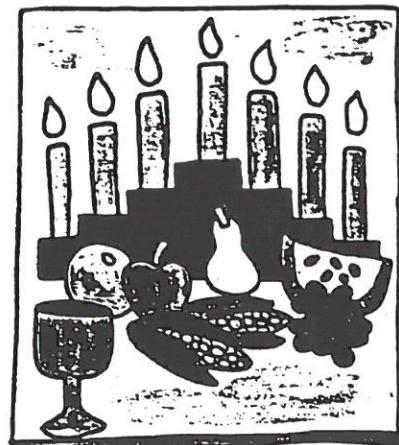
HANUKKAH MOBILE

Glue together toothpicks to make two equilateral triangles. Invert one triangle and glue it over the other to make a Star of David. Construct two or more additional stars. Suspend them with fine thread.

CRAFTS

KWANZAA CARDS

Design a card for Kwanzaa, an African-American harvest holiday celebrating seven principles: Unity, Self-determination, Responsibility, Cooperative Economics, Purpose, Creativity, and Faith. Each night, families light a candle, exchange gifts, and then discuss a principle.

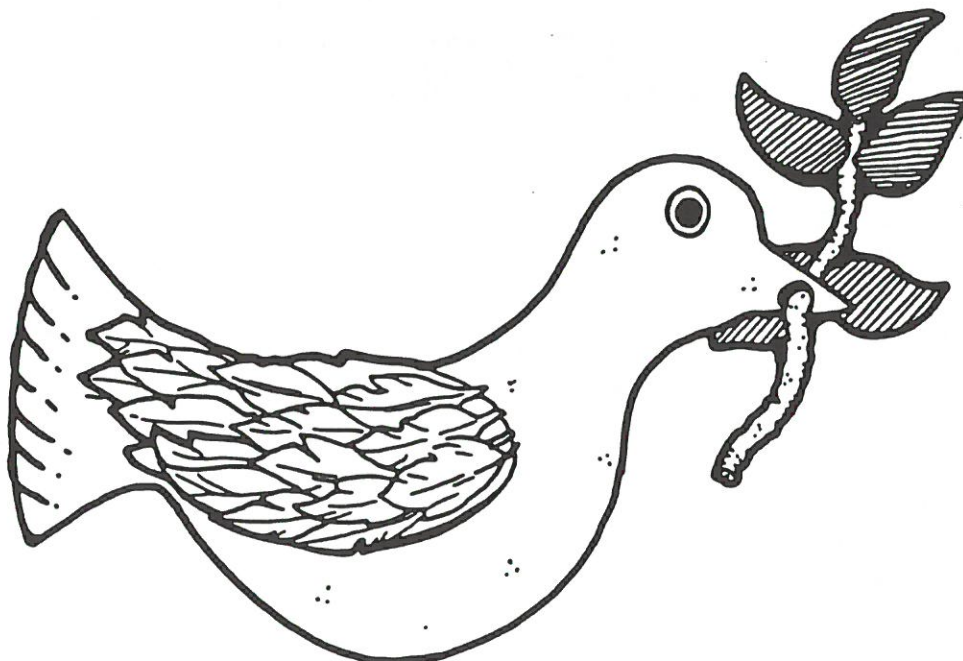


DOVE OF PEACE

Materials: A 9-inch white paper plate, green construction paper, felt-tip markers, a green pipe cleaner, small white feathers, yarn, scissors and glue.

Instructions:

First, trace a dove profile and two wings on the paper plate and cut the shapes out. Glue wings to each side of the dove and attach the feathers to the wings. Color in the eyes and beak. As a finishing touch, slide a pipe cleaner olive branch through a hole in the beak, then glue on green construction paper leaves. Attach yarn or string to the doves and hang in a pleasing display.

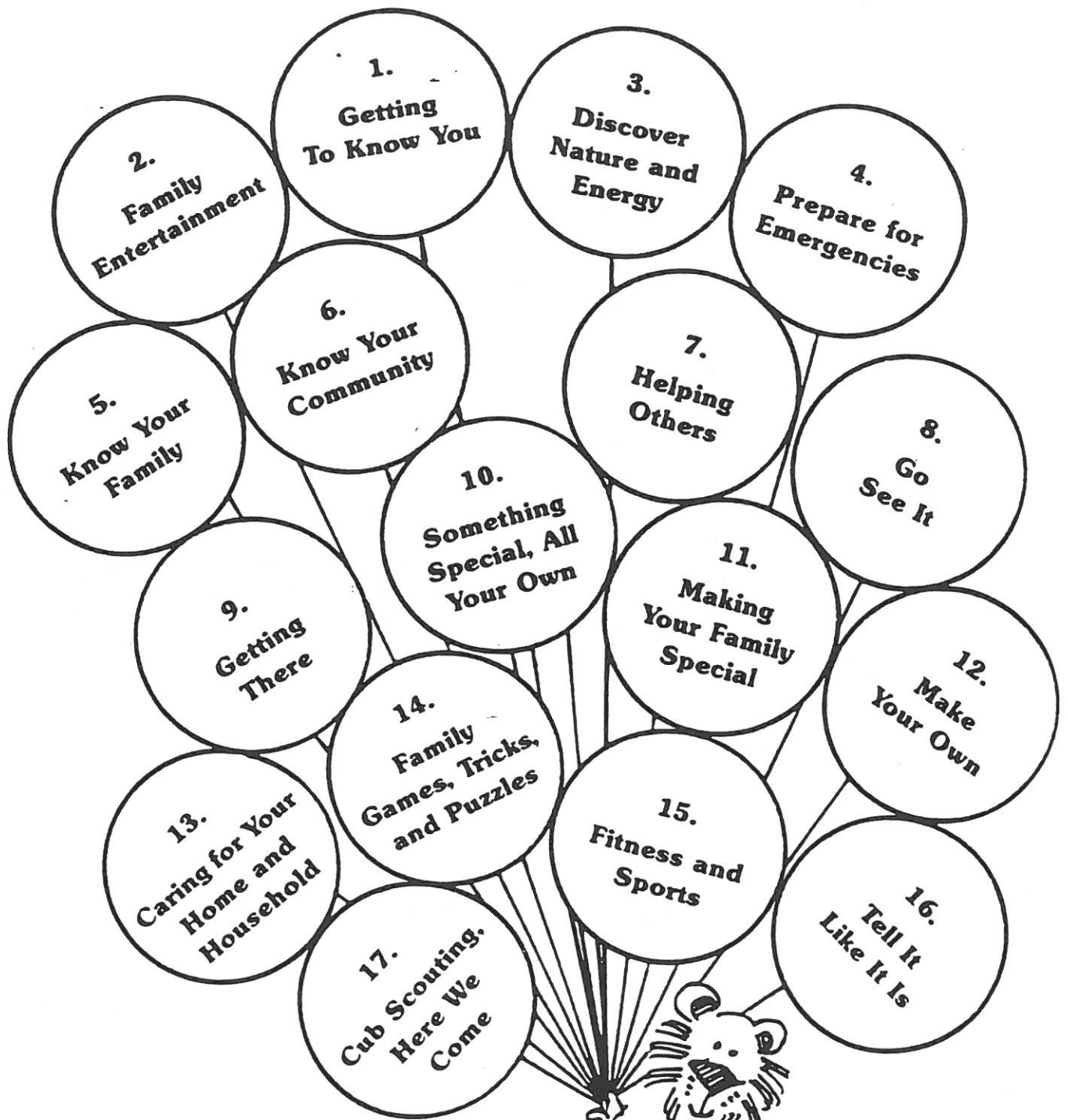




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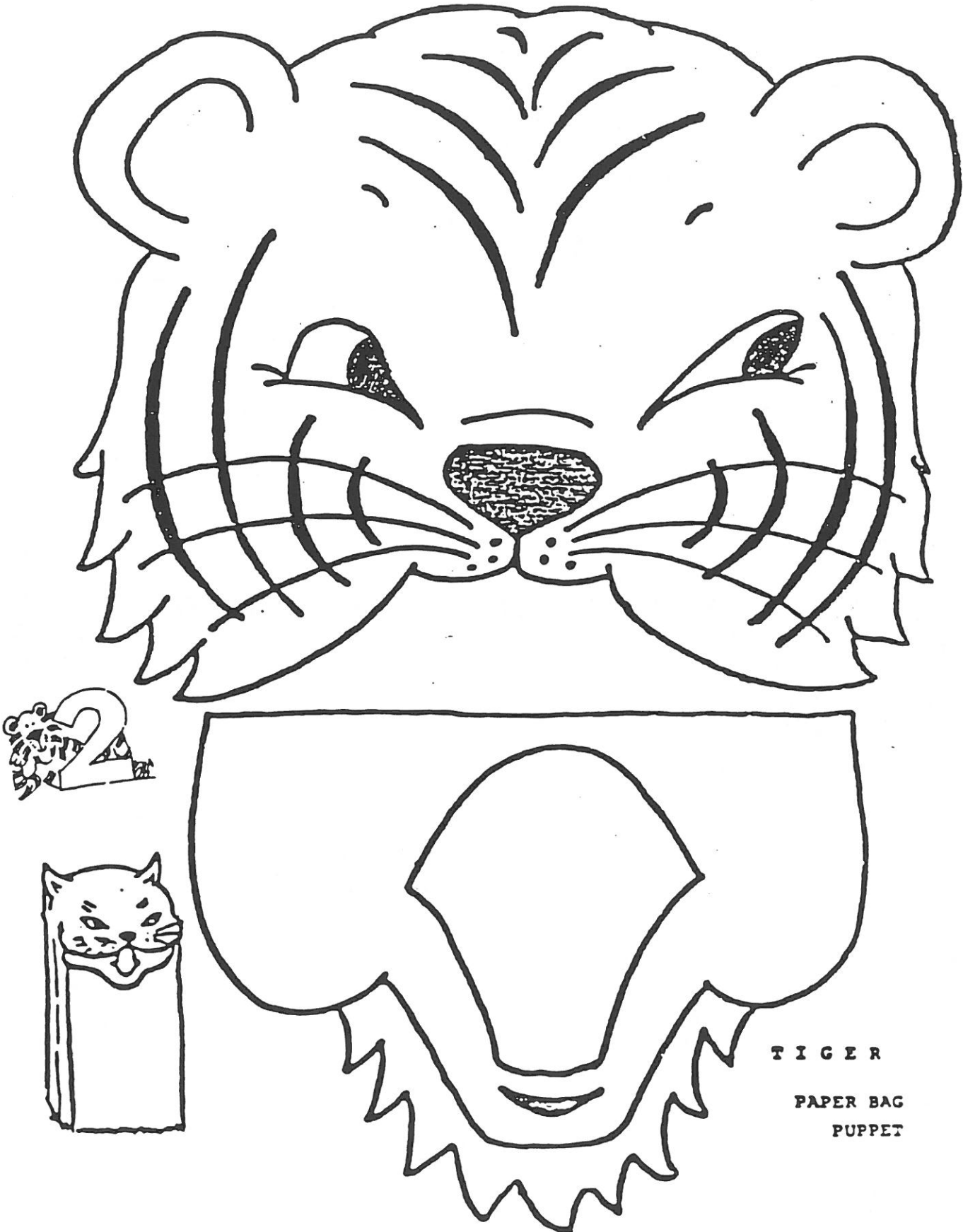
The 17 Big Ideas

All About Me

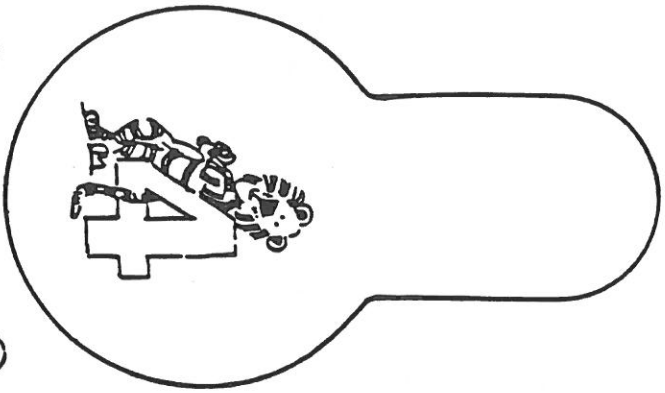


My Favorite Color	Where I Live	I Like To Eat
Favorite Sounds	Sights I Enjoy	Things I Enjoy
Smells I Like	favorite Feeling	Something Special to Me

Name: _____



TIGER
PAPER BAG
PUPPET



EMERGENCY

PHONE NUMBERS

MY PHONE NUMBER: _____

MOM: _____

DAD: _____

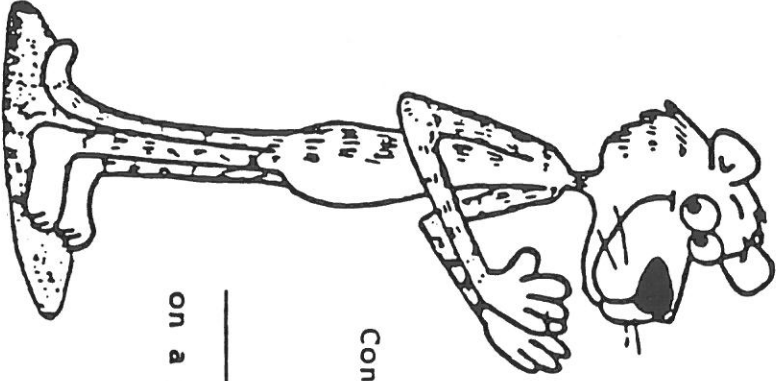
POLICE: _____

FIRE: _____

NEIGHBOR: _____

PUR-R-FECT

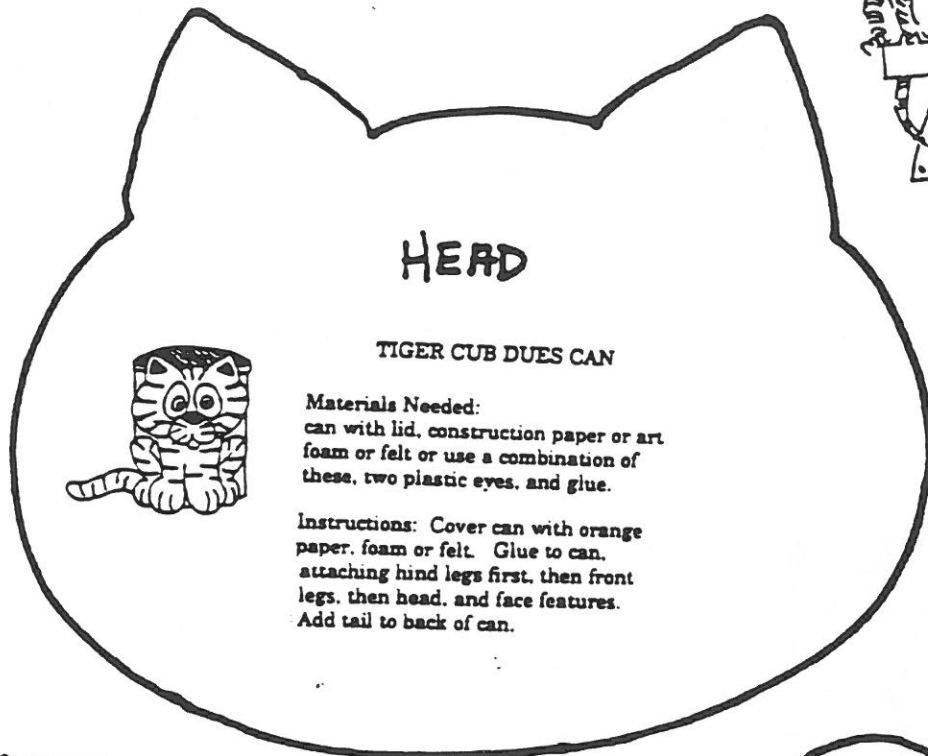
TIGER AWARD



Congratulations
to _____
on a job well done!

Date _____

Signature _____

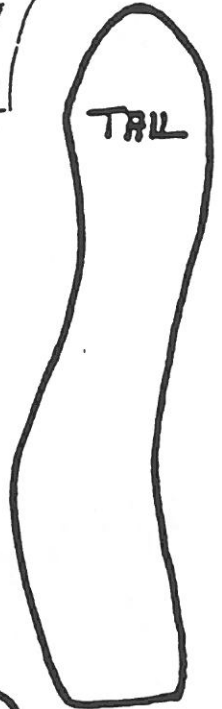


HEAD

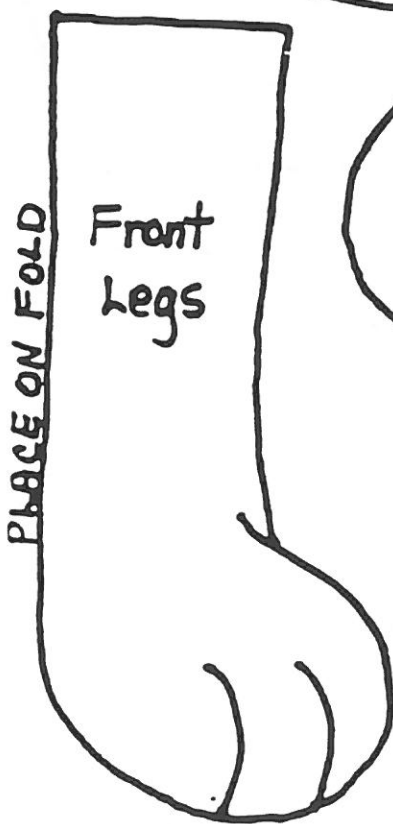
TIGER CUB DUES CAN

Materials Needed:
can with lid, construction paper or art
foam or felt or use a combination of
these, two plastic eyes, and glue.

Instructions: Cover can with orange
paper, foam or felt. Glue to can,
attaching hind legs first, then front
legs, then head, and face features.
Add tail to back of can.

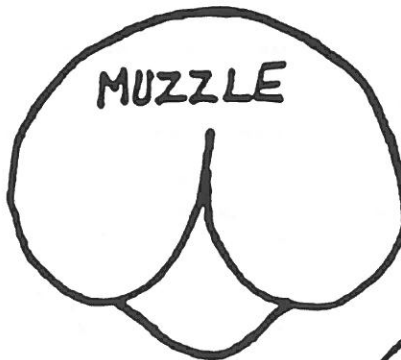


TAIL



Front
legs

PLACE ON FOLD

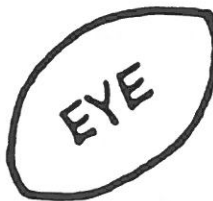


MUZZLE

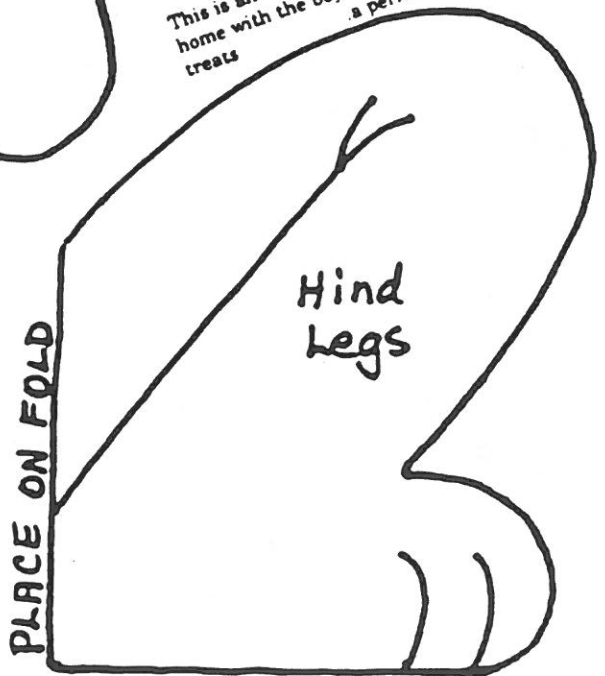


NOSE

This is an ideal "treat can" to send
home with the boy who is to bring
treats a perfect reminder!!



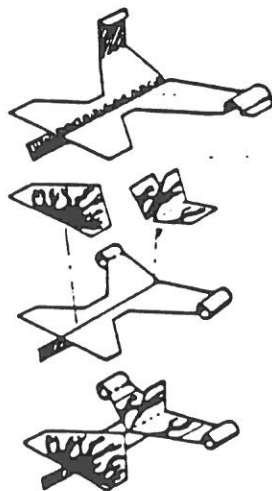
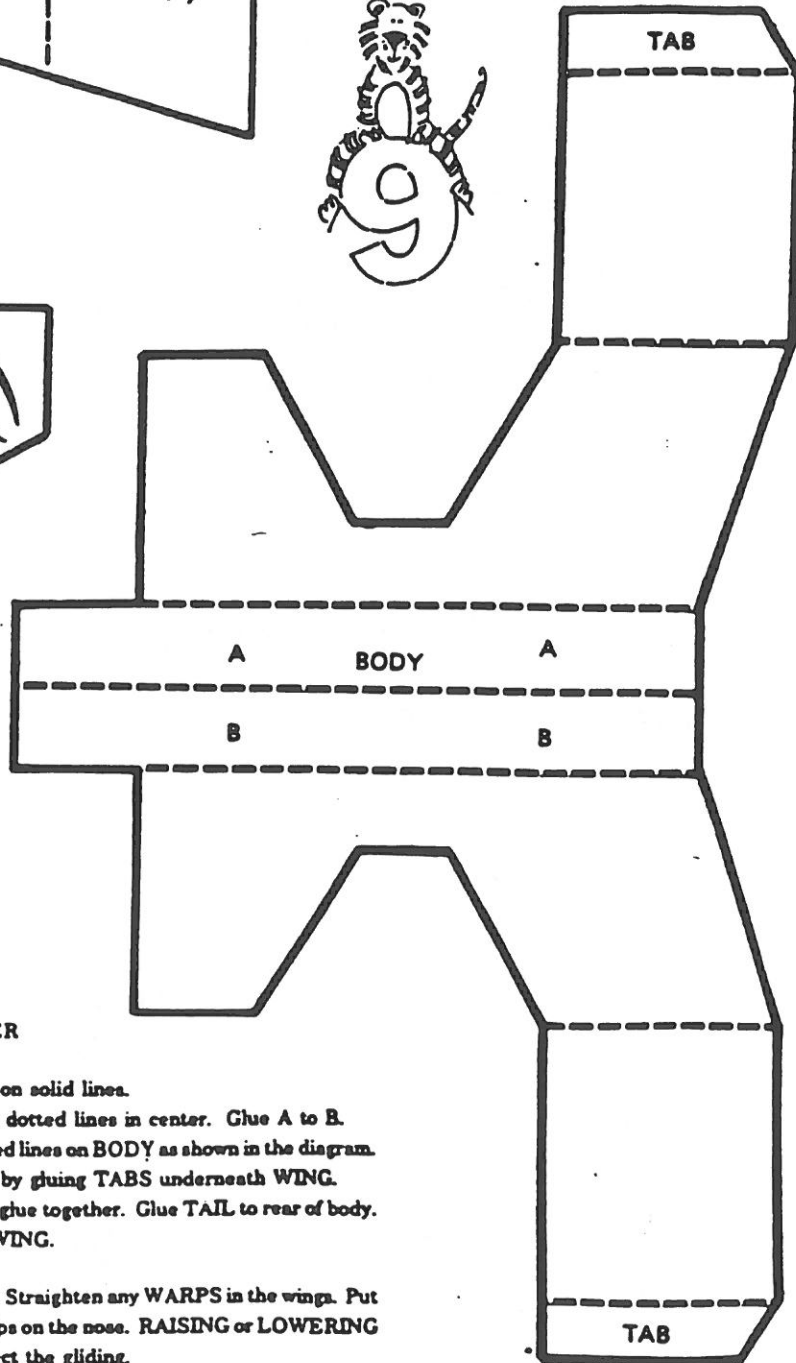
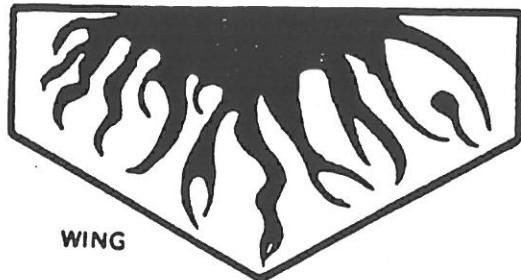
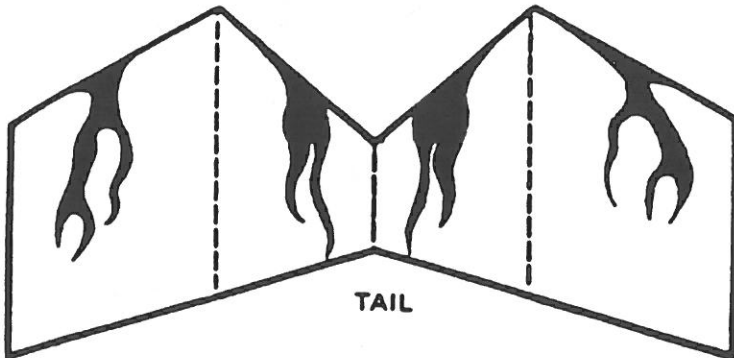
EYE



Hind
legs

PLACE ON FOLD

ATOMIC BLASTER

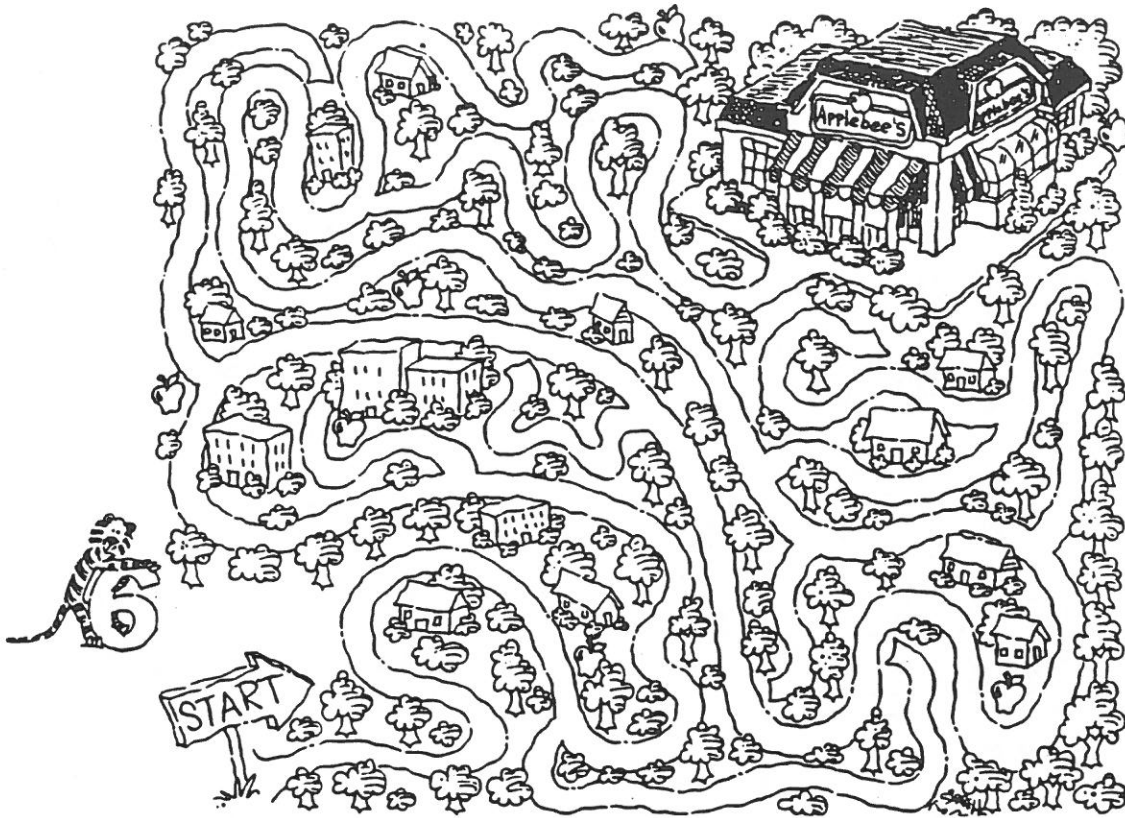


ATOMIC BLASTER

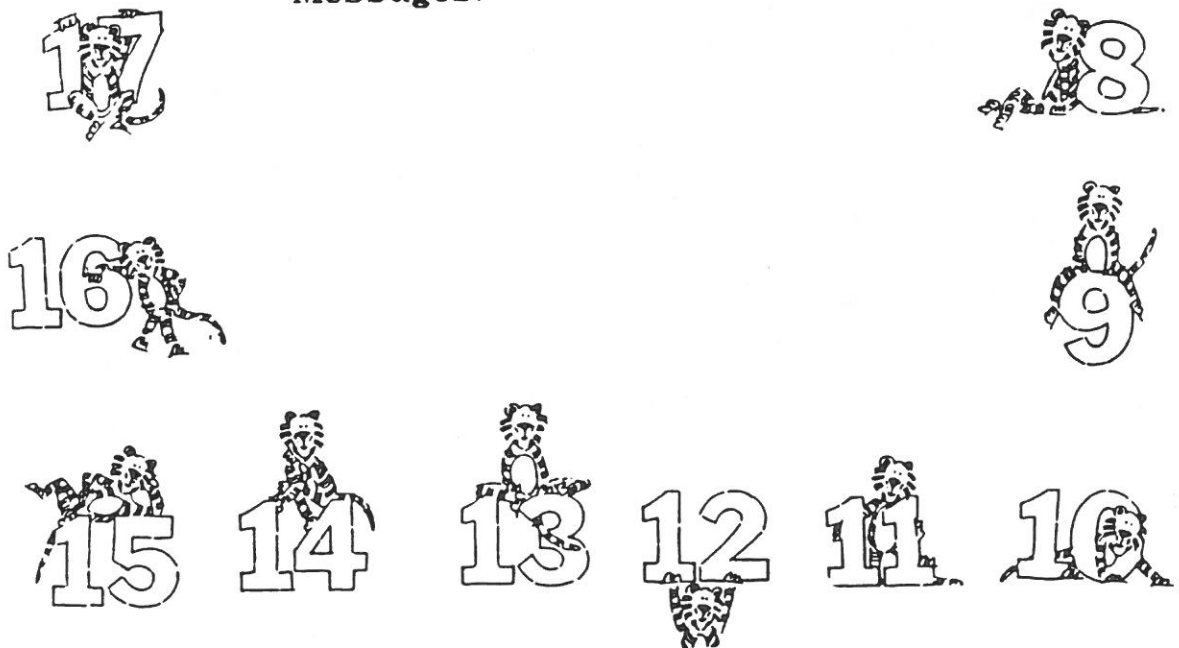
1. Cut out pieces on solid lines.
2. Fold BODY on dotted lines in center. Glue A to B.
3. Fold outer dotted lines on BODY as shown in the diagram.
4. Form a TUBE by gluing TABS underneath WING.
5. Fold TAIL and glue together. Glue TAIL to rear of body.
6. Glue on front WING.

GLIDE TESTING: Straighten any WARPS in the wings. Put one or two paper clips on the nose. RAISING or LOWERING of TUBES will affect the gliding.

Can you find the hidden apples and your way through the neighborhood to Appiebee's?

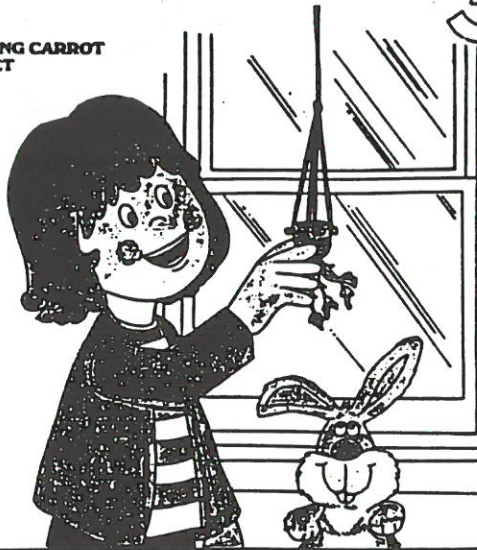


Messages:



3

HANGING CARROT BASKET



Here's what you need:



Here's what you do:

1 With a knife, cut two inches off the top of a big carrot. (Note: If you are not allowed to use a knife by yourself, ask a grownup for help.)



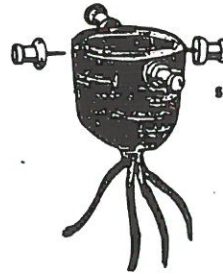
2 Strip off the leafy carrot leaves. Do not remove the stems.



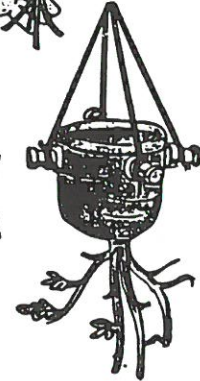
3 Carefully, scoop a hollow in the cut end of the carrot.



4 Press four pushpins into the sides of the carrot.



5 Tie one end of each piece of yarn to each pushpin. Knot the other ends together.



6 Hang the carrot from a hook in a sunny window. Keep the hollow filled with water. After a while, new leaves will sprout, and you will have a beautiful plant!

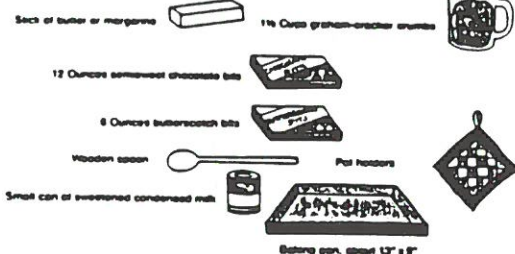
12

YUM YUMS

If you are not allowed to use the oven by yourself, ask a grownup for help.



Here's what you need:



Here's what you do:

1 Set the oven at 350°



2 Put a stick of butter or margarine in a baking pan. Place the pan in the oven.



When the butter melts, take the pan out of the oven. Remember to use a pot holder!

3 Pour the graham-cracker crumbs into the pan of butter. Stir with a wooden spoon until the crumbs are coated with butter. Press the crumbs down with your fingers, so they cover the bottom of the pan.



4 Sprinkle half of the chocolate bits over the crumbs. Sprinkle the butterscotch bits on top. Then sprinkle the rest of the chocolate bits.



5 Pour the sweetened condensed milk over the mixture. Pour it evenly. Cover as much of the pan as you can.



6 Bake everything for 20 to 25 minutes or until the top is golden brown and slightly bubbly.

7 Using a pot holder, take the pan out of the oven.

8 Let the Yum Yums cool for a while, then cut them into squares—Yum Yum!

MAKE A KITE

YOU'LL NEED:

- String
- 20/25000
- Hot glue
- Thin paper
- Labels and eight sheets of rough paper or 8 sheets of paper for each wing
- Fabric scraps
- Scissors
- Glue
- Stapler
- Sharp knife

WHAT TO DO:

1. Punch a hole in 1 side of the bag securing it with a long string.
2. Tie 6" strips of paper or lightweight fabric to a 15" long piece of string or thinner piece of plastic for the streamer.
3. Decorate with markers or 'crayon' the ends of the paper streamers on the wings.

TREASURE KEEPERS

WHAT TO DO:

OATMEAL BOXES

Empty oatmeal boxes can be cut down in the middle of the side so that books, records, cassettes, or magazines can be stored.

EYELINDER CONTAINERS

Oatmeal boxes, potatoe cans, cream containers, and orange juice cans make great containers for poster collections or art work when they are taped together and laid on their side.

CORRUGATED LIQUOR BOXES

These boxes with cardboard sections inside make great shelves for some collections. You can also add 1 quart paper milk carton with 1 side cut out to use as a drawer by placing it in the cubbies and pulling out with the carton top.

13

Z is for zoom!

Ready, steady, go! Zoom around your yard at top speed on this obstacle course. As well as these ideas, you could have clothes to put on and take off quickly, a plank to walk across, a poem to read quickly...

- Slipping
- Scramble through a cardboard box.
- Jump around in sacks.
- How about something to eat on the way? A pudding, perhaps?
- Place pots for stepping stones.

N is for noisy

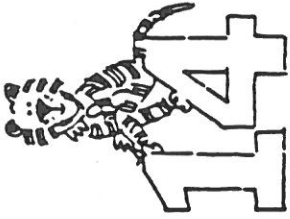
Sometimes it can be very nice to make a lot of noise. Here's how to make a whole orchestra of instruments!

An empty bottle or can filled with dried beans, rice, or lentils is good for shaking. Rubber bands stretched tight over an empty box can be plucked like a double bass. A xylophone can be made by filling jam jars with different levels of water, and a flute can be a length of plastic pipe with holes in. And there are any number of things that you can bang together noisily!

- Cymbals — bang two saucepan lids together.
- Flute
- Percussion
- Double bass
- Dog
- Xylophone

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BIG IDEA #14

LEARN AND PLAY A GAME TOGETHER.

TIGER TRACKS

THIS GAME CAN BE ENLARGED OR PLAYED AT THIS SIZE. USE A BUTTON, BEAN, OR SOME OTHER SMALL OBJECT FOR MARKERS. FLIP A COIN FOR MOVEMENT, HEADS MOVE FORWARD ONE SPACE, TAILS MOVE FORWARD TWO SPACES.

MAKE GAME CARDS FROM INDEX CARDS. CUT EIGHT INDEX CARDS IN HALF, MAKING SIXTEEN GAME CARDS. WRITE ONE OF THESE ON EACH OF FOUR CARDS.

MOVE FORWARD ONE SPACE.

MOVE BACK ONE SPACE.

MOVE FORWARD TWO SPACES.

MOVE BACK TWO SPACES.

SHUFFLE THE CARDS, AND BEGIN THE GAME BY CHOOSING WHO WILL GO FIRST. FIRST PLAYER PLACES MARKER ON START, AND FLIPS COIN. MOVE FORWARD AND PERFORM THE TASK ON THE SQUARE YOU LAND ON. THE NEXT PLAYER THEN TAKES HIS TURN, AND SO ON. EVERYONE TRAVELS AROUND THE TRACK TO THE FINISH.

TOM TIGER

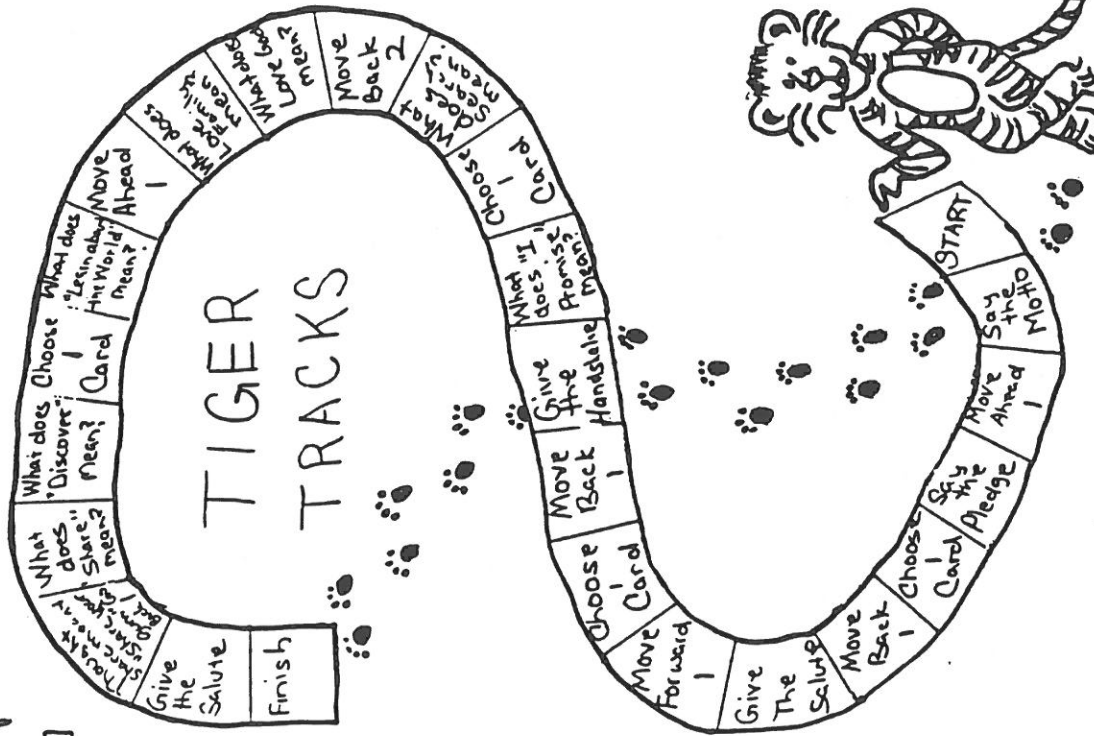
DRAW A STRAIGHT LINE OR A LARGE CIRCLE ON THE GROUND. THE PLAYER WHO IS TOM TIGER STANDS ON ONE SIDE OF THE LINE OR INSIDE THE CIRCLE. THE OTHER PLAYERS STAND ON THE OTHER SIDE OF THE LINE OR OUTSIDE THE CIRCLE.

THE PLAYERS TEASE TOM BY CROSSING OVER THE LINE OR INTO THE CIRCLE.

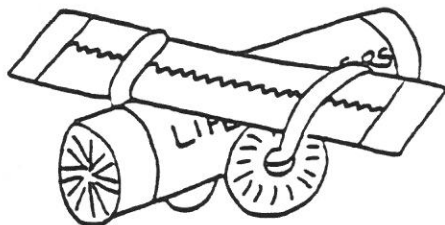
THEN THEY RUN BACK TO SAFETY BEFORE TOM TIGER TAGS THEM. IF TAGGED, THAT PLAYER BECOMES TOM TIGER AND THE GAME CONTINUES.

G-I-I-I-I-I-I-I

THIS IS A STUNT FOR TWO. TWO PLAYERS FACE EACH OTHER. THEY TAKE A DEEP BREATH AND SEE WHICH ONE CAN G-I-I-I-I-I-I-I THE LONGEST.

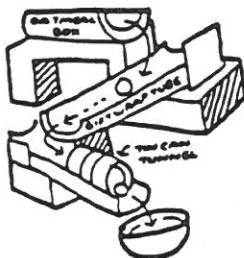


LIFE SAVER PLANES



You will need a rubber band, two life saver candies, a foil-wrapped piece of gum and a roll of life savers (or you can use a candy stick or any roll candy).

1. Thread rubber band through holes in round candies.
2. Loop each end of rubber band around gum.
3. Poke candy roll between round candies and under gum to make the fuselage and wings.



To an Amusement Park

As a follow up to your amusement park visit, help your child create his own "thrilling ride." Make ramps from cardboard tubes and round oatmeal boxes sliced in half. Tin cans without tops or bottoms can be tunnels if they do not have sharp edges. Prop the ramps on books, boxes, or chairs so that the ride can go from higher to lower levels. Have your child send ping-pong or golf balls through his ride.

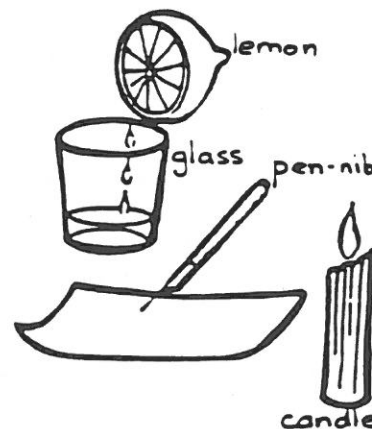


Invisible Ink

Invisible ink is good to trick your friends with.

Here is one kind of invisible ink: squeeze some lemon juice into a small glass. Then use a nib pen to write with it. To make the writing visible, warm the paper with a candle. Be careful not to set the paper alight!

FROM: Cub Scout Badges for Adventure (Australia)



TIGER CUB UPDATE

After an extensive study and evaluation of the Tiger Cub program, including two major national surveys and substantial input from Scouters throughout the country, the basic program objectives and structure of Tiger Cubs, BSA, have been strongly reaffirmed. These include:

- * Shared Leadership, with the adults in the group taking turns planning and conducting the group meetings and activities.
- * An adult partner, usually the boy's parents, who registers with the boy and participated in all Tiger Cub meetings and activities.
- * An informal program, without a high degree of structure as is appropriate for first-graders.
- * The group coach, appointed by the pack and trained in his or her responsibilities, organizes and orients the group and is responsible for its continuing success.
- * Participation in pack activities by the Tiger Cub group is limited to those activities that will give the boy and his adult partner a preview of what will be available to them in the exciting world of Cub Scouting when the boy is eligible.
- * The Tiger Cub uniform, made by using the iron-on emblem or the orange shirt from the National Supply Division, is the official uniform of the program. The blue Cub Scout uniform is not worn by Tiger Cubs.
- * While recognition for participation is desirable and currently a part of the program, a formalized advancement program with requirements and badges is simply not appropriate for first-graders and is not a part of the Tiger Cub program.

Although the basic objectives and format of the Tiger Cub program continue unchanged, several relatively minor improvements have been made. Some of them include:

- * An updated Tiger Cub Family Activity Book with more information on planning and conducting group meeting and activities.
- * Tiger Cub participation in some council activities, especially Scouting shows.
- * Council activities designed exclusively for Tiger Cubs.
- * An option for either one or two group gatherings each month.
- * Expanded Tiger Cub group coach training opportunities and better training for pack leaders in how to operate the Tiger Cub program.
- * An option for selection of a coordinating adult by the group to help maintain the shared leadership concept.
- * Elimination of the separate registration status of the Tiger Cub group, with the Tiger Cubs and their adult partners being included on the pack charter. This will also eliminate the need for any paperwork to move a boy from Tiger Cubs to Cub Scout.
- * A new two-minute recruiting video, "Tiger Cubs, Yeah!" aimed at first-graders.

As a result of these changes, the Tiger cub program will be able to more effectively serve first-grader boys and their adult partners with a program that is easy to operate and appropriate to the age of the boys involved.



THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked his help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the 'boom' of the great drum, all was quiet. The night was very still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild like, of the ground, of the tracks, and ways to find food. Through dance and gesture he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this; "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands towards heaven. A Living Circle was formed with their left. The Webelos tribe pledge was given.. "To live and help live"...was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.



WEBELOS BADGE CEREMONY

WEBELOS LEADER: Tonight, I have the honor of presenting the Webelos Badge to some of our Webelos Scouts. Would (name boy) and his parents please come forward?

To receive this award a boy must:

Earn three activity badges

Be active in the Webelos den for at least 3 months

Understand and intend to live by the Scout Oath, Motto, and Slogan

Know the Scout salute, sign and handclasp

Know the parts of the Scout badge and uniform

Understand and support the Outdoor Code

Plan and lead a flag ceremony in his den

As you can see, these boys had to work very hard to earn this award; so it gives me great pleasure in presenting this award to your parents to present to you. (Give award to parents who, in turn, present to boy.)

Congratulations, on your good work and I'm looking forward to the day when I can present you with your Arrow of Light.

AWARD FOR EARNING ALL 20 WEBELOS ACTIVITY BADGES

This evening, we're proud to announce that our pack is beginning a new award. As you know, in the Webelos program, the boys work on 20 different activity badges.

During the 2 years as a Webelos, they will, as a den, work on all 20 of these badges. The Den Leader provides guidance, the boys do the work. Even though they're working in the den, not all boys finish all the requirements.

In nearly _____ years that our pack has been in existence, something like _____ boys have gone through the Webelos program. Of that number, only _____ have earned all 20 Webelos activity badges.

To give you an idea of the extent of their accomplishments, here are the activity areas and a sample of the requirements:

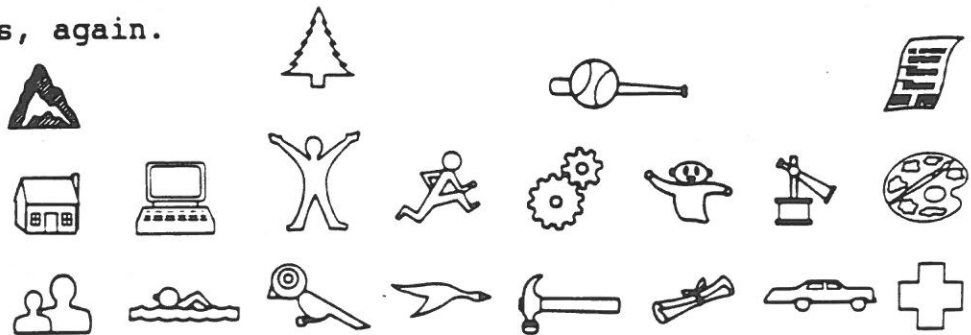
- AQUANAUT - a minimum of 4 requirements, among them, swim 100 feet, 1/2 with backstroke.
- ARTIST - a minimum of 5 requirements, among them, draw or paint an original picture, frame it.
- ATHLETE - 4 requirements, among them, run 600 yards in 2 minutes, 45 seconds or less.
- CITIZEN - 8 requirements, including write a 50-word essay on the U.S. President or other great American man or woman.
- COMMUNICATOR - a minimum of 9 requirements, among them, use a signal code to send a message of a few words.

- CRAFTSMAN - 7 requirements, including make 4 different useful wooden objects, such as a bookshelf or tool box.
- ENGINEER - 5 requirements, including build a working catapult and demonstrate.
- FAMILY MEMBER - a minimum of 4 requirements, among them, tell what is meant by family, duty to family and family meetings.
- FITNESS - a minimum of 4 requirements, among them, tell an adult member of your family what drugs could do to your body and how they would affect your body.
- FORESTER - 5 requirements, including identify 6 forest trees on a hike.
- GEOLOGIST - 5 requirements, including collect 5 geological specimens.
- HANDYMAN - a minimum of 4 requirements, including, mow a lawn and properly rake and dispose of the cut grass.
- NATURALIST - 4 requirements, including be able to identify the poisonous plants and reptiles in our area.
- OUTDOORSMAN - 5 requirements, among them, tie 5 knots or attend your Boy Scout camp.
- READYMAN - 8 requirements, among them, explain what first aid is and tell what you should do in case of an accident.
- SCHOLAR - 6 requirements, including take an active part in a school service activity.
- SCIENTIST - 9 requirements, including explain how crystals are formed and make some.
- SHOWMAN - 4 requirements, including write and put on a puppet play, or play 4 tunes on a musical instrument or memorize and give a monologue.
- SPORTSMAN - 4 requirements, including knowing skills, rules, equipment, safety courtesies of 2 team and 2 individual sports and take part in them.
- TRAVELER - 5 requirements, including use timetables to plan a trip and figure out cost per mile by bus, railroad and plane.

Boys, would you like to step forward.

The pack is honored to recognize your outstanding achievement as a Webelos Scout by presenting you with this display shield on which you can mount your patches and activity badges.

Congratulations, again.



WEBELOS GRADUATION - CEREMONIES

OUTDOOR THEME WITH EAGLE FEATHERS

CUBMASTER: (Speaks to graduating Webelos) Through your Webelos activities you have had many opportunities to experience the outdoors, including activities such as Day Camp, camping with your Webelos den and with the Boy Scouts. You now know that **OUTING** is the essence of **SCOUTING**. Now as you complete the transition from Cub Scouting into Boy Scouting you will experience more of the outdoors. As you cross over into Boy Scouts you will learn to fly. And fly you will as you expand your horizons and build your endurance to someday become an **EAGLE**. An eagle of nature is a creature of God that has learned to be one with the Outdoors and is not satisfied with just watching the world pass by. You are developing to be such a creature of God. Are you willing to take the commitment to work hard to build your strength and work with your fellow Scouts to develop your wings to soar as an Eagle?

CUBS: Yes.

CUBMASTER: To encourage you on the trail, here are your first Eagle feathers. The blue feather represents your progress through Cub Scouts and into Webelos. The yellow Eagle feather is for earning the Arrow of Light. Not all Webelos Cub Scouts earn the Arrow of Light. The yellow feather represents your first flight over the first steps of Boy Scouting towards the Tenderfoot rank. You are indeed at least two steps ahead of those boys who enter Boy Scouts without progressing through the Webelos program. (Give blue and yellow feathers to Cub.) As you cross the bridge to Boy Scouting, your Scoutmaster will present you with a red Eagle feather, representing your first step as a Boy Scout toward becoming an Eagle Scout. Remember, these first Eagle feathers as you progress through the hardest years for the young Eagle, the teenage years. You will be pulled in many directions and often lose sight of your objectives. Remember, that an Eagle flies above those things that confront him in order to gain a better perspective. He does not always fly past his problems but does see more clearly the obstacles that confront him. Only in the Outdoors can the Eagle truly arise above his troubles and not lose sight of his objectives. Go now and join your fellow Scouts who will teach you to walk with tenderfeet as you develop your strong wings to fly. Go my son, get your education!



PATHWAY TO SCOUTING

Cub Scouting is the younger boy part of the great Scouting movement. In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. Tonight, our pack has the privilege of bringing another Webelos Scout to this significant mile post.

To help with the ceremony, I would like the entire pack committee to join us in forming a ceremonial Pathway to Scouting.

Scoutmaster (name) of troop _____, along with Scouts (name) and (name) from the troop are here to help us.

(name) joined this Cub Scout pack _____ over four years ago, and has come through the Cub Scout ranks and achieved the highest award a Cub Scout can earn, the Arrow of Light, as is shown by his graduation plaque. His parents have been totally involved with him. (His mom has been a Den Leader and Den Leader Coach. His dad has been Cubmaster and Committee Chairman.) The entire family effort of the (name)'s should be an inspiration and example for all Scouting families.

Will (name) and his parents, please come forward with the Webelos escort?

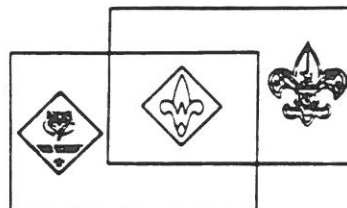
(name), as is the custom of our pack, your parents will have the privilege of presenting you with your graduation plaque which signifies your entire Cub Scouting experience from Tiger Cubs to Arrow of Light.

This ceremony marks the completion of your Cub Scouting experience and marks the beginning of a whole new and exciting adventure in Boy Scouting.

Mrs. (name), will you take your son's neckerchief and slide off? Scoutmaster (name), pack _____ is proud to give you graduating Webelos Scout (name), holder of Cub Scouting's highest award, the Arrow of Light.

Will you have your Scouts from troop _____ escort (name) along the Pathway of Scouting?

(Scoutmaster welcomes the new Scout and presents him with the troop's neckerchief and slide.)



A Bridge for Any Reason

By Colin C. McKenna
Illustration by David Strand

This easy-to-make and quickly assembled prop is just the thing for staging impressive Webelos-to-Scout graduations and other ceremonies as well.

AS CUBMASTER FOR FOUR years of Pack 200, chartered to the Springhill Parents Club, Lafayette, Calif., I often needed a ceremonial bridge for occasions such as a Webelos-to-Scout graduation.

Other leaders told me the bridges they used in ceremonies tended to be bulky, heavy, and hard to transport. So I designed this inexpensive, easy-to-assemble version.

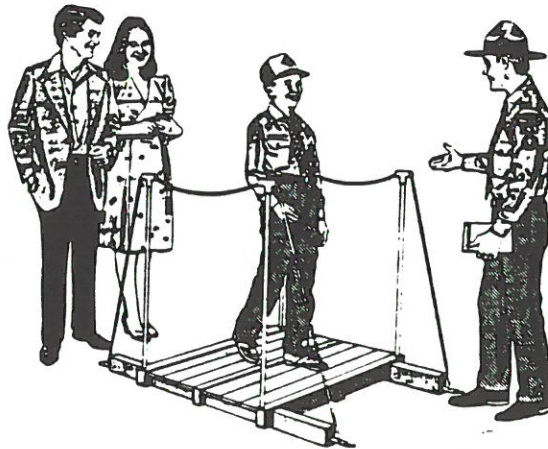
The bridge goes together so quickly that I often make its assembly part of the ceremony. For example, graduating Webelos Scouts construct the bridge, then Tiger Cubs walk across, followed by the Webelos Scouts, to be welcomed into Cub Scouting and Boy Scouting.

I use variations of the bridge theme to welcome den leaders, committee members, and other adult volunteers.

Consult the "Bridge Plans" diagram at right to clarify any questions about the following instructions.

Materials

(A) Two 6-foot 2 x 4s



(B) One 38-inch 2 x 4
(C) Three 32-inch 2 x 4s
(D) Six 32-inch 1 x 6s
(E) Four 3-foot x 3/4-inch lengths of PVC pipe

(F) Four 3/4-inch PVC T-fittings
(G) Four 4-inch x 3/4-inch lengths of PVC pipe
(H) Two 10-foot lengths of 3/8-inch or 1/2-inch rope

Construction

1. Cut slots in the six 2 x 4s, three boards at a time. A radial saw is easiest, but a table saw, electric circular saw, or hand saw will also do the job. Test-fit the notches, enlarging any that fit too snugly (Same-size boards should be interchangeable; a little "slop" in the fit won't matter).

2. Cut the PVC pipe to proper length with a hacksaw (use a miter box to get a clean, square cut, or use a special PVC pipe cutter).

3. Drill holes, as indicated, in wood and pipe. For pipe, use an electric drill-driver, with a 3/8-inch, or 3/16-inch spade drill bit.

Note: To avoid the task

of drilling PVC pipe, tie a loop in each rope end *after* inserting it through the T-fittings. Then, during assembly, secure the rope by simply hooking the loops on the pipes in the base board ends.

Assembly

1. Lay base boards, A and B, on the floor, notches up.
2. Insert cross boards, C, into the base-board notches.
3. Lay flat boards, D, across the top of base.
4. Slide PVC uprights, E, into holes in cross boards, C.
5. Place T-fittings, F, on top of the four uprights, E.
6. Insert ropes, H, through T-fittings, F.

7. If you didn't drill holes in the short PVC pipes, tie a loop in each rope end, to secure the rope on the pipe in the base board end.

Otherwise, insert each rope end through the drilled hole and out the end of the short pipe, G. Tie a large knot in the rope end to keep it from slipping out.

Then insert the pipes, G, into the holes in the base board ends.

Although drilled holes and knots are shown here, I prefer to use loops in the rope ends.

When taking the bridge apart, I leave the ropes, Ts, and uprights assembled, and the short PVC pipes in the base boards. This makes reassembling the bridge simple and quick.

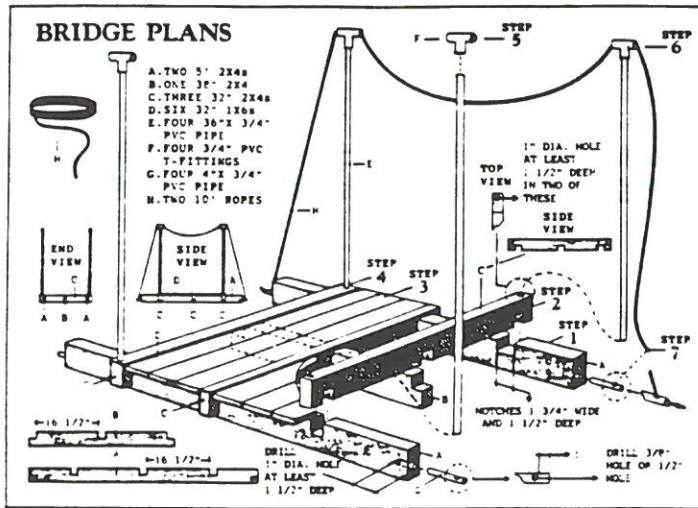
A guide to planning ceremonies

The BSA book, *Staging Den and Pack Ceremonies*, Supply No. 3212, contains more than 160 ceremony ideas, from a simple opening flag ceremony to a chartered organization thank-you.

The book also includes tips for creating ceremonies and making simple props. Among the props are a variety of costumes and den doodles, an artificial council fire, and "magic candies" that drip blue and gold colors. The book also has plans for three simple bridges. None however, is as realistic in appearance as this one.

Two of 11 Webelos Scout graduation ceremonies specifically call for a bridge. But you can easily incorporate crossing the bridge into others.

The bridge can also be used in many advancement ceremonies, such as the Tiger Cubs, BSA Graduation Ceremony, New Bobcat Family Induction, Wolf Graduation to Bear, and Welcome, Bear Cub Scout.



October 1991 • Scouting

MAGIC NECKERCHIEF GRADUATION CEREMONY

PROPS: Candle, holder, matches, 2 coat hangers about 15" long with safety pins secured to one end of each hanger, a large mouth peanut butter jar with exactly 40% acetone and 60% water, a fire extinguisher/baking soda for safety. To save time have a set of wire hangers and safety pins or use one master neckerchief.

SCENE: This ceremony requires a lighted candle or advancement log with a lighted candle, an assistant for lights and one to help with the dipping of the neckerchief. Please practice this ceremony.

CUBMASTER: Tonight our Webelos Scouts are graduating to Boy Scouts. Will these boys and their parents come forward? These young men have reached the 5th grade and have completed their Cub Scouting activities. There remains one test before they become Boy Scouts. A test to find out if they have done everything they can to BE PREPARED. This ceremony begins with a story passed on to me from other Scout leaders. And I share it with you tonight as if it is an experience I have had.

Deep in the heart of the mountains and deserts of New Mexico, there is an Indian village beside a small stream. The village and the area around it are very green and lush. This is very unusual for the village is in the middle of very harsh desert land. While liking in the area, I came across this village and stopped by the nearby stream for a rest. There was an old chief sitting in the sun by the stream and I asked him, "Why is this area so green and your people so healthy?" The old chief replied, "The waters of this stream are magical. They assist all who come, by telling them if they have done everything they need to be prepared. By hard work and with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life." I thought for a while, then said, "I, too could use these magical waters for I know of young men who are working hard to be prepared for life. Could I take some of this magical water with me?" The old chief smiled and nodded. "It is for the young that these waters are most effective," he said. "Take something special from each young man who is to be tested and dip it in the water. Pass the special item over a flame and, if the special item burns, but is not consumed, then they have done everything needed to Be Prepared." (Turn off all the lights.)

"From the Cub Scouts before us tonight, we take the Webelos neckerchief." (Clip the neckerchief to the wire hanger at the corners. Be careful not to twist or fold the fabric. It must be smooth.) And dip it in the magic water, (Have an assistant dip the neckerchief while you hold the wire hangers, squeeze out excess liquid, quickly take the neckerchief from the jar, and spread it tightly between the wire hangers. Your assistant covers the jar before you put the neckerchief over the flame, but you cannot wait too long. This part must be done quickly.) Then pass it over the flame of the Spirit of Scouting. (Make certain the neckerchief is spread between with wire hangers. Shake gently when just the edges remain burning.) "Webelos Scout, _____, you have passed the test and are prepared to cross over into Boy Scouting, May the Great Spirit of Akela go with you throughout your Scouting days." (Repeat neckerchief removal and burning for each graduating boy.)



AQUANAUT

DROWNPROOFING

ARCHIMEDES PRINCIPLE: "WHEN AN OBJECT IS IMMERSSED IN A LIQUID THE APPARENT LOSS IN WEIGHT OF THE OBJECT IS EQUAL TO THE WEIGHT OF LIQUID DISPLACED."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort. Know how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

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

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

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.
2. Get ready to raise face above water surface. Extend your arms forward slowly. get ready to thrust downward with your arms and legs.
3. Exhale through your nose as you rise to the surface. With mouth above water, inhale. Your shoulders stay under water.
4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water, keep the waves at your back, so they don't break in your face.
5. With lungs full, drop head forward and thrust downward and backward with arms and legs.
6. Hold your breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "drownproof" float until it's second nature.

WATER GAMES

FLOAT TAG: This is a game for non-swimmers who are just learning to float. One boy is "It". He tries to tag the others, but they are safe so long as they are in any floating position; turtle, jellyfish, back float, prone float, or vertical float.

TOWEL RELAY RESCUE RACE: Divide the den into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on the shore runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. The boy just rescued jumps back into the water and rescues the next boy. The first team rescued wins the race.

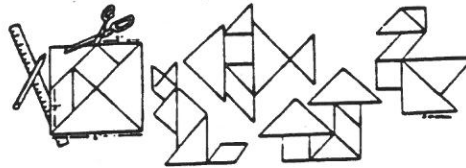
ARTIST



TANGRAMS - The boys can make this classic Oriental puzzle in just minutes and spend hours exercising their imaginations.

Materials: A six inch square of non-corrugated cardboard, a ruler, a pencil, and a pair of scissors.

Directions: Measure and mark off the five triangles, one square and one rhomboid as shown. Cut them out. You've made a Tangram that can be arranged into an almost infinite variety of fascinating forms.



EASEL

Materials: Three large craft sticks, two small craft sticks, wood glue, drill, yarn, scraps of fabric and markers.

Directions: Glue two small craft sticks together, one on top of the other, and decorate with markers. For a more professional finish, you can cover the sticks with scraps of fabric and glue. When the glue has dried, trim the edges of the sticks. Decorate the three large craft sticks. Punch or drill a small hole at the top of each. Tie them together with yarn. Glue small sticks to the top of two large craft sticks. When dry, stand a small picture on your easel.



PAPER-MACHE BOWL

Materials: Flour and water for glue mixture; use a ratio of one cup flour to one cup water, newspaper strips 1" x 3", plastic bowl, petroleum jelly, tempera paint and acrylic sealer.

Directions: Cover the outside, bottom and rim of the bowl with petroleum jelly. This makes it easier to separate the dried bowl from the mold when you have completed your project. Cover the outside of the bowl with strips of newspaper dipped in the glue mixture. Apply strips vertically, covering the bowl's surface. Then apply a second layer of strips horizontally. Apply a third layer, vertically again. Repeat this layering, until the paper-mache is five layers thick. Let dry. Separate the paper-mache bowl from the bowl used as a mold. You may have to insert the tip of a table knife at the edges and pry apart to loosen the bowls. Paint the bowl with tempera and when the paint dries, give it two coats of an acrylic sealer. Your paper-mache bowl can be gently wiped clean, but don't try to wash it in water.





ATHLETE

COPY CAT EXERCISES

Webelos Scouts form a circle around the Den Leader. The Den Leader begins to do an exercise. He may do a complete exercise (for example: one jumping jack), or a number of them (three jumping jacks) or just a part of them (1/2 jumping jack - ending with feet apart and hands together overhead), then stops. After just a moment he continues with the same exercise or goes on to another one. The idea is to trick the other Scouts into doing too much, too little, or the wrong exercise. The Den Chief acts as judge. The last one left becomes the leader in the center of the circle.

Variation of this game is "Simon Says Exercise". In this game Simon tells the Webelos to do a certain exercise. He should specify how many of each. For example, "Simon says do 3 push-ups." or "Simon says bend over and touch your toes once." In this last example the Scouts may not stand up until so instructed by Simon. Simon should confine himself to asking only for exercises. As in wrong number, or doing something Simon didn't say, Simon says is eliminated. The last Scout left, of course becomes Simon for the next round.

WEBELOS OLYMPICS

Let the boys plan a Webelos Olympics. Let them decide which games and events they want to have. Let them make flags and equipment that they are able to. At the pack meeting, they could show what they made. They could also use the Olympic flag and torch with the American flag for a flag ceremony.

The Olympic Oath

We promise that we will take part in these Olympic games in the true spirit of sportsmanship and that we will respect and abide by the rules that govern them for the glory of sport and honor of our den.

The Olympic Flag

A white background - five interlocking rings (from left to right) blue, yellow, black, green and red. (All flags of all countries incorporate these colors.)

OLIVE LEAF CROWN: Wire to encircle Webelos' head, green construction paper leaves, taped to wire with masking tape.

OLYMPIC FLAME: Use a flashlight with a red bulb. Yellow, red, and orange "flames" made of lightweight paper glued to a towel roll.

SUGGESTED EVENTS:

- | | | |
|----------------------------|------------------|---------------------------|
| Races of different lengths | Javelin Throw | Baseball Throw |
| Discus throw (dish) | Pushups (number) | Rope climb |
| Ping Pong Ball Throw | Shot put | Archery Shoot |
| | Obstacle Course | Water bucket carry (full) |

CITIZEN



HEADS OF GOVERNMENT GAME: Have boys match up the correct name:

- President of the United States
- Vice President of the United States
- Governor of (your state)
- Mayor of (your city)

List other well-known people in your community or well-known propositions up for vote. You could also test the boys on the coming elections and who the candidates are for the offices.

NEWSPAPER STUDY: Equipment: One current newspaper per team.

Teams in corners, each with the same day's issue of a newspaper. On signal, teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. The team with the most clippings in a given time is the winner. (Smart team leaders distribute the pages among team members.)

CUB SCOUT UNIFORM: When preparing for a uniform inspection, have the denner slip in with his uniform rearranged in the following manner and let the Webelos tell what is wrong:

1. Cap on backwards
2. Campaign button on top
3. Wearing den chief cord
4. Service star on neckerchief
5. Neckerchief twisted into a roll
6. Neckerchief tied around the neck
7. One sleeve rolled up
8. Pants pocket turned inside out

BUILD A FLAG: Equipment consists of two sets of cardboard "flags" and push pins. Each "flag" consists of four pieces -- stripes background, field of stars, names of flag, and year of flag. Each set consists of the five U.S. flags shown in the Citizen section of the Webelos Book.

Divide Scouts into two teams. First Scout from each team runs to his pile of pieces, grabs a stripe background and a push pin and pins to cardboard. First Scout runs back and touches off the second Scout who pins up a star field piece which matches the stripes background. Next team member matched appropriate flag name and four pins up the year of the flag. Continue to rotate until all five flags have been properly constructed, named and dated.



COMMUNICATOR

CB TEN CODE

Truckers, sportsmen and many others broadcast over citizen band radios (CBs). Webelos Scouts would probably be intrigued by CB radio chatter. Contact a local CB user or club to see if someone could let you and your Scouts listen in and even talk on his radio.

The Scouts may hear communicators using signals from the Ten Code which is designed to save words. Most boys will already have heard TV policemen acknowledge receiving a message from headquarters with the response, "10-4". Here are some 10-signals commonly used by CBers:

10-1	Receiving your message poorly.
10-2	Receiving your message well.
10-3	Stop transmitting your message.
10-4	O.K., acknowledged.
10-6	I'm busy, stand by.
10-8	Please repeat your message.
10-10	Radio transmission completed, I am standing by.
10-11	Speak more slowly.
10-19	Return to base.
10-20	Location.
10-26	Disregard that last information I sent.
10-34	Trouble here - help needed.
10-52	Ambulance needed.
10-70	Fire at <u>(location)</u> .
10-91	Talk closer to the microphone.
10-99	Mission completed; units secure.
10-200	Police needed at <u>(location)</u> .

DELIVER THE NEWS

Form two lines. At the beginning of each line put an equal stack of newspapers. Players must deliver the paper to the next player till entire stack is at the end of the lines. Rules are that you must only use one hand (the other hand is behind the back) and you can only have one newspaper in your hand at any one time. Game may be altered to use the back hand as the passing hand.

NAME SIX - Materials: A key, an eraser, a beanbag, or any small object.

All players sit in a circle. One player stands in the center. The center player closes his eyes while the others pass a small object around the circle. When the center player claps hands, the player caught with the object must keep it. The center person opens his eyes and gives the person with the object a letter of the alphabet. The player with the object starts passing it around the circle again, meanwhile naming six objects that begin with the letter names. The six objects must be named before the object makes it around the circle. If the player does not succeed in naming six objects by the time the object is passed around, the player must change places with the one in the center. If he names six objects successfully, the game continues with the same person in center.

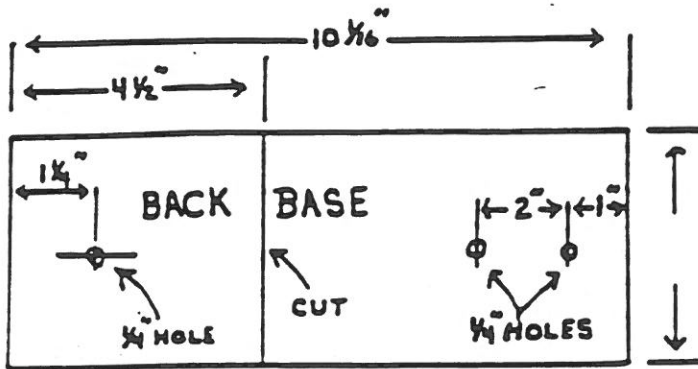


CRAFTSMAN

ROPE 'N' PINE BOOK ENDS - These attractive book ends combine wood work with knot tying. We used a bowline here, but you can substitute any other knot or rope pattern from the Webelos book.

Materials: Two - 3/4" x 3/4" x 10 1/16" piece of white pine, 36" length of 1/4" rope, two - 3 1/2" square pieces of aluminum or tin, four - 2" finishing nails, four - 3/4" #18 wire nails, scrap material, toothpicks, hammer, saw and wood glue.

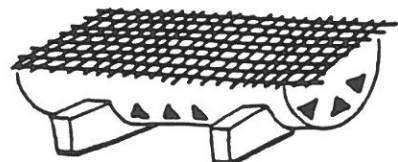
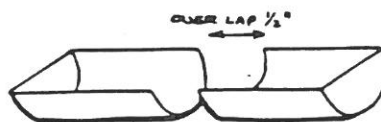
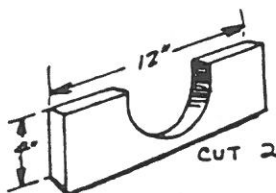
Directions: Make each base and back as one piece. Drill holes, then sand smooth. Make each base and back as one piece. Drill holes, then sand smooth. Cut each piece into two sections. To attach base to back, drill 3/32" pilot holes for 2" finishing nails so the wood won't split. Apply glue before nailing. Attach the two 3 1/2" square metal plates to the bases with two 3/4" #18 wire nails. Plates overlap by 1/2". Whip rope ends with thread. Tie ropes with bowline knots. Then insert in holes. Anchor with glue and toothpicks. Glue pieces of felt, canvas, or heavy cloth on bottoms. Then trim material flush with both wood and metal edges.



TIN CAN HIBACHI

Materials: One - 3 lb. coffee can, One - 9" x 18" hardware cloth, Two - 4" x 12" x 3/4" wood, bottle opener, tin snips, coarse gravel, saw and gloves.

Directions: Cut off one end of can just behind rim. Cut can in half lengthwise. Rivet two halves together (open end to open end) to form one long trough. Using can as template, mark curve on 4" x 12" pieces of wood. Cut one half round piece to provide base for hibachi. Punch vent holes in lower portion of can and put hibachi on wooden base pieces. Put 1" coarse gravel in bottom. Add charcoal, light and cook. Hardware cloth is used for grate.



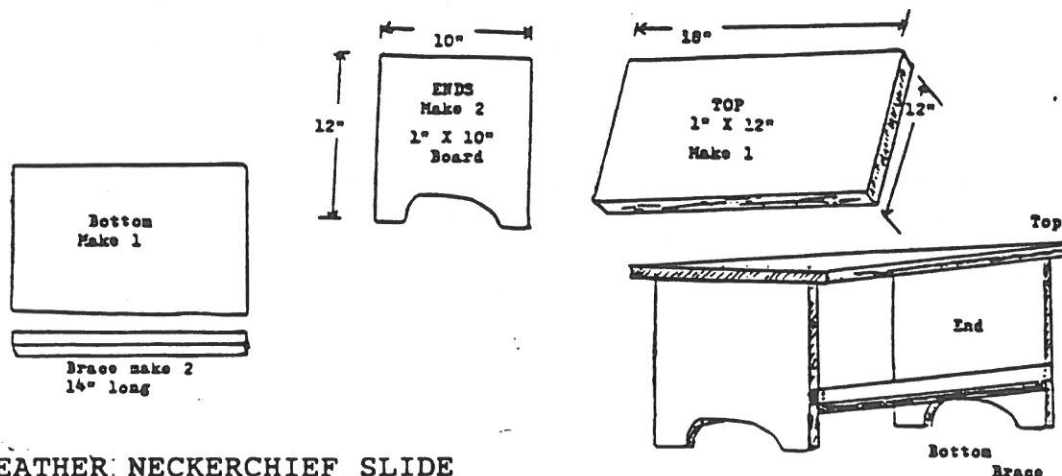


CRAFTSMAN

WORK BENCH

Materials: One - 1" x 10" x 14" board, two - 1" x 10" x 12" boards, one - 1" x 12" x 18" board, two - 1" x 1" x 14" boards, saw, nails, hammer, coping saw and wood glue.

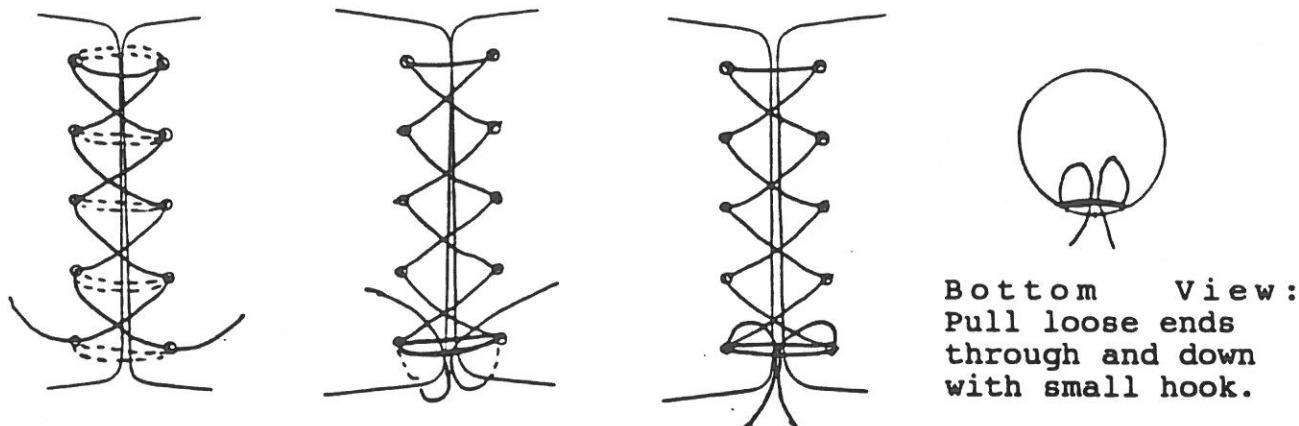
Directions: Cut an arch out on end boards. Nail side braces on first. Stand up. Mark a line on top piece 2" from each end. Legs are to be placed on the inside of these lines. Now nail on top to the legs. Turn over and measure the distance at the braces for the bottom. Cut out and nail on.



SCOUT LEATHER NECKERCHIEF SLIDE

Start with a large stamp in center, and tool top and bottom. Remember, only the middle will be seen when slide is finished. After leather is dried, paint or seal your stamping and then apply a stain. Antique leather stains will give the best look. After lacing, apply two coats of Super Sheen finish.

Directions to lace: 18" of lace is needed to finish slide. Start by pulling lace through both top holes and looping end through a second time. Now start a cross pattern down the holes, left to right and right to left. At bottom make two tucks, take both ends through holes and bring ends up between lacing and push through. Push ends back through bottom holes. Use a sewing hook to pull ends out between leather and lacings.



ENGINEER



This badge can be one of the most interesting in the Webelos program. If your background in this area is limited, check with your boy's families for someone to help or maybe find someone in the community to assist. A Boy Scout Engineering Merit Badge counselor may be able to help you.

The catapult requirement will probably be the favorite. The units are constructed of scrap wood, cardboard and rubber bands. Have some Cherieos on hand and the boys will usually make a game of trying to use the catapult to shoot them into each others mouths.

The block and tackle demonstration can also make a good game. See page 143 of the Webelos book for the different types.

The bridges are more involved but they can make a good exhibit. Want to challenge the boys? Supply them with a box of toothpicks and a tube of model wood glue. Tell them to prepare ahead of time by reading about bridges in their Webelos books. Then, when they arrive at the meeting have them build a bridge with the glue and toothpicks. After all of the bridges are finished, add weight (be sure that it is measured) and see which bridge will hold the most. To make it harder, don't allow the boys to use their books as a reference.

Webelos Den Activities book has a pattern for making an elevator. There is also a simpler elevator in the Wolf book. It uses a milk carton, pencil and string.

Visit the power company if possible to find out how power gets into your house. If that is not possible, check out a few books from the library. Have the boys draw what they learn.

By the way.... just what do engineers do any way? The Webelos need to list 10 things that an engineer does. Why not help them out by making a word game with 10 things that an engineer does. Don't know yourself, check at the library or call a construction company or trade union hall and ask.

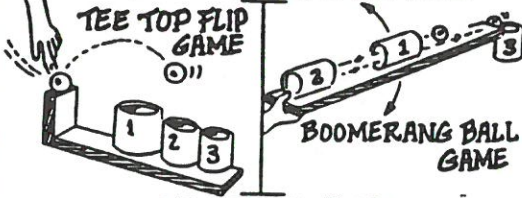
When the Webelos draw the floor plan of their house you might want to suggest that they use a reasonable scale. Perhaps 2 inches equal to a foot. Have them get help and actually measure the house. It will give them an idea of why measurements are important.

Visit a construction site. Maybe you could go to a development where the buildings are in various stages of construction. Can the boys tell where things will be? Where is the kitchen going to be? Where are the wires coming into the building for the electricity or phone service?



FAMILY MEMBER

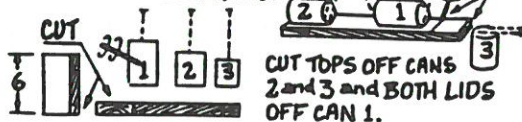
WOOD and CAN GAMES



MATERIALS NEEDED...

- 3- CANS, BIG, MEDIUM, SMALL
- 1- PIECE OF WOOD, $\frac{3}{4}$ x 2 x 18
- 2- NAILS, 1" LONG
- 3- NAILS, FLATHEAD, $\frac{1}{2}$ LONG
- PING-PONG BALL
- FELT TIP PEN

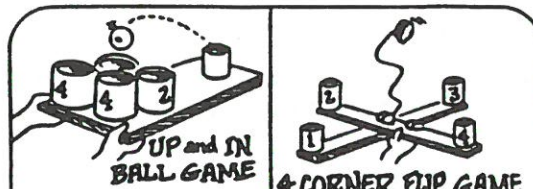
GET THE MATERIALS AND PUT THE GAMES TOGETHER.



CUT TOPS OFF CANS 2 and 3 and BOTH LIDS OFF CAN 1.

PLACE THE BALL ON THE TEE AND FLIP IT TOWARDS THE CANS WITH A FINGER. THE PLAYER WITH THE HIGHEST TOTAL AFTER 10 FLIPS WINS. MISSING THE CANS COUNTS ZERO.

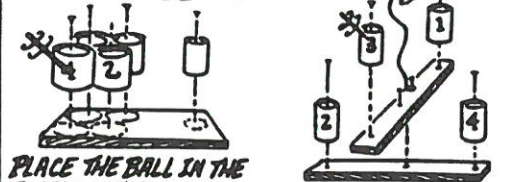
EACH PLAYER SETS THE BALL BEHIND THE LINE AND TRIES TO GUIDE IT THROUGH CAN 1 TO CAN 2, BACK THROUGH CAN 1 TO CAN 3. PLAYERS WHO DO THIS FEAT WITHOUT DROPPING THE BALL OFF THE BASE WINS.



MATERIALS NEEDED...

- 4- CANS, 2 1/2" DIAM. x 4
- 1- CAN, 2" DIAM. x 3 1/2
- 1- PIECE OF WOOD, $\frac{1}{2}$ x 6 x 12
- 5- NAILS, FLATHEAD, $\frac{1}{2}$ LONG
- PING-PONG BALL
- FELT TIP PEN

GET THE MATERIALS AND PUT THE GAMES TOGETHER.



PLACE THE BALL IN THE SMALL CAN AND FLIP THE BASE UPWARDS SO THE BALL DROPS INTO ONE OF THE 4 CANS. HIGHEST TOTAL SCORE AFTER 10 FLIPS WINS. MISSING THE CANS COUNTS ZERO.

FLIP THE CAP INTO CAN 1 THEN CANS 2, 3 and 4. THE PLAYER WITH THE LEAST TOTAL SCORE AFTER FOUR CANS WINS. MISSING FOUR CANS COUNTS ZERO.

WOODEN IT BE FUN!

GREAT ACTION GAMES FROM SCRAP



SLIPPERY SAM GAME

MATERIALS NEEDED.....

- 1- PIECE OF WOOD, $\frac{1}{2}$ x 2 x 12
- 2- SODA CANS
- 2- NAILS
- 1- PING PONG BALL
- 1- PIECE OF WOOD, $\frac{1}{2}$ x 8 x 8
- 4- SODA CANS
- 1- COFFEE CAN, 4" DIAM. x 5 1/2"
- 5- NAILS
- 1- MARBLE

ATTACH THE CANS TO THE BASE WITH THE NAILS AND HAMMER. (CHECK THE DRAWING)

RULES OF THE GAMES

1. ANY NUMBER CAN PLAY.
2. HOLD THE GAME IN ONE HAND AND PLACE THE BALL ON THE CENTER OF THE BASE.
3. TIP THE BASE SO THE BALL ROLLS INTO A CAN.
4. BALL IN A CAN COUNTS FOR ONE. OFF THE BASE COUNTS ZERO.
5. THE PLAYER REACHING 21 FIRST WINS.

1. ANY NUMBER CAN PLAY.
2. STAND WITH THE BASE BETWEEN THE FEET.
3. AIM THE MARBLES TOWARDS THE CANS.
4. LANDING IN THE LARGE CAN COUNTS ONE. IN THE SMALLER CANS, COUNT TWO.
5. THE PLAYER WITH THE HIGHEST TOTAL AFTER TEN DROPS WINS.
6. MISSING THE CANS COUNTS AS ZERO.

CLIPPER SPIN GAME



MATERIALS NEEDED.....

- 1- PIECE OF WOOD, $\frac{1}{2}$ x 4 x 4
- 1- NAIL, 1 INCH LONG
- 1- PAPER CLIP
- FELT TIP PEN
- 1- PIECE OF WOOD, $\frac{1}{2}$ x 4 x 12
- 6- NAILS, 1 INCH LONG
- 1- PLASTIC TOP, 4 INCH DIAMETER

GET THE MATERIALS AND LAYOUT THE GAME WITH A PEN.

SET THE NAIL IN THE BASE THEN SLIP ON THE CLIP.

GET THE MATERIALS AND CUT A 3" HOLE IN THE PLASTIC TOP.

SET THE NAILS AT BOTH ENDS OF THE BASE IN A TRIANGLE SHAPE. THE TOP MUST FIT OVER THE 3 NAILS.

RULES OF THE GAMES

1. ANY NUMBER CAN PLAY.
2. EACH PLAYER SPINS THE CLIP 10 TIMES.
3. THE PLAYER WITH THE HIGHEST TOTAL WINS.
4. ON THE LINE COUNTS ZERO.

1. TWO PLAYERS TAKE TURNS THROWING THE RING AT THE NAILS.
2. RINGING 1 NAIL COUNTS 1, TWO NAILS - 2, THREE NAILS - 3. THE PLAYER SCORING 21 POINTS FIRST WINS.
3. MISSING THE NAILS COUNTS ZERO.

FITNESS

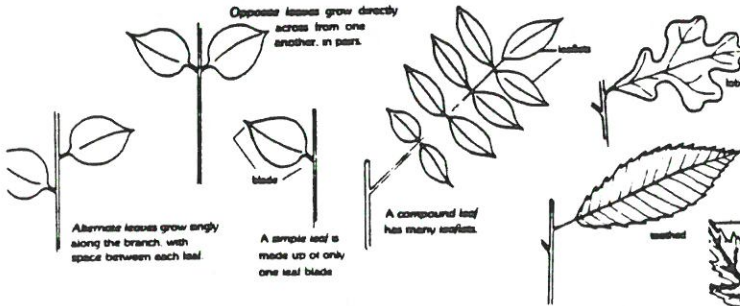


<p><i>I AM PROUD OF BEING ME.</i></p> <p>Always remember that you are a special person.</p>	<p><i>I'LL TRY OUT NEXT YEAR.</i></p> <p>Bounce back and keep on track even when things don't work out.</p>	<p><i>NO! I AM NOT GOING TO POLLUTE ME!</i></p> <p>Carefully watch what you put in your body.</p>	<p><i>HAVE A PUFF!</i> <i>NO!</i></p> <p>Don't let friends talk you into something you don't want to do.</p>	<p><i>HOLD THE JUNK FOOD.</i></p> <p>Eat a well-balanced diet for a strong, well-built body!</p>	
<p><i>I LIKE YOUR ART.</i></p> <p>Find new friends by being a good friend yourself.</p>	<p><i>YOU ARE OK.</i></p> <p>Get help from your strong inner voice that believes in you.</p>	<p><i>TODAY IS GOING TO BE FUN.</i></p> <p>Have a happy outlook on life.</p>	<p><i>LIFE IS NEVER BORING, BORING, BORING.</i></p> <p>Include many interests in your life.</p>	<p><i>I ENJOY SCOUTING.</i></p> <p>Join wholesome groups.</p>	<p><i>MY JOB IS GOING TO SCHOOL!</i></p> <p>Keep up with your schoolwork and do your best.</p>
<p><i>EARLY TO BED...</i></p> <p>Live a healthy lifestyle... rest, exercise, work and fun.</p>	<p><i>NEAT IS COOL!</i></p> <p>Manage to keep well-groomed.</p>	<p>How to Be a Drug-Free Me From A to Z</p>	<p>Never hang out with kids who do drugs.</p>	<p><i>MY MOM SAYS THE MALL IS OFF-LIMITS!</i></p> <p>Obey your parents and the law.</p>	
<p><i>HOW WOULD SAM HANDLE THIS?</i></p> <p>Pick a wholesome role model as a guide.</p>	<p><i>TELL ME MORE ABOUT YOUR PARTY.</i></p> <p>Question and get the facts so you can make wise choices.</p>		<p><i>I AM NORMAL!</i></p> <p>Realize that other kids face the same problems that you do.</p>	<p><i>DRUGS WON'T GET IN MY WAY.</i></p> <p>Set goals that are reasonable and stick to them.</p>	<p><i>THANK YOU FOR UNDERSTANDING.</i></p> <p>Talk over problems with friends and interested adults.</p>
<p><i>I LOVE YOU, MOM.</i></p> <p>Value yourself, your family and your friends.</p>	<p><i>YUCK!</i></p> <p>Watch TV commercials and realize that drinking is not glamorous.</p>	<p><i>I AM IN SHAPE, AND MY MIND IS SHARP!</i></p> <p>Xercise and keep active.</p>	<p><i>I DIDN'T KNOW I COULD DO THIS!</i></p> <p>WhY not try a new hobby and discover a new talent?</p>	<p><i>NO WAY!</i></p> <p>Zip out of places where drugs are being offered.</p>	<p>Paste or draw your own picture here!</p>

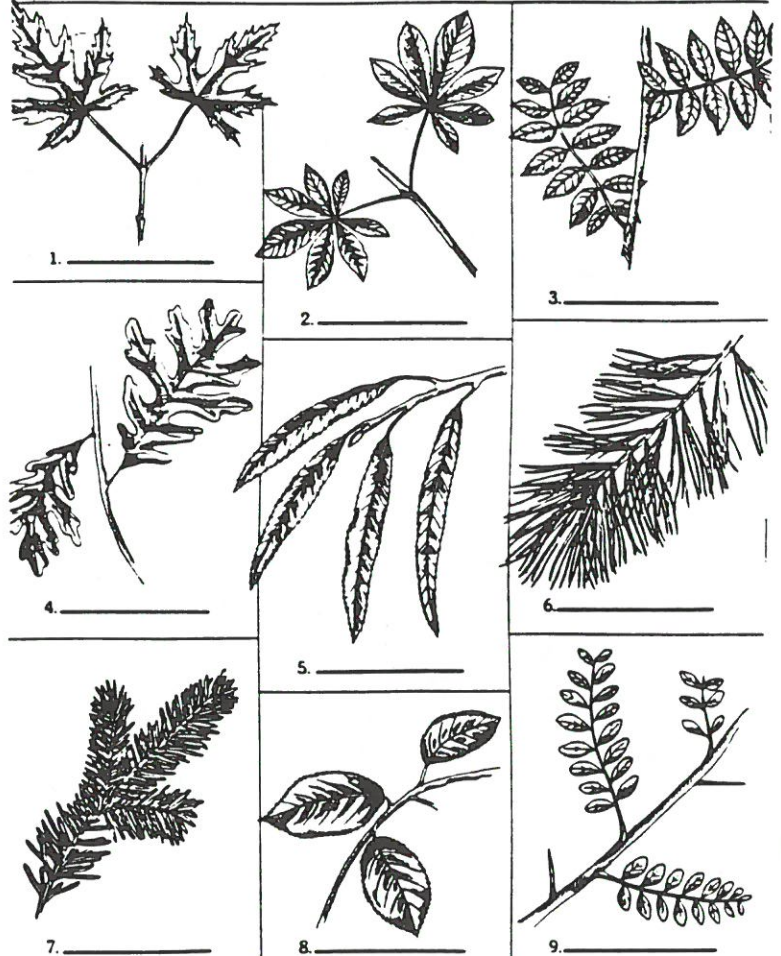
KEYING OUT TREES—PART 1

LEAF KEY

1. Leaves are shaped like needles go to 2
 Leaves are broad and flat go to 3
2. Long needles grow in bunches of five WHITE PINE
 Needles are short, and grow singly along the branch SITKA SPRUCE
3. Leaves are opposite go to 4
 Leaves are alternate go to 5
4. Leaves are simple SILVER MAPLE
 Leaves are compound. Leaflets grow around the stem in a circle HORSE CHESTNUT
5. Leaves are simple go to 6
 Leaves are compound go to 8
6. Leaves are lobed WHITE OAK
 Leaves are toothed go to 7
7. Leaves are long and slender WEeping WILLOW
 Leaves are rounded CHOKE CHERRY
8. Branches have thorns HONEY LOCUST
 Leaflets are toothed BLACK WALNUT



KEYING OUT TREES—PART 2



FORESTER

KEYING OUT TREES

How can you figure out the name of a tree you're looking at if you've never seen that kind of tree before? You can use a tree identification key. A tree key is a series of phrases, each of which points out a certain feature of a tree, such as the shape of its leaves, color of its bark, and so on. By determining which phrases apply to your tree, you can identify the tree you are looking at. (There are also keys for wild flowers, birds, shrubs, fish, and many other living things.)

Now that they understand how a key works, let your Webelos try keying out trees by looking at leaves. Give everyone copies of part 1 and part 2. Each of the boxes on part 2 contains a picture of leaves. Explain to the Webelos that they will identify the type of tree each leaf came from by using the leaf identification key.

Before the Scouts try to key out the nine leaves, draw their attention to the six drawings on the bottom of part 1 and go over each of the leaf terms with them as they follow along on their papers. (Some Scouts may have trouble with these terms. Before they try keying out the leaves, you may want to go over each of the leaf drawings on part 2, discussing the shape of each leaf and whether it is compound or simple and opposite or alternate.)

Next have the boys look at the dichotomous key on part 1. Explain that the word dichotomous comes from two Greek words that, together, mean "to divide into two parts." A dichotomous key is based on the idea of making a choice between two alternatives. As with most keys, each pair of phrases in the leaf key we've provided describes different features. But only one of the phrases correctly describes the leaf being keyed out. As they're keying out their leaves, each Scout will need to decide which phrase applies to the particular leaf he is trying to key out. Explain that this "correct" phrase will either guide the Scouts to the next pair of phrases or state the name of the tree the leaf grows on.

Now set a time limit and let each of the Scouts try to key out all nine leaves. As they identify each leaf, they should write the name of the tree it comes from on the line under the drawing.

Once the Scouts feel comfortable with keying out the leaves on the work sheets, they might want to make their own from trees near their homes.

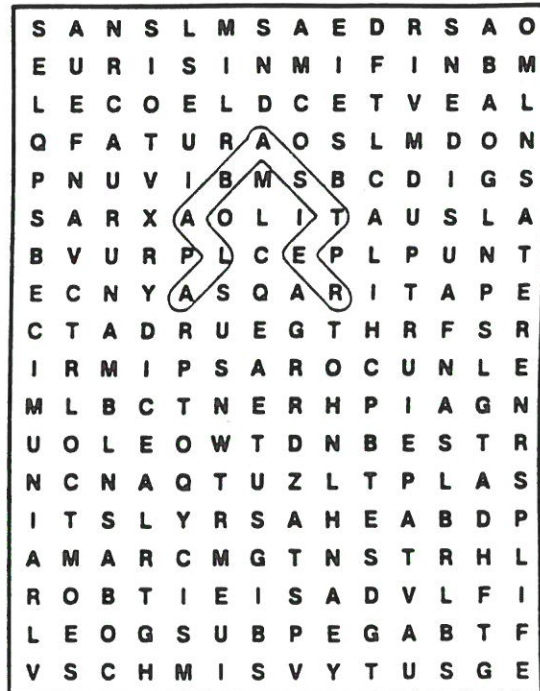
GEOLOGIST



A SQUIGGLE SEARCH

All of the words listed below are names of minerals. You won't find the letters that spell the words in straight lines. The letters twist and turn in all directions, but they join each other. Letters in one word may not overlap letters in another word. ALABASTER has been squiggled to get you started.

- | | | |
|-----------|-------------|-------------|
| ALABASTER | GRAPHITE | PYRITE |
| ASBESTOS | GYPSUM | QUARTZ |
| BAUXITE | LIME | SALT |
| BRIMSTONE | MANGANESE | SILICA |
| CARBON | MICA | SPAR |
| CLAY | OBSIDIAN | SULFUR |
| COBALT | PEAT | TALC |
| FELDSPAR | PITCHBLENDE | VERMICULITE |



HANDYMAN

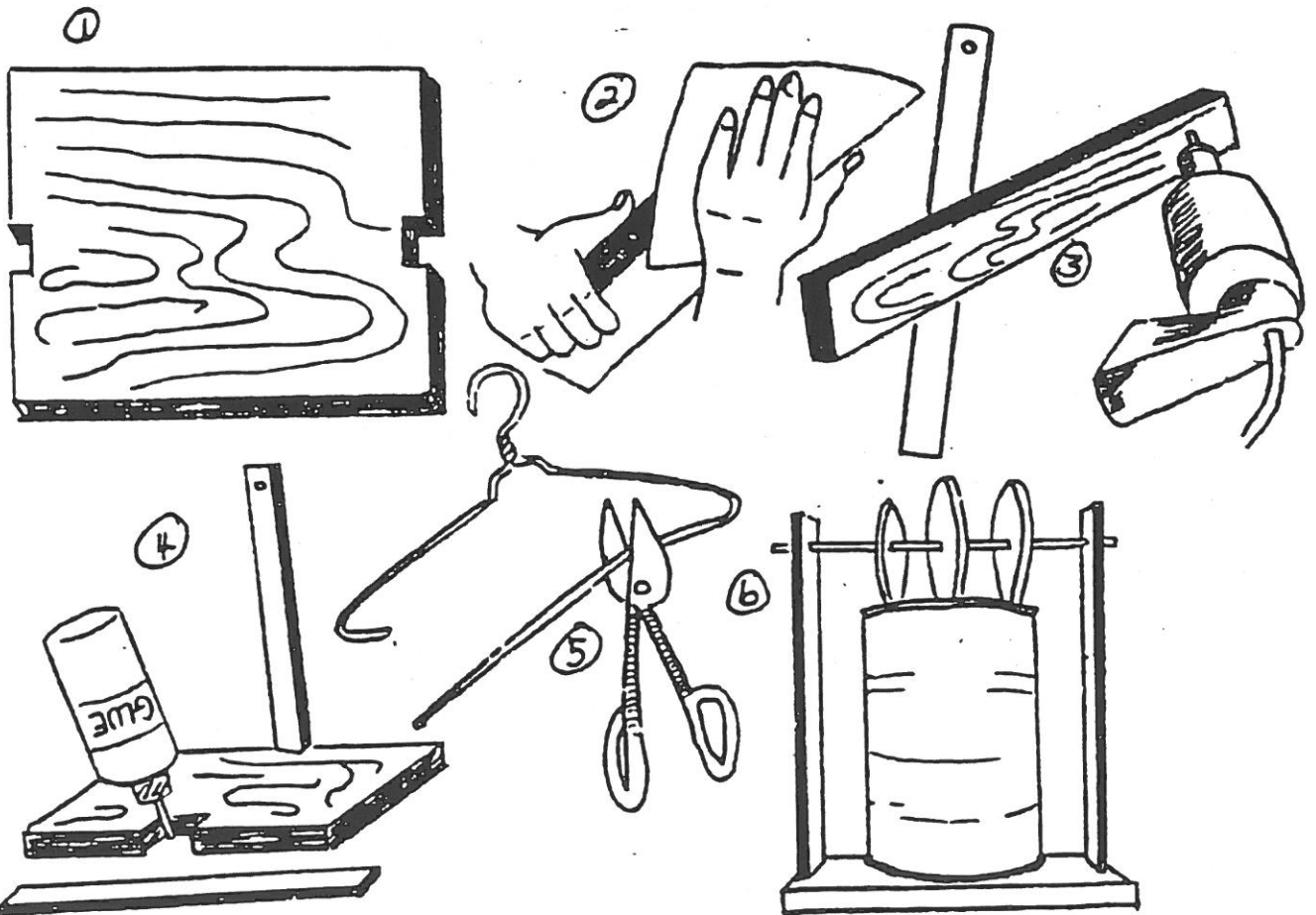


PAINTBRUSH CLEANER RACK

Materials: Scrap lumber (2 pieces 1" x 5" x 6" for base and 2 pieces 1" x 2" x 12" for side supports)
 Coat hanger
 Tin can (such a 1 lb. coffee can)
 Tin snips and drill
 Wood glue
 Sandpaper
 Saw and nails

Instructions:

1. Cut a notch in the center of each side of the base 1 3/4" wide and 3/4" deep.
2. Sand all rough edges.
3. Drill a 1/4" hole in the center of each side strip, approximately 3/4" from the top.
4. Glue and nail 12" side strips into notches in base. (Holes should be at top.)
5. Cut a 7" piece of wire from the coat hanger.
6. Place can on base and suspend brushes in solvent from wire, held by side supports.





NATURALIST

ANT RANCH

Ants are fascinating little creatures. They are fun to watch. The next time you find a trail of the little creatures entering your house, make an ant ranch and invite them in.

Materials: Large glass jar with a screw-on lid, smaller jar with a lid or a crushed aluminum foil ball, pantyhose, rubber band, sandy soil, hammer and a nail.

Instructions: Punch some holes in the jar lid with the nail and hammer, so the ants will have air to breathe. Set aside.

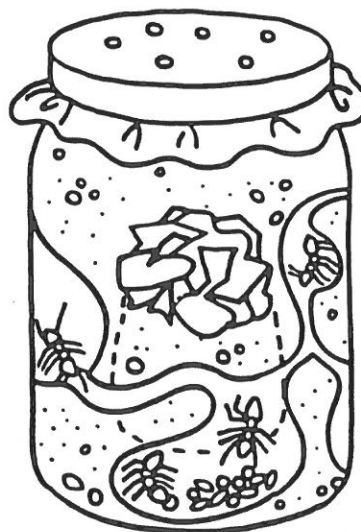
Put the smaller jar or a clump of wadded, used aluminum foil into the larger jar. This will keep the ants from making their home in the center of the jar (where you can't watch them). Fill the area around the aluminum foil ball with soft sand or soil. Put a few drops of water on the soil. Ants need some water to drink, so be sure the soil doesn't dry out too much. Add a few drops of water each week.

When the soil is ready, add the ants. Ants are easy to find. Look for them along a sidewalk. You can use a pencil to make catching them easier. Point the pencil down to the ground, in front of the ant. It will climb up the pencil point. Hold the pencil over your ant ranch and gently push the ant off the pencil. It helps to have someone with you who can put the lid on the jar so the ants don't get away. Try to get at least 20 ants, so you have plenty to watch.

WARNING! Be sure to get all your ants from the same place. If you get ants from different groups, they will kill each other.

Screw the lid on, and then, to keep the ants from escaping, fasten a piece of old pantyhose over the lid with a rubber band.

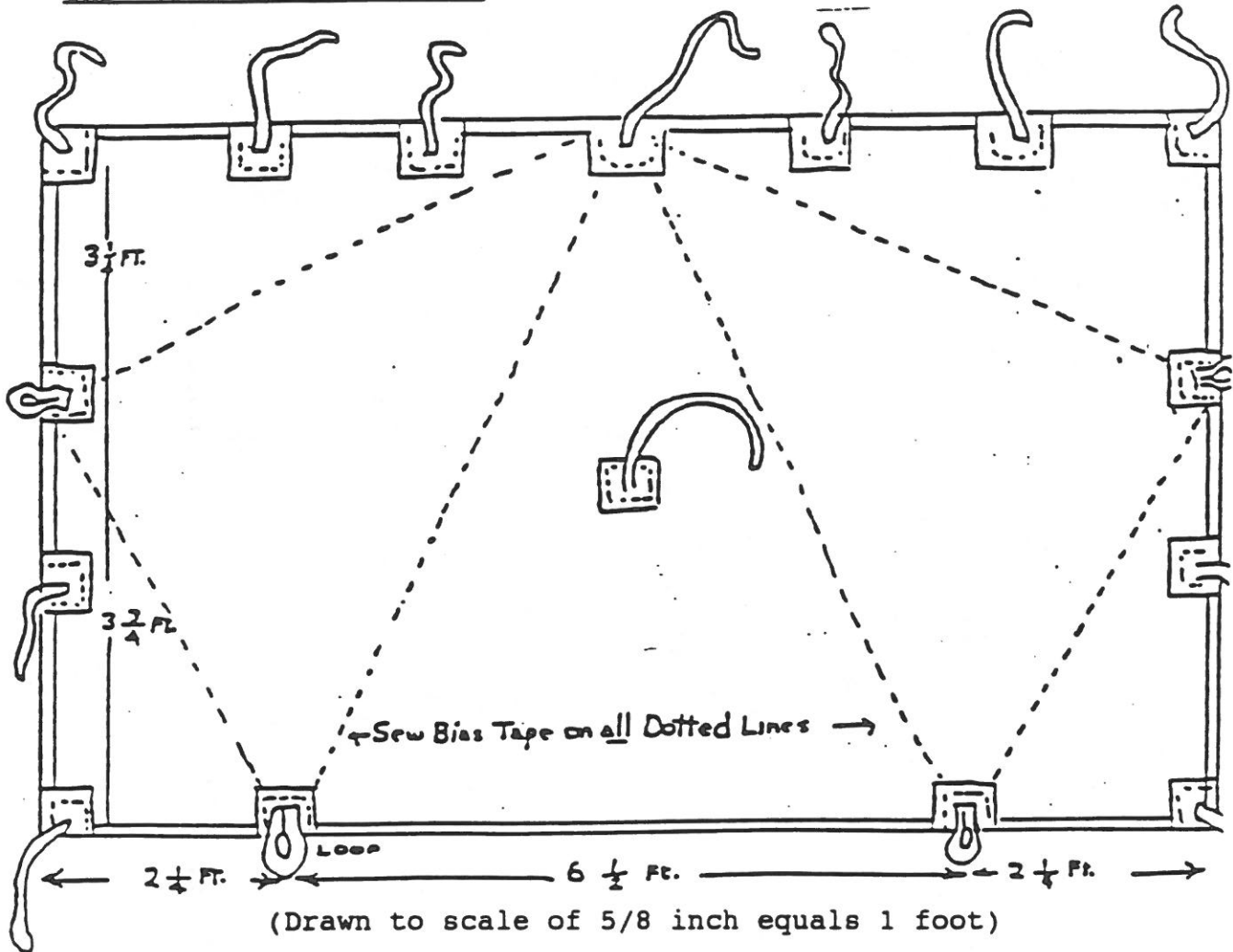
Finding food for ants is easy. They don't eat very much. One crumb of corn flake or a couple of grains of sugar is all they need. They get sick and die if they eat too much. Watch them, and when they are out of food, drop in another crumb or two. When you are done studying your ant guests, return them to where you found them.



OUTDOORSMAN



THE "SEVEN WAY" CUB TENT



This tent may be pitched seven different ways. Ordinary narrow bias tape is sewn on dotted lines. Permanent loops are sewn where the loops are drawn on the tent. "Tie pieces" of 5/8 inch wide cloth are sewn at the other places indicated on the drawing. Places where the tie pieces and the loops are attached are reinforced by sewing on square patches of cloth. Ropes of various lengths are tied to the tie pieces and loops for pitching the tent in the various ways are indicated on the next page.

The dimensions of the tent are 7 by 11 feet. It may be made from any material desired; inexpensive muslin is recommended. The Cub method of water-proofing is as follows: Rub with paraffin and press with a warm (not hot) iron.

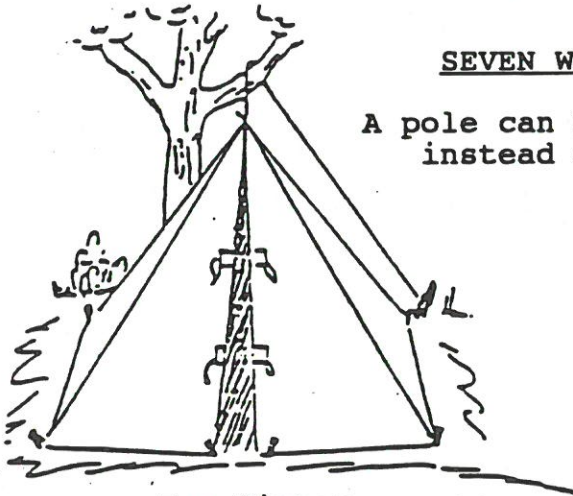
The next page shows several ways in which this tent can be used and the Cub should be encouraged to practice these in his backyard while camping or while on hikes with his parents.



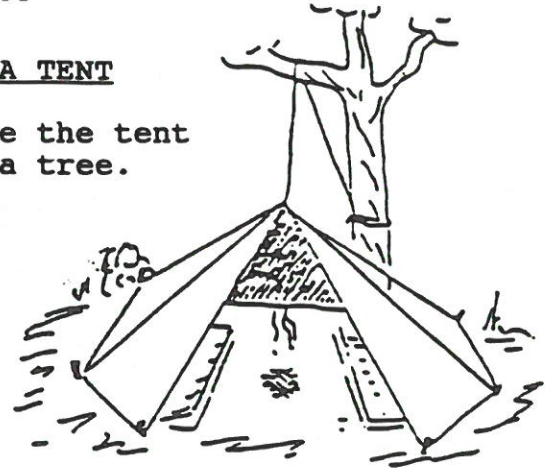
OUTDOORSMAN

SEVEN WAYS TO PITCH A TENT

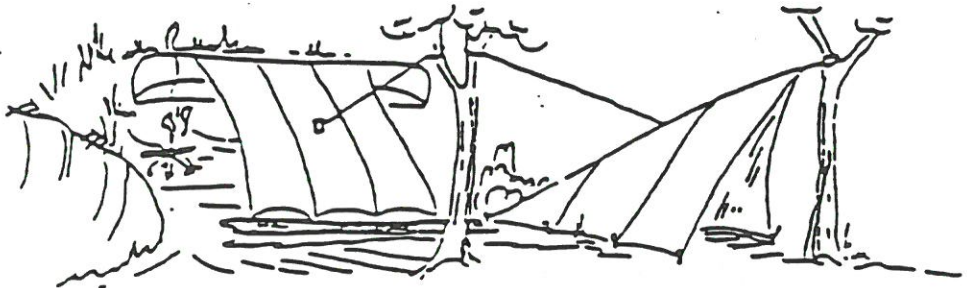
A pole can be used inside the tent instead of a limb of a tree.



For Winter
(Tie flaps together)

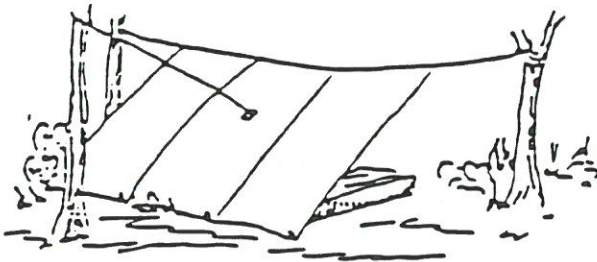


For Summer
(Cover front with mosquito netting)



Canoe Shelter

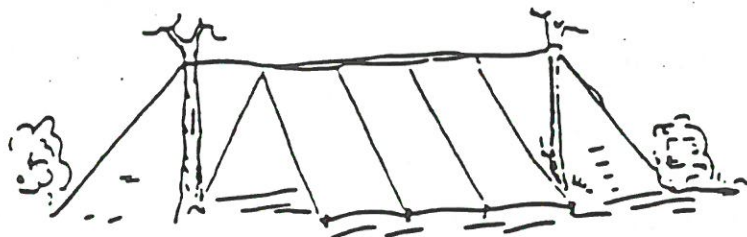
Modified Forester's



Lean-To



Sun Shelter



The "A" Tent

READYMAN



FAMILY INSTRUCTION FOR FIRE ESCAPE

1. Always sleep with the bedroom or hall doors closed. It can keep out fire long enough to allow escape through your emergency exit.
2. Agree on a way everyone can sound a family fire alarm. Keep in mind that fire may block a hallway, preventing you from reaching other bedrooms. You can pound on walls, yell, use a whistle, strike a pan, etc.
3. Don't waste time getting dressed or gathering valuables. Precious seconds can count in a fire.
4. Test doors before opening. Intense heat and deadly smoke may be on the other side...use caution.
5. Have an outside meeting place. Check quickly to see if everyone is out safely. But, once you're outside, stay outside.
6. Notify the Fire Department quickly, as soon as everyone is out. Use a neighbors phone or pay phone or a nearby alarm box. Speak slowly and distinctly and tell them exactly where the fire is.

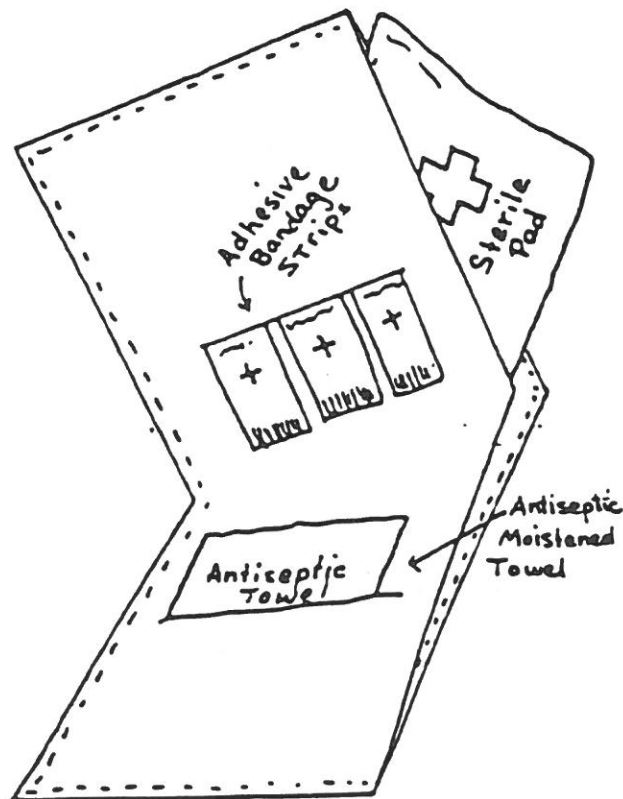
WALLET FIRST AID KIT

Materials:

- Paper towel
- Stapler
- Band-aids
- 2" x 2" sterile gauze pad
- Antiseptic wipe pad
- Liquid soap
- Water

Directions:

Soak a paper towel in a solution of 50% liquid soap and 50% water. Lay the towel on a cookie sheet and allow to dry. Cut the paper towel into 2" x 3" strips and staple together. Fold and fill with items as shown in diagram. The paper towel case can be used to wash up without having the messy wet bar of soap to put away. Just wet and use to wash with.





SCHOLAR

A part of our duties as Webelos leaders is to help the boys transition from the Cub Scout way of advancing to the Boy Scout advancement program. This is evidenced by the change from required achievements for Wolf and Bear to Activity Badges. Boy Scouts have required achievements for advancement, but must also earn merit badges for gaining in-depth, specialized knowledge from people who are professionals, hobbyists, or who have an interest in a specific area. These people are called "merit badge counselors." The Scholar Activity Badge can be used to introduce boys to the merit badge counselor system with someone whom they know and trust...their school teacher. Have each boy write a letter to his teacher that says something like this:

Dear _____,

I am a Webelos Scout and am working to earn my Scholar Activity Badge. The requirements are as follows:

(List requirements from Webelos book.)

In order to earn this badge, I need your help in accomplishing some of the requirements. I am willing to come in before school, work during a recess, or stay after school to finish these requirements.

Thank you for your help.

(Signature)

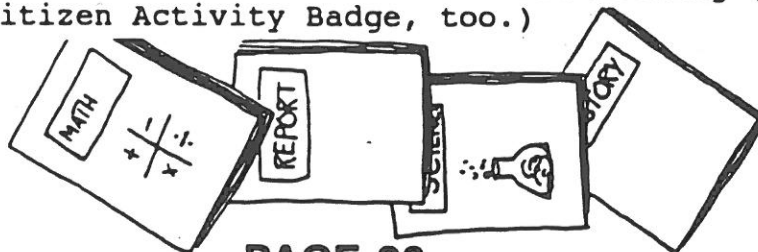
Ensure that the boy lets his parents know if he intends to work before or after school.

Den Activities

Invite a teacher, principal, or school administrator to visit your den meeting, or arrange a visit to school to meet one of these people.

Arrange a tour of the School District Administration Building or a local community college, to give the boys a different view of the education system.

The School Board meets regularly to discuss the operation of the school system. Plan a visit to a School Board meeting (might even help with the Citizen Activity Badge, too.)



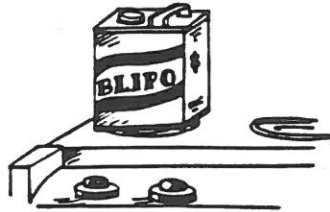
SCIENTIST



Tricks with Physics

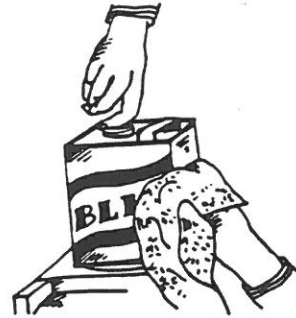
In this trick a gallon can mysteriously crumples itself. You will need an empty new or used rectangular can with a screw cap—the kind of can paint thinner or denatured alcohol comes in. You will also need a glass of water, a stove or other source of heat, a dry towel or potholder, and an old newspaper.

Put half a glassful of water into the can and set it on the stove to boil. While waiting for it to boil tell your story.



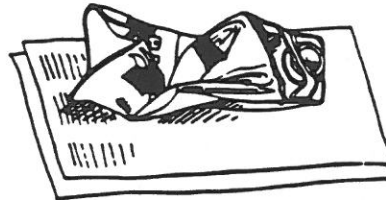
Tell your audience that you have a glass of very hard water—so hard, in fact, that when you pour it on the can it will destroy the can. If you have just done the trick of cutting glass under water (page 94), use a glass of that "magic water."

When the water in the can boils, put the cap on the can loosely, and let it boil for a minute longer. Then hold the can with the towel and tighten the cap, good and tight,



being careful not to burn yourself. Remove the can from the heat and lay it on its side on the newspaper. Pour the glass of "magic hard water" on the can. The can will crumple and bend into a weird shape.

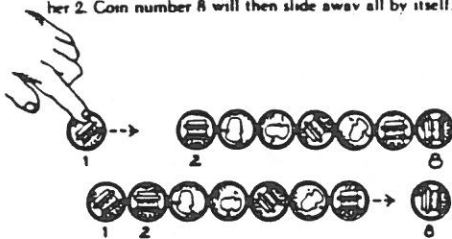
This works because the boiling water in the can drives out all of the air. When you seal the can and pour water on it, the steam inside the can condenses, leaving a partial vacuum in the can. The air pressure outside the can, 14 pounds per square inch of area, crushes the can.



Tricks with Inertia

ENERGETIC COINS

Line up six or more pennies on a table or desk as in the illustration. All the pennies except the first should be just touching. Ask anyone if coin number 8 can be moved away from the group without touching it or pushing it with the adjacent coin. When no one can do it, you show them how. Put one finger on coin number 2 just enough to steady it. Rapidly slide coin number 1 to hit coin number 2. Coin number 8 will then slide away all by itself.



TOWER OF DISCS

Another trick is done with a stack of checkers. Ask anyone to remove the bottom checker without disturbing the

rest of the pile. It's easy. Slide a table knife rapidly along the table to knock out the bottom checker. The rest will settle down on the table without falling over.

SPEARING A POTATO

You will need a raw potato and several plastic soda straws.

Ask anyone in your audience to push the straw through the potato. Let them try. As they push, the straw will only bend. Everyone will fail.

Then you do it.

Thrust the straw very quickly with one fast strong thrust right into and through the potato.

LAZY JAR

Place a jar of jam, or any such heavy object near the edge of a sheet of paper, and ask someone to remove the paper without moving the jar. It's easy. Grasp the paper tightly and yank it out with one strong sudden pull.

If anyone is able to do any of these tricks before you demonstrate how, don't be flustered. Just congratulate him or her. Tell them they must be fellow witches to have the magic touch, and go rapidly on to your next trick.

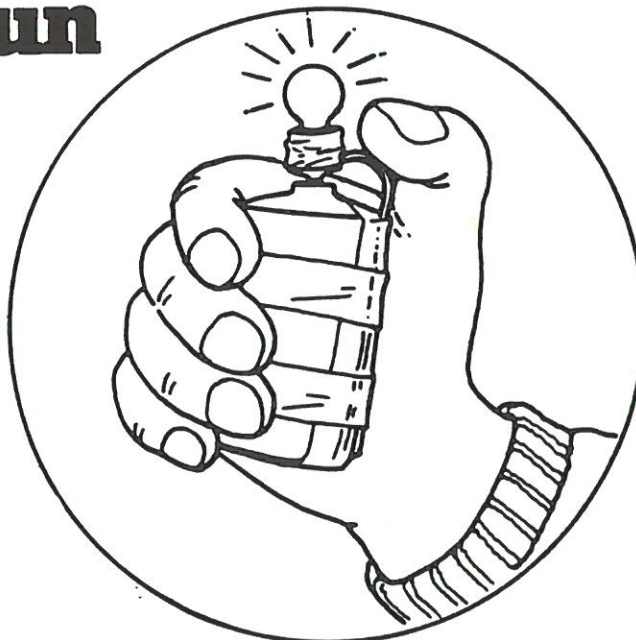
COIN ON A CARD

This is a neat, fast trick. You will need a coin and a small piece of stiff paper. A half of a 3-x-5 file card will do fine.



SCIENTIST

Flashlight Fun



To shed some light on how electricity works, make a flashlight of your own. You'll need the following items:

- 1 C- or D-size battery
- 1 flashlight bulb
- 1 piece of insulated wire, cut to a length of 5 inches (13 cm)*
- Wire strippers
- Electrical tape

Strip off the plastic insulation from both ends of the wire with the wire strippers. If you do not have a pair of wire strippers at your house, ask an adult to strip off the insulation with a paring knife or a pocket knife. Expose about 1 inch (2½ cm) of wire at each end.

*Metric figures have been rounded off.

Wrap one end of the wire tightly around the metal base of the light bulb. Tape the wire in place there. Position the light bulb over the terminal at the end of the battery marked + (positive). The positive terminal is the raised part at one end of the battery. Tape the insulated part of the wire along the side of the battery, as shown in the circled drawing. You might want to ask a friend to hold the battery while you tape the wire in place. Tape the other exposed end of the wire to the flat end of the battery. It is marked - (negative).

Now press the bulb against the positive terminal and watch it light. When the bulb and the terminal touch, they complete an electric circuit. The word "circuit" comes from a Latin word that means "to go around in a circle." Can you trace the circular path an electric current takes to make your flashlight shine?



SHOWMAN

The Showman Activity Badge has something for every Webelos Scout. For the "ham" actor, there's drama; for the shy boy, puppetry and for almost every boy, music.

PUPPETRY

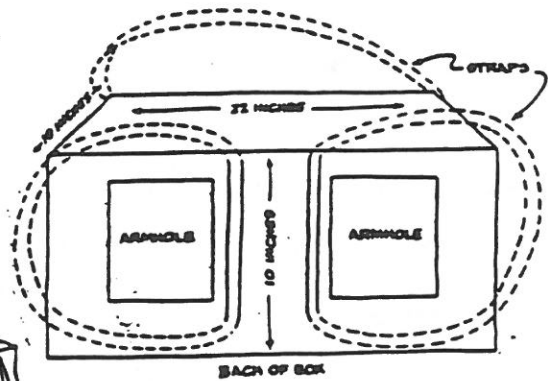
Cartoon Character Puppets: Trace a favorite cartoon character onto paper. Coloring books are also an excellent source of ideas. Transfer the tracing to poster board by putting carbon paper between the poster board and then drawing and retracing the drawing. Fill in the details with markers. Cut out. Glue a long, thin stick to the back.

Finger-Tip Puppets: Cut the fingers off an old glove. Decorate each with permanent marker. Add hair made of yarn and clothing made of felt. For animal characters, add ears of felt and/or whiskers of yarn.

SHOULDER STRAP STAGE

Materials: Cardboard box, material or contact paper to cover box, material or webbing for straps.

Cut holes in box for arms. Attach straps - adjust to fit. You may want to hang a curtain on the front. Puppets are manipulated through the holes.



DRAMA

Make sure you take the Webelos Scouts to one of the many excellent high school productions.

An excellent way to build a model stage setting is to use a cardboard box. If you're illustrating an indoor set, use wallpaper samples for the walls and doll house furniture (borrowed from a sibling) or furniture made from small boxes. For an outdoor set, use twigs and/or cutouts, small rocks and bits of moss. Don't forget to allow for the entrance ways as required by the script.

Be sure to use costumes and props! Signs make great props: they can be used to indicate CURTAIN as well as ACT 1, SCENE 2, APPLAUSE, etc. By all means, use a sign with your play's title.

MUSIC

Many of your boys already play musical instruments. Some of these instruments, however, may not be classified as regular band or orchestral instruments (i.e. banjo, recorder, keyboard, guitar, harmonica.) If the boy practices on one of these and can play the required tunes, he should be considered as passing this portion of the badge requirements.



SPORTSMAN

SOCGER TEN KICKS - Divide the den into two teams. Each tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1,2,3,4, etc.) Hands may not be used. The team making 10 consecutive kicks without interception wins.

DRIBBLE THE CIRCLE - Divide the den into two teams. Mark two circles of about an 18 foot diameter on the ground. Players scatter on the perimeter of their team's circle. On signal, the first player of each team dribbles a basketball all the way around the circle. When he gets back to his starting place, the next player repeats the action, and so on until all have run. The first team finished wins.

****THE EXPLANATION OF "TRIUMPH" IS ALL IN THE FIRST SYLLABLE.****

WINNERS AND LOSERS

A winner says, "Let's find out."; a loser says, "Nobody knows."

A winner makes commitments. A loser makes promises.

A winner says, "I'm good, but not as good as I ought to be."; a loser says, "I'm not as bad as a lot of other people."

A winner respects those who are superior to him and tries to learn from them; a loser resents the superiority of others and tries to find chinks in their armor.

A winner does more than his job: a loser says, "I only work here."

A winner says, "I fell."; a loser says, "Somebody pushed me."

* * * * *

SIDEWALK TENNIS - Played with a tennis ball on two squares of sidewalk or patch of level ground marked off in a similar size. Ball is batted with the hands. Use regular tennis rules, except that there is no serving court.

BROOM HOCKEY - Give each player an old household broom or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

BUCKETBALL - Two bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

TRAVELER



Earning the Traveler badge will help a Webelos Scout discover new things, learn about new places and see some of the nearby areas rich in local history. Through the badge requirements, Webelos will learn to read maps and timetables of railroads, buses and airlines serving your area. They can use this information in planning trips from their home to other cities. They will learn comparative costs of air, rail and bus travel. They will also learn how to pack a suitcase and check to see if the family car is equipped with an adequate first aid kit.

Call the Amtrak station, the bus station and an airline; ask that a listing of fares and time schedules be mailed to you. Then sit down with the Webelos and plan a "trip" to a place that they would like to visit. Which means of transportation is the cheapest? Which is the most expensive? How much would it cost to take the trip by car? How long would the car trip take? Which means of travel is the fastest?

Bring out a small suitcase and a few items. Which ones would the boys pack for an overnight trip? What would they pack for a longer trip? Is there anything that they would not take?

Can your Webelos read a map? Lay a map out and have them plan a trip. Do they know what the symbols mean? Where would they take rest stops? What towns would they plan to sleep in?

TRAVELING GAMES

1. Name two states starting with A.
2. Name two states starting with C.
3. Name one state starting with D.
4. Name one state starting with F.
5. Name one state starting with G.
6. Name three states starting with M.
7. Name three states starting with N.
8. Name one state starting with T.
9. Name one state starting with U.
10. Name two states starting with W.

In alphabetic order, look for letters in signs or the beginning letters of signs. Count points for letters (2 for a beginning letter, 1 for a letter in the middle of a word.)

Look for Volkswagens (or any other single make of car.) Count 1 point for the car - count 5 points for a specific color established in advance.

Law of the Pack

The Cub Scout follows Akela.

Pledge of Allegiance *The Cub Scout helps the pack go.*

I pledge allegiance *The pack helps the Cub Scout grow*

to the flag of the *The Cub Scout gives goodwill.*

United States of America

and to the Republic

for which it stands,

one Nation under God,

indivisible, with liberty

and justice for all.

Do Your Best

Cub Scout Promise

I, (name), promise to do my best
To do my duty to God and my country,
To help other people, and
To obey the Law of the Pack.

DUTY TO GOD AND COUNTRY

When a boy becomes a Cub Scout, he takes a promise to "...do my best TO DO MY DUTY TO GOD AND MY COUNTRY, to help other people, and to obey the Law of the Pack".

What is a boy's duty to God? How is he faithful to his religious duties? What are his religious Duties?

The Charter and Bylaws of the Boy Scouts of America maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God. Scouting is absolutely nonsectarian in its attitude toward that religious training. The BSA does not define what constitutes belief in God or the practice of religion. We do not require membership in a religious organization. However, we do prefer and strongly encourage membership and participation in the religious programs and activities of a church, synagogue, or other religious association. We respect the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious institutions. We believe that religious instruction is the function of the parents and the religious institution to which a boy belongs. It is our policy that the organization or institution with which a Cub Scout is connected shall give definite attention to his religious life.

Almost half of the Scouting units around the nation are sponsored by religious organizations. As in the past, the National Capital Area Council encourages organizing packs in religious institutions. Not only does this maintain a continuity and smooth transition from Cub Scouting to Scout troops, but it will also reinforce one of our primary aims, "duty to God".

Even though Cub Scout leaders are not responsible for giving religious instruction, they do have an important responsibility in this area. We must impress on Cub Scouts that living the Cub Scout promise is as much a requirement as earning badges. In order for a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it.

You as a Cub Scout leader can encourage the Cub Scout to explore the world of nature and of man in a context of a spiritual view of life. A skilled leader, using the natural environment and elements of the program as a teaching medium, can do much to instill in the boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "...it was God who made the great out-of-doors".

This acceptance of the natural world as God's creation, by whatever process, is the reverent attitude that Scouting has chosen to communicate to boys through its religious principles.

In the process of character formation, Scouting recognizes religious motivation as essential. An effective leader can guide boys in the program in such a way as to develop qualities that also should be part of their religious lives. One of the best ways to do this is by providing the right opportunities for boys and by setting a good example.

Religious principles underlie Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and Duty to Country go hand-in-hand. The program helps boys to understand how to participate in the democratic process, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as American citizens.

It is logical that Cub Scout leaders should strive to translate the principles of the Cub Scout Promise into the lives of boys. With the guidance of capable leaders, Cub Scouts will be able to put this to practice in their daily lives. They will develop traits of character which are expressed in consideration of and help to others, in personal courage and above all, in lives of useful citizenship.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad: "What is the wind?" The old salt replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting, a leader tries to help a boy to set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through service as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

The one principle that can do most to give meaning and motivation to a Cub Scout's life is "Duty to God and Country".



FOR CUB SCOUTS

All of the major churches and other religious bodies in the United States have programs to recognize Cub Scouts who demonstrate faith, observe their creed or principles and give service. The religious emblems ARE NOT Scouting awards. They are presented by religious groups to boys who work with their religious leader or counselor on a program of requirements which often takes a year or more to complete. In most cases, a Cub Scout may start work on a religious emblem as soon as he joins the pack. However, some religious bodies require him to receive a certain rank or tenure before he can receive the emblem.

FOR ADULTS

There are also religious emblems for adult Scouters which are presented for exceptional service to boyhood through Scouting.

For additional information write for Religious Emblems Program flier, No. 5-206, from Religious Relationship Service, S226, Boy Scouts of America, 1325 Walnut Lane, P.O. Box 152079, Irving, Texas 75015-2079.

WAYS TO ACKNOWLEDGE GOD WHILE LEADING THE CUB SCOUTS

Take a hike - talk about the trees growing from seeds. Call attention to birds, the clouds, the flowers, etc. Relate God's role and plan in nature, the animals and every living thing. Cover programs on rock study, star gazing, the weather, for example. But remember! DON'T PREACH - SHARE.

1. Say a prayer before snacks, such as the Philmont grace.
2. Have a short inspirational closing at den or pack meetings.
3. Scout Sunday - Scout Sunday is the first Sunday of February. Attend a worship service together and have all leaders and Scouts wear their Scout uniforms.
4. Religious Holidays - As holidays occur (Christmas, Hanukkah, Easter, etc.) have a Scout who is familiar with them share the significance of them with the den or pack.
5. Share the Religious Awards with the boys and their parents. Encourage them to work towards them with their personal religious institute.
6. Campfires - When the campfire is low is the ideal time to instill into their hearts and minds those principles and values you would like to see become a part of your boys.
7. Set the Example - Voice appreciation and gratitude for blessings, opportunities, and experiences you receive. Give credit where credit is due. The way you treat the boys, their problems, mistakes and successes all teach the boys. The rules you have, the things you think, and the language you use are important. In other words YOU are a big factor in bringing God into your program.

DUTY TO COUNTRY AND COMMUNITY

Ways to help Cub Scouts learn to appreciate their country and to place it and others before themselves:

1. Den and pack elections - Whenever a Cub Scout is needed to fulfill a role within a den or pack, hold a simple election and make a simple statement to tie in what they have done to a local government or presidential election.
2. Decision-making within the den - Whenever possible, let the boys make decisions regarding trips, hikes, tours, etc.
3. Cub Scout service projects - Seek out single projects Cub Scouts can do to benefit the community, a school or a church.
4. Displays and activities around national holidays - Discuss birthdays of people such as Washington, Lincoln, Martin Luther King, etc. Decorate den meeting's places or pack meetings around the holiday themes.
5. Visit historical and community locations - Visit community service locations, such as fire stations, police stations, the Salvation Army or Goodwill.
6. Conduct flag ceremonies at the beginning of each pack meeting. Occasionally take time to explain the Pledge of Allegiance.

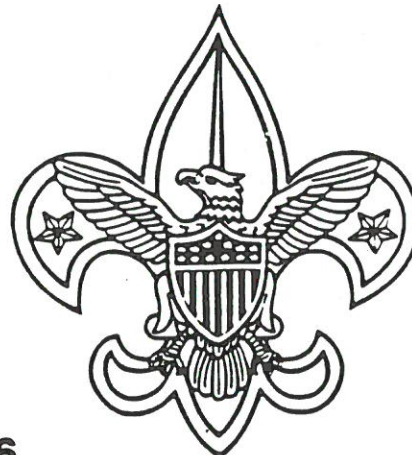
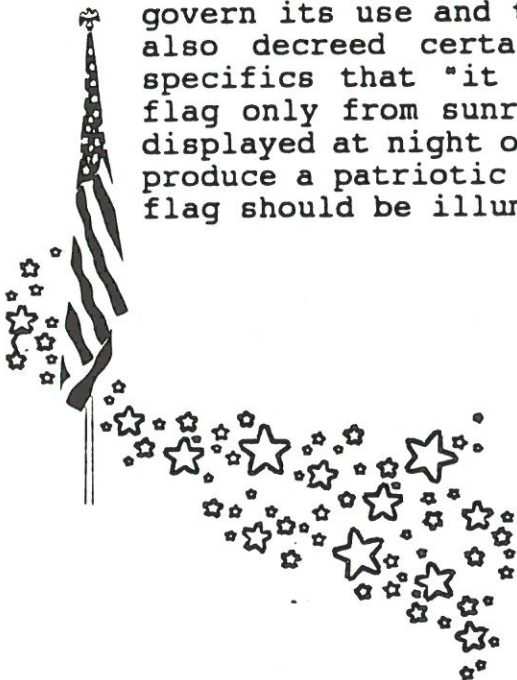
FLAG ETIQUETTE

Just having a flag is not enough. Handling the flag properly, using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American flag. Generally, flag courtesy is just plain common sense. Remember that the American flag is the symbol of our country, recognized around the world. Treat it with a full measure of respect. Are you aware that flags are flown, displayed, carried, presented, and placed? Each action has a set of rules to be followed by the flyer, carrier, presenter or placer. Here is just a general overview - a sampling of some of the rules that apply to our usage of the flag and how it should be handled.

- * Flags of other nations must be flown from separate flagpoles of equal height and all flags should be approximately equal in size with the United States flag. The U.S. Flag should be to the right of all others. Custom forbids the display of the flag of one nation above that of another nation in time of peace.

- * With other flags displayed from staffs, the national flag should be at the center and at the highest point of the group when being displayed with a group of state, local or organizational flags.
- * When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be front and center of that line. The U.S. flag should always be on a staff if on a parade float.
- * When the American flag is displayed against a wall with another flag, the United States flag will be on the right with its staff crossing over the staff of the other flag.
- * When flown from a staff on a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.
- * The American flag should be flown daily from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.
- * The flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day the flag should be at half staff until noon.
- * The flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as signal of dire distress.
- * The flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally. It should always be free and aloft. It should never be used as drapery or decorations, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.
- * The flag should never be used for advertising purposes in any manner whatsoever nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag or its staff or halyard. The flag should not be embroidered on personal items nor printed on anything designed for temporary use and then discarded.
- * The American flag should be raised and lowered by hand. Do not raise the flag while it is furled. Unfurl, then hoist it quickly to the top of the staff or flagpole. Lower the flag slowly and with dignity.

- * A distinctively American custom is that of folding the American flag into a triangular shape, stars showing after it has been taken off the staff. The shape represents the cocked hat of the American Revolution.
- * If the flag is to be flown at half-staff, it should be hoisted to the peak for an instant, and then lowered to the half-staff position. Before lowering the flag it should be again raised to the peak. Half-staff means hauling down the flag to one half the distance between the top and bottom of the staff. On Memorial Day display the flag half-staff until noon then hoist to the top of the staff.
- * The flag should be DIPPED to no person or thing, with one exception - on naval vessels. Upon receiving a salute of this type from a vessel registered by a nation formally recognized by the United States, we must return the compliment.
- * When carried, the flag should always be aloft and full, never flat or horizontal. No flag may be flown above the Stars and Stripes except the flag of the United Nations at U.N. Headquarters and the church pennant (a dark blue cross on a white background) during church services conducted at sea by a naval chaplain.
- * During the ceremony of hoisting or lowering the flag or when the flag is passing in a parade or in a review, those present in uniform should render the right-hand salute. A man in civilian clothes should remove his hat with the right hand and hold it at the left shoulder, the hand over the heart. A woman should place her right hand over her heart.
- * Because of our flag's significance, laws have been enacted to govern its use and to ensure its proper respect. Custom has also decreed certain observances. A section of the law specifics that "it is the universal custom to display the flag only from sunrise to sunset..however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect." If it is displayed at night the flag should be illuminated.



**THE SALUTE IS TO THE FLAG**

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

WHEN IN UNIFORM - Salute with your head covered or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM - During ceremonies, stand at attention and place your right hand over your heart. Men wearing hats should remove them and hold over the heart. At a sports event team members wearing uniforms should uncover their heads, stand at attention and hold their hat or helmet in their right hand.

NATIONAL ANTHEM - Stand at attention. Face the flag and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music. Stand at attention but do not salute if the National Anthem is sung without accompaniment or is a recording.

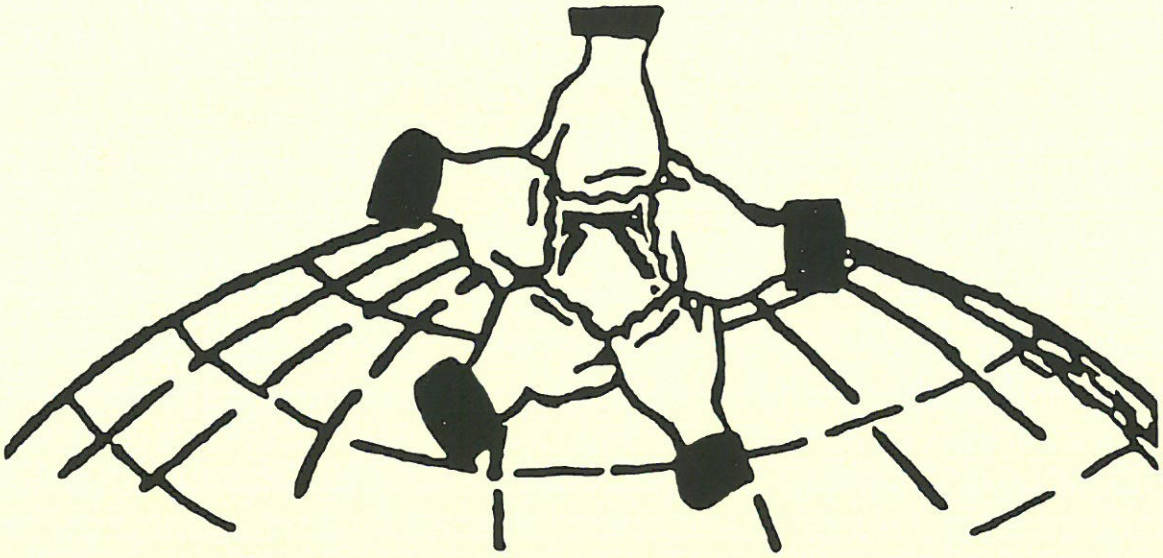
AT PARADES AND REVIEWS - Start your salute when the approaching flag is approximately 12 feet from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when "Taps" is sounded at a military funeral.

THE SALUTE IS HELD DURING THE PLEDGE OF ALLEGIANCE AS YOU FACE THE FLAG. - Remember you are saluting the flag and saying the Pledge of Allegiance. One does not say the Pledge of Allegiance to the flag.

WHEN COLORS ARE RAISED - Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-mast, hold the salute until it is lowered to half-mast after first being hoisted to the peak.

AT RETREAT - Start the salute at the moment the flag is on its way down and hold until the flag is gathered at the base of the flag staff. If the flag is at half-mast, salute as it is first hoisted to the peak, holding the salute until it is gathered at the base.

(Adapted from Indian Nations Council Pow Wow Book 1992)





Scouting began in England in 1907, based upon Lord Baden-Powell's ideas and book, "Scouting for Boys". The book and program proved to have great appeal for boys and quickly spread worldwide. While Scouting's purposes, promise and law are timeless and universal, Scouting's flexible program adapts to meet the needs of youth and their society wherever they live.

Scouting is an educational movement for young people whose purpose is to contribute to their personal and social development. It is a voluntary, non-political movement which is open to all, and which is based on:

- ** Adherence to spiritual principles, loyalty to the religion that express them, and acceptance of the duties resulting therefrom.
- ** Loyalty to one's country in harmony with the promotion of peace, understanding and cooperation.
- ** Participation in the development of society with recognition and respect for the dignity of one's fellow man and for the integrity of the natural world.
- ** Responsibility for the development of oneself.
- ** A method of progressive self-education comprising programs adapted to the various age groups and based upon a promise and law, learning by doing, membership in small groups, a scheme of personal progression and activities taking place in contact with nature.



NATIONAL CAPITAL AREA COUNCIL
BOY SCOUTS OF AMERICA
INTERNATIONAL COMMITTEE

HOSTING INFORMATION

YES, COUNT ON ME/US FOR HOSTING SCOUTS OR SCOUTERS FROM OTHER LANDS.

NAME _____ ** REGISTERED: YES ___ NO ___

ADDRESS _____ SCOUT UNIT _____

CITY _____ SCOUTING POSITION _____

STATE _____ ZIP CODE _____ DISTRICT _____

TELEPHONE: HOME () _____ WORK () _____

I will act as: INDIVIDUAL HOST _____

GROUP HOST _____ REPRESENTING: _____ (Unit #)

Sleeping Capacity: _____ Visitors: IN HOME _____ AS A GROUP _____

Transportation: YES _____ NO _____ Number: INDIVIDUALS _____
AS A GROUP _____

TYPE OF VEHICLE: Auto _____ Van _____ Truck _____ Bus _____

Conduct Tours: YES _____ NO _____ Number: INDIVIDUALS _____
AS A GROUP _____

LANGUAGES SPOKEN: _____

PREFERENCE: (Nationality, Age, Sex, etc.) _____

Other Information: _____

For further information call: John Scheirer 301-933-8140

Mail completed form to: National Capital Area Council
Attn: Program Department
9190 Wisconsin Avenue
Bethesda, MD 20814

** BSA policy requires that all persons representing the Boy Scouts of America in any capacity must be a registered member of a Scout unit or an active committee. Therefore, in order to become a HOST there must be a registered Scouter in your family. If there is no registered member, you will be provided with an application to join the Boy Scouts of America.

MISSION STATEMENT - INTERNATIONAL DIVISION

The mission of the International Division of the Boy Scouts of America is to harness the resources of the United States of America to advance the Brotherhood of World Scouting and perpetuate Lord Baden-Powell's ideal of peace and goodwill among all people.

The INTERNATIONAL COMMITTEE of the National Capital Area Council is a Standing Committee of the Council with the following objectives:

1. To promote international understanding and World Brotherhood as a basic part of the Scouting program and to assist with the international interests of all units in the council.
2. Communicate to all Packs/Troops/Posts the international activities and programs initiated by the International Division, BSA, and other events supported by the International Division. Encourage participation in these activities, programs and events.
3. Include the World Brotherhood theme in various programs and activities at the Council and District levels.
4. Arrange hospitality and programs for visiting Scouts/Scouters from other Scouting associations.
5. Conduct orientation sessions for Scouts/Scouters and/or units traveling to other countries.
6. Undertake other activities from time to time to further the objectives of World Brotherhood and to ensure the Council meets its responsibilities as the Scouts' representative in the Nation's capital.

Every Cub Scout, as he grows in stature toward full citizenship, should experience the broadened understanding that comes from international associations.

All of us have a desire for friendship with Scouts in other lands. This is natural because Scouting is uniquely a world brotherhood. The sign, the salute, the Promise, the Law - all bind together those who join the movement. It matters not what language is used, the ideals and principles to which we dedicate ourselves are one and the same. "A Scout is a friend to all and a brother to every other Scout."

The International Committee of the National Capital Area Council offers an exciting program of involvement in the Brotherhood of World Scouting. The following information will tell you how your unit can get involved.

International Committee, NCAC

JAMBOREE-ON-THE-AIR

(Of possible interest to our Webelos Scouts.)

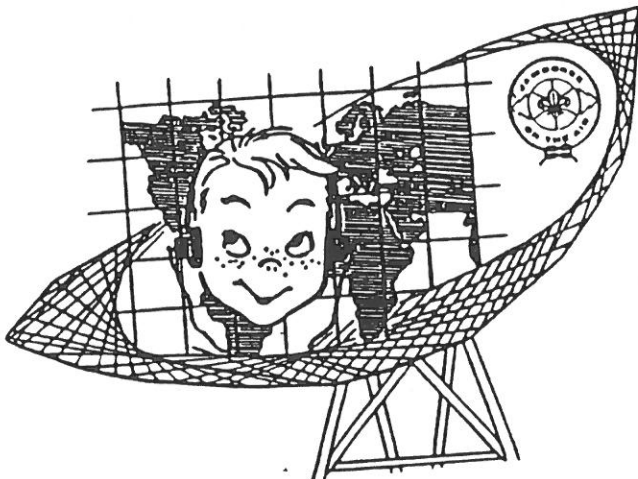
Since 1958, the annual Jamboree-on-the-Air, sponsored by the World Organization of the Scout Movement, has been one of the most popular events on the Scout calendar.

Due to the expenses, less than one out of 2,000 boys can ever hope to attend one of the World Jamborees, which occur only every four years. With the help of friendly amateur radio operators, or with their own stations, Scouts almost everywhere can participate in a world event without leaving their own home towns.

For two days - usually on the third weekend of October - boys (and girls) can exchange greetings and news of Scouting with their brothers and sisters elsewhere - sometimes in a neighboring town or country and sometimes on the other side of the world. Some 425,000 girls and boys from over 70 countries take part each year.

Many lasting friendships have been made, for these initial contacts often lead to the exchange of badges and letters. Some troops visit other countries each year as a result of invitations first extended "over the air" during a Jamboree-on-the-Air. For boys in isolated communities or islands, who have been told that Scouts exist elsewhere and who know that they belong to a World Brotherhood, "J.O.T.A" is often the first confirmation they have that Scouting is much the same all 'round the world.

Contact an amateur radio operator and arrange for your den to take part next time. For further information, ask for the leaflet "How to take part in "J.O.T.A". Which is available from the International Division, BSA, S221, 1325 W. Walnut Hill Ln., P.O. Box 152079, Irving, Texas, 75015-2079.



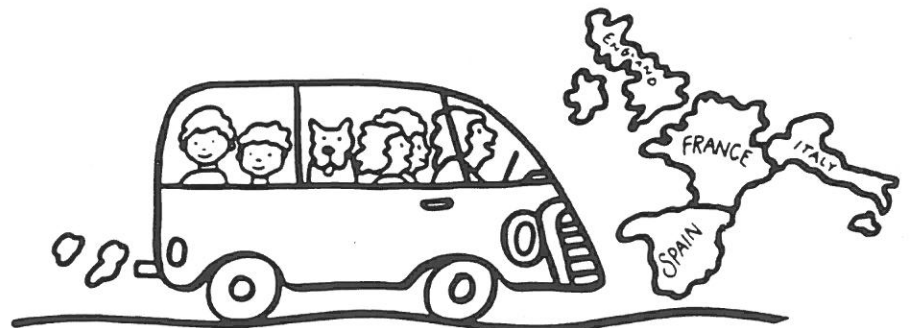
MAKE PEN PAL FRIENDS

The World Brotherhood of Scouting can come "alive" to the "average Scout" through a pen-pal link-up. A Pack can meet new friends through pen-pal contacts. More that one link-up can be established, by following these steps:

1. A leader writes a letter to a "Dear Brother Scout" and sends it to the International Division, BSA, S221, 1325 W. Walnut Hill Ln., P.O. Box 152079, Irving, Texas, 75015-2079, with a cover letter suggesting first and second choice countries.
2. The letter will be sent to the counterpart in that country, who passes it to a leader for answering.
3. Once the leaders are in touch, they can put the boys in touch.

Possible "link" activities include:

- ** Exchange of photographs of group activities for display or an album.
- ** Exchange color slides of activities with written commentary.
- ** Exchange tape recordings.
- ** Swap copies of unit magazines, newsletters or bulletins.
- ** Send greeting cards on birthdays and/or holidays.
- ** Exchange postage stamps.
- ** Celebrate one another's unit anniversaries and National Scout days.
- ** Exchange flags, pennants, badges, etc. for display.
- ** Exchange recipes of local and national dishes and ways of cooking.
- ** Swap details of another's Scouting programs, projects and ideas.
- ** Exchange tourist literature, posters, postcards, maps and other material showing local life, customs, events or activities.
- ** Share your newly found knowledge with other units in your district.



THE TALE OF THE THREE GOOD TURNS

Tune: Polly-Wolly Doodle

A Wolf Cub hiked with a
careless stride
Along a dusty road,
When out from a tree there
hopped with glee
A big, fat, husky toad.

Chorus:

Hike along, hike along,
Hike along with a stride so
free,
But when you see an old black
bear,
Just let that old bear be.

Says the toad to the Cub,
"Hello, my lad,
Where are you headed for?"
"I'm on my seven-mile hike,"
says he,
"And I've only one mile more."

Chorus:

"What have you done while on
this hike?"
Says the fat old toad, says he.
"I've had some fun and I ate a
bun
And I've done my good turns
three."

Chorus:

"What were these good turns
three, my Cub?"
Says the fat, old toad, says
he.
"Well, I helped a man to catch
a cow,
And I found a lost baby."

Chorus:

"That's only two," says the fat
old toad,
"And you told me you'd, done
three."
"Well, wait a while till I get
my breath,"
Says the five Star Cub, says
he.

Chorus:

"As I went up the mountain
side,
I spied a tall oak tree,
And up in the top was a big,
black bear
A-looking down at me."

Chorus:

"And I thought to myself when I
spied that bear,
What an awful shame it would be
If I disturbed that big black
bear
A-looking down at me."

Chorus:

So I turned around and I hiked
right down,
And I let that old bear be;
And that good turn with the
other two
Makes the good turns three.



TAPS

ENGLISH

Day is done, gone the sun
From the sea, from the hills,
From the sky.
All is well, safely rest,
God is nigh.

FRENCH

C'est la nuit, tout se tait
Sur la pleine, les collines
Et les bois,
C'est la paix, tout est bien
Et Dieu vient.

NORWEGIAN

Dagen dor, skumring rar
Over skog, over land, over hav.
Alt er ro, hvil kun trygt,
Gud er naer.

FINNISH

Ilta saa vinahtaa
Paivyto vetten ja, matsien taa
Tyyntä ny rain, Ivonas on
Herra ain.

ITALIAN

E la sera, tutto tace
La nel piano, la nei boschi
Tutte pace, tutte bene
E dio viene.

URDU
(Pakistan)

Raat ahee, din gaya
Az zameen, az jabal, az falluck
Shub e care, shub e care
Hafeez raab.



MEMBER SCOUT ASSOCIATIONS OF THE WORLD ORGANIZATION OF THE SCOUT MOVEMENT AND THEIR MEMBERSHIP*

Algeria (2)	66,385	Grenada (5)	1,092	Pakistan (3)	298,338
Argentina (5)	16,057	Guatemala (5)	9,194	Panama Rep. (5)	3,541
Armenian Scouts (4)	1,099	Guinea (1)	3,470	Papua New Guinea (3)	3,128
Australia (3)	151,561	Guyana (5)	398	Paraguay (5)	2,358
Austria (4)	29,135	Haiti (5)	17,188	Peru (5)	12,127
Bahamas (5)	1,129	Honduras (5)	2,466	Philippines (3)	2,234,854
Bahrain (2)	1,845	Hong Kong (3)	57,644	Portugal (4)	48,794
Bangladesh (3)	312,237	Hungary (4)	10,300	Qatar (2)	5,136
Barbados (5)	4,613	Iceland (4)	9,144	Rwanda (1)	16,588
Belgium (4)	83,117	India (3)	1,310,346	St. Lucia (5)	714
Belize	972	Indonesia (3)	2,077,247	St. Vincent and the Grenadines (5)	837
Benin (1)	9,500	Iran (3)	105,515	San Marino (4)	123
Bolivia (5)	5,897	Iraq (2)	12,000	Saudi Arabia (2)	18,879
Botswana (1)	4,979	Ireland (4)	53,954	Senegal (1)	6,123
Brazil (5)	57,462	Israel (4)	29,600	Sierra Leone (1)	4,800
Brunei (3)	2,239	Italy (4)	177,025	Singapore (3)	13,279
Burkina Faso (1)	10,128	Jamaica (5)	8,947	South Africa (1)	58,400
Burundi (1)	1,773	Japan (3)	273,215	Spain (4)	66,943
Cameroon (1)	6,973	Jordan (2)	14,751	Sri Lanka (3)	27,158
Canada (5)	304,138	Kenya (1)	101,461	Sudan (2)	13,550
Central African Rep. (1)	7,000	Korea, Rep. of (3)	266,292	Surinam (5)	2,691
Chad (1)	4,000	Kuwait (2)	8,425	Swaziland (1)	3,608
Chile (5)	54,019	Lebanon (2)	9,000	Sweden (4)	144,515
China, Rep. of (3)	98,032	Lesotho (1)	371	Switzerland (4)	59,943
Colombia (5)	24,328	Liberia (1)	4,973	Syria (2)	11,073
Comoros (1)	2,200	Libya (2)	11,883	Tanzania (1)	13,354
Costa Rica (5)	8,925	Liechtenstein (4)	1,318	Thailand (3)	246,178
Côte-d'Ivoire (1)	6,436	Luxembourg (4)	6,601	Togo (1)	9,670
Cyprus (4)	4,141	Madagascar (1)	6,460	Trinidad-Tobago (5)	8,239
Czechoslovakia (4)	72,000	Malaysia (3)	87,848	Tunisia (2)	26,120
Denmark (4)	64,708	Maldives (3)	3,200	Turkey (4)	21,750
Dominica (5)	1,100	Malta (4)	1,403	Uganda (1)	52,555
Dominican Rep. (5)	3,194	Mauritania (2)	1,852	United Arab Emirates (2)	5,471
Ecuador (5)	4,524	Mauritius (1)	1,996	United Kingdom (4)	685,102
Egypt (2)	73,275	Mexico (5)	58,360	United States (5)	4,561,719
El Salvador (5)	6,044	Monaco (4)	90	Uruguay (5)	2,631
Ethiopia (1)	9,829	Morocco (2)	12,428	Venezuela (5)	11,445
Fiji (3)	7,438	Namibia (1)	474	Yemen (Arab) (2)	6,601
Finland (4)	72,029	Nepal (3)	58,842	Zaire (1)	62,842
France (4)	136,875	Netherlands (4)	110,386	Zambia (1)	5,832
Gabon (1)	3,835	New Zealand (3)	52,012	Zimbabwe (1)	9,950
Gambia (1)	7,862	Nicaragua (5)	1,125		
Germany (4)	149,368	Nigeria (1)	48,479		
Ghana (1)	13,186	Norway (4)	32,089		
Greece (4)	29,436	Oman (2)	3,515	World Scout Bureau	31

OTHER COUNTRIES AND TERRITORIES WHERE SCOUTING IS ACTIVE:

Anguilla, Antigua and Barbuda, Ascension Island, Bermuda, Bhutan, British Virgin islands, Cayman Islands, Cocos Islands, Cook Islands, Djibouti, Falkland Islands, Faroe Islands, French Guiana, French Polynesia, Gibraltar, Greenland, Guadeloupe, Kiribati, Macau, Martinique, Montserrat, Nauru, Netherlands Antilles, New Caledonia, Niger, Norfolk Island, Reunion, St. Helena, St. Kitts/Nevis, St. Martin, St. Pierre and Miquelon, Solomon Islands, Tonga, Tristan da Cunha, Turks and Caicos Islands, Tuvalu, Vanuatu, and Western Samoa.

(1) Africa Region

(2) Arab Region

(3) Asia-Pacific Region

(4) European Region

(5) Inter-American Region

*Membership figures provided by the World Scout Bureau, April 15, 1990.

