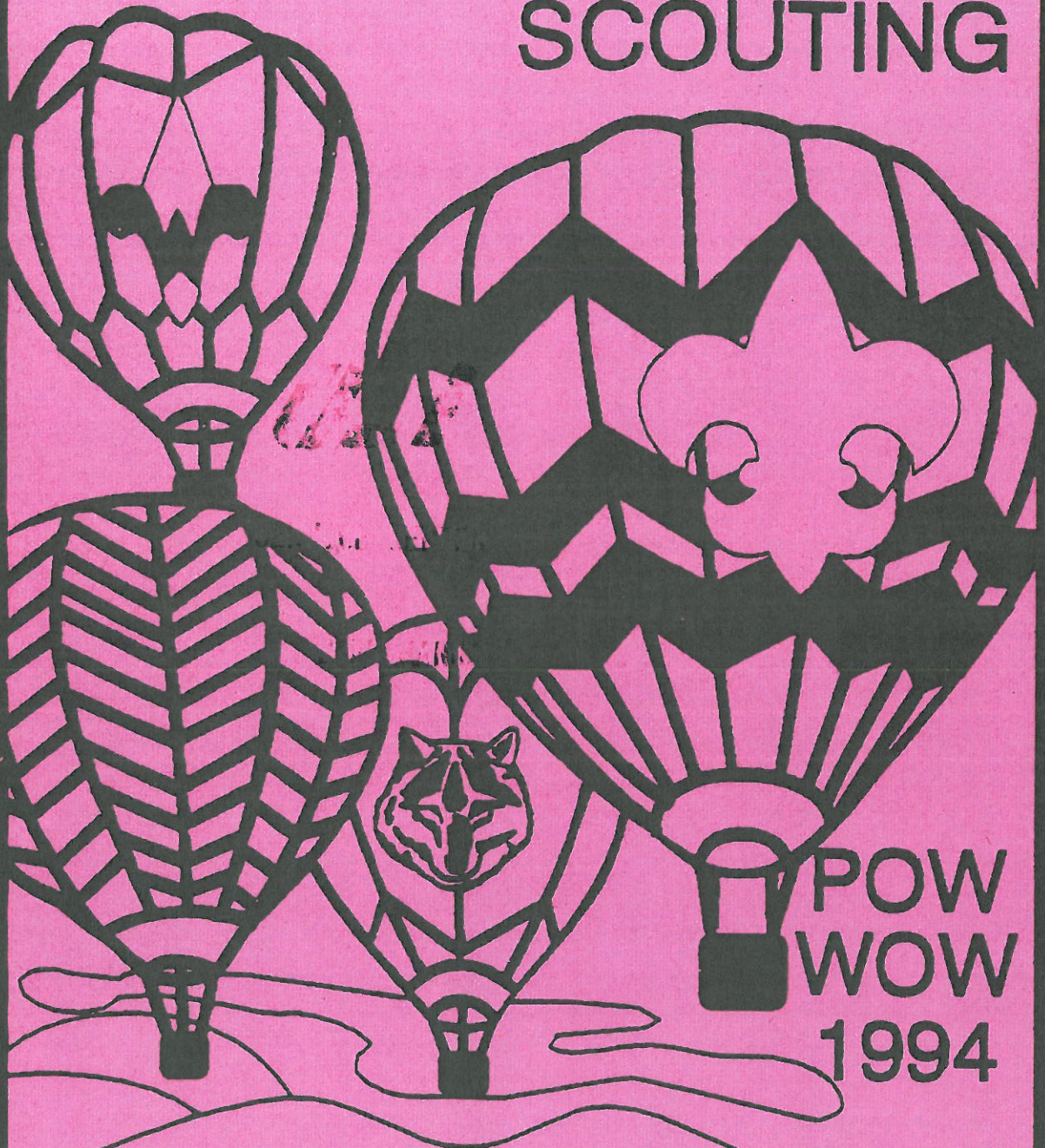
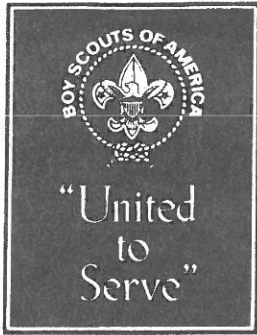


FLYING HIGH WITH SCOUTING



POW
WOW
1994

LINCOLN HERITAGE
COUNCIL



LINCOLN HERITAGE COUNCIL, B.S.A.

824 Phillips Lane, Reply—P.O. Box 36273
Louisville, Kentucky 40233-6273—(502) 361-2624
FAX (502) 361-7899

October 29, 1994

Dear POW WOW Participant:

Welcome to "Flying High with Scouting!" It is our hope that whether you are a new or experienced leader your spirits, motivation, and enthusiasm will indeed be lifted and flying high when you leave this event today.

By stepping forward to become a leader...a trained leader who provides a quality program...you are making a commitment to invest in the future of our children. At times this may seem a thankless job, but there are dividends along the way: a timid smile, original den-made gifts, a never ending network of Scouting Family for resources and support, and a young man thanking you for assistance upon receiving his Eagle Rank. As a volunteer Scouter, you will have made a difference in someone's life!

Please join us in acknowledging the dedicated efforts of our Support Staff, District Ambassadors and Session Leaders. Without their combined talents this event would not have been possible!

Thank you for catching the Scouting Spirit!

Yours in Scouting,



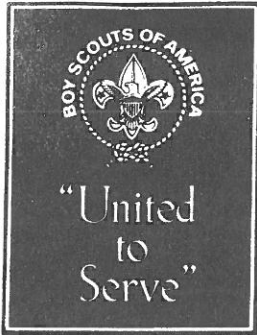
Pat Wieger

1994 POW WOW Co-Chairmen



Mike Wieger

Mike Wieger



LINCOLN HERITAGE COUNCIL, B.S.A.

824 Phillips Lane, Reply—P.O. Box 36273
Louisville, Kentucky 40233-6273—(502) 361-2624
FAX (502) 361-7899

October 29, 1994

Dear POW WOW Participants,

On behalf of the Lincoln Heritage Council I would like to welcome you to **POW WOW 1994, Flying High with Scouting**. POW WOW has become a very informative and **FUN** annual training event for all leaders.

I know that you will receive valuable information to take back to your units that will make for a better program for your youth. You will also have an opportunity to share ideas with other leaders that will make you successful in your Scouting position. Please take an active role in today's training and you will reap many benefits.

A **HUGE THANKS** goes to Pat and Mike Wieger for their year long effort to put together an outstanding staff and program. Also, thanks to all the staff members for their dedication to make this a rewarding day for you.

Finally, thank you for taking the time to come to POW WOW and supplementing your knowledge of the Scouting program. I feel very confident that when you leave today you will be "**Flying High with Scouting.**"

Yours in Scouting,

Charlie Hulsman, Chairman
Lincoln Heritage Council
Training Committee

THE HISTORY OF THE UNITED STATES

CHAPTER I

The first part of the history of the United States is the history of the colonies.

The colonies were first settled by Englishmen in 1607.

The first settlement was at Jamestown in Virginia.

The second settlement was at Plymouth in Massachusetts.

The third settlement was at Philadelphia in Pennsylvania.

The fourth settlement was at New York in New York.

The fifth settlement was at Charleston in South Carolina.

The sixth settlement was at Savannah in Georgia.

The seventh settlement was at St. Augustine in Florida.

Lincoln Heritage Council

" *Flying High With Scouting* " 1994 POW WOW STAFF

CHAIRMEN	Pat & Mike Wieger	Arapaho District
PROGRAM CHAIRMAN	Kathy Anderson	Arapaho District
PROGRAM SUPPORT	Fran Rapp	Arapaho District
PHYSICAL ARRANGEMENTS	Jon Dawson Roger Likes	Arapaho District Arapaho District
REGISTRATION	Jim & Diane Kushman	Seneca District
QUARTERMASTER QUARTERMASTER SUPPORT	R. J. & Brenda Bolton Annetta Vitato Debbie Price	Mohawk District Mohawk District Mohawk District
MIDWAY	Kathy Anderson	Arapaho District
POW WOW BOOK	Sandy Spencer	Geo. Rogers Clark
POW WOW BOOK SUPPORT	Jane Blunk	Chief Old Ox Dist.
MORALE LEADER	Cookie Dungan	Bluegrass Council
PATCH DESIGN	Pat Wieger	Arapaho District
DECORATIONS	Debbie Pierce	Cherokee District
AMBASSADOR CHAIRMAN AMBASSADOR SUPPORT AMBASSADORS:	Sandy Spencer Vickie Schmidt Diana McClure Jackie Kern Beth & Nathan Mann Tom Tollefsen Barbara Allen Norma Clark Cindy Brown Barbara Cox Cathy Peek	Geo. Rogers Clark Geo. Rogers Clark Arapaho District Cardinal District Cherokee District Dan Boone District Lincoln Trail District Mohawk District Seneca District Shawnee District Pioneer District Chief Old Ox Dist.
PROFESSIONAL ADVISOR	Robert Burns	<i>LHC Prof. Staff</i>

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Lincoln Heritage Council

"Flying High With Scouting" 1994 POW WOW STAFF

KUBS IN THE KITCHEN	Nancy & Ralph Jenkins	Mohawk District
	Karen Kopp	Mohawk District
CAMPFIRE GOURMET	Ric Manning	Ceo. Rogers Clark
	Dennie James	Ceo. Rogers Clark
	Bobby Wagner	Ceo. Rogers Clark
FOREST INN MOTEL	Judy & Dennis Breidenbach	Seneca District
	Marilyn Thomas	Seneca District
WONDERS IN NATURE	Janet Clute	Mohawk District
	Mike Sweatman	Mohawk District
ETHICS IN ACTION	Don Helton	Dan Boone District
TIGER SAFARI	Gene Palmer	Cherokee District
	Beth Albert	Cherokee District
ONCE UPON A TIME	Cynthia Changaris	<i>Storyteller</i>
MORE STORYTELLING	Cynthia Changaris	<i>Storyteller</i>
GAMES GALORE	Rick & Celeste Arnold	Arapaho District
	Dave & Cindy Tipton	Arapaho District
CEREMONIES	Marie Morris	Cherokee District
	Sue Helmel	Cherokee District
DEN & PACK IMPROVEMENT	Pam & Dan Kilty	Seneca District
DEAR AKELA	Mary & Jerry Jackey	Arapaho District
	Brian Weigel	<i>LHC Prof. Staff</i>
	David Hall	<i>LHC Prof. Staff</i>
MAKE A JOYFUL NOISE	Vicky Ardary	Cardinal District
	Mike Johnson	Cherokee District
LEATHER CRAFTS	Cleo Saltzman	<i>Tandy Leather Co.</i>
INDIAN LORE CRAFT	Paula Ham	<i>Tandy Leather Co.</i>
HOLIDAY CRAFTS	Pam Fralix	Seneca District
	Michelle Zimmerlee	Seneca District
THEME CRAFTS	Carol Scraf	Seneca District
	Donna Meredith	Seneca District
TRASH TO TREASURES	Cathy Peek	Chief Old Ox Dist.
	Dianne Waggoner	Chief Old Ox Dist.
WEBELOS MIDWAY	Harper Shiley	Seneca District
	Brian Hill	Seneca District
	Kaz Wolkenberg	Seneca District
THE R & R IN CUB SCOUTING	Dorsey Good	Seneca District
	Irv Parrish	<i>LHC Prof. Staff</i>
CROSS OVER TO THE FUTURE	Mike Cantrell	Cherokee District
KENTUCKY DERBIES	Kent Akers	Pioneer District
	Jim Parrish	Arapaho District
STARS AND STRIPES FOREVER	"Papa" Joe Bosler	Seneca District
	John Bosler	Seneca District
	Russell Harrison	Seneca District

Lincoln Heritage Council

"Flying High With Scouting" 1994 POW WOW STAFF

LET'S ROCK AND GEODE	Mike Logsdon	Mohawk District
	Donna Eades	Mohawk District
WELCOME TO A NEW LIFE	Jerry Ennis	Seneca District
	John Turack	Arapaho District
	Carrie Dillon	<i>LHC Prof. Staff</i>
DASH FOR CASH	Larry Belcher	Arapaho District
	Bill Schwartz	Arapaho District
LEANING ON A STICK	Jackie & Joy Young	Bluegrass Council
	Steve Thomas	Seneca District
	David Kinnaird	Seneca District
DEN CHIEFS	Jim Fitzgerald	Cherokee District
	David Brown	Mohawk District
GOING TO ROUNDTABLE	Kristine Bratcher	Arapaho District
	Jim Sturgeon	Arapaho District
GOD AND COUNTRY	Tom Tollefsen	Dan Boone District
SPORTS AND ACADEMICS	Charlie Bunge	Geo. Rogers Clark
	John Lozon	Geo. Rogers Clark
BLUE AND GOLD PIZZAZZ	Brenda Carter	Arapaho District
	Donna Self	Arapaho District
PLAQUE ATTACK	Carol & Ron Spalding	Cherokee District
OH THOSE KIDS	Steve Koehler	Middle Tenn. Council
DIRECTIONS DIRECTIONS	Bob Hendrickson	Lincoln Trail District
	Teresa Wade	Lincoln Trail District
BACK TO BASICS IN FIRST AID	Virgil Hahn	Arapaho District
	Noah Bryant	<i>EMS Tech.</i>
ABRACADABRA	Gerald & Bev Rountree	Mohawk District
PROJECT WILD	Bette Anderson	<i>Naturalist</i>
KNOTS, KNIVES & KNERVES	David Hunter	Mohawk District
	Doug Morales	Mohawk District
SKITS AND PUPPETS	Twila Harp	Crossroads Council
	Darrell Spencer	Crossroads Council

SPECIAL THANKS TO THE FOLLOWING:

Sue Abell

LHC Office Staff: Karla, Rhonda, Marsha, Rita,

Hannah, Diana, Barbara, Vera, Nancy, Pat,

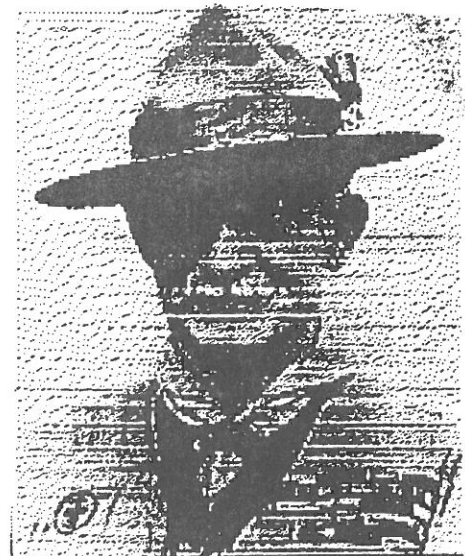
Darlene & Tina

THE HISTORY OF CUB SCOUTING

The scout movement was started by Robert Baden-Powell in England. He was often known as Baden-Powell and was born on February 22, 1857. At school he was not very good at his lessons but he did enjoy drawing, acting and rifle shooting. He often went hiking and sailing with his brothers. When Baden-Powell left school he joined the army. He was a very good soldier and was promoted quickly. He trained his men with competitions and games. In 1889, Baden-Powell and his men were surrounded by the enemy, in a town called Mafeking, in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs, they survived the siege, which lasted seven months. When Baden-Powell came back to England, he found he was a national hero. Baden-Powell wrote a book called Aids to Scouting about training in the army. Many people were interested in his book and Baden-Powell began to think that the same ideas might be used to train boys as well as soldiers. To try out these ideas, he held a camp for 20 boys on Brownsea Island, Dorset, in 1907. They swam, signaled, hiked and played games. Scouting had begun. Scouting was seen to be so much fun that before long younger boys were asking to become Scouts. So in 1916 Baden-Powell started the Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid and keep themselves fit and healthy as well as many other things. They played games and went on outings. Cubbing had begun and soon it began to grow and grow.

By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting of Scouts, 8,000 from 34 different countries, was held in London in 1920 – the first World Jamboree. At the closing ceremony, Baden-Powell was acclaimed Chief Scout of the World. At

the first national training conference of American Scout Executives in 1920, the needs of the younger boys were emphasized. Finally in 1924, a research psychologist was authorized to study what was already being done in the way of a suitable program for younger boys and to explore general interests at various age levels. In 1926, the executive board approved to proceed with a plan for raising \$50,000 and for a complete scientific study of the matter. In 1927, an Advisory Committee was appointed, composed of top specialists in their fields in child psychology, family life, etc. in developing this program. At this time, the Laura Spellman Rockefeller Foundation made available the \$50,000 necessary to carry out the study to develop a plan. Dr. W. W. Hurt was named Research Executive to carry on the project. On August 1, 1929, the first demonstration units were started. By 1933, it was felt the time had come for promoting Cub Scouting generally as a part of the Boy Scout program through out the country.



In 1935, Mr. William C. Wessel was appointed the first Director of Cub Scouting. Through the years the program was upgraded, and was released in 1967. It was the result of several years of research and planning. Program improvements are based on a national sampling process, including interviews with several thousand parents, boys of Cub Scout age, and hundreds of volunteers and professional Scouters. This has resulted in a more challenging Cub Scout program that will mean a richer experience for more boys. And so the Scouting program continues to change and be updated to fit the needs of today's world, to be relevant and meaningful in these changing times. If you were a

Cub Scout 20 years ago, you will notice that improvements have been made. Just as your son will recognize more improvements when he becomes an adult. Scouting is sensitive to the needs of boys everywhere.

The beginning of the expanded Cub Scout program that we use today got its beginning in 1986. As a result of the Cub Scout program expansion, the Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character development, citizenship training, and personal fitness.



Akela, the Wolf and leader of the pack



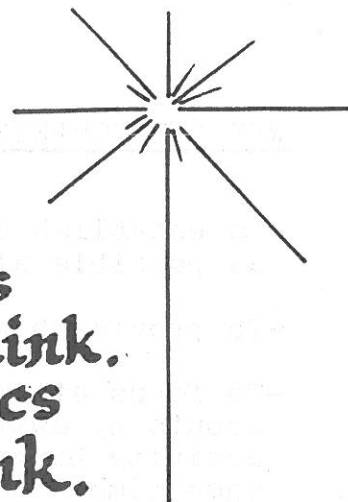
VOLUNTEERS: GOD BLESS THEM

*Many will be shocked to find,
When the day of Judgement nears,
That there's a special place in Heaven
Set aside for volunteers.
Furnished with big recliners,
Satin couches and footstools,
Where there's no committee chairman,
No group leader or carpools.
No eager team that needs a coach,
No bazaar or bake sale;
There will be nothing to staple,
Not one thing to fold or mail.
Telephone lists will be outlawed,
But a fingsnap will bring
Cool drinks and gourmet dinners
And treats fit for a king.
You ask "Who'll serve these privileged few
And work for all they're worth?"
Why, all those who reaped the benefits
And not once volunteered on Earth!*



CEREMONIES

Scouters Fortune



I don't care much for diamonds
Or coats that are made from mink.
I've never even cared for Cadillacs
They are much too gaudy I think.

The diamonds tho, that turn me on
Are in a little boys eyes
When something new he just discovered
Has filled his mind with surprise.

Sometimes he finds a baby bird
Or a squirrel climbing up a tree
And many other exciting things
He could not find without you and me.

So I'll keep on wearing my faded jeans
And driving my beat up old car
Be cause my fortune is stored in a little
Boys eyes

When he realizes he can
Reach for a star.



Ella Randolph

"CEREMONIES"WHY CEREMONIES?

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding Wolf and Bear badges, Webelos Arrow of Light, activity badges and arrow points and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing the den chiefs, den leaders, Cub master, assistants, Den Leader Coaches, Webelos den leaders and pack committee.
- To make visitors and guests welcome by making them a part of the pack program.
- To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized but also to those watching.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.
- To improve the meeting program by marking a beginning and end to both den and pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.
- To help develop the theme of the month.

**NO MAN STANDS SO TALL AS
WHEN HE STOOPS TO HELP A BOY!**

ALL I EVER REALLY NEEDED TO KNOW I LEARNED IN KINDERGARTEN

Most of what I really need to know about how to live, and what to do, and how to be, I learned in kindergarten. Wisdom was not at the top of the graduate school mountain but there in the sandbox at nursery school.

These are the things I learned: Share everything. Play fair. Don't hit people. Put things back where you found them. Clean up your own mess. Don't take things that aren't yours. Say you're sorry when you hurt somebody. Wash your hands before you eat. Flush. Warm cookies and cold milk are good for you. Live a balanced life. Learn some and think some and draw and paint and sing and dance and play and work every day some.

Take a nap every afternoon. When you go out into the world, watch for traffic, hold hands and stick together. Be aware of wonder. Remember the little seed in the plastic cup. The roots go down and the plant goes up and nobody really knows why or how, but we are all like that.

Goldfish and hamsters and white mice and even the little seed in the plastic cup—they all die. So do we.

And then remember the book about Dick and Jane and the first word you learned, the biggest word of all: LOOK. Everything you need to know is in there somewhere. The Golden Rule and love and basic sanitation. Ecology and politics and sane living.

Think of what a better world it would be if we all—the whole world—had cookies and milk about 3 o'clock every afternoon and then lay down with our blankets for a nap. Or if we had a basic policy in our nation and other nations to always put things back where we found them and cleaned up our own messes. And it is still true, no matter how old you are, when you go out into the world, it is best to hold hands and stick together.

By Robert Fulghum

Important Words

Six very important words:
I admit I made a mistake.
Five very important words;
You did a good job.
Four very important words:
What is your opinion?
Three very important words:
If you please.
Two very important words:
Thank you.
One very important word:
We.

The least important word : I

RECOGNITION CEREMONIES

DEN LEADER RECOGNITION

Den Leaders are not very special people. They're really just like you and I. Oh, just like the rest of us, some may have some special little talents. One may be a whiz at racquet ball and another may bake the best bread this side of Boston, but for the most part, Den Leaders are just plain folks.

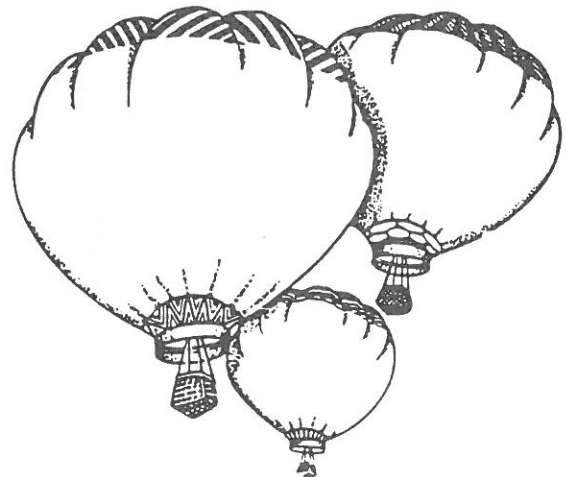
These people have, however, given a very special gift to our children. This gift is of our most valuable commodity--time. They give of their time to attend training, plan den meetings, meet with other Pack Leaders, go on field trips, look for and try out new ideas, plan picnics and banquets, call parents and play with our boys. Their time well-spent with our sons help to mold Cub Scouts into the type of men we wish them to become--strong in mind and character, responsible, giving; men who strive for perfection and possess a desire for continued growth.

We all want the best for our children. Tonight we wish to thank those who have given their best. Would the following people please come forward. (Call the names of the Den Leaders and present them with appropriate items of recognition.)

CUBMASTER RECOGNITION

Cub Scouts are taught that Akela means a good leader. They are instructed to honor Akela by listening to him and following him. Our Akela is our Cubmaster and much can be learned by listening to this man's ideas and following his example of service. He is enthusiastic but tempers his enthusiasm by using as his guideline, the thought, "What is best for the boys?". He is idealistic--believing in reverence and patriotism, and tries to set the example for these ideals with the Cubs in our Pack. He gives much of his time and of his energy to ensure the Pack's program appeals to young boys, satisfies their needs and follows the time-tested policies of the Boy-Scouts of America.

We want to honor our Akela tonight and thank him for his guidance and inspiration. (Present appropriate item of recognition to Cubmaster and assistants.)



CLOSING THOUGHT

Tonight we celebrate the Birthday of Scouting
We were here to celebrate.
This great movement's been going
Eighty-one years to date.

So let us all now join together
And pledge ourselves anew,
To always strive for the things
Signified by the Gold and Blue.

May you strive for Truth and Spirituality
In the Warm Sunlight under the Sky above,
As you bring Good Cheer and Happiness,
With Steadfast Loyalty brought through love.

(If the room in which you have your banquet is large enough, you could have everyone stand in a circle before you begin reading and then join hands at this point.)



WHAT CUBS ARE MADE OF - (closing)

Cub Scouts are made of all of these,
Scarves of gold, patches on sleeves,
Trousers of blue with well-worn knees,
That's what Cub Scouts are made of.

They're partly Indians, of fringe and feather,
And beads and buttons and bits of leather,
With war-paint and freckles mixed together,
That's what Cub Scouts are made of.

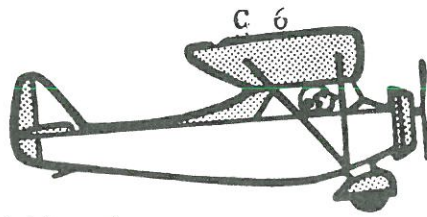
They're made of a promise, a pledge and a prayer
Of hands that are willing, of hearts that play fair,
With something inside them that God put there,
And that's what Cub Scouts are made of.



A LEADER'S RESOLUTION

I shall study my Cub Scouts - so that I may understand them.
I shall like my Cub Scouts - so that I can help them.
I shall learn - for they have much to teach me.
I shall laugh - for you grow comfortable with laughter.
I shall give myself freely - yet I shall take so that they may acquire the habit
of giving.
I shall be a friend - for a friend is needed.
I shall lead - yet I shall beware of pushing.
I shall Warn them - when my experience warrants it.
I shall commend when actions merit it.
I shall not overlook mistakes - yet I shall not blame them.
Lastly, I shall try to be that which I hope they think I am.





Harbors, Stations, and Airports

Equipment - (optional) A model of a boat, train, and a plane. Hat worn by a boat captain, train conductor, and an airline pilot.

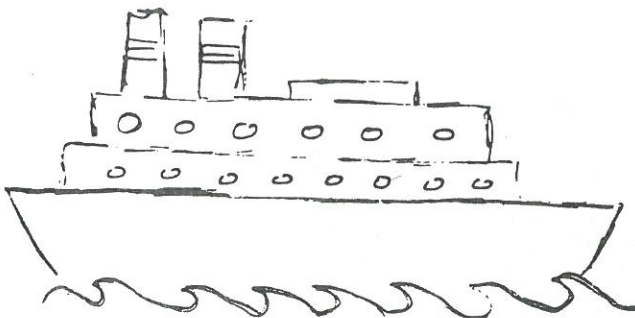
These three modes of transportation are used by a great number of people for the purpose of getting from place to place. A boat sails from harbor to harbor. A train runs from station to station. An airplane flies from airport to airport. A starting point and an ending point. In Cub Scouts, advancement is done by completing requirements in their book. From the starting point to the ending point is what it takes for a Scout to advance. Tonight we have some Scouts who have completed their journey and have received advancement in rank. (Call Bobcat candidates and parents forward.)

Comment about the trip these Scouts have taken to earn this badge. (Call Wolf candidates and parents forward.)

Comment about their excursion and present badges to parents to present to the Scouts. (Call Bear candidates forward with parents.)

Comment about their trip and present badges. (Call Webelos candidates and parents forward.)

Comment about their trip and what activities they completed while on the trip.



OPENING

The Bus to Cub Scout Land

Arrangement: Several Cub Scouts carry a large cardboard cut-out of a bus and stop at various bus stops to pick up Cubmaster and Cub Leaders, takes them to front of room and unloads there. During the trip, some of the Cubs on the bus can give the following tour information:

1st Cub: Ladies and gentlemen. The destination of this bus is Cub Land. Cub land is an attraction which has more to offer than Disneyland, Six Flags and television combined.

2nd Cub: When you get to Cub Land, you will find fun craft projects to make.

3rd Cub: You'll find games and songs.

4th Cub: Cub Land has great treats such as weekly den meetings and tours.

5th Cub: Each month there is a fun filled pack meeting with awards, skits and songs.

6th Cub: Webelos Scouts in Cub Land work on exciting activity badges and go on father and son campouts.

Leaders get off the bus and the Cubmaster leads the Pack in the Pledge of Allegiance.

CLOSING

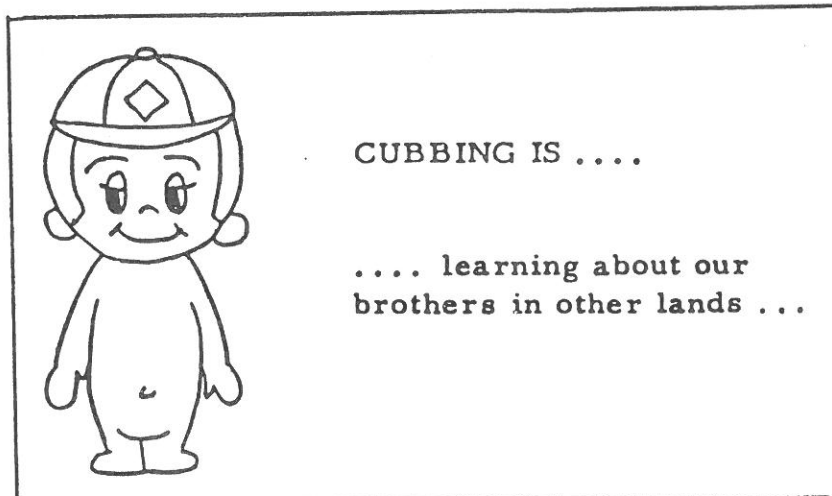
Cubmaster: A hitchhiker, signaling with his thumb, is saying in effect, "You furnish the car, buy the gas, attend to repairs and upkeep, supply the insurance and I will ride with you. However, if you have an accident, I will bring suit against you for damages." It sounds like a pretty one-sided affair doesn't it?

CUSTOMS OF COUNTRIES

IRELAND - In Ireland, building a grotto for the Nativity scene becomes a family project. Figures of the Holy Family are placed in the center of the grotto, with adoring angels, animals and shepherds nearby. Wise men are moved closer to the Christ Child each day of the Holy season. A Dublin fruitcake, covered with thick almond-flavored icing and decorated with green gumdrop shamrocks is the food highlight. In Ireland, every window of every house has a lighted candle in it.

DENMARK - The Danes excel at simple but effective Christmas ornaments. Balsa wood decorations are cut out in every imaginable outline and painted in bright colors. The greatest festival of the year in Denmark is Christmas Eve, a time of chiming church bells, of family dinners, of ceremonies around the tree, and of hymns and carols sung in candle-lighted churches. After dinner is over, the father and mother disappear into the locked parlor, light the tree, and open the door. Members of the family clasp hands and circle around the tree, singing Danish hymns. The youngest member of the family is allowed to approach the tree first.

FINLAND - The happy task of making Christmas ornaments starts early for the Finns with a joyous celebration the last Sunday in November. On that afternoon, called 'Little Christmas' everyone from toddlers to elderly folks helps carve, paint, glue, and assemble festive trimmings of reed, straw, wood, and paper. In Finland, they have another lovely custom of preparing for the Holy Child. They call it 'paving the way' for Him. On the day before Christmas, they cut up great pine boughs and pile them up, making a huge green carpet from the top of the hill down to the heart of the village. Then everyone lights 'luck chips' - pinewood tapers that have been buried in the snow for three days. Good luck is supposed to come to those whose tapers burn well.



POLAND - The Christmas tree (Choinka) in Poland is a symbol of peace and friendship, and it's heavily laden with colorful and picturesque decorations. All ornaments are homemade. Even the children join in this joyful work long before the holiday season begins. It is customary to decorate walls and ceilings at holiday time with spidery Pajakis cut from paper. These distinctive designs were part of an ancient ritual, when the paper was cut with sheep-sheering scissors. Christmas in Poland is celebrated with the Festival of the Star. A day of fasting precedes the celebration and it ends with the appearance of the first star on Christmas Eve. The star is a significant symbol of the Polish Christmas. The Star Man or Father Star often visits a family to examine the children in their catechism. Children believe that their gifts come from the Good Star of Heaven but are carried to them by the Wise Men, who are impersonated by three young men of the village known as 'star boys'. In the home, sheaves of wheat are used as decoration in the corners of the room and are later scattered in orchards for the birds. Straw on the floor and table remind everyone of the stable where Christ was born. At the table a chair is vacant awaiting the Holy Child. Polish people exchange small baked wafers called opalatki, just as people in America exchange Christmas cards. Poppy seed rolls filled with ground poppy seed and honey paste are prepared on Christmas Eve.

SWEDEN - In Scandinavia, they give the animals an extra treat at Christmas time and say, "Eat well, keep well, this is Christmas Eve." They plan a long time ahead for Christmas for the birds. At threshing time in the summer, they choose the largest and best of their sheaves of grain. At Christmas they put them high on a spruce pole out in the yard or on top of the barn. They leave a tuft of branches at the top of the pole so the birds have a resting place and at the foot of the pole they put straw to remind the people of the manger where Jesus was born. Children, parents, and grandparents all join in making interesting straw and balsa wood ornaments. Windows ablaze with candlelight, the Swedish Christmas gift, no matter how small, is wrapped in snowy white paper and sealed with red wax.

AUSTRIA - Greenery is used in Austria to banish demons that lurk in darkness during the gloomy days of winter. Holly guards against witches, thunder and lightning. The Advent wreath is an early symbol of victory and glory. On three of the four Sundays of Advent, a candle is lit while the family joins in prayer. Four candles are lit on the final Sunday, denoting the coming of the Savior as the Light of the World. Greenery and apples together signify hope for the forthcoming spring. On Christmas Eve, the family gathers and sings carols. Father lights the first candle and Christmas Eve dinner is served. The second candle is lit on Christmas Day; the third on New Year's Day when the festivities end. Linzer cake and nut butter rounds are holiday treats.

NORWAY - The nisse, a delightful elf, doubles for Santa Claus and moves into all good Norwegian homes for Christmas. He's likely to play pranks ... but on the whole, he's a highly acceptable roommate. Nisse comes in all ages, but the young and old alike sport jaunty red caps. Woe unto the family that forgets to leave a saucer of porridge and cream outside the kitchen door on Christmas Eve. When the plate is licked clean the next morning, only the most unimaginative Norwegian would say the cat had eaten the handout. In Norway, wood shavings are fashioned into ornaments ... geometric designs, snowflakes, animals and birds. The Norwegian flag is displayed on the Christmas tree.

MEXICO - Holiday season in Mexico means fireworks, feasting and frivolity. Legend has it that a boy named Pablo, eager to visit the manager in his village church, was saddened because he had no gift. So he brought green branches from a bush beside a dusty road. Soon, scarlet star-shaped flowers topped each branch. They were called poinsettias or 'Flowers of Christmas Eve'. The Mexican pinata was originally an earthenware jug disguised as an animal, person or some curious object, then filled with toys and things to eat. Blindfolded children crack the hanging pinata with sticks until it is broken and the goodies fall to the ground. The Ojo de Dios, or God's Eye is a popular decoration. Mexicans display luminaries ... bags weighted with sand and each holding a lighted candle ... during the holidays.

GERMANY - Germany is the homeland of the Christmas tree, and is best known for keeping customs of Christmas. The gingerbread house is a favorite custom for children. 'Cradle rocking' was a part of many German Christmas church services. Altar boys rocked a cradle containing an image of the Christ Child as the congregation sang carols. Many of our favorite Christmas carols come from Germany. St. Nicholas leaves presents wherever he finds hay and water that children have put out for his horse.

NETHERLANDS - In Holland, boys gather in the market place at two o'clock, Christmas morning to sing carols. The leader carries a star on top of a long pole, a symbol of the wonderful star of the East. The boys follow in a procession about the town, singing, "We Three Kings of Orient Are." Long ago, Saint Nicholas was chosen by the people of the Netherlands as the patron saint of children. The arrival of the generous saint on December 5 (St. Nicholas' Eve) marks the beginning of the holiday season. He arrives dressed in a bishop's robe and miter from Spain in a boat filled with gifts. He disembarks, riding a great white horse and accompanied by a small helper called Black Peter. A parade through the city follows, with excitement building for both young and old. During the weeks before December 5, it is said that St. Nicholas listens at doors and chimneys to learn if the children are good. Then on this special day, he questions them about their behavior and promises to leave toys if they have been good. The children leave their shoes before the fireplace and in them put hay and a carrot for the horse; cookies and candy for the saint. Most Dutch families have a tree at Christmas, and the houses are decorated with greenery and holly.

ENGLAND - Puppet shows are very much a part of the British Christmas, and a favorite is the Punch and Judy story with songs and dances added. Children hang their stockings by the fireplace on Christmas Eve, to be filled by Father Christmas. Typically English is the singing of carols. Many customs and traditions of England are much older than the Christmas tree, which was made popular by Queen Victoria and her husband, Prince Albert. Mistletoe and the yule log are of Druidic origin, but are popular in England. The first Christmas card is believed to have been printed in London in 1843.

ITALY - The Christmas season in Italy lasts three weeks ... from eight days before Christmas until Twelfth Night. Everyone attends mass on Christmas Eve, and Christmas Day is principally a church festival. The ceppo on Christmas log takes the place of the Christmas tree in Italy. Through the ages, the ceppo has changed from a log to a pyramidal stand on which a creche and gifts are placed. The creche is found in every Italian home. Gifts or switches are handed out on Epiphany by Befana, an ageless woman who, legend has it, refused to help the Wise Men, then repented and sought to follow him.

FRANCE - French children put their shoes on the hearth as a handy receptacle for le pere Noel or le petit Jesus to store a gift. Originally footwear was wooden, but today, any shoe will do, and a hearth isn't even necessary. No French homemade would dare set a holiday buffet table without a carefully arranged centerpiece of red roses. They're used liberally in decorating the home, along with greenery, bright ribbons and baubles. The children make a hoop of greens and berries and hang it from the ceiling. There is a creche in most French homes.

GREECE - Modern Greek Christmases echo the country's seafaring past. Youngsters make paper boats to set adrift in the sea or on rivers. St. Basil, who distributes Christmas toys, makes his rounds in a boat instead of a sled. New Year's bread with a coin baked inside is served at the stroke of midnight on New Year's Eve. Father cuts a portion of bread for each member of the family in the order of their ages. Whoever gets the piece with the coin will enjoy a year of good luck.

PORTUGAL-SPAIN - Here on the route of the Magi, the Wise Men are of particular importance. Custom decrees that the Magi be met on Epiphany Eve at the edge of town. In Portugal, young and old trudge out that night, carrying a variety of food for men and animals. This colorful caravan also offers presents like bouquets of dried flowers, grasses and feathers. But alas for the eager greeters, the Magi always seem to slip into town by another road. So when the disappointed children have eaten the goodies and returned, they are comforted by finding the Wise Men assembled in the village church. Then they parade in with their wonderful gifts for the Magi.

CLOSING CEREMONY

Cubmaster: As we have learned about customs of other countries this month, let's remember that Scouting is also in other countries ... 103 besides America.

The Scout uniforms are different, and the language is different; but Scouting ideals are the same the world over.

We'd like to show you the Scout motto "Be Prepared" as Scouts in other lands would say it:

(Cub Scouts come forward and hold up cards showing country and motto)

FINLAND	OLE VALMIS
PORTUGAL	SEMPRE PRONTO
SWEDEN	VAR REDO
BELGIUM	TOUJOURS PRET
HAITI	ETRE PRET
GERMANY	ALIZEIT BEREIT
FRANCE	SOIS PRET
ITALY	ESTOTE PARATE
MEXICO	SIEMPRE LISTO
INDIA	YAYYAR



THIS IS MY COUNTRY**Characters:**

Four boys dressed in costumes from South America, Japan, Africa, and the Netherlands; each holding a large picture or map of his country. Narration is printed on back of picture so boy can read it. One boy dressed in Uncle Sam costume, holding American flag.

Setting:

Boys come on stage, one at a time. Each boy reads the description of his country while a recording of "This is My Country" is played softly in the background. Recording of "Star Spangled Banner" is played at the end.

SOUTH AMERICA:

I am South America. I am most noted for my exotic food, sugar cane, coffee, molasses, and coconut. My people eat domesticated foods such as beans, pumpkin, pineapple, potatoes, and tomatoes. I am also known for my tobacco. On any sunny day, you can see me dressed in my native clothing, the serape, and the sombrero. My religion is mostly Roman Catholic. South America! This is my country.

JAPAN:

I am Japan. Agriculture is my game, but silk is my claim to fame. People come from all over the world to visit my Buddhist pagodas and Geisha houses, and to try to master the art of using chop sticks. They almost always go home wearing a kimono which is my native dress. Japan! This is my country.

NETHERLANDS:

I am the Netherlands, or Holland, as I am most commonly called. My schools are all state supported and education is compulsory. Only eight percent of me is forest surface, so I am best known for my canals. Dairying is one of my important industries. I am world famous for my Dutch cheese. I also grow cereal grain and potatoes, but I am most famous for my fields of tulips. When I pass your open window, you can hear the clippety-clop of my wooden shoes on the cobblestone streets. Holland! This is my country.

AFRICA:

I am Africa, the second largest of the six continents. Why not visit me and pick up a diamond. Ninety-eight percent of the world's diamonds come from me. I also have gold and oil in abundance. Some of my tribes still practice witchcraft, so be careful when you visit me. If you wander too far, you may lose your head. Allah is my God. Although I dance as a form of religion, other countries have copied me as a form of entertainment. The caftan and dashiki, my native dress, are now a worldwide fashion. Africa! This is my country.

AMERICA:

I am America. People from all over the world come to me to find freedom. My customs are those of every nation, and I offer an equal opportunity to every man. I am called the land of plenty, for my natural resources are many. Clothing styles and religion are a man's own choice. What's the difference if a man hails from north, south, east, or west. My heart is filled with love for all of them. The home of the brave and the land of the free. America! This is my country.

(Boys remain standing on stage while the "Star Spangled Banner" is played.)

BOY GENIUS

Setting: Five uniformed Cub Scouts line up in front of the room and speak the following lines. They may hold posters with representative pictures on them.

Cub #1: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

Cub #2: I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and blocks and never even stop.

Cub #3: I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

Cub #4: I don't know much about flowers, but smiling them is a joy. I don't think I'm a failure. I'm a genius at being a boy!

Cub #5: Good Night!

CLOSING PRAYER

Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer which was broadcast to earth by astronaut Frank Borman, while on a moon orbiting mission.

Give us, oh, God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace.

CLOSING THOUGHTS

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

Work while you work.
Play while you play.
One thing at a time, that is the way.
All that you do,
Do with all you might.
Things done halfway are not done right.

CEREMONIESOPENINGS**GENIUSES IN HISTORY**

Arrangement: Seven Boys - one acts as narrator the other six hold cards with the letters G-E-N-I-U-S.

Narrator: This month the theme is "Genius", of which there are quite a few. Here are some we've learned about and what they've done for you.

1st Cub: (Holds up G card) Gutenberg invented movable types of printing presses so that more people could have books to read.

2nd Cub: (Holds up E card) Edison gave us the lightbulb, the phonograph, storage batteries, and many other things we regard as necessities today.

3rd Cub: (Holds up N card) Newton's studies of gravity and light started many other geniuses on their way.

4th Cub: (Holds up I card) Irving's stories have enchanted young and old for years.

5th Cub: (Holds up U card) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6th Cub: (Holds up S card) Scouting's founder, Lord Baden-Powell, developed a plan for using the genius of every boy.

LIGHT UP YOUR LIFE

Arrangement: A single light bulb is illuminated in the front of a darkened room.

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our Pack's Genius Night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius--one of the great inventors of all time. But even more, he represented what you can accomplish if you remember to live up to that part of the Cub Scout promise that says you will DO YOUR BEST. Even if you don't invent a better light bulb, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing.

Turn up the house lights. Color guard posts the colors and leads the Pledge of Allegiance.

CLOSING

NEED: A two or three foot length of rope or heavy cord for each Cub Scout.

NARRATOR: We have seen tonight that we are all geniuses in our own right. It makes you might proud, doesn't it? And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. Joining with other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.

CLOSING THOUGHT (Stick-to-it)

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

CLOSING THOUGHT (Knowledge)

A boy does what he knows; he's what he does; what he's going to be, he's becoming.

CLOSING THOUGHT (God's gift)

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

ADVANCEMENT CEREMONIES



COMPUTER AWARDS

Equipment: Box made up to look like a computer. Large cards with the words BOBCAT, WOLF, BEAR, etc. on them.

Cubmaster: In keeping with our theme of Genius Night, I would like to unveil my latest invention. (Uncovers or brings in "The Computer") This amazing device is able to collate all the information that comes in from our Pack committee members, den leaders, Webelos den leaders and parents. It can then determine which Cub and Webelos Scouts are eligible for, which awards. Allow me to demonstrate.

(Show BOBCAT card and insert into slot in machine. Pick up pre-positioned awards from rear of box.)

Will the following boys and their parents please come forward?
(Reads names of boys who are to receive the BOBCAT rank)

(Follow a similar procedure for the awards of WOLF, BEARS, ARROW POINTS, ACTIVITY PINS, COMPASS POINTS, AND WEBELOS RANK.)

(Cubmaster then calls for ARROW OF LIGHT recipients and their parents.)

Cubmaster: These young men may or may not be real geniuses, but they have shown the truth of the old saying that 90% of success is perspiration. They have worked long and hard--some as long as 4 years--to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today-- a better young man. In recognition of this achievement, we can't give them a patent, but we can present them with an award that is so highly thought of that it is the only badge of rank in the Cub Scout program that can be worn on the Boy Scout uniform. Of course I mean the ARROW OF LIGHT. (Present the awards to the parents to present to their sons.) I want to congratulate you and your parents. The whole Pack is proud of your accomplishment, and we're sure you'll continue to "DO YOUR BEST" and move forward into Boy Scouting.

THE STORY OF THE CUB SCOUT COLORS

Equipment: Large pot with smaller pot inside. Wolf neckerchief is inside the smaller pot. Dry ice is packed around the small pot to give smoking (boiling) effect. Two small, clear bottles - one filled with diluted yellow food coloring, the other with diluted blue food coloring. Bottles should be hidden off stage.

Arrangement: Akela is standing behind the boiling pot (dry ice and water.)

Akela: Many, many moons ago the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all tribes. After many hours he called his two most trusted braves to the council fire. (Akela continues as two braves come in and stand, one on each side of Akela.)

Akela: He told the first brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (First brave leaves.)

Akela: He then told the second brave to go to the forest and tell the sparrow to fly high into the sky and bring back part of the sky. (Second brave leaves and both return immediately. One carries the bottle of blue water and the other carries the bottle of yellow/gold water. They take position, one on each side of the boiling pot, and hold the bottles up for everyone to see.)

Akela: (Addressing first brave) Pour some of the beauty of the sun into our council mixing pot. (Brave pours yellow water over the dry ice. Akela signals second brave) Pour some of the beauty of the sky into our council mixing pot. (Brave pours blue water)

Akela: (Raising his right hand with the Scout Sign) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer. (Akela stirs the pot, reaches in, and pulls out the Cub Scout neckerchief. He holds it open for all to see) And that is why the Cub Scouts use the colors blue and gold.



"THE OTHER SHIPS OF SCOUTING"

Opening or Closing Ceremony, but most effective when used as a Closing Ceremony when "The Six Ships of Scouting" Ceremony from the Cub Scout Ceremonies Book (P.54-55) is used as an Opening.

Equipment: Large Cardboard Ships with the names written below

CUBMASTER: We've heard of the "Six Ships of Scouting"; Scholarship, Fellowship, Friendship, Sportsmanship, Workmanship, and Statesmanship, but what about the other ships of Scouting. Tonight I would like to present them to you.

CITIZENSHIP: This ship sails the seas with lots of pride, respect, and loyalty to its' flag and its' country. It bears the flag of the United States.

LEADERSHIP : As this ship moves through the unpredictable seas of life, its' crew shows great strength and character while navigating their ship. The flag is red for bravery and courage.

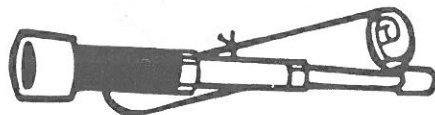
MEMBERSHIP : This ship is one of a large fleet. The crew of this fleet share a sense of fellowship and belonging with one another that cannot be matched by others. The flag of this ship bears the emblem of the World Crest of Scouting.

CRAFTSMANSHIP: The strong structure of this ship shows the care and skill of the people who made her. The flag bears a gold star for quality.

CUBMASTER: Now we have shown you these other ships and we hope that you will let them sail into your port. We feel that they have an important cargo to share with your boys.

OPENING CEREMONY Equipment: telescope and binoculars

Cubmaster: The telescope and binoculars are used on board ships to scan the horizon. Did you know that you can look through either end? (look through wrong end) If you look this way everything is very tiny and distant. This will make your view worse instead of better. That is like life, if we look at things the wrong way, we will get the wrong picture. Our horizons will look not very clear. But if we look through the right way, (look through right end) then we should see things more clearly and our goals will not look so far away. As I scan the horizon, I see a lot of Cubs and the Spirit of Scouting on their faces-- the kind of spirit that will make this country great in the years ahead. These Cubs are our Horizon.



PIRATE THEME

Cubmaster dresses as a pirate Captain and Assistants and Den Chiefs dress as pirates. Have a wide plank of wood placed across two bricks allowing the plank to be no more than 8 to 6 inches off the ground, maybe less.

OPENING

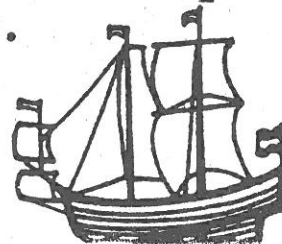
Cubmaster: "Tonight we are the pirates of Pack # _____. We would like to have some members of our crew bring up our flag and our nation's flag." (One of the dens advances the colors)

ADVANCEMENT

Cubmaster: "We would like to have the induction of some new crew members. Let me see if I can spy these candidates."
(Takes up spy-glass and searches the audience until he sees the boy) "Would our First Mate (Assistant) and his hands (Den Chiefs) please escort _____ and his parents forward." (continue using the spy-glass and escorting boys up until all our in front of the room.)
"You have shown great skill in completing your rank and we would like to have you join our crew, but first you pass the last test. You will be blindfolded and walk our plank." (Pirates blindfold the boys one at a time and assist them across the plank with commands and with a den chief on either side for help if needed. After each boy walks the plank he stands next to the pack flag.)

Ass. Cubmaster: " Please candidates turn and face our flag. Now give our sign and repeat our Promise. (boys give Cub Scout sign and say the Promise.) "You are now members of the Pack _____ crew. Congratulations pirates. We will now present your badges of rank.

(following badge presentation) "Let's give them a cheer. Hip, Hip, Hurray!! (3 times).



Opening-- Cub Scout Magic

Tonight some of our Cubs will tell you about the Magic
We call Cub Scouting.

Cub Scout #1-- M is for Memories. Cub Scouting will hopefully help you
and your son build memories that you can share in the
years to come.

Cub Scout #2-- A is for Achievement. Achieving new skills is a big part
of the sharing time for the Cub and his parents.

Cub Scout #3-- G is for Goodwill. Giving Goodwill is the part of the
Scouting program that teaches our boys to share and
help others.

Cub Scout #4-- I is for Important. It is very important the time that
we give our families, and Cub Scouting provides great
family activities.

Cub Scout #5-- C is for Communication. This is the key to understand-
ing and respect within a family, and hopefully Cub
Scouting will be the instrument by which families
will start to talk.

Advancement: The Magic Colors

Props: A clear container with a little dry ice in it, and top hat.
A glass of blue water and a glass of yellow water.

Cubmaster: Tonight I would like to show you the colors of the Cub Scouts
First there is blue, which stands for loyalty, truth, and
Honesty. Then there is gold which stands for cheerfulness,
Happiness, and Fun. If we combine these two colors (pour the
colors at the same time into the clear container and see what
Happens) we get green which stands for the earth and for the
Boy Scout Program.

Tonight we have some boys who will receive awards. There is
really nothing magical about their advancement. It requires
a Cub to team up with his parents to achieve. (pulls awards
from magician's hat.)

Closing: Magic of the World

As parents, we want to show our sons the wonders of the world.
In the eyes of a child, there are not just eight wonders of
the world but eight million. We want him to be able to look at
the stars, sunrise, sunset, and feel their beauty.

We want them to see a world of love, laughter, and compassion.

We want them to build strength within themselves of strong
character and a sensitivity to the needs of others.

We want them to be the best they can be.

Unfortunately, no one can wave a magic wand so that they will
receive these things. We as leaders and parents must set the
example to show the guidance so they may see the way to accom-
plish all of these things. This is the magic; Our example and
guidance.

So as we leave, let's be aware of our actions and how loudly
they speak to our youth.

VIKING OPENING-- "SETTING THE COURSE"

CUBMASTER OR OTHER LEADER READ:

The Vikings were seamen and explorers. They had a clever way of navigating a course in the rough seas of the North Atlantic. When they went exploring, they took ravens with them on their ships, and they would release one of the birds every few days. At first the ravens flew back to the land from which the Vikings had sailed. On the Viking ship would sail for days, and finally one day the ravens would fly in another direction. The Vikings would follow the course set by the ravens. They knew that the birds would lead them to land.

The Vikings trusted the ravens to lead them safely to land. Sometimes we need to trust and have faith in others to help us navigate the course of our life. Remember that we have our parents, friends, and our Scout Leaders to help us with setting our course. *By SANDY Spencer*

VIKING ADVANCEMENT

Cubmaster reads:

The Vikings were a race of people from Norway, Sweden, and Denmark. The word "Viking" means pirate in the old Norse language, and the Vikings lived up to their names. They were feared by their enemies, but they were excellent sailors, craftsman, fierce warriors, and fearless explorers. By the 9th century, they were sailing to places like England, Ireland, Spain, France, Italy, Turkey, Russia, and North America. They were great explorers seeking new lands and adventures. The Viking warrior was intently loyal to his chieftian.

Tonight we have some young men who would like to become Viking Warriors in our Tribe. Please bring them forward (Lead boys, who are tied together with a rope, to the front of the room) These warriors are tied together to symbolize the bonds of loyalty to this tribe and to each other. As I release you, please join me in the Cub Scout Promise as a proclamation of your loyalty. I now present you with your badge of rank and a Rune Stone. A Rune Stone is marked with carvings to commemorate an event of importance in the life of a Viking. This stone is marked with your name and today's date, so that we can remember and honor this day. *By SANDY Spencer*

(Can spell out boy's name in the Rune Alphabet below)

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
 X B Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ο Π ρ ς τ υ φ χ λ ι

MAY - BUGS AND THINGS

- 1ST CUB: There are flies, and fleas, ticks and chiggers.
 2ND CUB: There are mosquitos and ants, and scorpions.
 3RD CUB: There are spiders, crickets, and cockroaches and more.
 4TH CUB: And they are all creatures of this great earth.
 5TH CUB: Believe it or not, they were all put on this earth
 as part of God's great plan.
 6TH CUB: And Mom and Dad, there are days when you think
 that we are all just as big of a pest as they.
 ALL SAY: So tonight we ask that you think of us all as
 part of that Godly plan, and love us all.



ADVANCEMENT CEREMONY

1. Have a tree made in wood or heavy cardboard with a hole in it with the awards in a box in the back. Have a talking squirrel puppet and ask the squirrel what kind of special things he has stored in his nest.
2. Put the awards on sticks and arrange them as in a garden and then harvest them during the recognition time.

CLOSING CEREMONY

Cub Scouts could make "bug" posters to hold up with the words written on the back.

- 1ST CUB: There was a little bug who had the blues,
 And cried because he had no shoes.
 2ND CUB: He walked around with six bare feet,
 And hid them when other bugs he would meet.
 3RD CUB: Such a small, sad bug was he,
 Until one day he chanced to see,
 4TH CUB: A happy, wiggly worm crawl by,
 With a smile as big as the sky.
 5TH CUB: That really made the bug feel bad,
 For all the time that he was sad.
 6TH CUB: (and just because he had no shoes)
 That worm didn't even have feet for shoes!
 7TH CUB: The little bug is smiling now,
 Because he finally learned how.
 8TH CUB: To always be thankful for what you've got,
 No matter how little, no matter what!



CLOSING THOUGHT

The other day in Colorado a great stalwart tree fell. It was nearly 800 years old, a mere sapling when Columbus landed at San Salvador. It had been struck by lightning 14 times; it had braved the storms of almost five centuries. It had defied earthquakes and hurricanes; it had laughed in scorn at the winter's blast and blizzards. But in the end, tiny beetles killed it. They bored under the bark, dug into its heart, and one day down came this mighty king of the forest. It is the little things that make or break us--in our business--our profession--our homes--our lives--and in Scouting.



OPENING: EARTH PLEDGE

I pledge allegiance to the Earth and all life. To protect and defend the environment of which I am part. I pledge to faithfully preserve, conserve, and recycle, and to respect all life and to help in any way to maintain the beautiful balance of nature. I promise this, the great gift of renewal, to my planet, my world, and my home for all generations to come.

Sandy Spencer

OUTDOOR CODE OPENING

Props: 7 candles for the Cub Scouts to light after they read the following statements. A central candle called the Conservation Spirit Candle or the Spirit of Nature will be there for the boys to light their candle from.

Scout #1: We have been observing and studying nature's treasures

Scout #2: We will help to maintain nature's balance

Scout #3: We will help and learn from the animals and all nature's creatures.

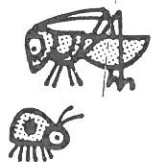
Scout #4: We will maintain nature's resources

Scout #5: We will protect them from harm.

Scout #6: We will follow the laws of nature.

Scout #7: And now repeat after me the Outdoor Code:

As an American, I will do my best to--
 Be clean in my outdoor manners,
 Be careful with fire,
 Be considerate in the outdoors
 Be conservation minded.



Advancement: A B Cs of Nature

Narrator: Tonight we have some Cub Scouts who have truly learned the A B Cs of Nature. They have learned through their rank advancement to respect, protect and preserve our environment now and in the future, and hopefully pass it onto future generations.



A is for ACTION. Take action to keep the world around us at its best. Take no action to destroy it.

B is for Beauty We are blessed with nature's beauty.

C is for Citizenship Practice good citizenship by taking care of your environment

Props: Cub Scouts carry posters with the above letters on them and read the following:

- 1st Cub Scout: F is for Fun. This is the main reason that boys join Scouting, so keep the fun in the program
- 2nd Cub Scout: I is for Ideals. Remember the Cub Scout Promise and the Motto.
- 3rd Cub Scout: E is for Everlasting. We hope that the values learned in Scouting are everlasting.
- 4th Cub Scout: S is for Spirit. Let's keep the Scouting Spirit alive and well.
- 5th Cub Scout: T is for Thanks. Thanks to our parents and leaders who help us do our best.
- 6th Cub Scout: A is for achievement. A sense of pride is attained when one achieves and is recognized for that achievement.

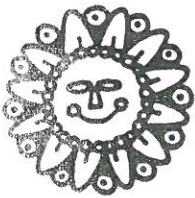
ADVANCEMENT: CUB SCOUT CELEBRATION

The People of Mexico and Latin America have many Fiestas. These are celebrations often honoring holidays or Feast Days of Saints. Some areas have as many as 10 to 12 fiestas a year. There are always games, food, and fireworks, and sometimes there is even a parade.

Tonight we would like to celebrate. We will honor some of our Cub Scouts who will receive awards. Let us be happy and have fun. We have placed the awards in a pinata, an object usually found at fiestas filled with toys or candy. The following Cubs (name boys receiving awards) will line up and take turns trying to bust open our pinata of awards.

(see craft section under Fiesta for instructions to make a pinata)

(After the pinata has been broken open, line up boys and their parents to receive awards.)



CLOSING: A Scouter's Golden Opportunity

I took a piece of plastic clay, and idly fashioned it one day
And as I pressed it still it bent and yielded to my will.

I came again when day was past, that bit of clay was hard at last
My early impressions still it bore and I could change its form
No more

You take a piece of living clay and gently form it day by day
Molding with your power and art, a young boy's soft and yielding
Heart.

You come again when days are gone, it is a man you look upon;
Your early impressions still it bore, you could change him never
More

You are dealing with a boy, that must be guided unaware:
Must be shown, but oh so gently, how to live upon the square
Pins and badges aren't the object, character building is the goal
Do not lose your courage sir, you are piloting a soul.

OPENING: When Accidents Happen.....

When accidents happen, we are told to call 911 on the telephone. But what if there is no phone. What if we are out in the woods or on a boat. There are other ways that we can communicate that we need help. Let's have some of our Cub Scouts show us what we could do in an emergency.

1st Cub: (carrying a flag upside down) One distress signal is to fly the flag upside down and others will know that you need help.

2nd Cub: (carrying a poster of 3 bonfires burning in a row) Building three fires equally spaced apart. Remember that a fire will be seen a long way during the night, but smoke is better for day.

3rd Cub: (carrying a horn or whistle) Remember the number three. Three shots fired from a gun, three blast from a horn or a whistle at equal intervals should bring help.

4th Cub: (carrying a flashlight or two sticks) Don't forget S O S. You can use a flashlight to signal 3 short, 3 long, and 3 short; or you can beat out this morse code with sticks or on a pipe.

5th Cub: Knowing how to communicate has and can save lives, even our own or those we love.

ADVANCEMENT CEREMONY: Being Prepared

Recently in a local Mall a gun was found by an 8 year old boy. He accidentally shot a family friend when he was taking it to him. He should have known not to handle the gun but to get help. Are we taking our children's innocents away from them by teaching them all of these things about safety, like: don't swim alone, don't talk to strangers, never play with fire, etc. I don't think so, because I would hate to think of the alternative. Teaching our Scouts what to do in an emergency and how to be safe is a big part of Scouting. They say that about 5 out of 100 Scouts will use what they have learned in Scouting to save the life of someone and 5 out of 100 will use it to save their own life. The Scouting program teaches the boys to "be Prepared". Of course that is the Boy Scout Motto, but we start in the Cubs. But one of the most important things they learn is prevention of accidents and how to do things the safe way.

Tonight we would like to recognize some of our Scouts who have completed their ranks, and in so doing have learned very much about how to "Be Safe" and how to handle emergencies.

Would the following boys and their parents please come forward to be honored. (call them up and present badges)

OPENING CEREMONY

Arrangement: Any number of boys can be used. All wear costumes. They come on stage, one at a time, and speak their lines. Adjust the lines below to fit your number of boys and their type costumes.

NARRATOR: Won't you come and join us in the Land of Make Believe?
Just use imagination and see what you can see:

1ST BOY: I am a daring Astronaut..I like to fly in space,
My rocketship will take me to the most unusual place.

2ND BOY: I am a racing driver..I always like to win,
I always put my helmet on before the race begins.

3RD BOY: I am a pirate brave and bold..I sail the seven seas,
I make landlubbers walk the plank and don't listen to
their pleas.

4TH BOY: I am the scariest monster that you have ever seen,
I frighten little children, and make the women scream.

5TH BOY: I am a walking robot. I am so very smart,
I'll answer all your questions..but I don't have a
heart.

6TH BOY: My shining armor and my sword show that I'm a knight,
And when a dragon comes around, I'm ready for a fight.

7TH BOY: I'm a famous Indian Chief; I'm fierce, but I am fair,
I even let my Indian braves grow the longest hair.

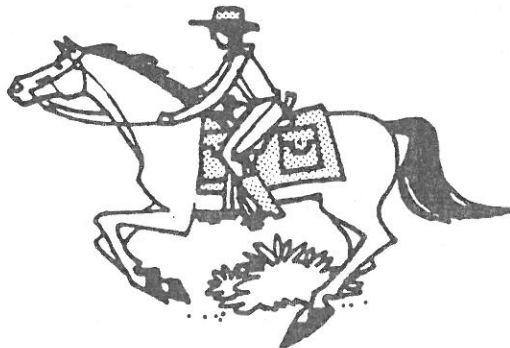
8TH BOY: I am a ghost..a real live ghost; you don't believe, you
say? Then when I see you an a real dark night, please
don't run away.

9TH BOY: I am the headless horseman, straight from the legend
old, But I carry my head along with me, in case my neck
gets cold.

10TH BOY: I'm Rip Van Winkle. I have a long, long beard;
I slept so long it grew that way. Some folks think
I'm weird.

CLOSING THOUGHT

Cub Scouting helps channel a boy's imagination. He doesn't just play that he's a pirate. He is a buccaneer sailing under the Jolly Roger. He is a brave knight riding forth to slay the dragon. He is the first man on Mars. He is!! Imagination is a wonderful thing, and the Land of Make Believe is a place that everyone likes to visit from time to time...no matter how old you are. Being able to "make-believe" sometimes, makes real life a little more pleasant.



CEREMONIES

LAND OF MAKE BELIEVE

ADVANCEMENT: THE YELLOW BRICK ROAD

CUBMASTER: Just like the four companions in the Wizard of Oz who traveled the Yellow Brick Road, our Cub Scouts are seeking to find things, too.

(use leaders or boys to play these parts)

1st- First comes our Bobcat who is looking for fun, friendship, and adventure. This is usually the main reason that boys join Cub Scouts.

2nd- Next comes the Wolf. He's looking to learn new skills and achievement. Boys this age are curious and want to try new things.

3rd- Here comes the Bear. He's seeking the courage to be himself and to discover who he is. This program allows them some changes to make choices and to express themselves.

4th- Now comes our Webelos. He's seeking the opportunity to grow and show responsibility and leadership. He wants to accept the challenges that are ahead in the Boy Scouts.

DEN CHIEF: Would the following boys please join our travelers (call forward boys who are receiving awards). Now it is time for them to travel the Yellow Brick Road to see the Wizard. (boys walk around the room with the other characters and back to the front where the Wizard has appeared).

WIZARD : Bobcats, you are seeking fun, friendship, and adventure, and you have come to the right place. (gives awards). Now with the badges you have the key to what you asked for. Use it wisely.

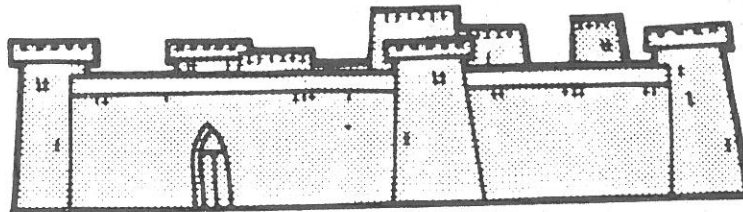
WIZARD : Wolves, You want to learn new skills and to achieve. Well, while you were earning this badge, you did those things. So it is with pride, I present you with the one thing that is missing-- the badge itself. (gives award)

WIZARD : Oh mighty Bears, you want courage. By completing your requirements for your badge, you have shown great courage and strength. All you lack is the badge, which I now award to you. (gives award)

WIZARD : And now to my Webelos. You may now know that you have been a leader to the other Cubs and have shown that you can be responsible. I know that you will be able to accept what you find ahead. (gives award)

WIZARD : I am the Great and Powerful Wizard, and I have spoken. You have all found what you are seeking through the Cub Scout Program. Use it wisely.

By: Sandy Spencer



OPENING----- COURT OF CAMELOT

(Cubmaster or other leader enters dressed as Merlin, the magician and reads the following from a scroll)

My Lords and Ladies,

To you, who, over the countless years hold aloft the honor and spirit of Scouting, I bring you greetings.

I am Merlin, the magician. Tonight I have been commissioned by my lord and liege, King Arthur, to take you one a journey back through the years to the Court of Camelot. All that you will need to make this journey safely is to close your eyes when I tell you, and keep them closed until you hear the trumpets. It is important that you do exactly as I say, for if you open your eyes too soon, you could be lost somewhere between here and there.

First, I must light the magis fires.....

(1st candle) I light the Fires of Honor

(2nd candle) I light the Fires of Duty

(3rd candle) I light the Fires of Courage

Now we are ready for our journey. Close your eyes. (pause)

(read the following getting slower and softer towards the end)

Oh, magic fires burning bright,
Take us swiftly beyond this night,
Let us through the centuries fly

'Til, Yea, a thousand years go by.

Eyes are closed 'til trumpets sound

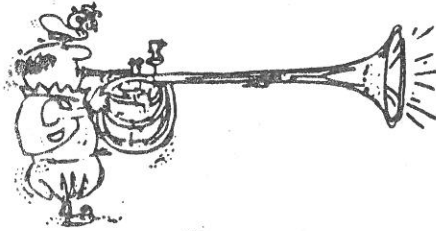
For only then is Camelot found.....

Eyes are closed 'til trumpets sound

For only then is Camelot found.....

Eyes are closed 'til trumpets sound

For only then is Camelot found.....



(at this time a trumpet sounds and Cubs enter dressed as knights and following King Arthur)

ADVANCEMENT--- KNIGHTS CODE

(Leader dressed as King Arthur. Call forward all boys receiving awards and have them kneel on one knee for this code)

King Arthur: Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help them that cannot defend themselves

Do nothing to hurt or offend anyone else

Be prepared to fight in the defense of your country

At whatever you do, try to win honor

Never break a promise

Maintain the honor of your country with your life

Chivalry requireth that youth should be trained to perform their task with cheerfulness and grace

Do Good Unto Others

(have knights rise and receive their awards)

OPENING CEREMONY

(Leaders dressed as King Arthur and Merlin, the magician)

Merlin: Sir Knights, I will now explain the wonders of the Roundtable. At this table, no man can complain that he is at the foot or head of the table. No one is lower or higher than another. Every man is equal.

King Arthur: You must swear that you will never act unfairly, never in any way be unjust, and always show mercy to those who ask you for it. If you break your vow you must forfeit your place at the Roundtable. Further, knights of my court, you must always be chivalrous to women, rich or poor. Do not battle without good cause, and never for worldly goods.

Merlin: This was the vow taken by all the Knights of the Roundtable and this vow was renewed at the festival of Whitsuntide.

ADVANCEMENT CEREMONY

CUBMASTER: Like Cub Scouting, a boy that wanted to be a knight started his training at about seven years old. He learned manners, did errands, learned to sing and play games. He also learned to play fair and be considerate of others. As he grew older, again like Scouting, his duties became harder. He learned how to take proper care of his knight's armor, horses, and weapons. Finally the young squire was tested and took his vow to become a knight. Among other things, he vowed to do duty to God, to serve his king, to be fair, kind and truthful.



Tonight we have some squires who have been tested and have taken their vow. Will the following boys and their parents come forward. Squires please kneel on one knee. (takes sword to knight boy and repeat:)

"In the name of Akela, the Knight of the Order of the Webelos. I dub the Sir _____" (use boys name and present him with his award that has been placed on a shield) (repeat with each boy)

"Knights please rise"

"Please let us cheer these knights who have brought honor to their king and this Pack. As you leave this meeting take with you the spirit of knighthood."

CLOSING CEREMONY--- Code of the Knights
(taken from Lord Baden-Powell's "Scouting for Boys")

The knights of old used to stick by their leader through thick and thin, and carry out the same ideas namely.....

Their honor was sacred

They were loyal to God, their King and their country

They were particularly polite and courteous to all women, children, and weak people

They were helpful to everyone

They gave money and food where it was needed, and saved up their money to do so.

They taught themselves the use of arms in order to protect their religion and their country against enemies.

They kept themselves strong and healthy and active to be able to do things well

You as Cub Scouts cannot do better than follow their example.

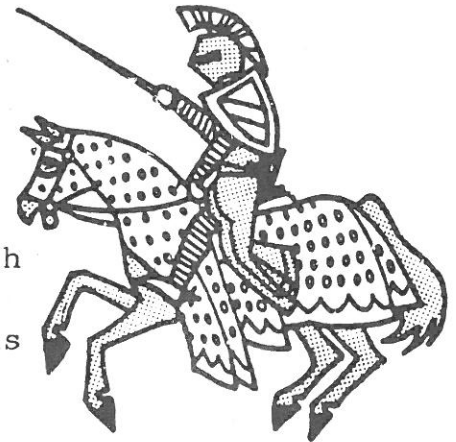
OPENING CEREMONY

The Knights of the Roundtable: Sir Lancelot, Sir Galahad, Sir Kay, Sir Gawaine, and others, embodied all that was fine and good in the Age of Chivalry. They defended the weak and the poor. They fought and conquered evil knights who sought to oppress good and gentle people. Their greatest mission in life was to find the Holy Grail, the sacred cup from which Jesus was said to have drank from at the Last Supper. The fabled knights of the Roundtable may never have actually existed in fact, but they symbolized virtue and purity at the time in history when mankind was emerging from the savagery of the Dark Ages.

Lets us now repeat the "Knights Ideals"

"Knights Ideals"

To be Brave and Loyal
 To be Faithful to his King
 To defend the Christian Faith
 And the Church
 To protect widows and orphans
 The old and the weak

ADVANCEMENT

"Code of Conduct"

Cubmaster: Just as the Knights of old had their code of conduct, so the young knights of Cub Scouting have their code, the Cub Scout Promise.

(Someone dressed as page lights candles)

1st candle: A Cub Scout promises to do his best

2nd candle: To do his duty to God and Country

3rd candle: To help others

4th candle: And to obey the Law of the Pack

As the knights traveled some of them performed tasks so well that they received special recognition. In the Cub Scout program, we follow a similar recognition for tasks performed. I would now like to recognize those Cub Scouts who are worthy of this recognition. (call forward boys)

5th candle: Order of the Bobcat

6th candle: Order of the Wolf

7th candle: Order of the Bear

8th candle: Order of the Webelos

(Award each badge after lighting candles)

WEBELOS ADVANCEMENT CEREMONY

EQUIPMENT: Enough arrows for each boy advancing into Webelos.
The arrows should be partially cut through so that they will break easily.

Call Webelos candidates and their parents to the front.

As Cubs, you have passed many tests and feats of skill. You have mastered the Bobcat, the Wolf, and the Bear. Now you seek entry into a Den of Webelos. To be a Webelos you must be brave and strong, for you will be required to meet tests far more difficult than any which you have performed up to now. To gain entry into Webelos, you may now pass a test to show that you are ready for this difficult trail.

Get Arrow.

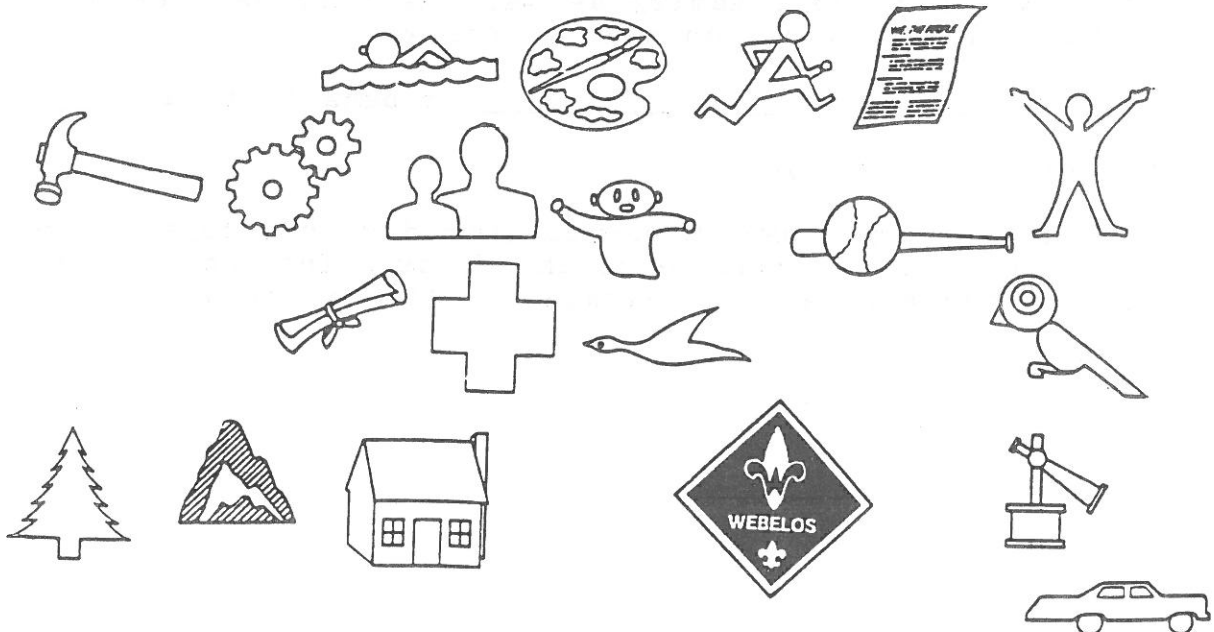
I hold in my hands an arrow. I will strike you with the arrow. If the arrow breaks, you will be received into the Webelos Den. But, if the arrow does not break, you must return to your old den.

Break the arrow.

The arrow has been broken, you may enter the Webelos Den. But first, to the parents, I present the point of the arrow. This is a symbol that, as parents, you must lead and point the way as your son travels the Scouting Trail, and the Trail of Life.

To the boys, I present the feathered end of the arrow. This shows that as a son, you must follow your parents and leaders to be successful, and your family to be a complete unit.

For no arrow can fly true and arrive at it's mark without both the point and the feathers doing their part.



TIGER CUB FAMILY GRADUATION

EQUIPMENT: 4 large candles set up 3 in front and 1 behind the others slightly raised (we like to use orange and black)

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

(Light the first candle on the left)

CUBMASTER: You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

(Light middle candle)

CUBMASTER: You and your adult partner have discovered that by doing things together with friends and family, you feel a sense of being part of a great family, community, and country.

(Light third candle)

CUBMASTER: The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs, which let them learn about you and the things you saw and did.

Now it is time to move along the Scouting trail to the next part of the Scouting program.

(Light the last candle)

CUBMASTER: In Cub Scouting your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as your den leaders. Your parents will help you each step of the way.

_____ and _____ on behalf of Pack _____,

I'd like to welcome you.

(At this point, you may choose to introduce the boys to their new den, or give them a Wolf neckerchief, or paint a black and orange stripe on their cheeks for emphasis. It's up to you.)

C 33
ARROW OF LIGHT CEREMONY

CUBMASTER: The emblem you see before you represents the Arrow of Light and the seven candles represent the rays of the Arrow of Light. Tonight we have a Webelos Scout who will receive the Arrow of Light, the highest award in Cub Scouting. Will the Webelos Leader please escort (name) and his parents forward. The candles you see before represent the rays of the Arrow of Light and they stand for the Seven Great Virtues of Life. (Name) as I say each virtue would please light one of the candles .

WISDOM-- Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.

COURAGE-- Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.

SELF-CONTROL-- Self-control isn't limited to the control of one's temper, but the control of one's self is all things: eating, playing, and even working and talking.

JUSTICE-- Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.

FAITH-- Faith is the conviction that something unproved by physical evidence is true. One 8-year old Cub Scout once said that faith was when you turned the lights switch you knew that the light would come on.

HOPE-- Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.

LOVE-- There are many kinds of love-- love of family, love of home, love of fellowman, love of God, and love of country. All of these loves are necessary for a full life.

If you live by the virtues you will be a happy man, and a happy man is a successful man.

Your Webelos Leader would like to say a few words to you and to present your award to you.

WEBELOS LEADER: (Name) you have worked very hard as a Webelos Scout and I would like to say what a pleasure it is to have in the den. Your parents have helped you and we appreciate their help and the cooperation that they have given to the Pack. I would now like to present this

ARROW

GRADUATION INTO BOY SCOUTS

Select an arrow at least 23 inches long.

Paint according to illustration and boys awards during his tenure in the pack.

This symbolic arrow and its presentation may be incorporated in the ceremony in a number of ways. The "Twin Archers" ceremony in the "Staging Den and Pack Ceremonies" book is the most fitting.

Following in an outline of an Arrow of Light and graduation ceremony .

Webelos Leader: Talks to parent and Pack. Tells them something about each boy and thanks them.

Akela: Introduces the medicine man.

Medicine Man: Asks Webelos Scouts and parents to come forward.

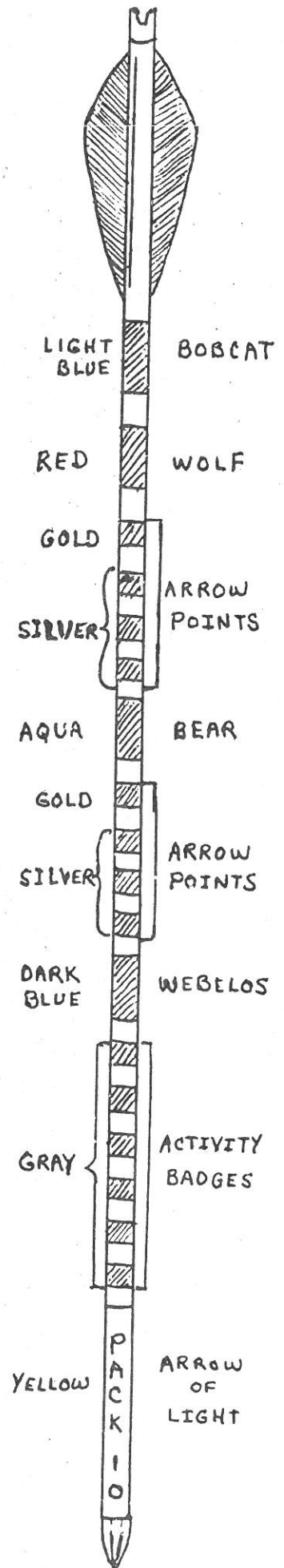
Akela: Calls the archer forward to shoot each boy's arrow into a target as his name is announced. (Arrows could be placed in a target beforehand, if an archer is not available.)

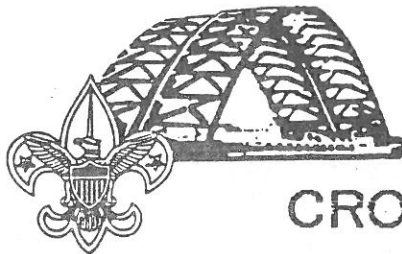
Medicine Man: Retrieves arrows (if arrows are shot) and stand near Akela.

Akela: Presents arrows, Arrow of Light awards and certificates to boys and parents.

Den Chief: Leads Webelos and parents across bridge (or to Scoutmaster).

Scoutmaster: Welcomes his new Scouts. The various troop policies will dictate what the Scoutmaster presents or says to the Scouts.





CROSSING THE BRIDGE

PERSONNEL: Webelos Den Leader, Scoutmaster, a Scout, graduating Webelos Scout and his parents.

EQUIPMENT: A rustic bridge (or imitation bridge), may want to use spotlights on each end of bridge, and a Scout neckerchief.

ARRANGEMENT: Place the bridge on the stage or in front of the Pack Meeting room. The Webelos Den Leader with the graduating Webelos Scout and his parents on one end of the bridge. On the other end is the Scoutmaster with a Scout holding a rolled troop neckerchief.

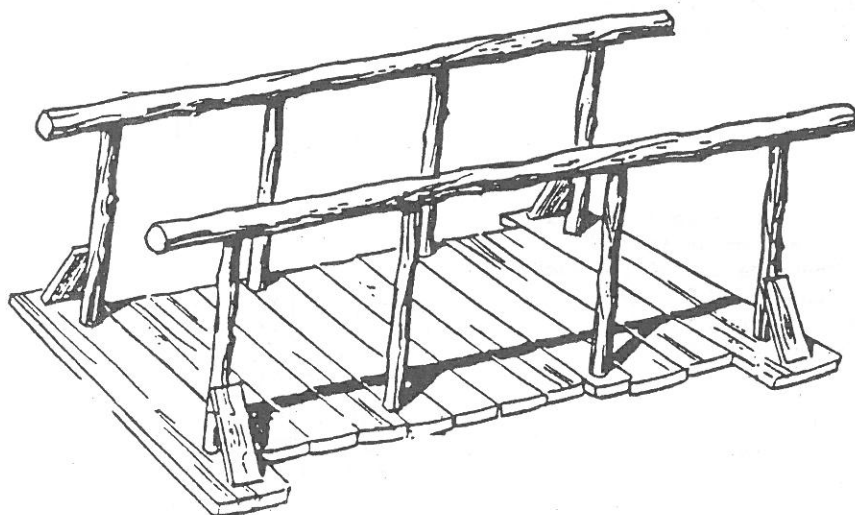
WEBELOS DEN LEADER: (To parents) During the years you and your son have been in Cub Scouting, we have had numerous opportunities to work together along the trail. Now (Webelos Scout's name) has reached the age of 11 and is leaving the Pack to enter Scouting. I am sure you are going to find the same satisfaction there that you have found in Cub Scouting.

As a symbol of the growth of your son and his entrance into Scouting, may I ask that he stand before me where I will divest him of his Webelos Scout neckerchief. You and he will then cross over the bridge into Scouting, to be welcomed by Scoutmaster (name) of Troop No. (number).

(After the Webelos Den Leader has removed the Webelos Scout neckerchief and saluted him, the Webelos Scout and his parents cross the bridge and stand before the Scoutmaster.)

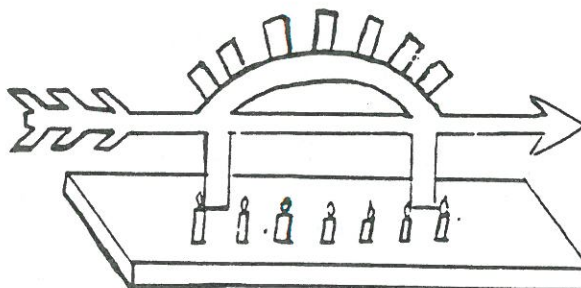
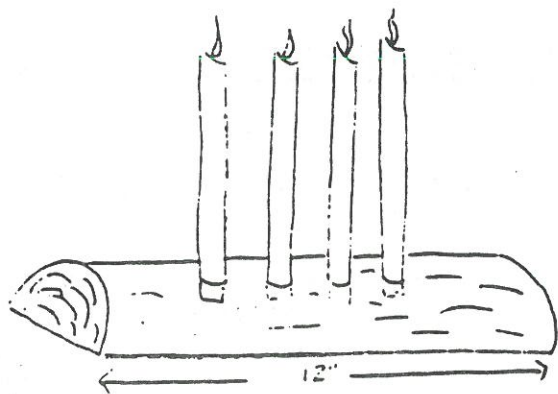
SCOUTMASTER: (Greets Webelos Scout and parents with a handshake) As Scoutmaster of Troop No (number), it is indeed a pleasure for me to welcome you into our Troop. We meet each week at (time) on (day of the week) at (place). We shall look forward to welcoming you at our next meeting.

(To Boy) And now I present you with this Scout neckerchief. (Places rolled neckerchief around boy's neck). May you wear it with pride; it's colors are those of Troop (number), which welcomes you as it's newest member.

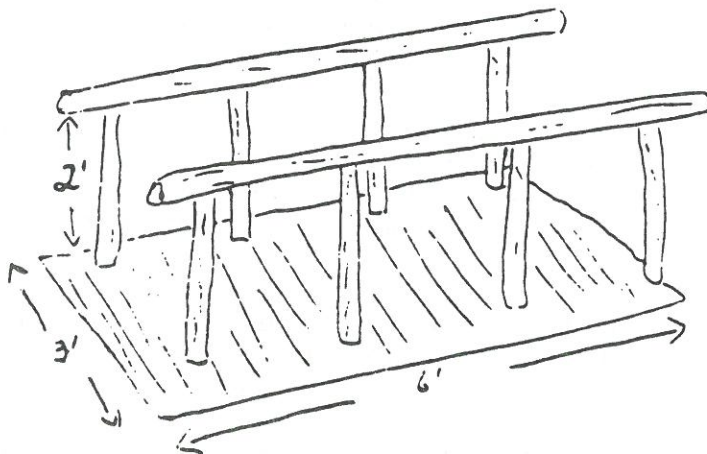


C 36
CEREMONIAL PROPS

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



Cut an Arrow of Light from plywood, hard board, or 3/4 inch board and fasten to a solid base. Bore seven holes for small candles in base.



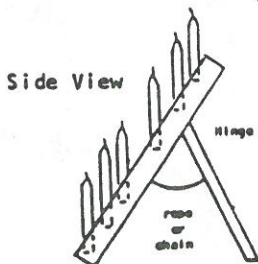
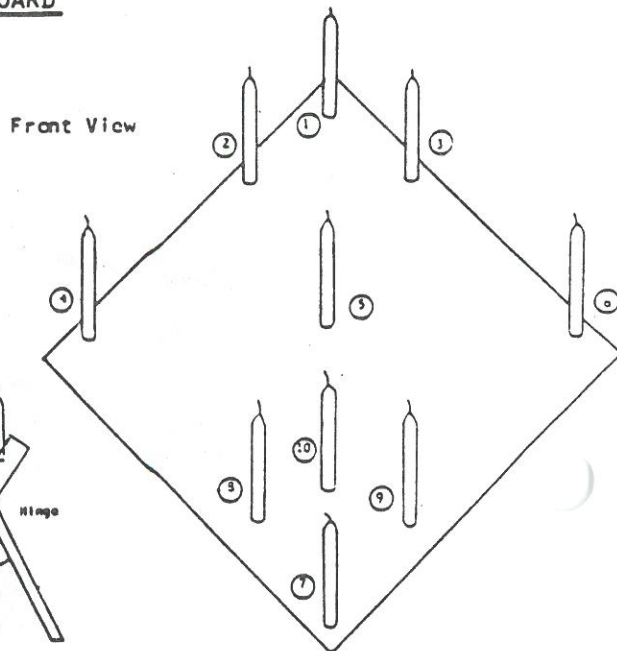
Use either 1' x 6" boards or plywood, 3' x 6' for the bridge. Rails can either be small logs or be varied by using rope for rails.

BOBCAT INVESTITURE BOARD

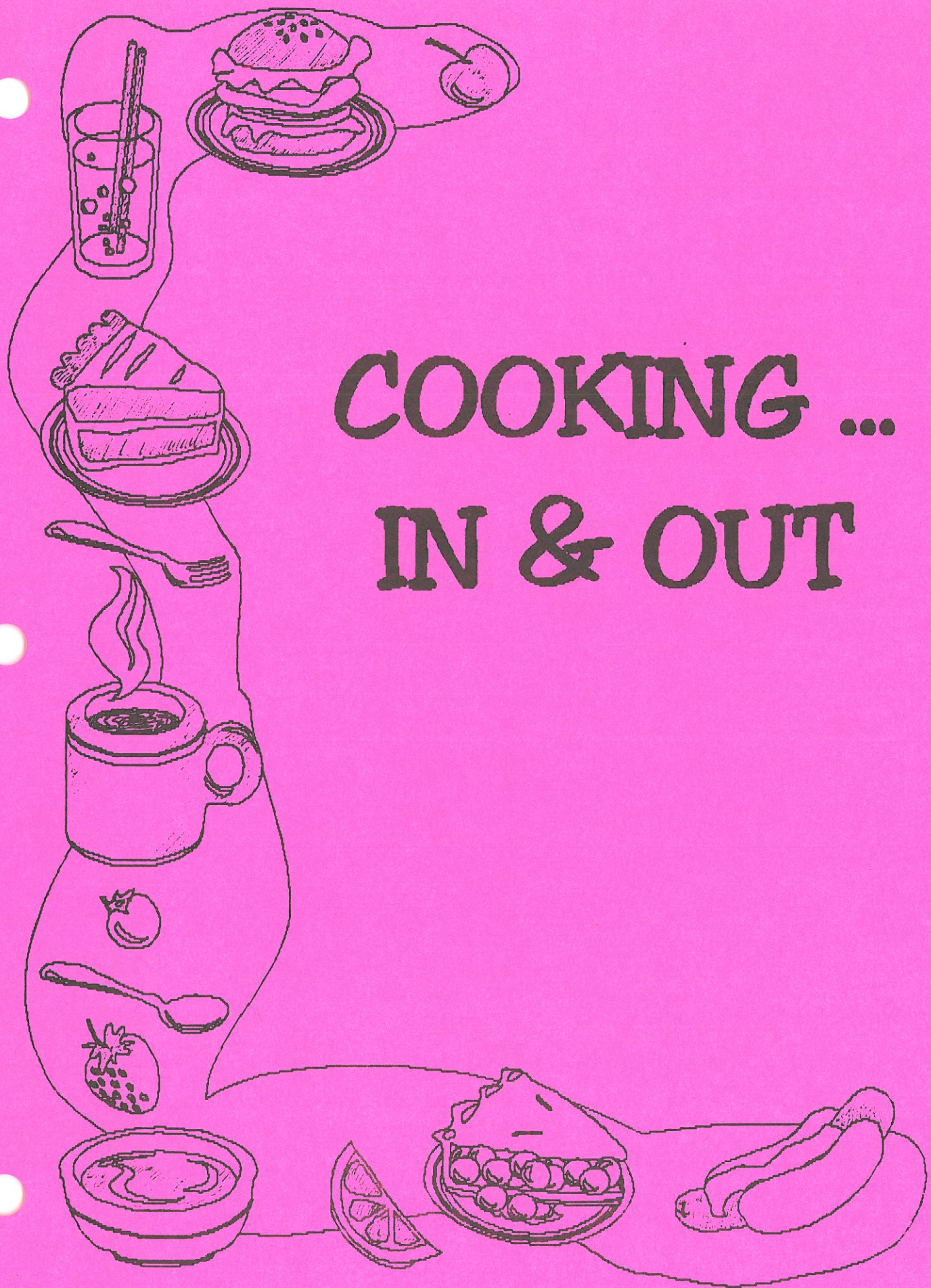
Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view) Paint blue. Add Cut Scout insignia stickers if desired for decoration.

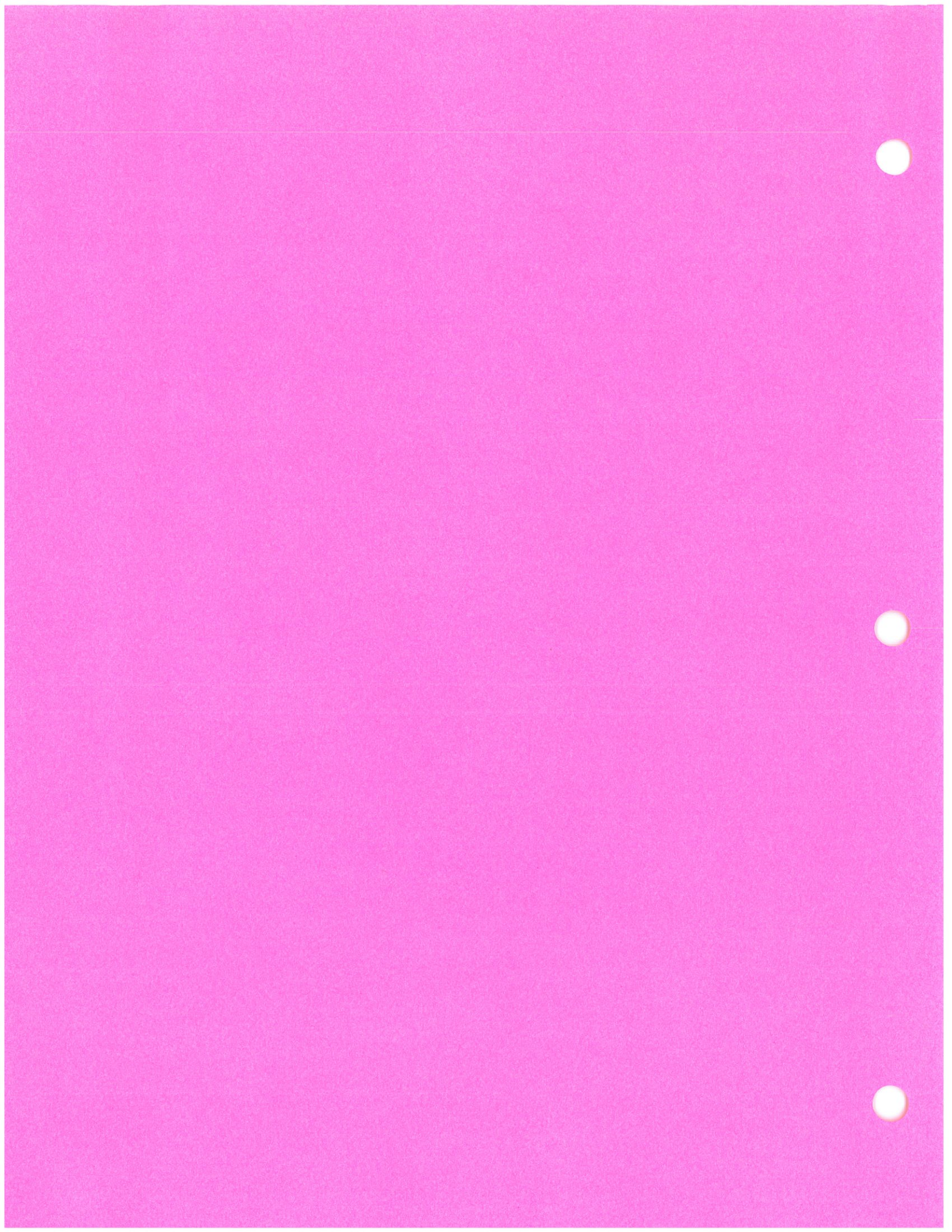
Candles

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



COOKING ... IN & OUT





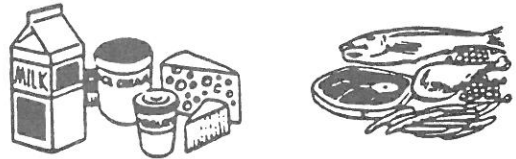
CUB SCOUT CHEFS

Eating is fun and so is fixing food to eat! Cub Scouts love to do both. This section will focus on cooking inside, instead of cooking outdoors. For tips and ideas on cooking outdoors see the Webelos section of this book.

Cooking in a den meeting can be a real treat for Cubs. It provides a fun change of pace and a great avenue for teaching many important lessons that Cubs don't associate with having fun. Cleanliness, nutrition, safety, how to follow directions, planning, etc., are easily demonstrated in the kitchen; and you're likely to have their attention when food is involved. Always involve the boys as much as possible.

It is highly recommended that you first establish some rules in regards to cooking and eating. Further it is important to remember that not all of your Cubs may have had any experience in the kitchen. Some suggested rules are:

1. Wash your hands and keep them clean at all times. *(It might be a good idea to have a nail brush handy for some of the Cubs.)*
2. Read all of the recipe before starting.
3. Be safe.
4. Nobody eats until the mess is cleaned up.

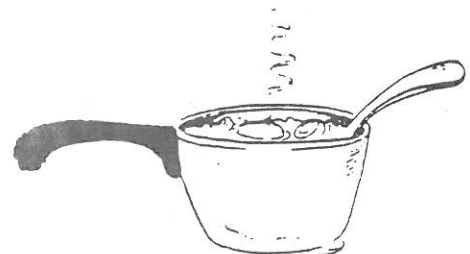
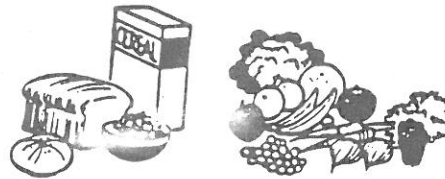


You, of course, should elaborate on these rules to fit your situation and add any others you or the Cubs might think of. Assign everyone a task. If you run out of tasks, double up and have the boys waiting their turn start cleaning or look for safety violations. One of the skills we hope you don't have teach with cooking is First Aid. Just in case, know where your first aid kit is and how to use it. You should have at least one other adult present when cooking with Cub Scouts. Your full attention should be on a boy using a knife, mixer, blender or other potentially dangerous utensil.

Do simple things to start with and then progress as the skills become sharper. The first venture into food preparation will probably be an after school snack or a sack lunch for an outing. You will find recipes for all kinds of food in cookbooks and on mix boxes. While cooking from a recipe, help the Cub Scout measure out the ingredients himself. It's a lot more fun, but it does take more time and skill.

COOKING WORDS

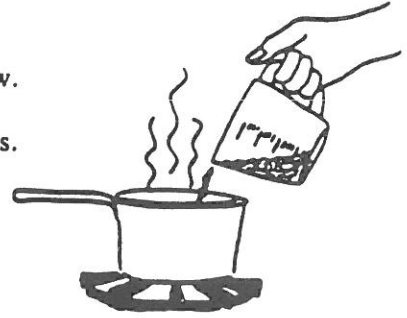
- BAKE:** Cook food in the oven.
- FRY:** Cook food in hot oil.
- BEAT:** To combine ingredients, or add air by using a brisk whipping or stirring motion.
- KNEAD:** Work and press dough with palms of hands. Turn a little after each push.
- BLEND:** Stir several ingredients together until smooth.
- MIX:** Stir ingredients together.
- BOIL:** Cook in hot liquid that bubbles and steams.



SIMMER: Cook in liquid over very low heat. Bubbles are small and slow.

BROIL: Cook in direct heat. Use the broiler or cook outside over coals.

CREAM: Beat with spoon or mixer until mixture is soft and fluffy.



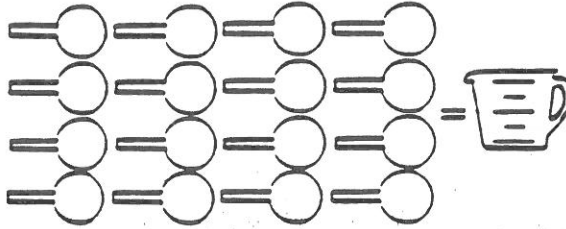
MEASUREMENT TABLE

Three teaspoons equal one tablespoon



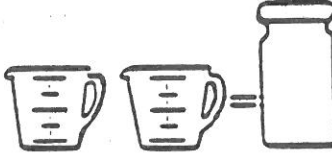
Sixteen tablespoons equal one cup

or one cup equals 237 milliliters



Two cups equal one pint

or one pint equals 473 milliliters



RECIPES

CHEESE DOG ROLL-UPS

Preheat oven to 375°

- 1 can refrigerator crescent dinner rolls
- 8 hot dogs
- 8 strips cheddar cheese

Directions: Separate rolls into 8 triangles of dough. Cut narrow slit lengthwise in each hot dog and put in strip of cheese. Place hot dog on wide end of dough triangle and roll up. Cook on ungreased cooking sheet, cheese side up for 10-15 minutes or until brown.

CINNAMON TOAST

- 1 slice of bread
- Soft margarine
- 1 tsp. sugar
- 1/4 tsp. cinnamon

Directions: Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon. (Or mix 1/4 cup sugar, 1 T. cinnamon and use shaker.)



GRILLED CHEESE SANDWICHES

- 2 slices bread
- 1 slice American Cheese
- 1 T. butter or margarine

Directions: Put the cheese between bread slices. Melt butter in skillet. Toast the sandwich over low heat. Flip the sandwich over with a turner. When both sides are toasted, eat and enjoy.

FRUIT SPARKLE

- 1 can of frozen juice concentrate - any flavor
- Ginger Ale

Directions: Follow the directions on the can, but use ginger ale instead of water to dilute the concentrate.

FRENCH TOAST

- 2 eggs
- 1 cup milk
- 1/4 teaspoon salt
- 3 tablespoons oil
- 4 or 5 slices of bread

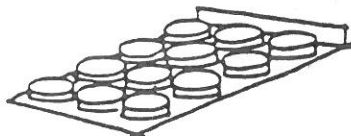


Directions: Break eggs into bowl. Beat until smooth and blended. Mix in milk, salt. Pour in shallow pan. Dip bread into mixture and cook in hot oil. Serve with sifted confectioners sugar or with jelly.

CUB SCOUT PIZZA

Preheat oven to 300°

- English muffins
- Pizza sauce
- Grated cheese (any kind)
- Meat of your choice, pre-cooked
- Toppings of your choice i.e. mushrooms, onions

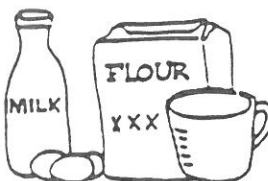


Directions: Split English muffins into halves to use as the crust. Spread pizza sauce on the muffin half, add the meat and topping of your choice, and top off with grated cheese. Bake for about 10-12 minutes, or until cheese is melted. (For a crispier crust, toast the muffins before adding sauce)

HOT CHEESE PRETZELS

Preheat oven to 425°

- 1 package dry yeast
- 1 1/2 cups warm water (105 to 115 degrees)
- 3 1/2 cups flour
- 1 cup grated cheddar cheese
- 1 egg



Dissolve yeast in water. Stir in flour and cheese. Knead dough until smooth. Add more flour 1 teaspoon at a time if dough is too sticky. Break off walnut size pieces and roll into 12" long rope. Twist into pretzel shapes or whatever shape the boys think is pretzel shape. Place on ungreased cookie sheet and brush with beaten egg. Bake at 425° for 15-20 minutes. Warm pretzels are great dipped in melted cheese or soft cheese spread.

CUB SCOUT MONKEY BREAD

Preheat oven to 350°

2 cans biscuits
 3/4 cup sugar
 1/4 cup cinnamon
 4-6 oz. margarine (squeeze margarine works great)



Remove biscuits from can and cut into quarters. Spread one layer of biscuit pieces in bottom of round cake pan (8-10" pan). Spread 1/4th of the margarine over the layer of biscuits and sprinkle with 1/4th of the sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon on each layer. Bake in oven for 350° for 12-15 minutes, or until browned.

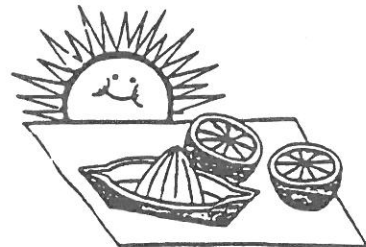
CREAMY AMBROSIA

1 big can fruit cocktail, drained
 1 cup shredded coconut
 1 cup miniature marshmallows
 12 ounces of Cool Whip
 1 cup pecans, chopped

Mix all the ingredients together and refrigerate for several hours before serving.

LEMONADE

1/2 lemon
 2 teaspoons sugar
 1/2 cup cold water



Roll lemon to soften. Cut in half and squeeze out the juice. Add sugar and water and stir well. For pink lemonade add 2 to 3 drops of red food coloring.

TING A LING NOODLE CLUSTERS

Melt 2 (6 ounce) packages semi-sweet chocolate pieces in a double broiler over hot water. Cool to room temperature. Add 1 cup spanish peanuts and 1 to 2 cups of chow mein noodles. Stir well. Drop by teaspoon full on waxed paper. Makes 2 dozen.

BBQ WIENERS

Take 1 package of wieners and cut into bite sizes. Place in pan and let brown, but not dark. Add 1 1/2 cups of your favorite BBQ Sauce. Let simmer for 15 minutes.



HIKER'S BIRD SEED

Mix the following ingredients together and divide into small plastic bags for easy carrying.

Semi-sweet chocolate bits
M&M's or Hersheyettes
Raisins
Unsalted Nuts
Dried fruit bars
Sugared breakfast cereal

MARSHMALLOW PUFFS

Preheat oven to 375°

2 tablespoons sugar
1/2 teaspoon cinnamon
1 can refrigerated crescent rolls
2 tablespoons butter or margarine
8 large marshmallows



Combine sugar and cinnamon. Melt butter over low heat. Dip marshmallows in the butter then in sugar and cinnamon. Stretch the crescent roll just a little then wrap the marshmallow making sure that no holes are showing. Bake at 375° in a greased muffin tin for 12-15 minutes.

GOOBER APPLES

Wash 2 apples. Carefully cut each apple into 4 pieces. Take out the core and seeds. Put apples slices into a dish. Place 3 tablespoonfuls of peanut butter in the dish. Dip the apples into the peanut butter then eat.

BREAKFAST PIZZA

Preheat oven to 375°

1 pound pork sausage or bacon
1 package (8) refrigerated crescent rolls
1 cup frozen loose packed hash browns, thawed
1 cup shredded sharp cheese
5 eggs
2 tablespoons parmesan cheese
1/4 cup milk
Salt and pepper to taste

In a skillet cook sausage till brown, drain or cook bacon until crisp, drain then break into pieces. Separate crescent rolls into 8 pieces. Place in ungreased 12" pizza pan with points toward center. Press over bottom and sides to form crust; seal perforations. Spoon meat over crust. Sprinkle with thawed hash browns. Top with cheese. In bowl beat together eggs, milk, salt and pepper. Pour over cheese. Sprinkle on parmesan cheese. Bake 25-30 minutes.



CARAMEL CORN

1/2 cup packed brown sugar	1/4 cup butter or margarine
2 tablespoon dark corn syrup	1/4 teaspoon salt
1/2 teaspoon vanilla	8 cups unsalted popcorn (<i>measured after popping</i>)

1. Make the popcorn in your popcorn popper. Depending on the brand of popcorn you use, you will need 1/2 cup or more of unpopped corn.
2. Place the popped corn in a deep glass 4 quart casserole.
3. Mix together brown sugar, butter, corn syrup, and salt in a 1 1/2 quart glass bowl.
4. Cook, uncovered, 2 minutes, stir after 1 minute.
5. Stir. Cook, 1 minute, 30 seconds, stir after 45 seconds. **THIS IS HOT!**
6. Stir in vanilla.
7. Pour the hot brown sugar mixture over the corn. Stir to coat.
8. Cook 2 minutes, stirring after 1 minute.
9. Pour out on a tray lined with waxed paper to cool.



GRILLED CHEESE TORTILLA

Tortilla's
Grated Cheese (*any kind*)

Bake or grill a sandwich using tortillas in place of the bread. Slice like a pie and serve.

CINNAMON TORTILLA TREAT

Small to medium flour tortillas
Sugar and cinnamon (*mix 50/50*)
Cooking oil

Spread a very light coat of oil on both sides of flour tortilla. Place under broiler, on cookie sheet, until golden brown; turn and brown other side. (won't take long). Remove from oven and sprinkle with cinnamon and sugar mixture.

TOOTSIE ROLLS

2 tablespoons margarine (room temperature)
1/2 cup corn syrup
2 squares of chocolate melted
1 tsp vanilla
3 cups powdered sugar
3/4 cup dry powdered milk

Put all ingredients in zip lock bag, knead until well mixed. Roll into ball or log shapes.



DUMP CAKE

1/2 cup brown sugar
1 egg
1 can cherries
1 cake mix
1 stick margarine

Spray pan with non stick cooking aerosol. Spread brown sugar evenly on bottom of pan. Cut margarine into thin pats and distribute evenly in pan. Add cherries in juice. Mix beaten egg with cake mix and spread over cherries. Bake at 400 degrees for 25 minutes or until brown.

PUDDING CONES

1 pkg INSTANT pudding
ice cream cones

Mix instant pudding as directed on package. Serve in ice cream cones. Can top with whip cream or any topping.

PUDDINWICH

1 cup plain yogurt
1/2 cup peanut butter
Graham crackers, chocolate wafers or oatmeal cookies

Combine yogurt and peanut butter. Spread on crackers or cookies. Top with another cracker or cookie. Wrap in plastic wrap and freeze.

This is a great snack for warm weather. Make this snack when the boys first get there, let them freeze during your meeting then serve at the end and they should be frozen.

RED HOT GUMMY APPLES

Cut out core of an apple.
Fill with red hots candy.
Microwave 3-4 minutes turning halfway through.
Stick some gummy worms in it for fun.

BANANA WRAPS

1 8 inch flour tortilla
2-3 tablespoons peanut butter
2-3 tablespoons jelly
1 small banana, peeled

Place tortilla on a paper towel. Microwave 10-20 seconds on high or until tortilla is soft and warm. Spread with peanut butter and top with jelly. Place banana near the right edge of the tortilla. fold up the bottom fourth of tortilla, bring right edge over the banana and roll up.



OUTDOOR COOKING

Cooking and eating are an adventure. Eating is fun and so is fixing food to eat. There are so many activities that offer an opportunity to cook and eat. There is just something about camp cooking that is special. Cooking outdoors requires a different set of rules and equipment. Take time to plan some activities that will include food preparation, whether it is brought in a paper sack or food that will be prepared by the boys. Even cooking a hot dog or marshmallow can be a real challenge - having it cook just right and not burnt. Cooking is a skill and cooking outdoors with charcoal, wood or a buddy burner will take some skill. Take time to talk about what you plan to cook, discuss safety and practice fire building.

It is fun to beat eggs, mix pancakes, make a milkshake or cherry cobbler. It can be lots of fun as long as you know what you are doing. Don't be too ambitious to start with, remember the age of boys you are working with. Do simple recipes and progress as their skills develop. Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take time out to cook. Maybe the first venture could be an after school snack.

SAFETY AND GOOD COOKING HABITS

Start out by getting yourself ready to cook.

- Protect your clothes from spills by putting on an apron; then wash your hands.
- Read the entire recipe carefully.
- Organize the bowls, spoons, pans and other equipment that you will need.
- Read and know about making fires and fire safety.
- Have all the ingredients for the recipe. Measure ingredients accurately. Follow the recipe mixing the ingredients.
- While the product is cooking, put things away and clean up your work area.
- Stay near your food. If you forget them, they will cook too long and burn.
- Turn pot handles away from the edge so no one will bump the handle and cause pot to spill.
- Always use potholders when handling hot pans. Keep all towels, pot holders, clothes and hair away from the flames.
- Learn how to use a knife.

OUTDOOR COOKING HINTS

- Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- For a wood fire, use candle pieces wrapped (*like candy*) in wax paper. Light the paper and the wax will keep it going long enough to ignite your kindling.
- Handy fire starters (*never-fail*) can be made by placing one charcoal briquette in each section of an egg carton (*paper kind*). Cover with melted wax. Tear apart and use.



After you are finished with your fire make sure it is out by:

- Scattering ashes or embers
- Sprinkling with water
- Drenching charred logs
- Covering with dirt or sand



When you can hold your hand on the spot where the fire was and not feel any warmth, your fire is out.

COOKING WITH CHARCOAL

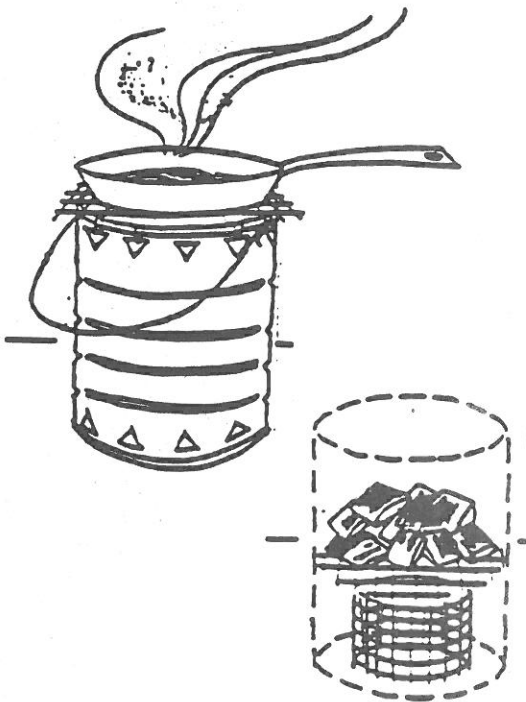
To start charcoal fires make and use fire starters or a starter can. Charcoal starts slowly. Allow at least 30 minutes before fire is ready to use. To start charcoal use one of the following methods:

- Place small twigs or fire starters close together as a base. Leave an air space beneath starters. Place charcoal on top of this. Light the fire starters, and gradually add a few more briquets, one at a time.
- Use a starter can.

Charcoal will be grey-white in the daylight and red at night when ready.

STARTER CAN

Cut both ends from a one gallon can, or large juice can. Make vent holes with a pop can opener around one end of the large can. To use, place can inside grill or on a pan or tray, crumple three full size sheets of newspaper into balls. Place newspaper in bottom of starter can or fill it half way with twigs. Cover with charcoal. Light the newspaper through the vent holes. When charcoal is glowing, remove can with a pair of pliers. One charcoal briquette equals 40 degrees of temperature.



CHARCOAL STOVE

You need:

- Tin can (#10 or larger)
- Roll-type can opener
- Punch opener
- Wire for handle
- Three pieces sturdy wire screen

1. Remove top of can with roll-type can opener. Punch airholes with punch opener around top and bottom of can.
2. Stick ends of wire through two of the holes at top and twist to make a handle.
3. Push wire screen half way down into can to make a grate. This holds charcoal near top for cooking and keeps air under charcoal. To keep screen from slipping, curl second piece of screen into a coil, and put between grate screen and bottom of stove.



4. Make a stove top out of the third piece of wire screen. This supports your hamburger or the cook pot.

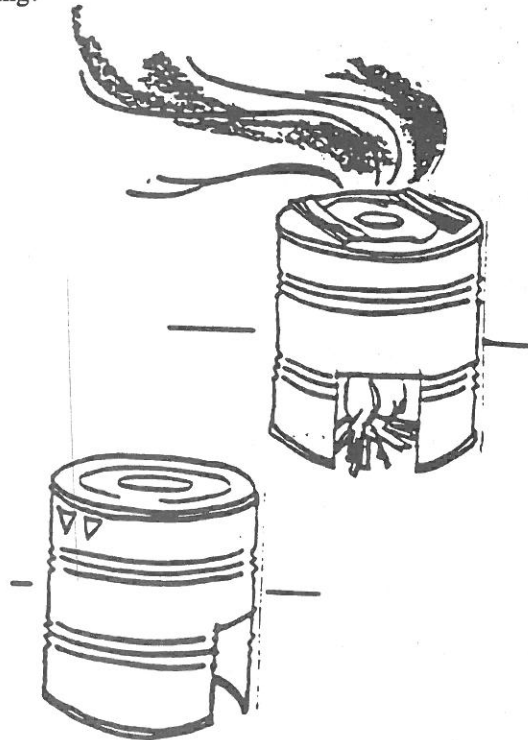
TO USE CHARCOAL STOVE:

Set the stove on cleared ground and put tinder on the grate. When tinder is burning briskly, drop charcoal into fire. Swing the stove by the handle now and then to keep the charcoal burning.

VAGABOND STOVE

You need: #10 tin can
Pair of tin snips
Gloves
Roll-type can opener
Punch opener
Hammer

1. Remove lid from tin can using roll-type can opener. This open end will be the bottom of your stove.
2. Cut door in stove. Wearing gloves, take the tin snips and cut from the open end two slits three inches apart and three inches long. Bend this piece of tin back into can and hammer it flat.
3. Punch with the punch opener two or three small holes at the top of the can on the side opposite the door. These are your air holes and serve as a chimney.



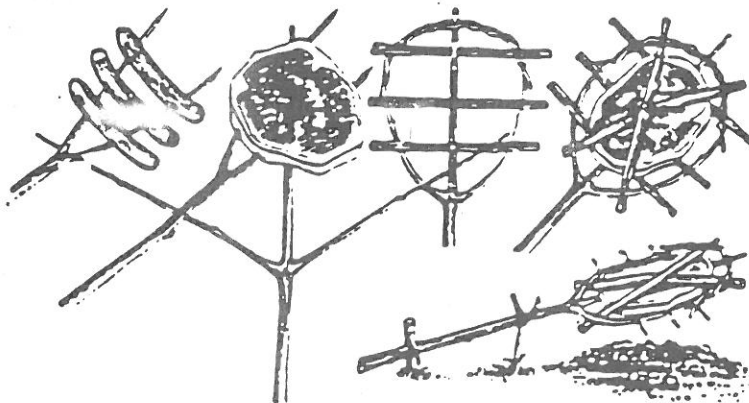
TO USE VAGABOND STOVE:

Find a level spot for the stove so food will not run over the side. If stove is not level, put a twig under the low edge.

Press the stove in the dirt so that it makes a ring. Then put it aside. Make a small fire of twigs in the ring. Keep fire small but steady. You can also use a Buddy Burner. (See directions for making.)

Put the stove over the twig fire or Buddy Burner. The stove will get very hot so do not touch it.

The first time you use your stove you will have to wipe the finish off the tin can after the stove has heated up. Hold stove with a pot holder and wipe off with a paper towel.

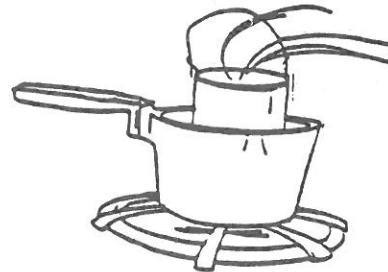


BUDDY BURNER

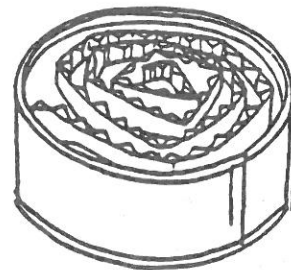
A Buddy burner is fuel and can be used with a vagabond stove. It is also good emergency fuel to have on hand if your stove at home should not work. You can use it in a driveway or an inside fireplace or when you cannot have an open fire. The smoke is very black so do not use it in a room.

You need:

- A shallow tin can (*tuna or cat/dog food*)
- Corrugated cardboard, cut in strips just a little narrower than depth of can
- Paraffin, in a tin can
- Lid from a larger can
- Pot of water on stove



1. Roll cardboard into a coil that fits loosely into the can.
2. Melt the paraffin. Paraffin should always be melted in a tin can set in a pot of water on the stove. Use low heat. Melt small amounts at a time. The vapor given off by the melting paraffin might start to burn, so have a lid from a larger tin can on hand to smother any fire.
3. Fill shallow can almost to the top with melted paraffin.
4. Let the paraffin harden. Now you have made a Buddy burner.



You can make a Buddy burner using sawdust instead of cardboard. Fill the tin can with sawdust and pour in paraffin. You may have to use "wicks" in this to start the burning easier.

TO USE A BUDDY BURNER:

Light the top of the Buddy burner with a match. Now you can cook on your vagabond stove. Never cook directly on the Buddy burner because the smoke is black and sooty.

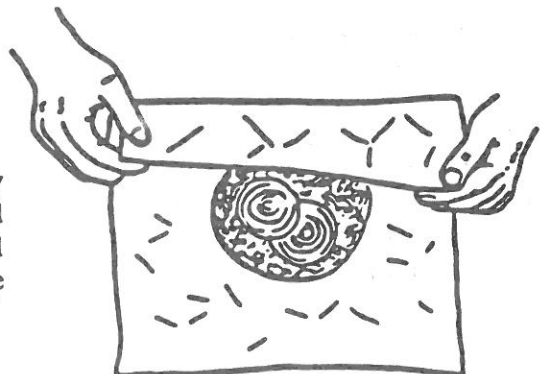
Place the vagabond stove over the Buddy burner.

Put the fire out by lifting the stove off and smothering the flame with a No. 10 tin can lid or any flat surface larger than the Buddy burner. Use a pot holder to lift the stove, or knock the stove over with a stick. The paraffin will be hot and liquid, so wait until it hardens and cools before you pick it up.

FOIL COOKERY

Foil Cooking Hints

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. This wrap is know as the "drugstore" wrap.



EASY MEAT LOAF

- 2 pounds ground beef
- 1 small can evaporated milk or 1/2 cup milk
- 2 packages dried onion soup mix

Mix all ingredients together and form loaf in Dutch oven. Bake approximately 50 to 60 minutes.

TASTY BEEF ROAST

- 1 3 lb to 5 lb beef roast
- 1 can cream of mushroom soup
- 1 package dry onion soup mix

Brown roast. Pour 1/2 can mushroom soup around meat. Pour onion soup mix over meat, then the remaining mushroom soup over all. Let bake to desired doneness. Approximately 30 to 45 minutes to pound.

DUTCH OVEN ENCHILADA CASSEROLE

- 2 lbs ground beef
- 1 teaspoon salt
- 1 large onion, chopped
- 1 can tomato soup (10 3/4 ozs)
- 2 cans enchilada mild sauce (10 ozs)
- 1 can water (10 ozs)
- 1 package of corn tortillas
- 1/2 lb grated or sliced cheese

Brown together beef, salt and onion. Add tomato soup, enchilada sauce and water to beef mixture and simmer together. Place 3 or 4 corn tortillas on bottom of Dutch Oven. Remove 3/4's of the meat mixture from pan, and place over top of tortillas. Add another layer of tortillas. Add a 1/4 lb of cheese on top. Add another layer of meat mixture. Place another layer of meat mixture. Place another layer of tortillas. Sprinkle with remaining cheese. Place like over Dutch Oven and let simmer until it appears to be done. Approximately 30-40 minutes.

FRESH TOMATO SAUCE PICANTE

- 1 medium size tomato, finely chopped
- 1 small onion, finely chopped (1/4 cup)
- 6 springs cilantro or Italian parsley (leaves only), finely chopped (1 tablespoon)
- 3 serrano chilies, seeded and finely chopped; or
1 can green chili, finely chopped
- 1/2 teaspoon salt
- 1/2 cup water

Combine tomato, onion, cilantro, chilies, salt and water in a bowl. Cover; let stand about 30 minutes before serving. This sauce is best eaten the same day, as it soon loses its crispness and flavor.

TAMALE PIE

- 1 1/2 lbs. ground beef
- 1 clove garlic, minced



PUNCH DONUTS

Canned biscuits
Cooking oil
Cocoa
Jello
Sugar (*white, brown, powdered, w/wo cinnamon*)

Take a biscuit, punch hole through it with finger. Shape into donut shape. Drop into hot oil. Flip over when brown. Remove from oil, dip into sugar, cocoa or jello. Eat slowly, they are really hot.

SAUSAGE BALLS

1 lb sausage
3 cups bisquick
1 8 oz jar Cheese Whiz or shredded cheese

Combine sausage (*cooked*), bisquick and cheese; shape into balls. Bake in preheated 300 degree oven for 25 minutes or until lightly browned.

NELSON'S STEW

Box of macaroni and cheese
1 can of chunky ham

Heat water to boiling. Add macaroni and cook until soft. Follow directions on box. Crumble can of chunky ham into mixture, mix thoroughly. This is very easy. Feeds 2 scouts per box of macaroni and cheese, 1 can of ham can be mixed with each 2 boxes of macaroni.

CAMP STROGANOFF

1-1/2 to 2 pounds ground beef
Onion soup mix
2-3 tablespoons of ketchup
1 cup sour cream
1 can cream of mushroom soup
Noodles

Bring pot of water to a rolling boil and cook noodles until done. Brown meat and drain off grease. Add remaining ingredients and simmer until meat is tender. If necessary, thin sauce with a little milk. Serve over cooked noodles.



TACO CASSEROLE

2 pounds hamburger
6 tortillas
cheese grated
2 cloves garlic, minced
2 cans enchilada sauce
1 small can tomato sauce

Brown meat and garlic. Add enchilada sauce and tomato sauce. Simmer for 30 minutes. Tear tortillas and layer pan with tortillas, meat, cheese. Repeat with cheese on top. Bake at 350 degrees for 45 minutes.

DON'S HAWAIIAN DELIGHT

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

Sliced ham
Sweet potatoes
Carrots
Pineapple

Surround the ham slices with the other ingredients on the foil then add 1 tablespoon of syrup or honey. Fold using "drugstore" wrap to hold in the juice. Cook package on hot coals for approximately 15 minutes on each side.

PASTA ITALIANO BAKE

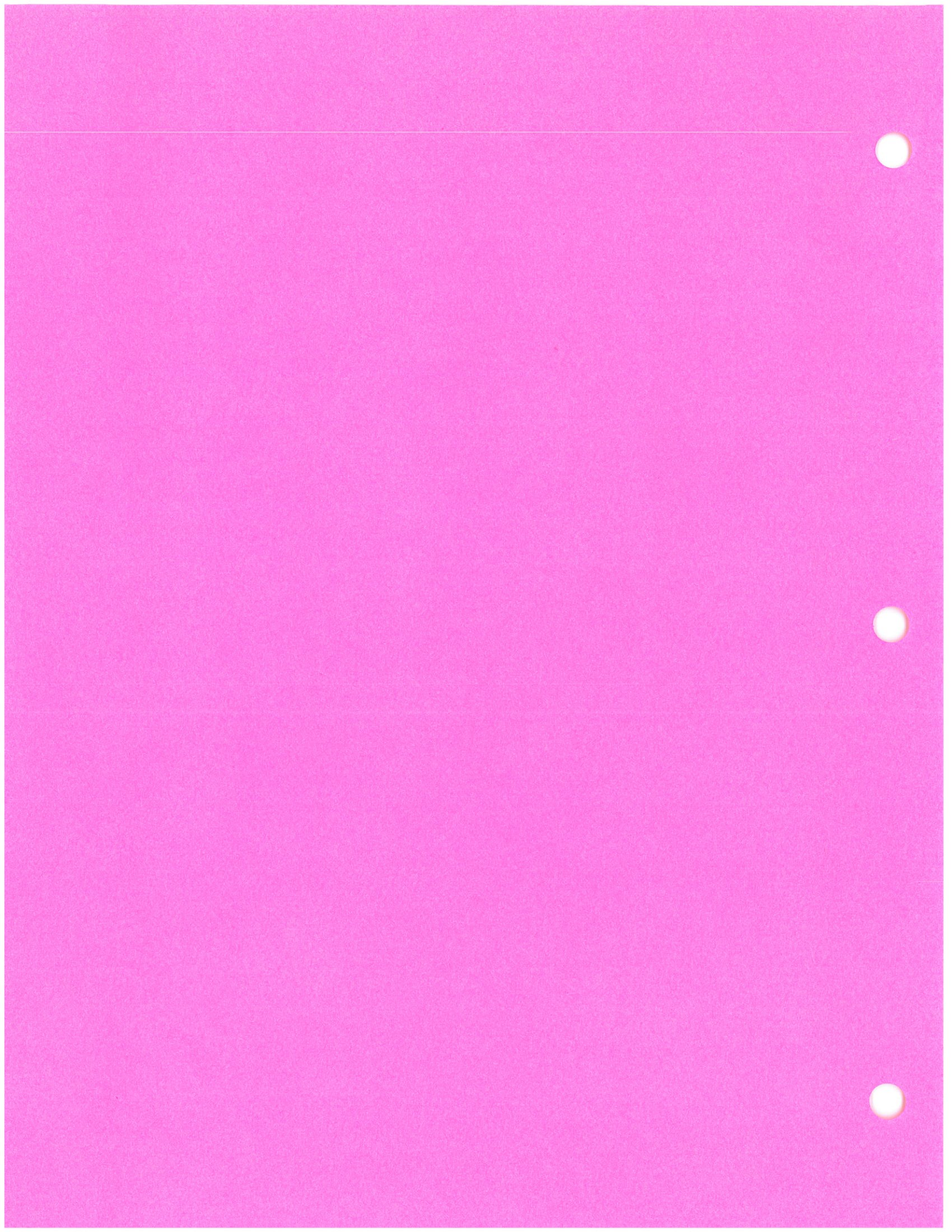
1 lb ground beef
1/4 cup chopped onion
1/4 cup chopped green pepper
1 garlic clove, minced
1 6 oz can tomato paste
1/2 cup water
1 teaspoon salt
1/2 teaspoon oregano leaves
2 cups (4 oz) noodles, cooked, drained
1/4 cup chopped parsley
1/2 cup Miracle Whip salad dressing
3/4 cup Kraft grated parmesan cheese
2 eggs, beaten

Brown meat, drain. Add onion, green pepper and garlic; cook until tender. Stir in tomato paste, water and seasonings. Cover; simmer 15 minutes. Combine noodles and parsley; toss lightly. Combine salad dressing, 1/2 cup cheese and eggs; mix well. Layer noodles and meat mixture in Dutch Oven; top with remaining cheese. Bake for approximately 40 minutes. 6 servings.





CRAFTS



CRAFTS and IDEAS

Boys like to make things, even those molded plastic toys or models put together with glue. The challenge for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity which is within the abilities and interests of a Cub Scout age boy, and is fun for them to make.

Finding crafts is not a problem. Cub Scouting literature is full of them, roundtable provides them, and various magazines and books also include suitable ideas.

Check the Cub Scout handbooks and you will find they are filled with an unlimited number of achievement and elective ideas involving crafts.

Help your den pick out the elective or achievement they need or are interested in and get them started on a handicraft project that will help them meet their requirement.

Keep crafts simple and inexpensive. Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since den leaders work with a limited budget, cost is a big consideration.

- **Crafts should be practical.** Learning to braid is fun. Learning the braid a belt which can be used as a costume part is even better. Crafts should have some practical or decorative value and if possible, fit the monthly theme.
- **Crafts should teach some skill** such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather and paint. They like to do new things.
- **Crafts should be progressively more challenging.**
- **A variety of material and methods should be introduced through craft projects.**
- **Crafts should seldom require more than two weeks to complete.** A craft project that drags out for a whole month is too difficult and takes up too much time. It may become boring. Start a craft in a den meeting and let them take it home to finish.
- **Be sure the craft project is compatible with the work area.** Take the boys to the garage or outside for messier crafts.



THE CRAFT MUST BE BOY'S WORK, NOT THE LEADERS! In some cases leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say **I MADE IT!**

CRAFT TIPS and MATERIALS

GLUE - To save money, buy glue in a large container and pour it into smaller containers so each boy will have his own to work with. The best glue for plastic milk cartons is clear silicone. Scotch contact cement is good for wood and paper. Tacky glue is best for styrofoam. Egg whites make a good adhesive for bonding paper kits. To make a heavy duty glue, mix cornstarch with regular glue until mixture is as thick as desired.

PLASTIC - To cut plastic milk cartons, coping saws or jig saws will cut the thick portion easier than scissors or knives which can be used to cut thinner parts. Use a nail to punch holes in plastic.

SCRAP PLASTIC AND LEATHERETTE - can be obtained from auto upholstery companies as scrap material. Use for Indian costumes, book marks, stool covers, etc.

PUPPET STUFFING - Worn out stockings, old rags, or plastic laundry bags.

CUTTING STYROFOAM - Some types of styrofoam can be cut with a knife - the kind with a serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

PAINTING PLASTIC BOTTLES - Mix tempera paint with a little powdered detergent. This makes it adhere to the bottles better. Acrylic paint works well too.

USING FELT TIP MARKERS on plastic - Felt tip markers will work better on plastic bottles if you first sandpaper the plastic lightly. Then spray with hair spray to protect the decoration.

WORKING WITH TIN - Rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

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

CRAFT RECIPES

SALT CORNSTARCH CLAY - Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired or it can be left white and painted later. Store in plastic bag in refrigerator.

FLOUR CLAY - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

HOMEMADE FINGERPRINT - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator.

POSTER PAINT - Combine 1/2 cup cornstarch with 3/4 cups cold water. Soak 1 envelope unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup powdered detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye or tempera.

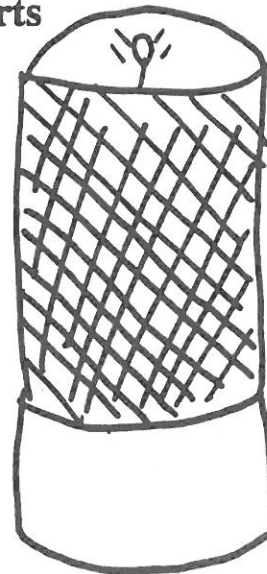
Harbors, Stations, Airports

HURRICANE LAMP

Items needed:

Window screen
Fine wire
Baby food or small jar
Candle

Form a roll from a 6 1/2" x 10" piece of window screen. Fold edges over with pliers and lace together with fine wire. Paint a small jar for a base. Insert candle. Add the screen wire roll.



PERISCOPE

Periscopes are good for spying. They let you peek over fences, around trees or look down at the sidewalk from a balcony.

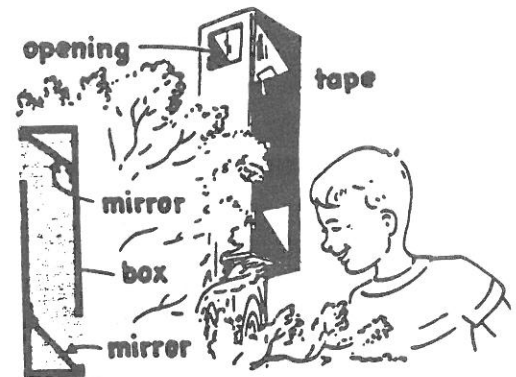
Items needed:

Narrow box no longer than 3 feet (*a shoe box*)
Two metal mirrors from a sporting goods store
Masking tape.

Place one of the mirrors on the bottom of one side of the box. Trace around it. Do the same on the top of the other side of the box.

The sketches on the right show how to fix the mirrors in place. You will probably have to adjust one of them to make the periscope work properly. You'll know it's working when you can see out of the top hole by looking through the bottom hole.

To finish up, put the lid on the box. Then seal the edges with masking tape and paint the box.



ROLLING NUTS

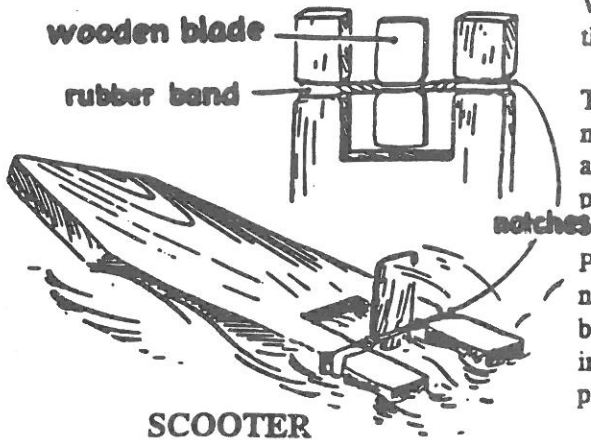
Items needed:

Walnut shells
Marbles
Felt, scraps of paper
Glue



Watch these creatures skitter along on marbles. Their bodies are halves of walnut shells. You cut heads, tails and features from felt scraps or paper and glue them to the shells. After the glue dries, set the shells on marbles and let your creatures roll down a sloping board.

MOTOR BOAT



SCOOTER

Items needed:

Sturdy fruit box or crate

Roller Skate

Board 4 inches wide, $\frac{3}{4}$ in thick, 12 inches long

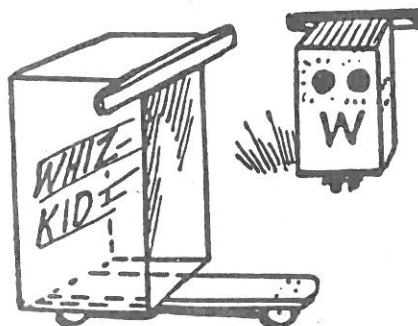
Board 1 $\frac{1}{2}$ inches wide, $\frac{1}{2}$ inch thick, 10 inches longer than width of the box.

Remove the leather strap and shoe clamp from the skate and separate back from front of skate. place back part of skate upside down near one end of 4 inch wide board. Carefully hammer skate to flatten shoe guard as much as possible then nail skate wheel to board. Nail front part of skate to the other end of the board. This is the scooter board.

Stand box on one end and place scooter board over center of box so that one end of the board is flush even with the bottom (or closed side) of box and other end of the board is flush even with the bottom (or closed side) of box and other end of the board extends 12 inches beyond open side. Nail scooter board securely to box. Round off edges of back of scooter board with sandpaper.

Stand box on closed side (front of scooter). Nail a 4 inch wide board securely across the end of the box, opposite the scooter board. Make sure it extends 5 inches on each side of box. Round ends with sandpaper. This board becomes steering bars.

Hammer down all nail ends inside the box and paint scooter. Nail 2 bicycle reflectors on front of box for 'lights'.

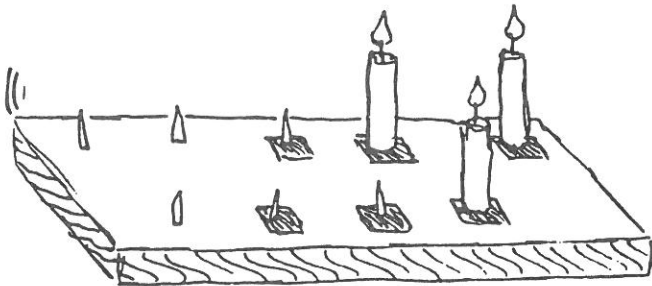
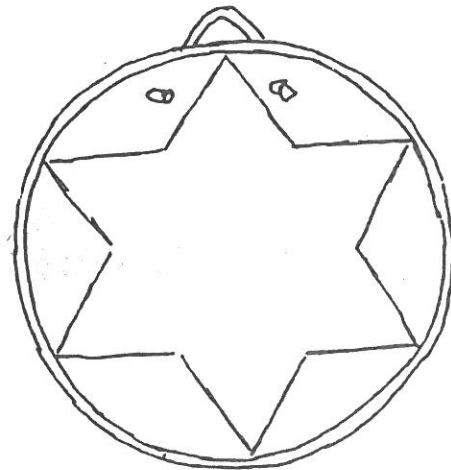


Star of David Plaque

Materials:

- Large Clear Plastic Lid
- Paper and Pencil
- Marker
- Glue
- Colored Aquarium Gravel/dyed Rice
- String

Trace around lid on piece of paper. Divide circle as shown. Place lid on top of design and trace pattern to lid with marker. Punch two small holes in top of lid. Thread string through from back and knot in front for hanger. Coat star with glue and cover with gravel. Let dry and repeat for background.



Menorah Candleholder

Materials:

- 9 X 3 X 1/2" Wood Board
- 9-1" nails
- Hammer
- Colored Masking Tape
- 9 Candles

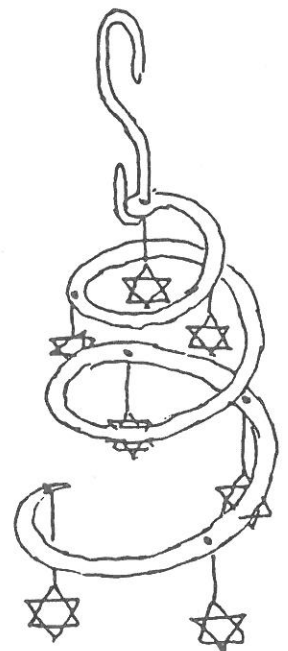
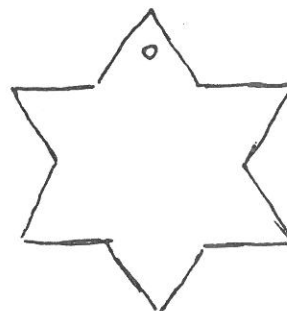
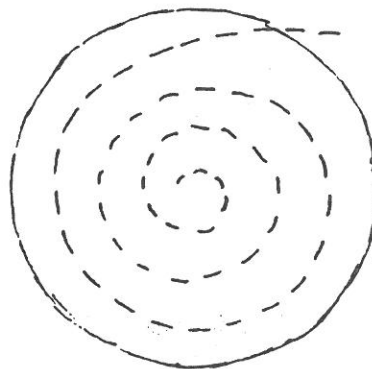
Sand board smooth. Mark location of nails as shown and hammer through the board. Cover each nail with a small square of tape. Impale the candles on

Hanukkah Mobile

Materials:

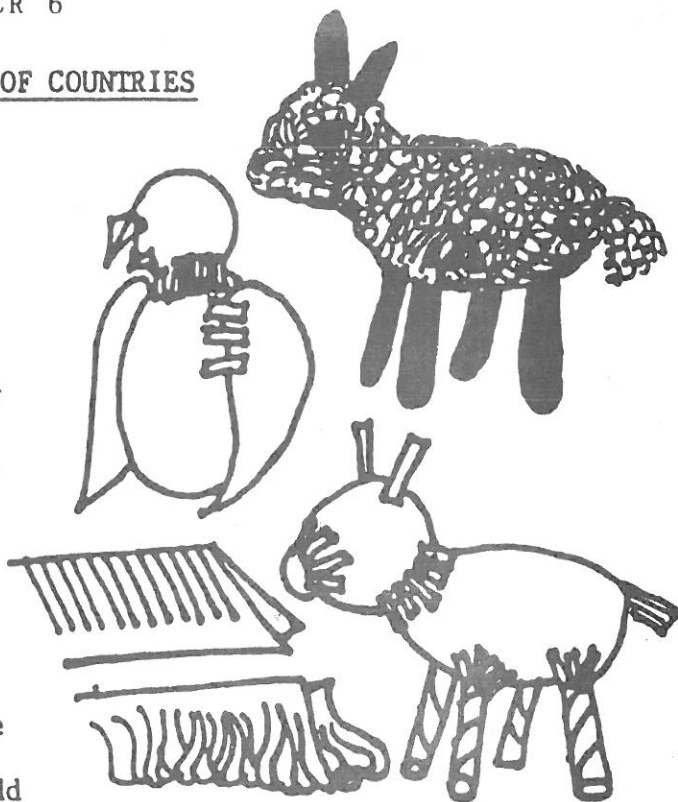
- Colored Construction Paper
- Paper Clip
- Scissors
- Pencil
- Needle and Button Thread

Trace outline of small plate on paper. Draw spiral in circle as shown and cut out. Cut 7 stars from contrasting color and punch a hole in each. Punch 7 holes in the spiral as shown and tie a star to each hole. Open out paper clip and push through center hole of the spiral. This is your hanger.



DECEMBER - CUSTOMS OF COUNTRIESPINATA (MEXICO)

1. To get the basic body, inflate a balloon. Add framework for nose, ears, legs as needed. Use a cardboard tube or paper cup for nose; heavy cardboard for ears, cardboard tubes for legs. Attach these to body with masking tape. Two balloons may be joined together with masking tape. The size and shape of the balloons will be determined by the animal or figure you are making.
2. Cover animal with 2 or 3 layers of strip mache. (See section on Papier mache) Let dry.
3. After the pinata is the desired shape and is completely dry, cut a hole in the back to remove the balloon and add wrapped candy or favors. Fasten a cord to the top for hanging.
4. If desired, you can add a finishing touch of tissue paper curls which cover typical Mexican pinatas. Fold 3" strips of colored tissue paper lengthwise and fringe as shown in illustration. Turn strips wrong side out so they will fluff up. Fold several strips together and cut all at once. Wrap these around the pinata, overlapping each row as you glue it on.
5. Blindfolded people take turns hitting at the hanging pinata with a stick until it breaks and the goodies fall out.

OJO DE DIOS

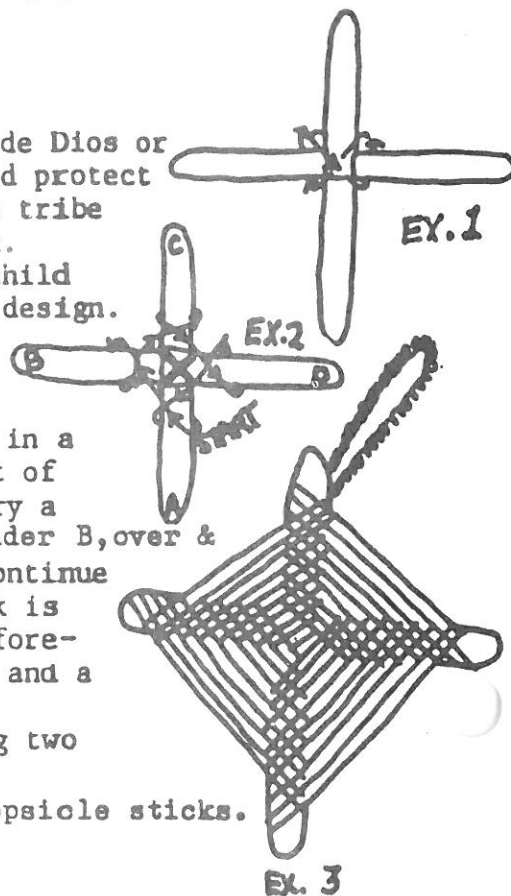
There are two cultures that made the hypnotizing Ojo de Dios or Eye of God. The Southwest Indians believed this would protect them from black magic, the evil eye or sickness. The tribe medicine man made them for tribespeople who were sick. Mexican families used this as a custom every time a child was born, a new Eye of God was added to the original design. It later became a family tree.

Materials: 2 popsicle sticks per project, glue string and assorted yarn.

Procedure: Using string, lash together the 2 sticks in a cross, make sure they are secure (Ex. 1). Put a spot of glue in the center and attach the end of yarn; let dry a minute. Following Ex. 2, wind yarn over A, over & under B, over & under C, over D, under D, over, A, under A, & then continue using this same pattern until almost the entire stick is covered. Lay each strand of yarn next to the one before-not over it. End by leaving a long loop for hanging and a spot of glue to hold the end in place.

Different colors of yarn can be used, simply by tying two strands together and concealing knot in back.

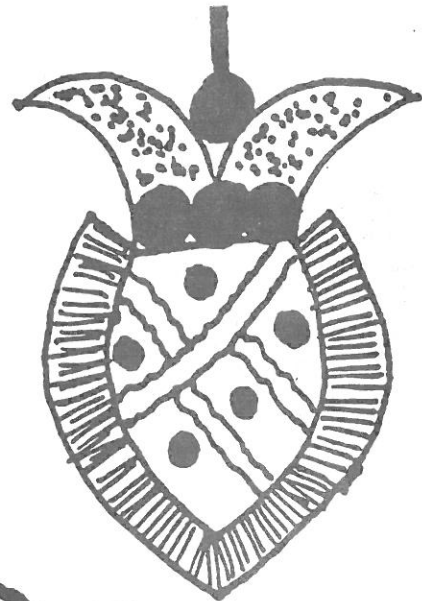
Straws, twigs or dowels can be used instead of popsicle sticks.



DECEMBER - CUSTOMS OF COUNTRIES

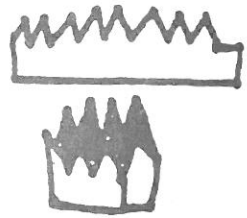
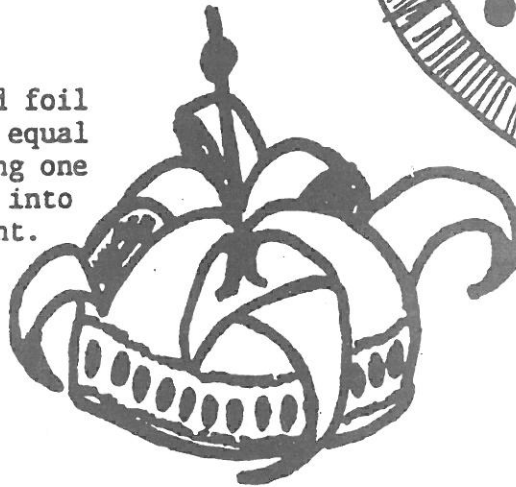
POLISH SHIELD

Use a red marking tag for the base. Cut it in the shape of the shield pictured at right (minus the fringe). Cover both sides with Gold Foil, cutting the bottom part 1/2" wider to allow for fringing. Fringe the edges with scissors. Decorate with Gunned Dots and glitter.



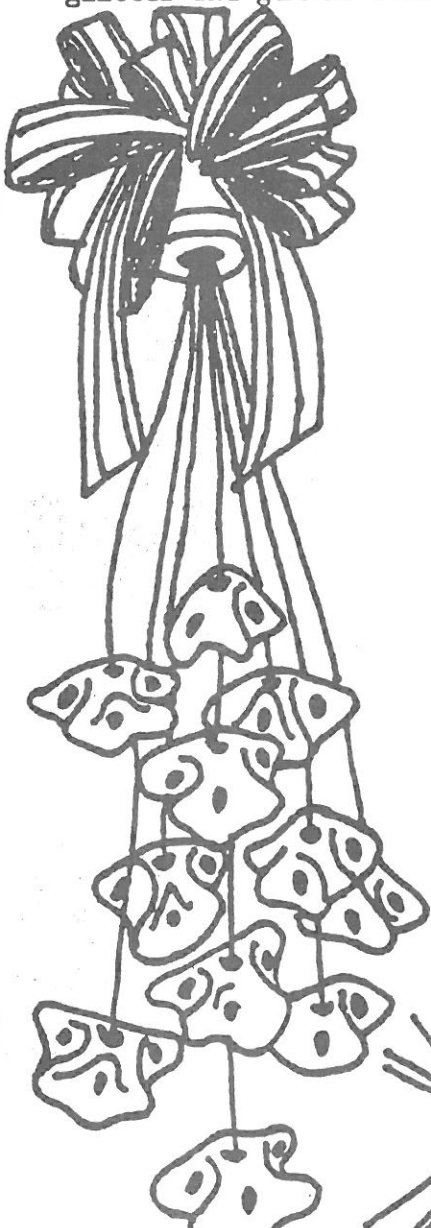
CROWN FROM PORTUGAL

Paste two 3" x 9" strips of gold foil back-to-back. Measure off nine equal pointed scallops and cut, leaving one inch uncut for the base. Paste into crown shape overlapping one point. Curve every other point toward the center. Other points are curved outward. Decorate with glitter and gummed dots.



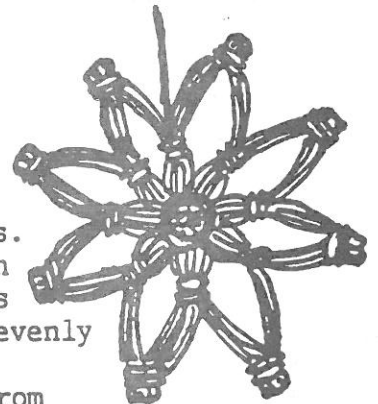
AMERICAN BELLS

Use the tops (and bottoms, too, if possible) of frozen juice cans. If the edges are ragged, pound them smooth with a hammer. With an awl and a firm hand, draw a cross on each to divide into quarters. This should make it easier to bend the bells into shape. Use pliers and bend as in diagram (below). Make a hole in the center with an awl or a nail and thread yarn or ribbon through with a knot at the end. Decorate with gummed stars and dots. Tie together with a Christmas bow.



SWEDISH STAR

Cut a 2 1/2" square of cardboard and wind stiffened yarn or string (see below) around the cardboard 20 times. Tie strands together at one end with spool wire. Cut other ends of loops open. Smooth these 40 strands out evenly to form a circle. Past a circle of stiffened yarn or string about 1/2" from around center. (Both sides). Follow the Star below, tying with spool wire or string until you have a ten-pointed star.



STIFFENED YARN OR STRING

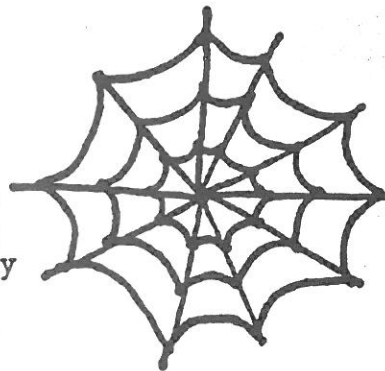
Soak yarn or string in a mixture of equal parts white glue and water. Remove, straighten and dry.

DECEMBER - CUSTOMS OF COUNTRIESGERMAN SNOWFLAKES

*Cut snowflake shapes from the bottoms of 2 berry baskets. Glue shapes together. Paint. Before paint dries, sprinkle with glitter.

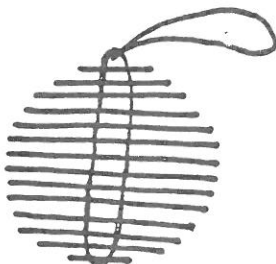
UKRANIAN COBWEBS

Draw a cobweb on a piece of paper. Cover paper with plastic wrap. Squeeze white glue along outline of web & press string into glue. Let glue dry. Gently lift web from wrap. Paint with thin coat of glue and sprinkle with glitter.

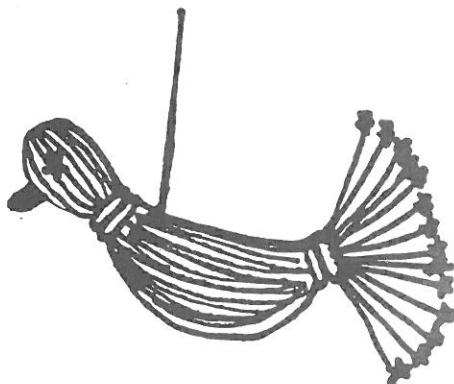
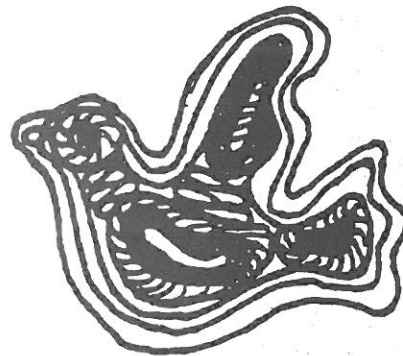
SCANDINAVIAN SHAPES

Center and glue flat toothpicks to craft sticks. Let glue dry completely. In pencil, draw a simple outline of tree, bell, ball, etc. on the toothpicks.* Then cut along pencil lines with utility scissors. Poke a small hole at the top for a hanger.

(*or trace cookie cutters)

MEXICAN YARN ANIMALS

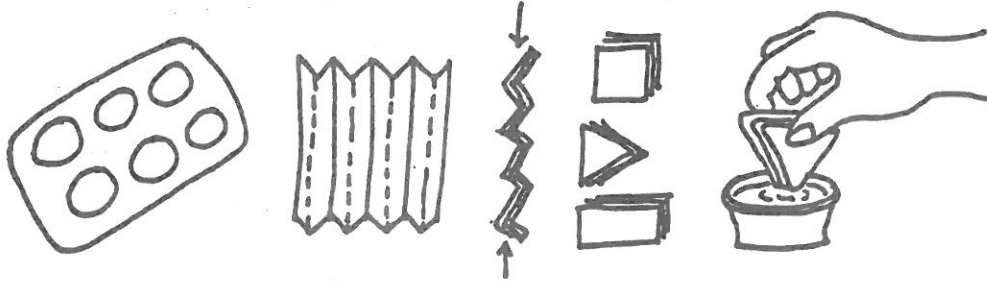
Draw an animal or plant design on a piece of heavy cardboard. Cut out. Squeeze white glue along lines of design and press brightly colored pieces of yarn into the glue. Spread more glue on the rest of the cardboard shape and press other colors of yarn into the glue.

SWEDISH BIRD

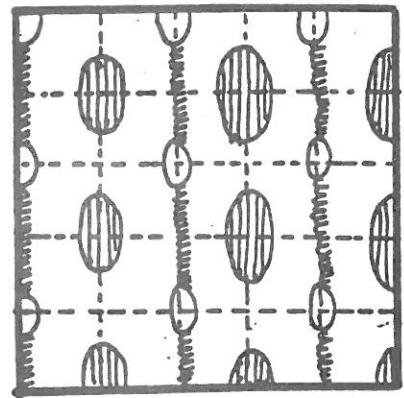
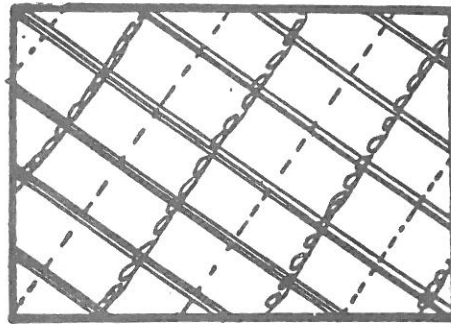
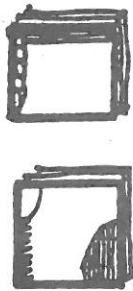
Wind a small ball of stiffened yarn or string for the head. Around this ball draw 5" loops of string giving the head a twist occasionally to keep the strands in place. Fasten with spool wire around neck and at tail. Pull body strands out to form curve at bottom. Cover wire with string or yarn. Decorate with sequin stars.

FOLD & DYE WRAPPING PAPER

Materials: soft absorbent paper (cheap paper toweling works fine)
 food dye, ink or water soluble paint
 muffin tin or small containers for dye



1. SET UP dyes in muffin tin & lay out newspaper want ads over drying area.
2. FOLD paper into accordion pleats along the length of the paper.
3. FOLD the pleated strip into squares, triangles or rectangles.
4. DIP folded paper into dye; try dipping just corners, then edges. (The amount of pressure you apply with your fingers will help distribute the color.) Plastic sandwich bags over hands will prevent stained fingers.
5. After dyeing paper, gently OPEN folds & lay out on newspaper to dry.
6. When dry, paper can be pressed with warm iron to remove folds. Always press between several sheets of newspaper.

SOLAR DYEING

Materials: wool yarn or natural fiber string
 unsweetened powdered Kool-Aid
 spoons
 hot sun

glass jars
 warm water
 rinse water

1. Dissolve Kool-Aid in 2-3 cups warm water.
2. Add yarn & enough water to cover it. Stir. For pastel colors dye for 15 minutes in the sun; darker shades need an hour or longer.
3. When yarn is the desired color (it will be darker when wet), rinse & hang to dry.

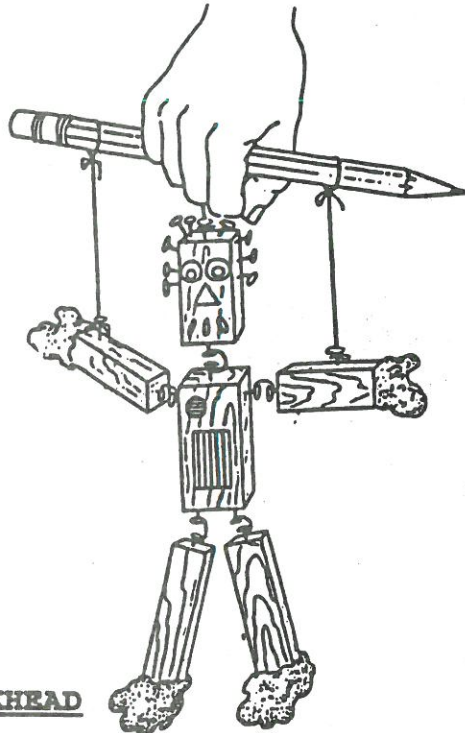
For space-dyed yarns, dye 2 colors per skein. submerge half or part of skein in dye jar & leave rest hanging out. When this end is dyed, submerge the undyed part of the skein in a 2nd color. Dye a 3rd color by overdyeing part of the 1st color with the second. If you're in a hurry, dye both sections at the same time in different dye jars.

PROJECT WITH DYED YARN:

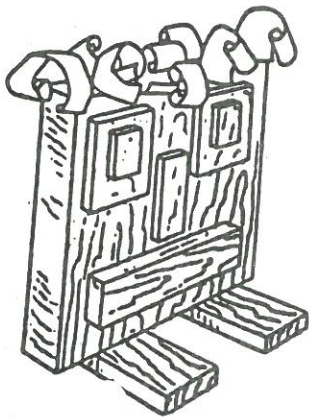
1. Cut several lengths at least 2½ times longer than desired length.
2. Overtwist the yarn by rolling on one knee, holding the other end firmly.
3. When the yarn kinks back on itself, fold it in half & let the yarn twist back on itself.
4. Tie the ends together in a knot & wear as a bracelet.

WOODEN ROBOT PUPPET

Use wood scraps to make arms, legs, head and body. Hammer a nail in each piece to be connected. Tie one end of a piece of string around one nail head and the other end of the string around the nail head of the piece it's to be connected to. Hammer nails into tops of head and arms. With string connect nail heads to a pencil.

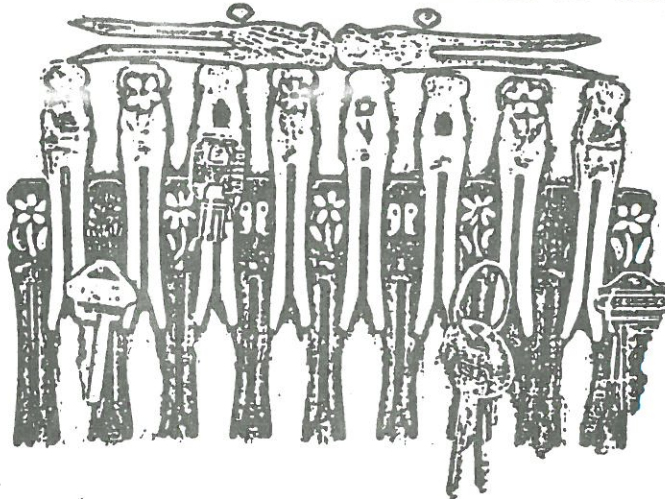
MR. BLOCKHEAD

Nail or glue pieces of wood together. Add trim of wood curls and sawdust clay. You'll have an unusual paperweight or desk ornament when you've finished this project!

KEY HOLDER

MATERIALS: 19 clothespins, two small screw eyes, 17 - 3/4" brad nails.

INSTRUCTIONS: All you have to do is glue the clothespins together in the position shown in the picture. Dry completely. Attach screw eyes to the top clothespins. If you are going to use more than one base color, it would be easiest if you paint the pins before you glue them together. If you are going to use all one color, use a spray paint after gluing. Paint on your own design. Finish with a clear varnish or lacquer.



PLACEMATS - Hat: Cut from dark blue mat paper or construction paper, approx. 12"x16". Glue on yellow cord and yellow emblem.

Kerchief: Cut from yellow mat paper or construction paper, approx. 16" wide and 12" tall. Cut emblem and strips from blue construction paper and glue on.

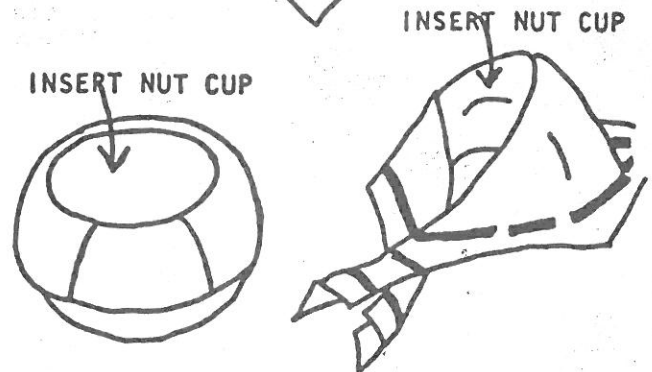
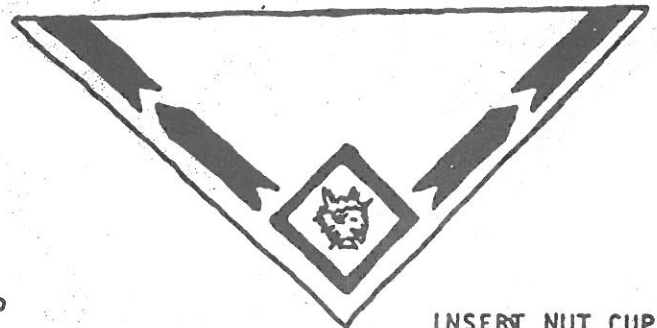
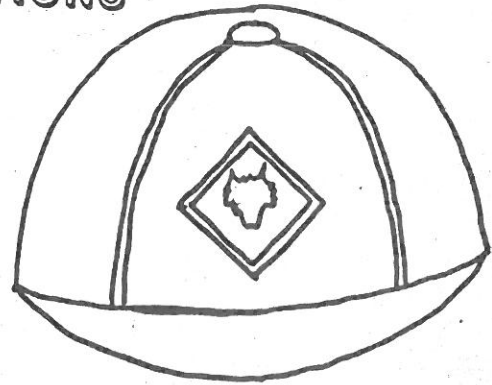
NUT CUPS- Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will set inside.

Kerchief: Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

PARTY POPPER - Fill a 5"-6" length of cardboard roll with wrapped candy. Cover with piece of royal blue crepe paper approx. 8" long and 6" wide. Tape or glue crepe paper around roll. Tie ends with yellow narrow paper ribbon. Add a decoration or den number.

CUB FAVOR - Make from egg carton cups, painted blue. Head is either another egg carton cup or small styrofoam ball. Glue on blue construction paper arms. Glue to a round cardboard base. Hat is made by cutting up top of styrofoam ball and adding brim.

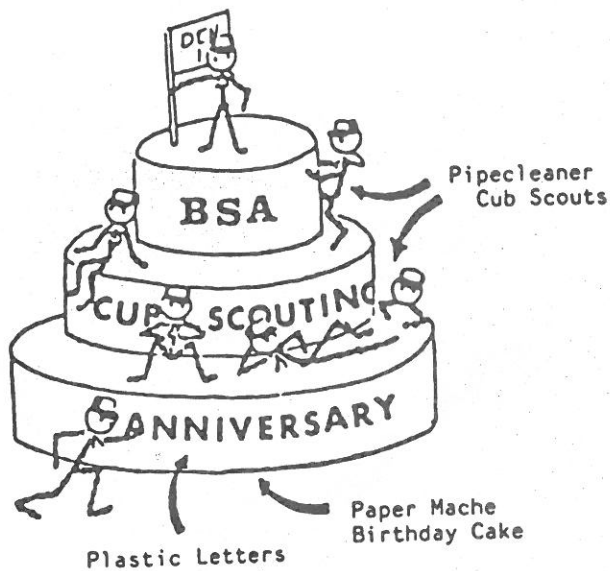
BLUE & GOLD MINTS - These are edible, and very tasty! Cream 6 Tablespoons butter, 2 teaspoons peppermint or spearmint flavoring, dash of salt and 7 Tablespoons water (color with food coloring). Add 2 lb. powdered sugar. Blend with mixer and knead with an additional 1/2 lb. of powdered sugar. Cut or shape mints.



CARDBOARD ROLL COVERED WITH CREPE PAPER



BANQUET DECORATIONS

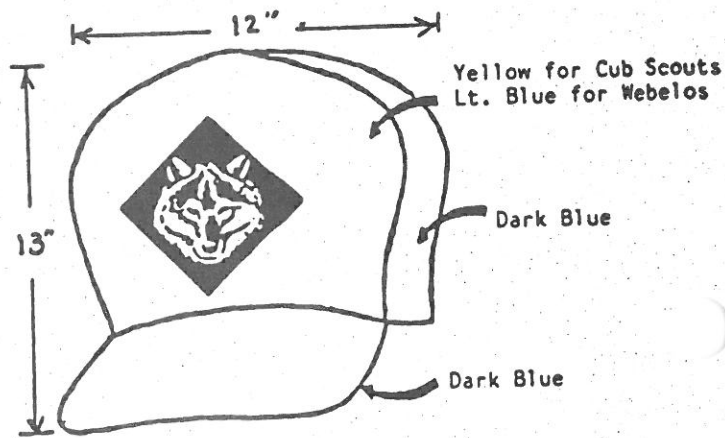
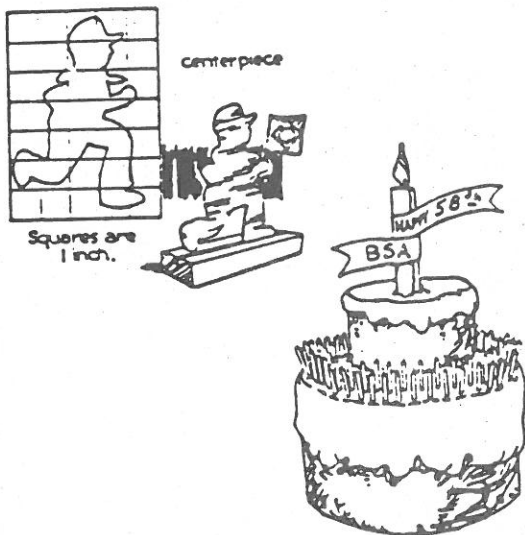


CAKE CENTERPIECE

Make a three-tiered cake from round boxes, covered with paper mache, and painted as desired. Frost with whipped soap suds.

Either paint on letters or use plastic stick-on letters.

Cub Scouts are made from twisted pipecleaners or chenille stems, with paper hats and neckerchiefs.

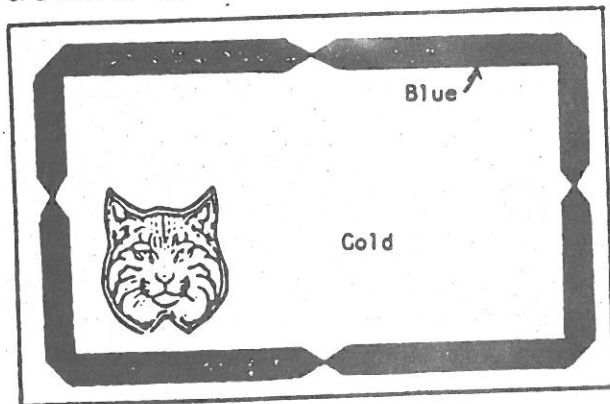


HAT PLACE MAT

Enlarge pattern. Cut from dark blue construction paper. Glue on additional front section of yellow or light blue. Add emblem for Cub Scout or Webelos.

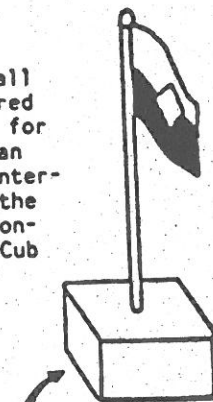
PLACE MATS

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



FLAG STAND

Make flag stands from small boxes, covered with colored paper. Fill with gravel for weight. Place an American flag or right side of centerpiece and a den flag on the left. Make flags from construction paper, or use Cub Scout flag sets.

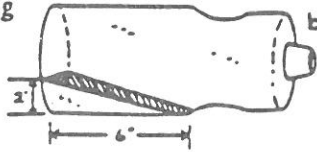


Cover small box with paper. Weight with gravel or sand.

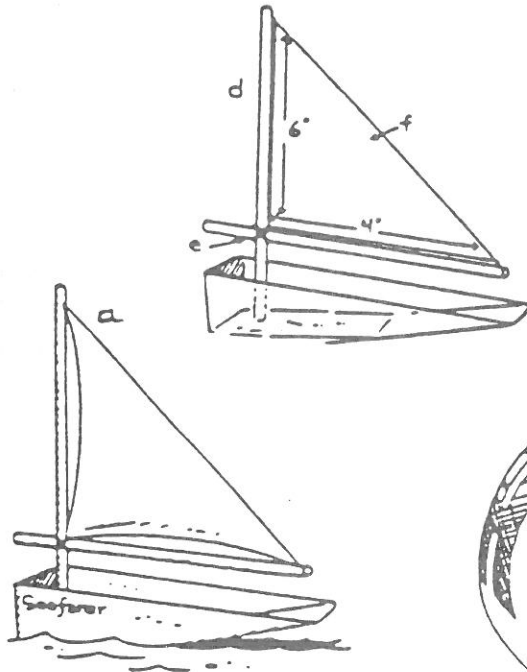
LITTLE SAILBOATS

Materials:

- Detergent bottle (flat sided preferred)
- Plaster of paris
- 1/2" dowel - 12" long
- Twist bread tie
- Fabric
- Decorations

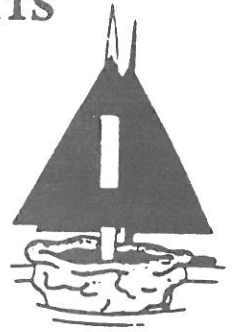


Directions: Cut bottle as shown. Cut dowel in 2 pieces (5", 7"). Mix plaster of paris and pour into boat making sure the open edge is level. Place 7" dowel in wet plaster for mast. Prop mast straight until dry. Use bread tie to secure 5" dowel to mast just above boat to form boom. Attach sail cut in triangle from material. Decorate as desired. Straws and thread may be substituted for dowel and twist tie.



Materials:

- Walnut shells or acorn caps
- Clay
- Toothpicks
- Scissors
- Colored paper



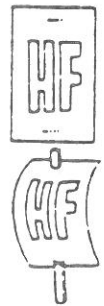
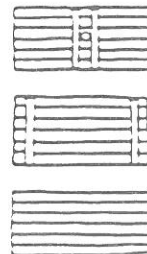
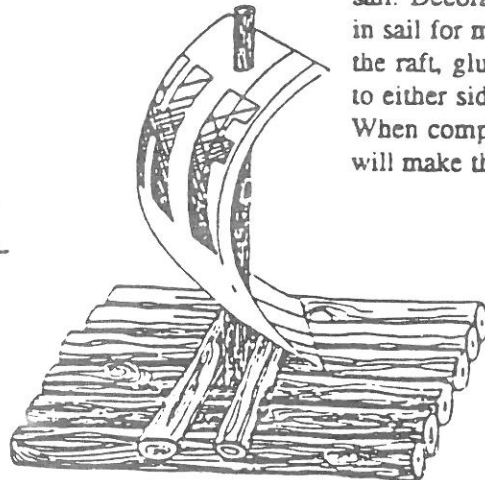
Directions: Cut small triangles out of colored paper. Thread toothpick through paper for sail. Press some clay in nut shell. Push toothpick sail in clay.

HUCK FINN'S LOG RAFT

Materials:

- 1 twigs of equal thickness
- White glue
- Construction paper
- Crayons or markers
- Wax paper

Directions: Cut 6 twigs 2"-3" long. Place twigs on wax paper and glue together to form raft. Cut two twigs to fit the width of the six glued twigs. Glue each near the ends of the raft. Let dry overnight. When completely dry, turn raft over. Cut paper for sail. Decorate with crayons or markers. Poke holes in sail for mast to go through. Near the center top of the raft, glue the twig with the sail on. Glue a twig to either side of the mast across the raft for support. When completely dry, raft is ready to sail. Hot glue will make the drying process go much faster.



Also refer to:

- Cub Scout How-to Book
- Fish and Net game- page 2-13
- Fishpond Games- page 2-21
- Rowing Relay- page 2-41
- Rainstorm Applause- page 43
- Water Games- pages 2-44 to 2-47
- Water Carnival- page 9-15 to 9-17

- Sparklers
- Lawn Sprinkler Applause- page 37
- Frog Pond Cheer- page 33
- Motorboat Applause- page 40
- Rainstorm Applause- page 43

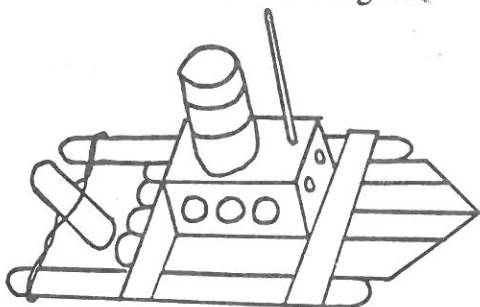
- Cub Scout Songbook
- Be Kind to Your Web-footed Friends- page 12
- The Swimming Hole- page 70

Crafts

Paddle Boat

Materials: Popsicle sticks (cut into shape)
Some glue
Rubber band

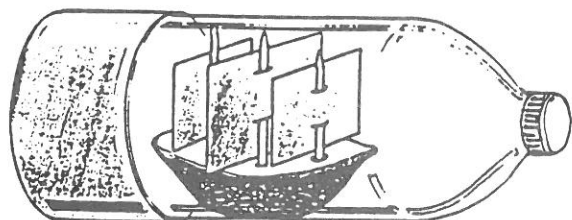
Make a match box cabin and a toothpick mast, and a paper tube funnel; a bit of paint to make it gay. Cut sticks as shown in picture. Glue with waterproof glue to make it seaworthy. Cut paddle to fit and twist it in the rubber band and off it goes.



Boat in a Bottle

Materials: One 2 liter plastic soda bottle
White paper
Toothpick
Brown clay
Scissors
Glue

Soak the bottle in hot soapy water to remove bottom cover. Dry bottle; replace cap and set bottom aside. Cut off clear bottom at a point lower than where the bottom cover will hit. Shape the boat from clay. Cut paper sails and stick toothpicks through the sails. Place the boat inside the bottle. Glue the bottom and bottom cover back on bottle. Place a few bits of clay under the bottle so it will stand on its side.



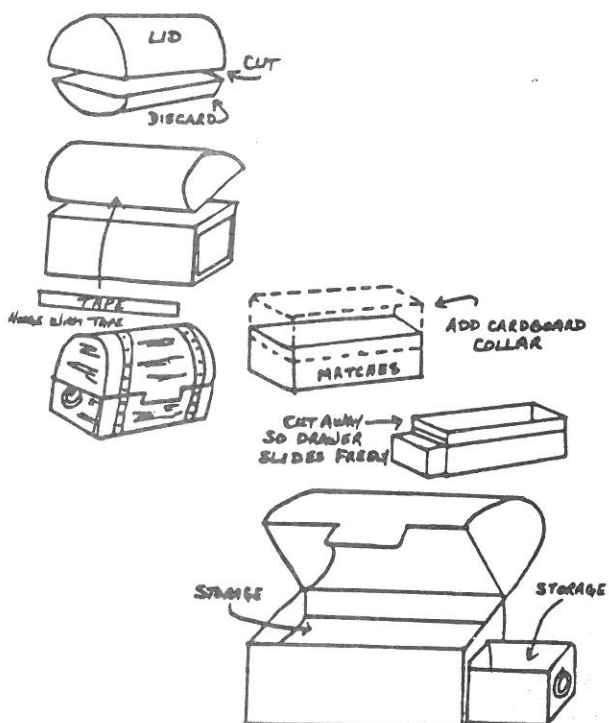
Pirate Treasure Box

Here is a safe place for boys to keep all their treasures. It's also a good place to keep neckerchief slides. You will need a salt box, a large size match box with drawer, lightweight cardboard, cloth tape, wood grain contact paper and scissors and glue.

Cut slat box lengthwise, removing 1/3. The larger portion will serve as the curved lid to your treasure chest. If necessary, shorten the length of the salt box so that it fits loosely over match box.

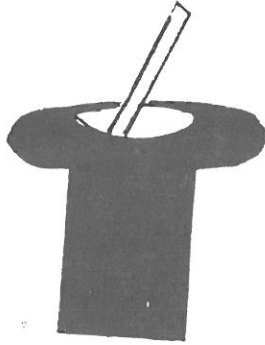
Glue a light weight cardboard collar around the match box so 1/2" extends above the box. On one end, cut away lower part of collar so drawer slides freely. Fit the salt box lid down over this collar and attach lid and box together along one side using cloth tape as a hinge. On the other side of the lid, glue a cardboard extension.

Use wood grain paper to cover the drawer, the sides of the match box and the lid. Use black cloth tape and paper brads for trim on lid. Brass curtain rings can be attached to ends for handles.



MAGIC HAT TIE SLIDE

Materials Needed: Film cannister, black paper, tie wire, dowel rod 1/16" thick x 3" long, black and silver paint, glue.



Instructions: Make hat rim out of paper to fit film cannister. Make small hole in cannister for tie wire to fit through. Paint dowel rod black then dip one end into silver. Let dry. Glue into bottom of hat.

3-D FUN

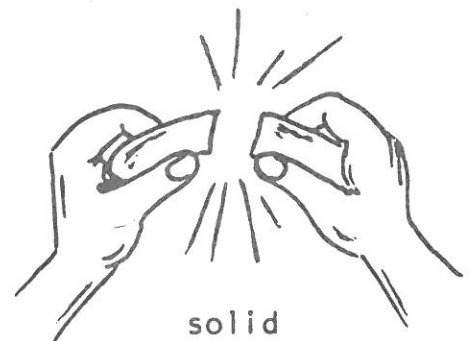
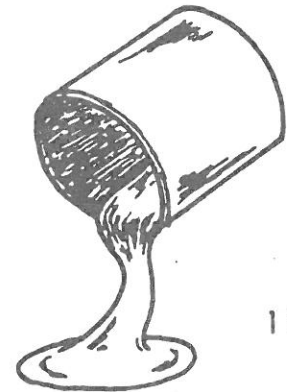
1. You need a piece of thin plywood or heavy cardboard... (a roof shingle works well).
2. Spread a thin layer of glue across board surface.
3. Pour un-cooked barley over wet glue to completely cover board. Press gently with fingertips.
4. When glue is dry pour off loose barley.
5. Paint a picture on the barley with tempera paint. A coat of clear acrylic spray paint adds to the protection.
6. Frame is optional.

Cub Scout Magic

GENIUS GEL

Materials Needed: Cornstarch, water.

Instructions: Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and magical things that can be done with this mixture. If a fish is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of genius gel can be broken off just like with other hard materials. But if some of the mixture is placed in your hand, it begins to drip off - just like liquid! It can be poured like liquid, and as it is pouring, one can crack off the drips - like a solid!

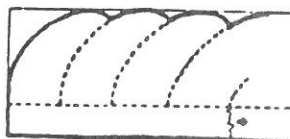
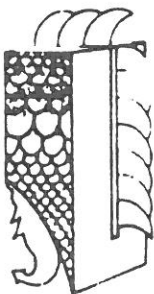


CRAFTS

MASKS FROM PAPER BAGS

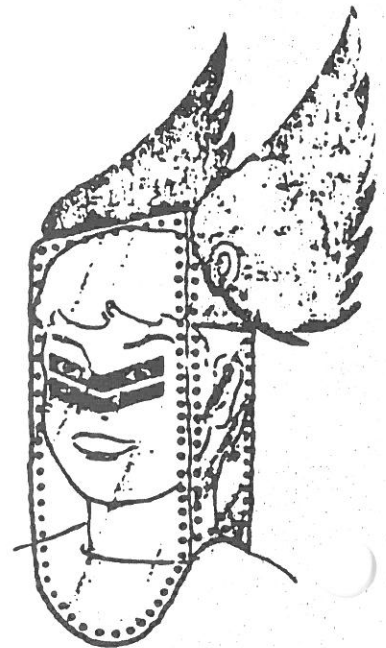
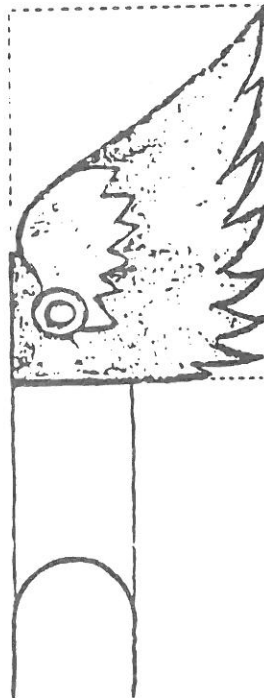
DRAGON'S HEAD

This dragon's head is made from a No. 20 paper bag. You will also need two sheets of white construction paper. Lay bag flat, and cut front to make the face and eyes, as shown by heavy dotted lines. Sides of bag are cut in an arc to lie over shoulders. Back is left intact. Draw dragon's face, like the one you see. Color in shades of green and yellow, with white fangs, red nostrils and tongue. Draw scales on sides of bag and color in shades of green. Glue sheets of construction paper together lengthwise, then cut strips of crest for the top of head and the back, as shown. Strips of crests should measure $21\frac{1}{2}$ " x $4\frac{1}{2}$ ". This allows a one-inch fold for gluing strip to top and back of dragon's head. Color crest a yellowish green.

Dragon's
Head

KNIGHT'S HELMET

Use a No. 20 paper bag. Cut to round off bottom, front and back, and cut arcs for shoulders on both sides. Place on head. Check where eyes come and cut out chevron eye slits on face side of bag, as shown. From two 9" x 13" sheets of light cardboard or heavy wrapping paper, cut out the wings, as shown. Glue one on each side of helmet. Color wings black and grey with gray holding bolt. Color helmet light grey with shading to look like polished steel. Or make it red for a "Red Knight" -- or any color for the Knight you want to be. Black dots look like rivets.

Knight's
Helmet

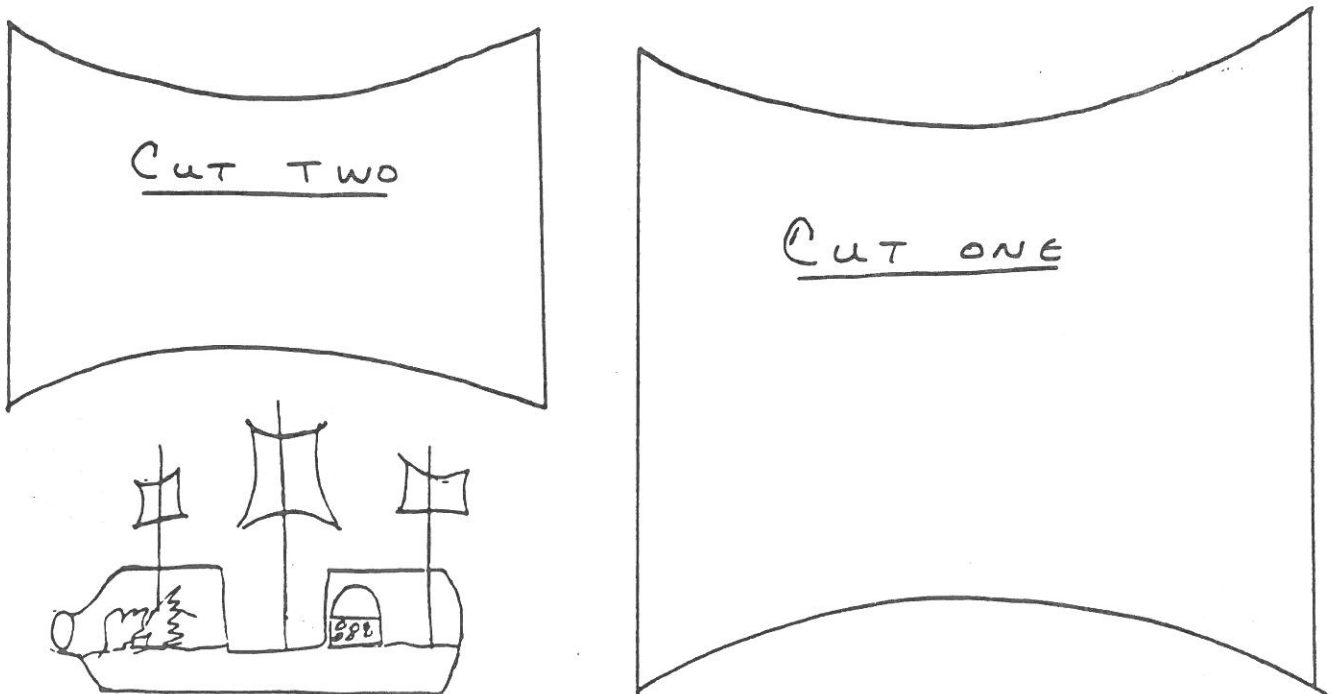
VIKING DISCOVERERS

CRAFTS

VIKING SHIP

MATERIALS NEEDED: 1 empty 2-liter pop bottle; 3 long match sticks; 8 - 10 small rocks; gold paint; silver paint; small match box; foliage; construction paper; marking pen; glue; ice pick.

Cut opening in side of bottle, 3" wide x 3 1/2" long. Partially fill opening in side of bottle with mixture of sand and dirt. Put a dab of glue on end of tall matchstick. Push stick through dirt so it will touch bottom. Take the ice pick and make a hole at each end of bottle. Break the remaining 2 matchsticks to a smaller size. Put each stick through hole in each end of bottle. Cut mast flags from construction paper. Use marking pen to put den number, name, and/or skull and crossbones on flags. Glue large flag on center mast. Glue a small flag on each end. Spray small match box silver. Spray small rocks gold. While paint is drying, have boys collect foliage and place in the dirt in bottle. Then place gold rocks in silver chest and place in bottle.



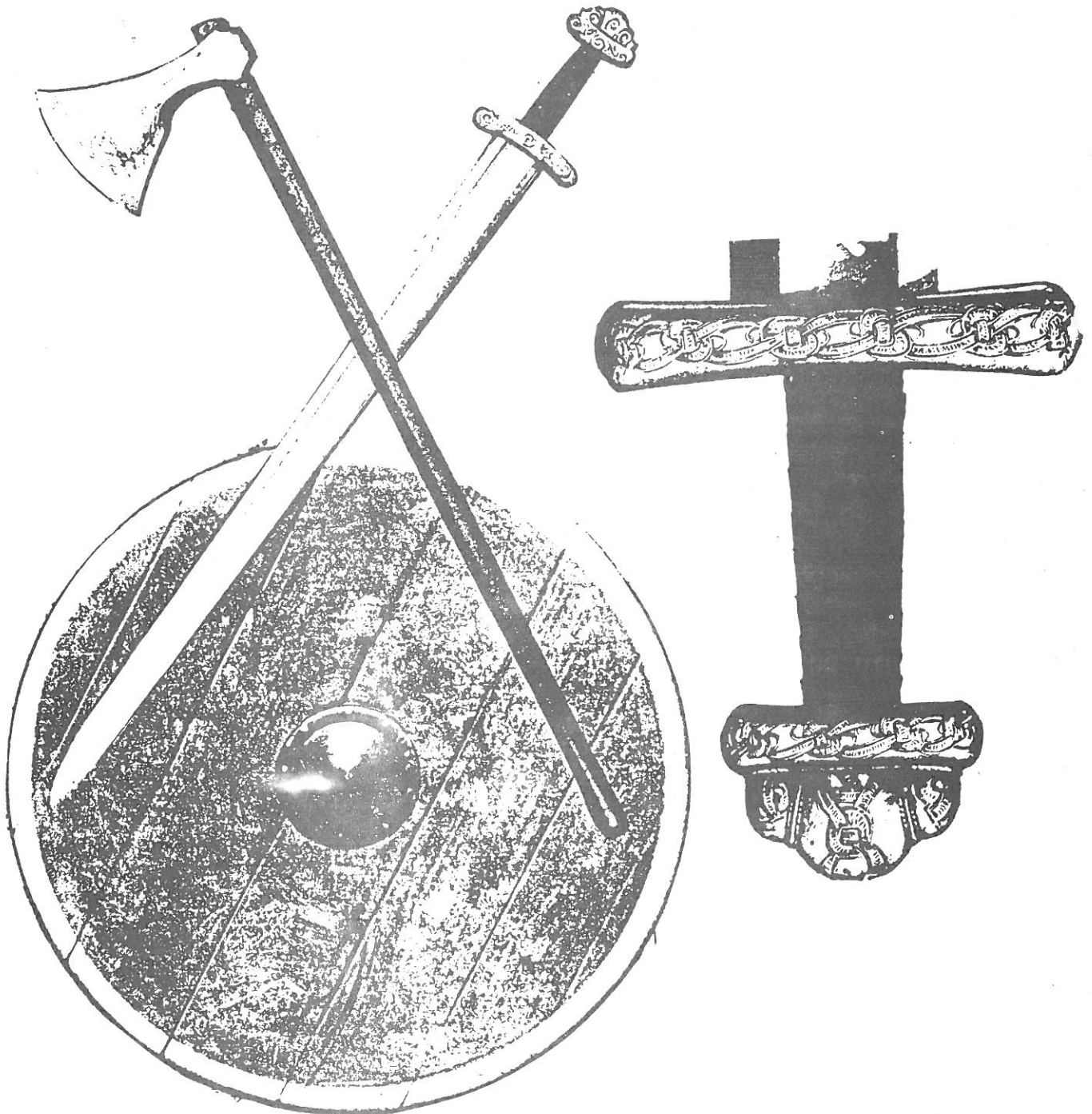
VIKING DISCOVERERS

CRAFTS

SHIELDS, AXES, AND BROADSWORDS

Viking shields were flat and round. They were usually undecorated. Their war-axes and broadswords were usually very fancy with carved blades and handles.

Cubs can make these things out of heavy cardboard. Wrap the blade of the ax and the handle of the sword with foil. With a pencil with a blunt point designs can be drawn on the foil to look like carvings.



RIBBON BUTTERFLY

MATERIALS:

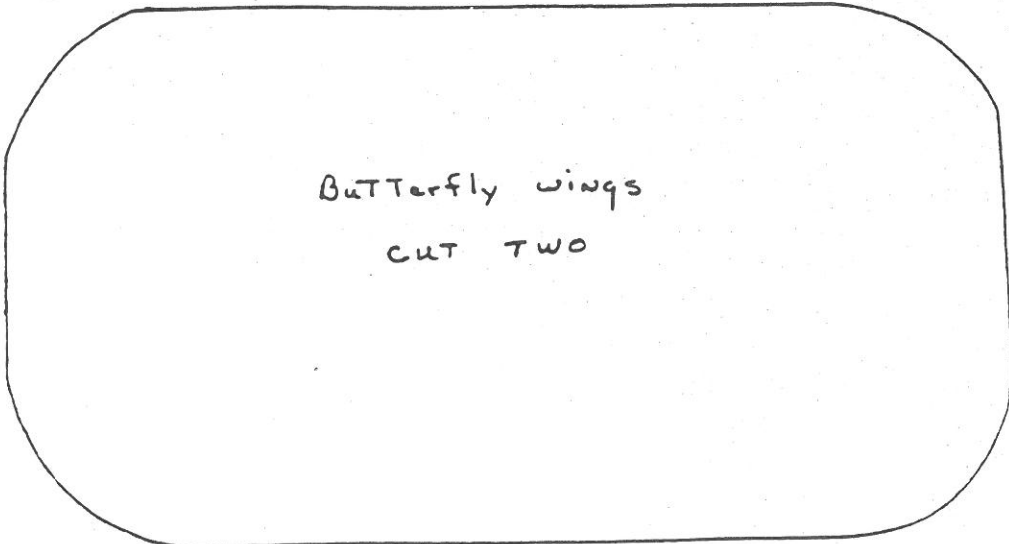
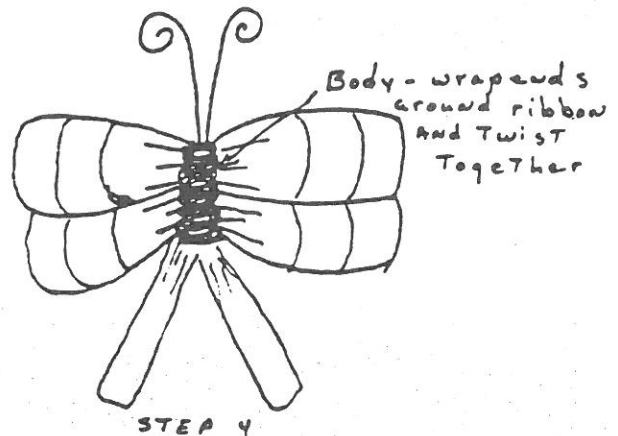
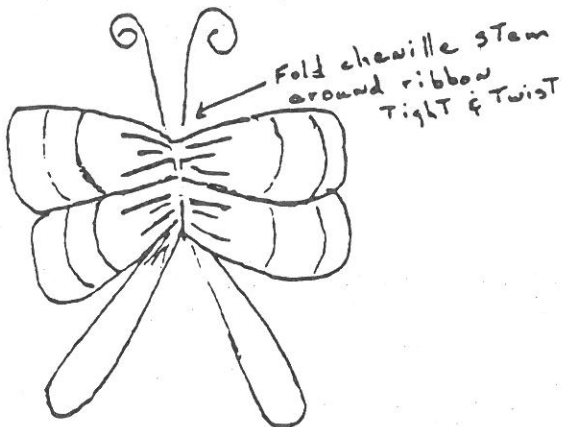
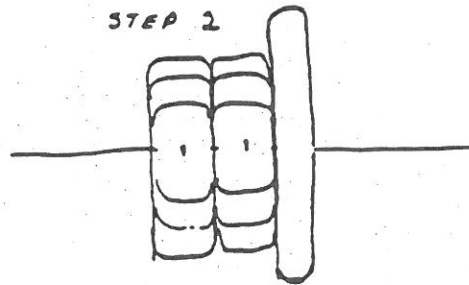
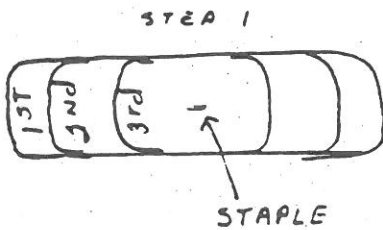
- 38" of 2" wide ribbon
- 20" of 1" wide ribbon
- 2 long chenille stems
- stapler

INSTRUCTIONS:

Cut out two ribbons from each pattern piece. Lay 2" wide ribbon wings out as follows: Large single piece of 2" ribbon; Lay next largest single piece on top and smallest single piece on top of that. Repeat with other 2" wide ribbon. See below. Center ribbons up and staple together. Staple 1" wide double ribbons together also.

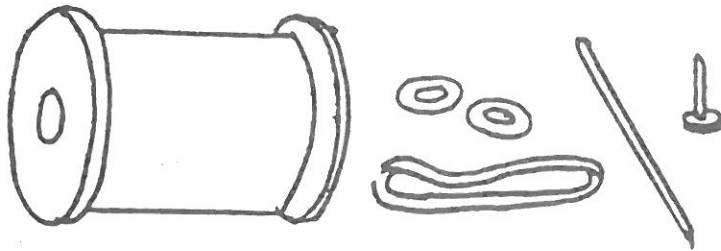
Lay chenille stem flat and position ribbons in place (see illustration). Twist chenille stem around ribbons tightly and use excess for antennae.

Wrap second chenille stem around pencil, leaving 1" ends straight. (Body) Place body on top of ribbons and wrap straight ends around ribbons and twist together.





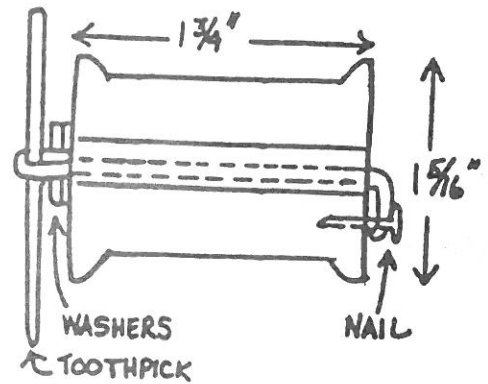
MOTORIZED BUGS THAT GO!



For the motor, you'll need:

1. A large spool - 1 3/4" long with 1 5/16" diameter.
2. Two washers
3. A thick rubber band as long as spool or slightly shorter.
4. A toothpick or match stick
5. A small nail (or small screw)

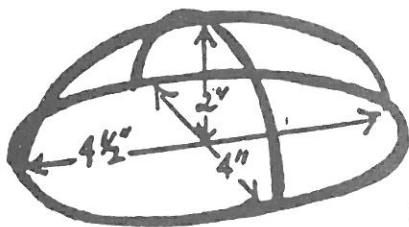
Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power the motor by winding up the rubber band with the toothpick. When it's wound, set spool on the floor and let it go.



Make the basic body shell as shown. Make a wire frame. Cover with paper mache strips. Let dry overnight. The bottom rim must be smooth so the bug will slide along easily. Paint with tempera and decorate.

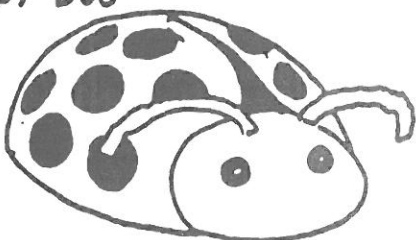
The body is not attached to the spool motor. Wind the motor, put it down, set the body shell over it and let it go!

- Boys' Life Magazine



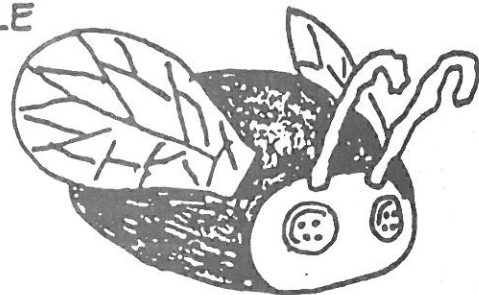
WOLF: Elect. 9

LADY BUG



Glue on half a pipe cleaner for each feeler. Glue on beads for eyes.

BEEBLE



Wings are cut from waxed paper. Feelers are pipe cleaners. Eyes



Fig. 1



BUTTERFLIES-ON-THE-WING

To entertain your friends on a rainy afternoon, get a glass jar and a large cork to fit into its top. Fig. 1. Cut a hole in the center of the cork and fit a small funnel securely into it.

Cut several butterflies from tissue paper. Fig. 2. Glue a small bit of match stick to the center of each one.

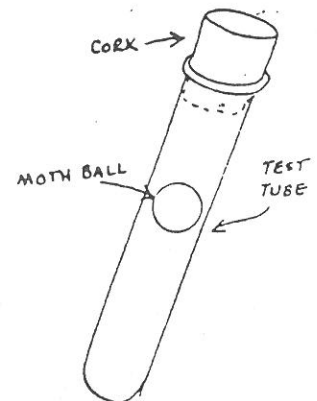
Fill the jar about half full of water. Drop a package of Seidlitz powder into it. Close the jar with a cork. Place the butterflies inside the funnel.

When the Seidlitz powder begins to effervesce, the gas given off by this process will pass through the funnel and send the butterflies winging about the room.



MYSTERIOUS MOTHBALL

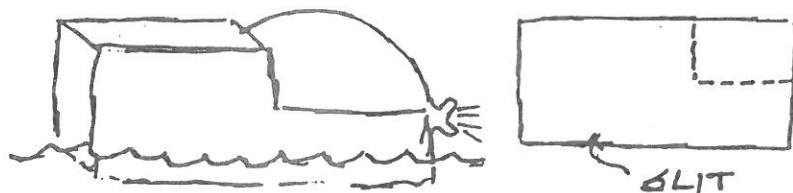
Use a medicine vial (test tube) 10" long and 1" wide, filled to the 3/4 mark with carbonated soda water. Add a mothball and cork it tightly. As the mothball sinks to the bottom, it collects enough bubbles to make it light enough to float to the top where it loses its bubbles. The mothball keeps rising and sinking as if by magic.



BINOCULAR TIE SLIDE

Materials Needed: 1/2" dowel - 2 pieces 1" long, 1/4" dowel - 2 pieces 3/8" long, 1/8" dowel, 1 piece 5/8" long, paint (black, white or blue), wood glue, coping saw, sandpaper, drill with 1/4" and 1/8" bits.

Instructions: Cut dowels to length specified. Drill 1/4" hole in one end of each 1/2" dowel, slightly off center and about 1/8" deep. Drill 1/8" hole (for pipe cleaner) on underside at the same end as 1/4" hole. Glue 1/4" dowel in the end holes of the 1/2" dowel. Lay the two 1/2" dowels side by side about 1/16" apart with the two end holes to the center. Glue 1/8" dowel in place, one end even with the top of the 1/2" dowels. Sand and paint black with lens end white or blue. Glue pipe cleaner ends in the two small holes to form slide.



Jet Boat

Materials:
 Quart milk carton
 Tape
 Scissors
 Balloon



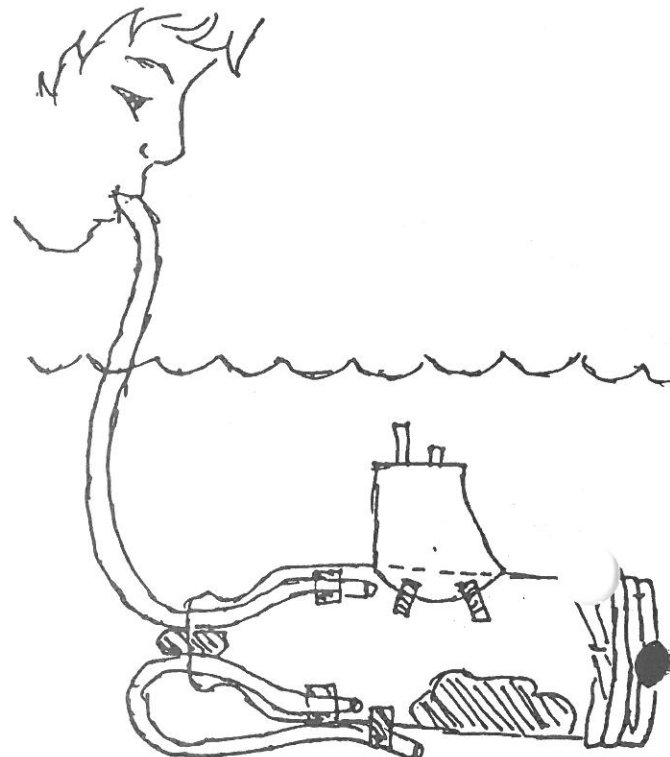
Cut carton on dotted lines as shown and remove cut section. Make slit near front bottom for rudder, made from cut out section, and notch in rear as shown. Tape rudder in place. Place blown up balloon in boat and watch it go!

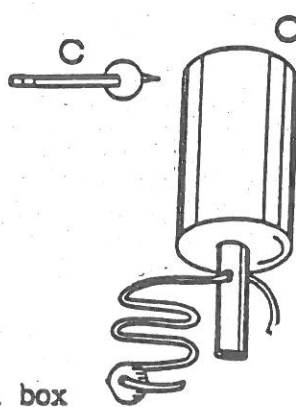
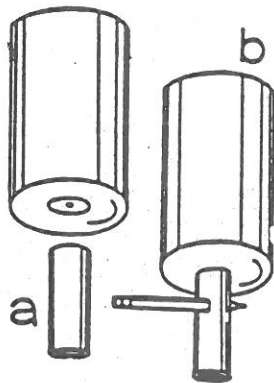
Submarine

Materials:

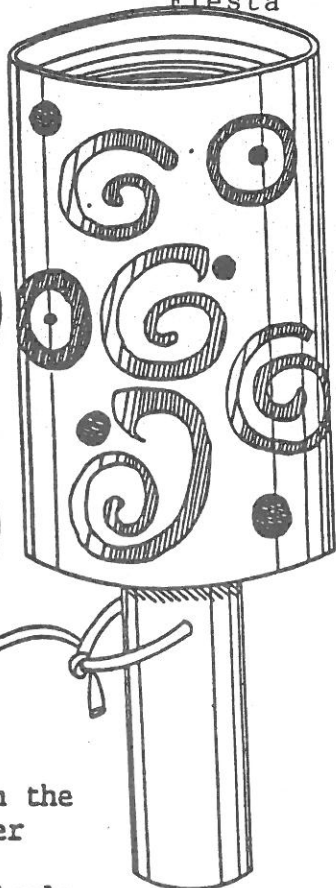
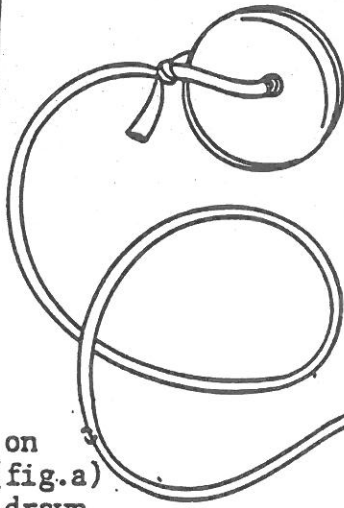
- 2 Plastic bottles
- Scissors
- Adhesive tape
- 12" Piece of plastic tubing
- 24" Piece of plastic tubing
- Clay

Remove cap from bottle. Cut around bottle 2" from bottom. Push both pieces of tubing into the bottle through the neck and secure as shown. Bend the short piece around and tape it to the outside of the bottle. To make it float properly add a large wad of clay inside bottle as shown. Be careful not to plug tubes. Use a second piece of clay to make the top air-tight. Replace bottom of bottle and tape tightly. Use a second bottle to make a conning tower, tape in place. Place sub in water. Blow into long tube to make it rise and suck air out to make it sink.





d "Piggy in the Pen"

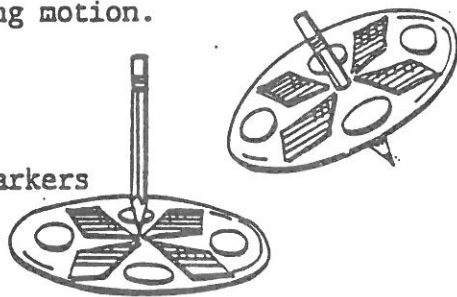


Materials: oatmeal box
 paper towel tube
 scissors length of yarn
 ping-pong ball liquid white glue
 poster paints paint brush

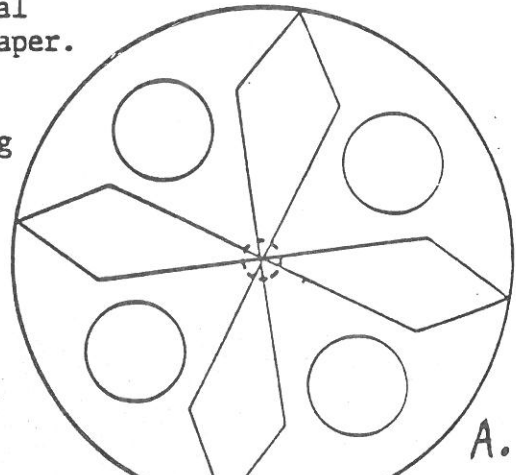
1. Trace around the end of the tube on the center bottom of an oatmeal box (fig.a)
2. Poke a hole in the center of the drawn circle with a sharp pencil.
3. Use this pencil hole to cut out the circle you drew on the bottom of the oatmeal box. Cut the circle a little smaller than the drawn circle.
4. Push one end of a paper towel tube into the cut out circle.
5. For extra strength, spread glue around the place where the box and tube meet.
6. When the glue has dried, paint the box with poster paints and add designs if you wish.
7. Twist a sharp pencil completely through the tube at a place a little below the bottom of the box (fig. b).
8. Twist a sharp pencil completely through a ping-pong ball (fig. c).
9. Tie a length of cord or yarn through the holes in the tube and knot.
10. Tie the other end through the holes in the ping-pong ball and knot (fig. d).
11. The idea of the game is to swing the ball up and try to catch it in the box. Hold the box by the tube and make an upward sweeping motion.

ENGLISH TOPS

Materials: 1 sheet of tracing paper cardboard
 1 short (used) pencil crayons or felt-tipped markers
 colored construction paper



1. Trace the circle shape A. (or larger) on a sheet of tracing paper.
2. Cut out the tracing and use it to trace several circles on a piece of cardboard or construction paper.
3. Cut out the circles from the cardboard or construction paper.
4. Copy the design from the illustration, drawing it onto the circle with crayons or felt-tipped markers. To create some really way-out patterns use a design of your own!
5. Push a small pencil with a sharp point through the center of the circle.
6. Spin the pencil, and let the top spin. See the designs it makes on paper.



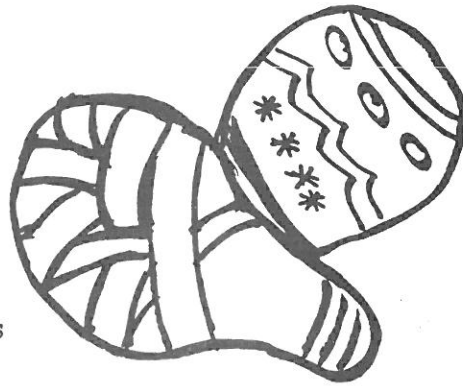
A.

RATTLES

Materials:

Light Bulb (burnt out if possible)
Wallpaper paste in bowl
Newspaper
Paint and Brushes

Mix paste as directed. Tear 1" strips of newspaper, dip in paste and cover all of the light bulb. Keep wrapping until paper is about $\frac{1}{4}$ " thick. Put aside to dry thoroughly. When dry, tap on table to break the bulb. This will be the "rattle". Decorate with paint.

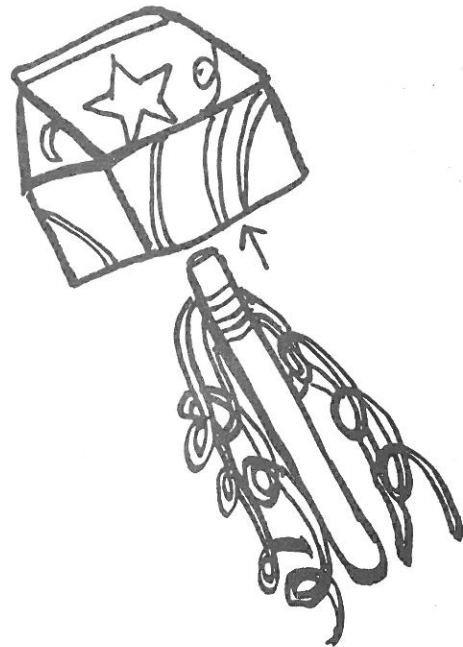


NOISEMAKER

Materials:

1/2 pint milk carton
Small stones or dried beans
1/4" dowel
Crepe paper
Paint and brushes
Sissors and glue

Place stones or beans in milk carton and glue shut. Cover the carton with glue paper. Let dry and paint. Push dowel up through bottom of the carton and glue in place. Add crepe paper streamers.



FRIENDSHIP PINATA

Material: Balloon (any shape)
Wallpaper paste
Newspaper

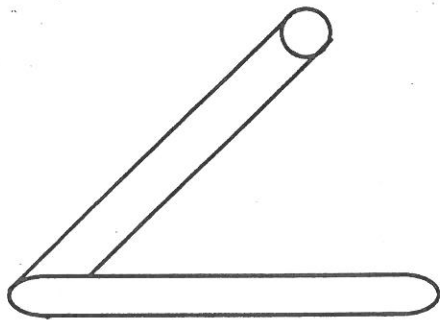
Tear newspaper strips and prepare paste as directed. Cover blown up with vaseline. coat strips of newspaper with paste and place them on balloon from top to bottom. Then cover balloon from around the balloon and then cover again from top to bottom. Let pinata dry for 2 days. Break balloon. Remmeber to leave about a four or five inch hole at top of balloon uncoverd so that you can remove balloon and also fill the pinata. Cut two hole on the sides of the top hole so that a cord may be pulled through to hang the pinata. Glue tissue paper to pinata or paint as you wish. Fill with candy, bags of nuts, popcorn, stickers, toys, etc.

Hang Pinata high overhead and take turns trying to break the pinata with along stick while blindfoled.

NOISEMAKER

Materials Needed: Two popsicle sticks, stapler/staples, 2 small paper plates, paper punch, string, small jingle bells.

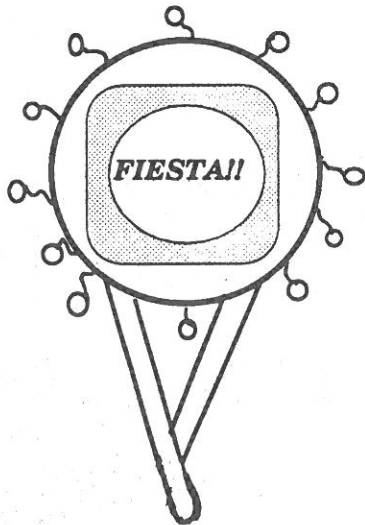
Instructions: Glue two ice cream sticks together as shown. Let the glue dry.



Glue the sticks on a small paper plate. Staple another plate to the first plate.

Punch holes round the plate rim. Put a string through each hole, then through a small jingle bell. Tie the bells in place.

Decorate as you like.



LANTERNS

Materials Needed: Tin cans of various sizes (washed and with edges pinched smooth with pliers), a hammer and nails, a short candle, an old towel.

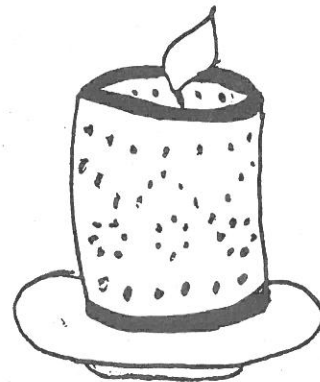
Instructions: Fill each can with water and place in the freezer until frozen solid.

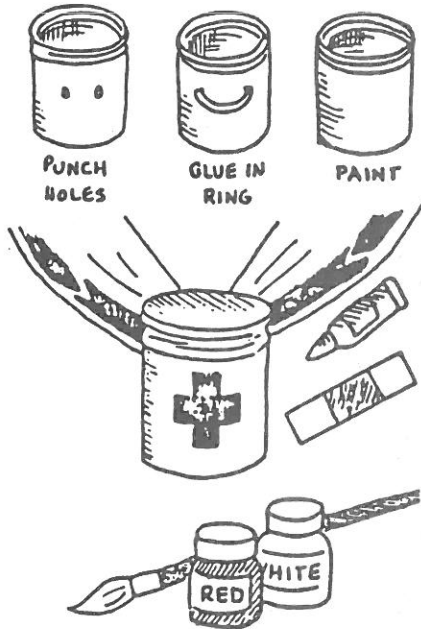
Lay the can sideways on an old folded towel and, using a hammer and nail, pound holes all over the can in an interesting design (not too close to the bottom because the wax may drip out later).



Let the ice melt (in kitchen sink) and put a low, round candle in each lantern. (Press down in a few drops of melted wax.)

Place the tin lantern in a shallow dish or pie tin.





FIRST AID KIT SLIDE

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

Paint can white. Paint on a red cross, or use small pieces of red plastic tape to make cross.

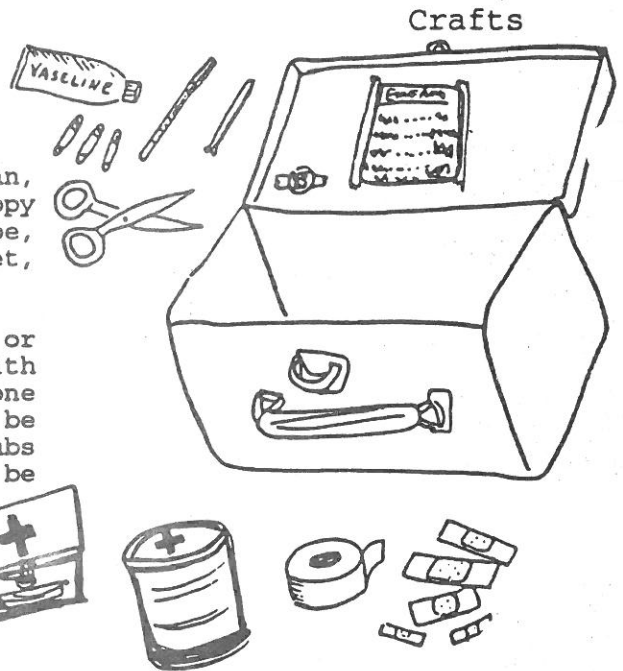
Glue in leather thong for ring, or use a plastic cafe curtain ring.

Put a small band aid on the can with a small tube of antiseptic ointment.

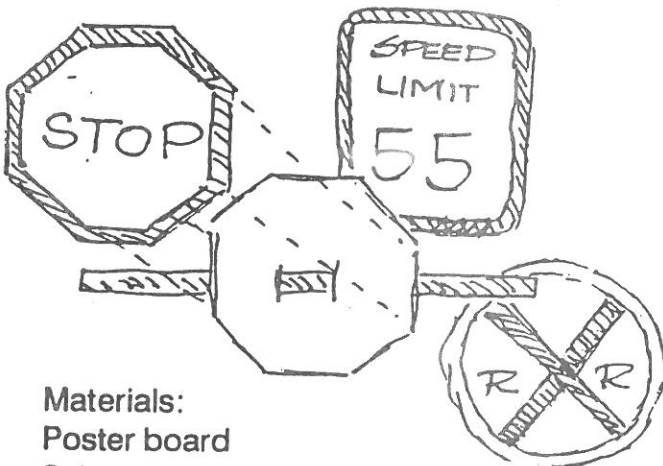
FAMILY FIRST AID KIT

MATERIALS: Old lunch box or large coffee can, white acrylic spray paint, red tape, copy of emergency numbers, scotch tape, bandaids, quarter, first aid booklet, pencil and pad of paper.

INSTRUCTIONS: Spray paint outside lunch box or can. When dry, make a red cross on top with tape. Scotch tape quarter (for emergency phone calls only!) and Emergency numbers slip to be filled out by or with parents) inside lid. Cubs should complete the kit at home. The kits can be taken on family trips and on den activities.



Crafts



Materials:
Poster board
Scissors
Glue
Twist tie
Neckerchief

Traffic Sign Tie Slide

Choose your favorite traffic sign and cut out 2 patterns. Decorate one. Put slots into second one and thread twist tie through slots as shown. Glue together. Twist ties around neckerchief.

SURVIVAL KIT IN A CANMATERIALS NEEDED:

- 1-One foot of heavy cotton string, dipped in melted parafin and then wrapped in waxed paper. Cut off 1½" piece, fray end, light with match and use to start a fire. Burns longer and hotter than match alone.
- 2-Salt, wrapped in foil packet. Improves flavor of anything caught and cooked for food.
- 3-Two snelled fish hooks. May be used with leader to catch fish for food.
- 4-Four feet of black plastic electrician's tape. Used originally to seal and waterproof can. May also be used to fasten splints on broken limb, repair torn clothing etc.
- 5-Steel wool, 00 or finer. Makes excellent tinder, even after being wet. Water can be shaken out and it will start from small spark. Burns very hot but very quickly so should be used with other tinder (such as pine needles, twigs, etc.) wrapped inside to start fire.
- 6-Picture hanging wire. Makes excellent snare wire; may also be used to help erect a shelter.
- 7-Water purification tablets. Use if there is any doubt about purity of water.
- 8-Metal container, with mirror glued in lid. Mirror may be used to signal searching aircraft. Container used to melt snow for water; also may be used to mix up small quantities of soup.
- 9-Small tube of antibiotic ointment. Use on small cuts and burns to avoid infection.
- 10-Wooden matches dipped in parafin to make them waterproof; stick broken off to be shorter.
- 11-Safety pins. Use to fasten together torn clothing or replace lost buttons.
- 12-Packet of condensed soup mix. May be mixed, small amount at a time, with water in can.
- 13-Vitamin pills (one per day) To help maintain health on inadequate diet.
- 14-Small whistle. Use to signal. Three blasts are recognized distress signal.
- 15-Adhesive bandages. Use on small cuts, abrasions, burns.
- 16-20-lb test leader. Use with hooks for fishing; use with needle to sew clothing, use for snares; use to lash shelter together.
- 17-Razor blade (single edge). Use to make fuzz stick to start fire; use to clean and skin small creatures caught for food; use to cut up belt or other material to make thongs, ties.
- 18-Needle with large eye. Use with leader for sewing; use to remove splinters.
- 19-A sealable plastic bag to protect things from moisture.

The round metal microfilm canisters are perfect for this project.

BIRD SCULPTURE

MATERIALS: 1 piece corrugated cardboard 12" x 14", scissors, crayons or paint, glue.

CONSTRUCTION:

1. Draw the body, wings, and tail for your bird as shown in Fig. 1. The wingspan should be about 7" or 8".
2. Cut out the sections and then carefully cut the slots.
3. Paint the sections if you wish.
4. Assemble as shown in Figure 2.

Make several birds and make a mobile. Try different designs or make some up.

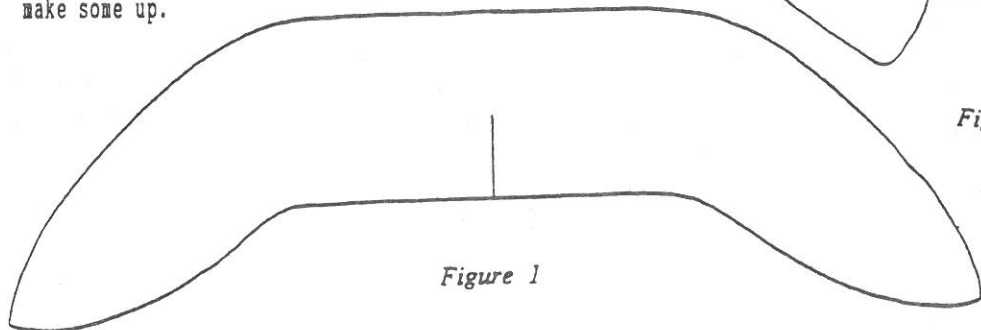


Figure 1

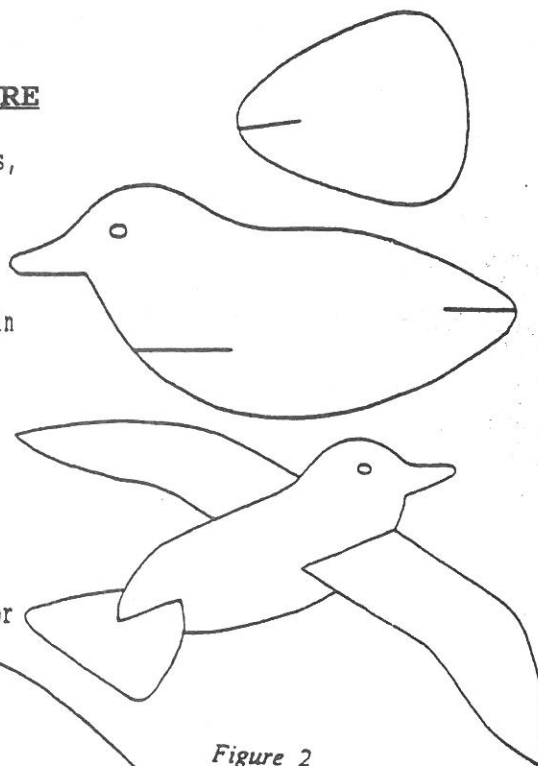


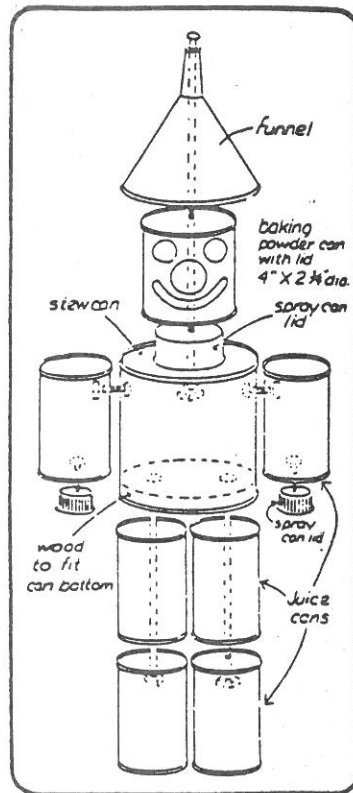
Figure 2

TIN MAN

Materials:

- 6 small juice cans
- 2 small spray can lids
- 1 large stew can
- 1 large spray can lid
- 1 baking powder can with lid
- 1 small funnel
- 4 bolts (1-1/2" with nuts to fit)
- 2 threaded steel rods (6") with washers and hex nuts to fit
- 1 threaded steel rod (9") with washers and hex nuts to fit
- 2 wooden circles
- Scrap piece of wood
- Blue paint
- Scraps of self adhesive paper (Black and red)

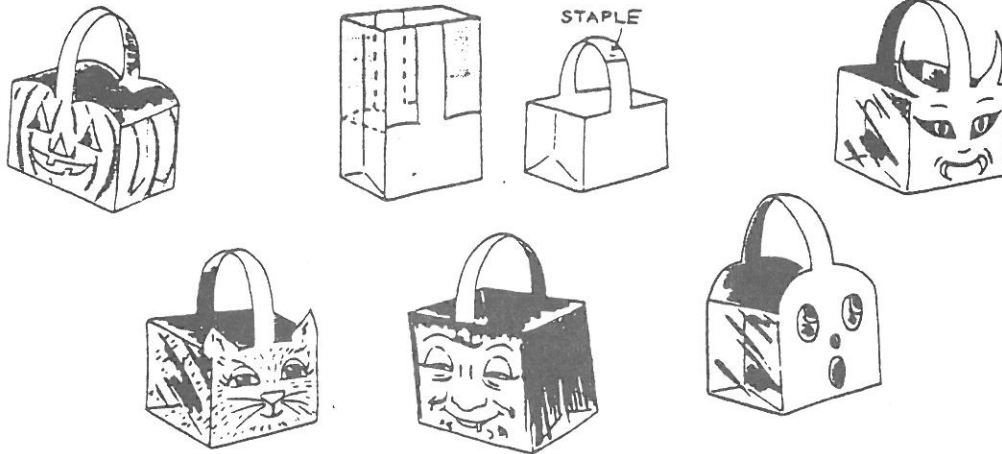
Follow illustration to put together.



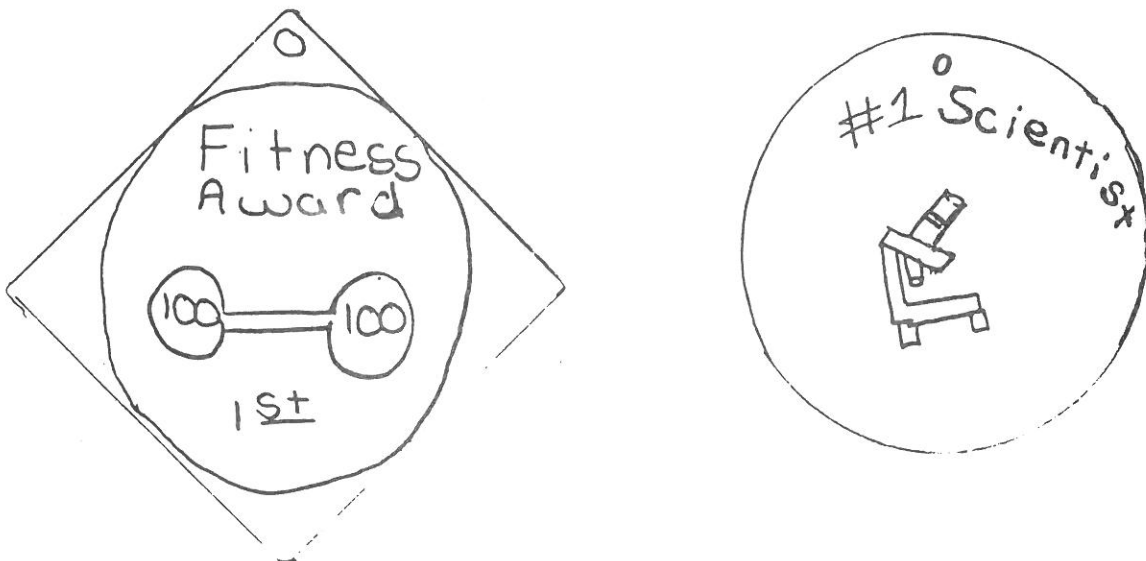
TRICK OR TREAT BAGS

To make a trick or treat bag, select a medium-sized grocery bag - be sure it's not too big or the handle might break!

Draw a pumpkin face, cat or any other Halloween personality on the lower front half of the bag. Extend a strip in the center up to the top for a handle as shown. Cut away the top part of the bag except for the handle. Overlap the ends of the handle and staple together for a sturdy handle. Now you're ready for the big night - Halloween! Small bags could be used for individual party favors or tray favors, and filled with goodies.

**PLASTIC ETCHING**

Make a medal or award using the Webelos achievement badges, or rank badges, or any thing in connection with your den or pack activities. Transfer your pattern on to any shape of plastic you wish. Paint. Remove excess paint. Drill or punch hole in the top and add ribbon or yarn. You may also hot glue a pin on the back so it can be worn.



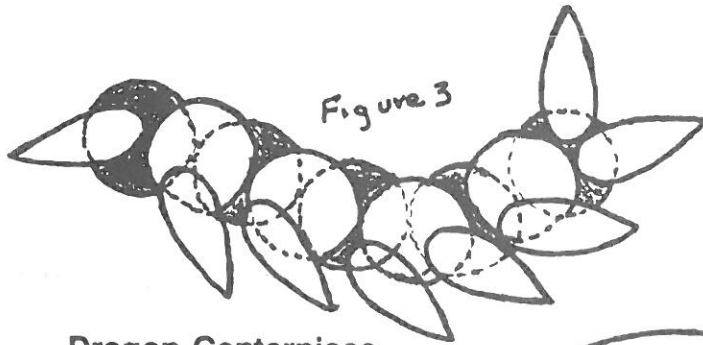


Figure 3

Dragon Centerpiece

Materials:

Woodles (brand name for small wooden pieces in different shapes, available for purchase at craft stores.)

- 46 large teardrops
- 2 medium teardrops
- 36 small teardrops
- 9 large circles
- 19 medium circles
- 2 small circles
- 3 small ovals
- Regular oatmeal box

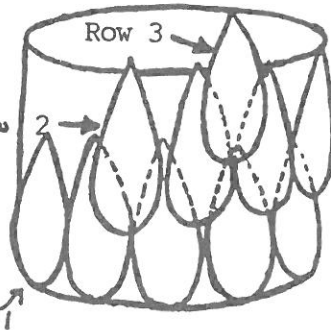


Fig. 1

Body: Cut oatmeal box down to 3" high. Glue 14 large teardrops around it. Add two more rows as shown (Fig. 1).

Head: Make the head as in Fig. 2. When dry, turn the head over and also add the unshaded parts to the other side. Glue the head to the body by resting the lowest small teardrop over the edge of the body, and gluing it and lower part of the neck to front.

Tail: Make as shown in Fig. 3. When dry, turn over and add unshaded parts to the second side. glue it to the back of the body, resting the lowest circle on the upper edge and gluing it and lowest teardrop to outside of body.

Make two eyes as in Fig. 4 and glue one to each side of the head. Glue a small oval to the upper edge of the head, between the two nose sections.



Fig. 4

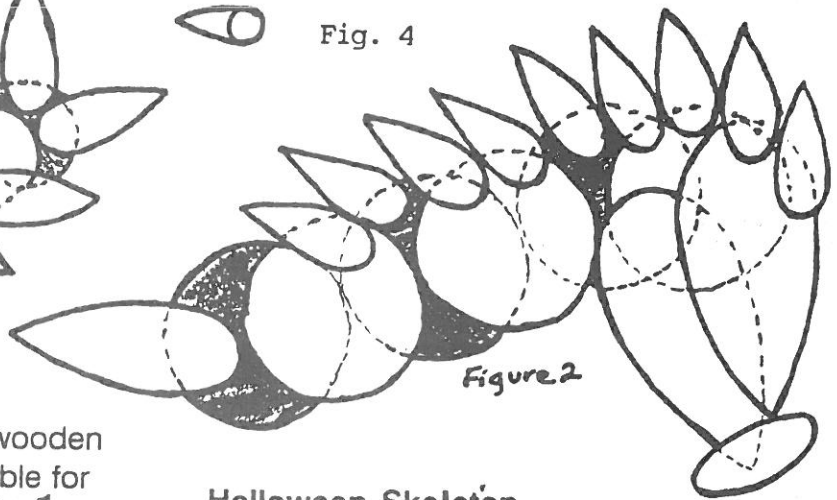


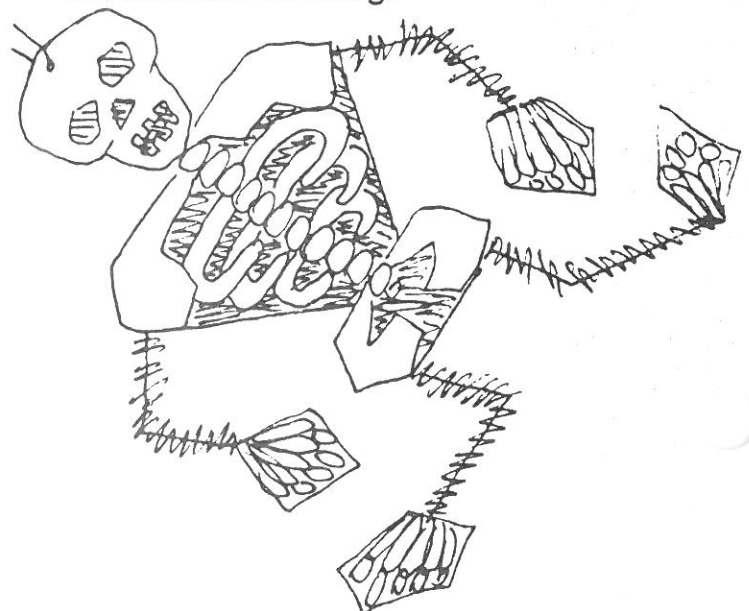
Figure 2

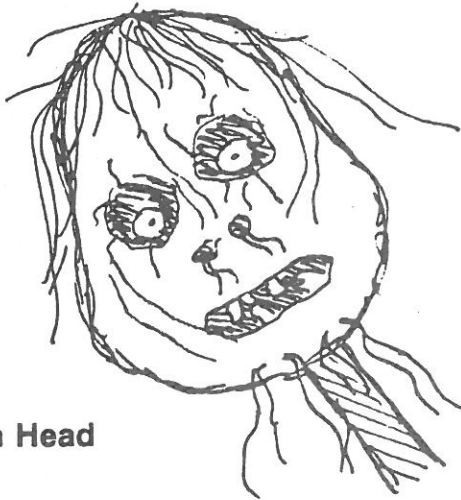
Halloween Skeleton

Materials:

- White Foam Meat Tray
- Scissors
- Black Marker
- White Pipe Cleaners
- Glue
- Pencil

Draw "body" and skull of skeleton on meat tray and cut out. Add the "bone" detail with marker. Use the scrap pieces of tray for feet and hands. Glue pipe cleaners to shoulders and hips. Glue feet and hands to ends of pipe cleaners. When dry bend arms and legs. If you wish, a long piece of thread can be attached through the head so the skeleton will hang.

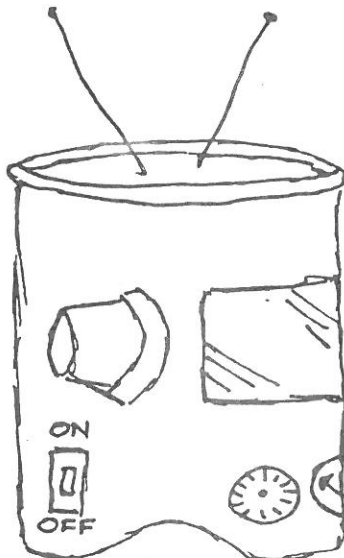




Shrunken Head

- Materials:
 Medium Baked Potato
 Black Marker
 2 Beads
 Needle and Black Thread
 Broken Macaroni
 Glue
 Knife
 Dowel

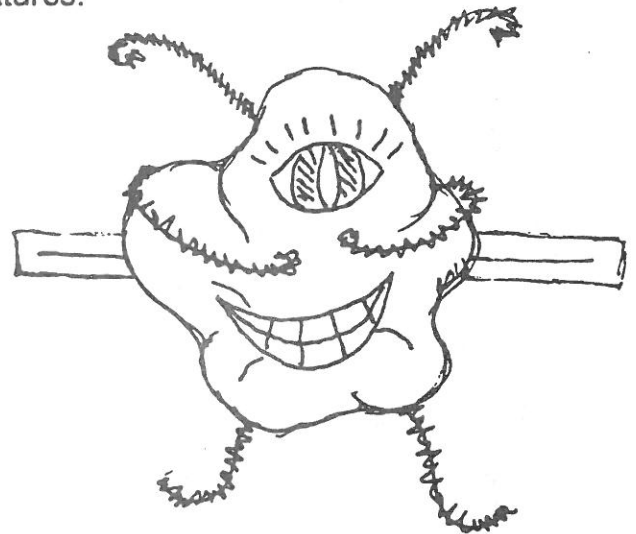
Cut openings for eyes, nostrils, and mouth. Darken with marker. Glue beads into eye holes. Insert needle and thread into one nostril and out the other leaving thread strung through nose as shown. Glue broken macaroni into mouth as shown. Add hanging threads to chin. Glue pieces of thread to top for hair and push onto dowel. Let dry and shrivel up.



Space Creature Slide

- Materials:
 Clay
 Twist Tie
 Pipe Cleaners
 Paints and Brushes

Make clay according to directions. Mold into any shape with a flat back. Before clay dries, insert middle of tie into back for neckerchief holder, and pieces of pipe cleaners for arms, legs and/or antennas. Let dry and paint on creature features.



Astronaut's Helmet

- Materials:
 Large Ice Cream Bucket
 Scissors
 2 Foam Cups
 Clear Plastic Wrap
 Glue
 Markers
 2 Pipe Cleaners

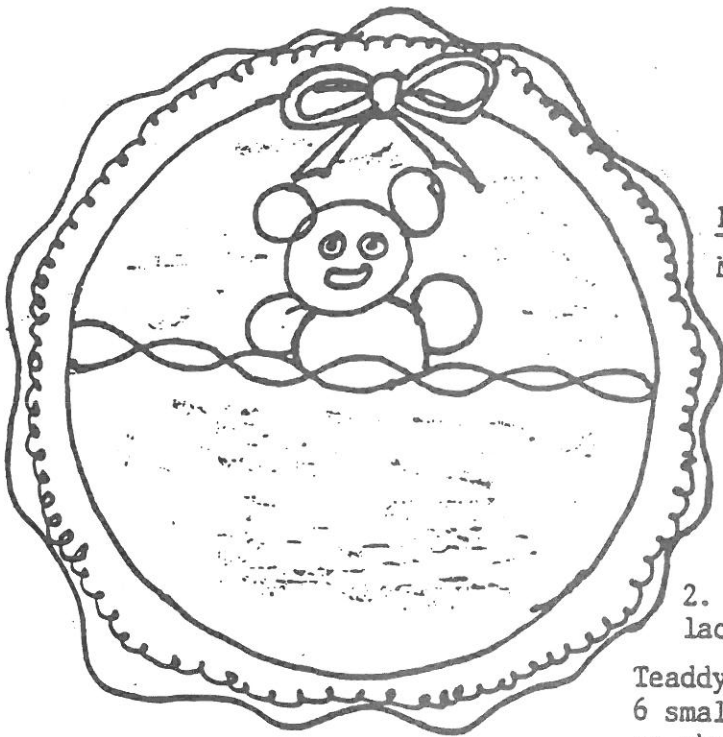
Cut out shoulder scoops and face opening in bucket as shown. Glue cups to sides for "ear phones", plastic to face opening for "face shield", and pipe cleaners to top for "antennas". Use markers for additional decoration.

POTATO PEOPLE

Materials: Potato; ice cream push-up stick & base; stick pins; scissors; assorted sequins, pipe cleaners, pom poms, felt & fabric scraps, fake fur scraps, etc.

This is a great project for using up your leftover craft materials.

Simply push ice cream push-up stick into the bottom of a potato (fig. 1) and stand on table on base. Use materials to create a potato person, space alien, caveman, etc. Let your imagination fly! The possibilities are endless.



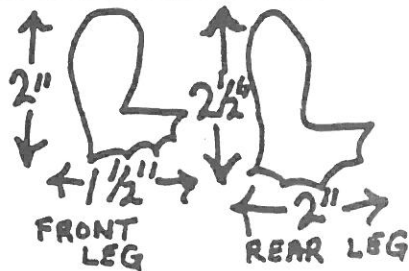
BED TIME BEAR

Materials: Wooden hoop; lace; ribbon; fabric; felt; 2 large pom poms; 6 small pom poms; glue; scissors

1. Put piece of fabric in hoop. Put another piece halfway up. Take piece that is halfway up and glue a piece of lace across top. Put both in hoop. Put hoop together. Cut excess material away.
2. Spread glue on back of hoop. Put lace on.

Teddy Bear: Glue together 2 large pom poms, 6 small pom poms in the shape of teddy bear as shown. Add eyes and mouth made of felt. When dry put in between material like in a bed. Add ribbon to top.

FROG PAPERWEIGHT



FILL JAR WITH SAND.
 SPRAY PAINT JAR & LID
 GREEN - ADD FELT
 FEATURES.



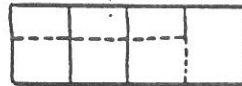
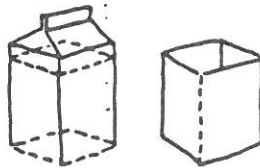
- Cut petal shapes around the open end of a bag.
- Cut away the bottom of the bag.
- Paint vertical stripes of color on all sides.
- Sew or tape light, round plastic buttons or bells to the end of each petal.

MILK CARTON HATS

KNIGHT'S HELMET



You will need 2 one-gallon milk cartons, paper fasteners.



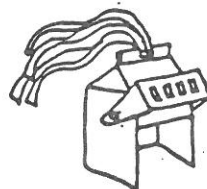
The Visor

- Remove the bottom and top of one of the milk cartons. Use the middle section.
- Slit one side and flatten the carton. You will now have 4 sections.
- Cut a strip 3" wide across three of these sections.
- Mark and cut eye slits in the center section of the strip. Cut points at both ends.



The Helmet

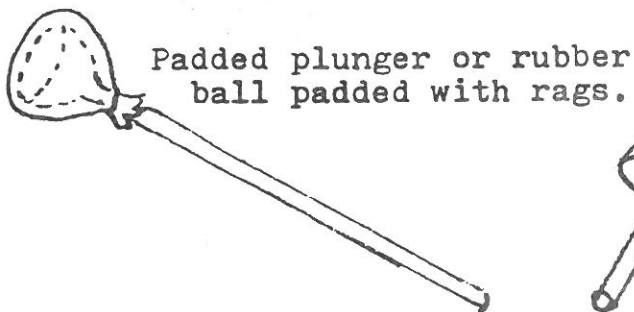
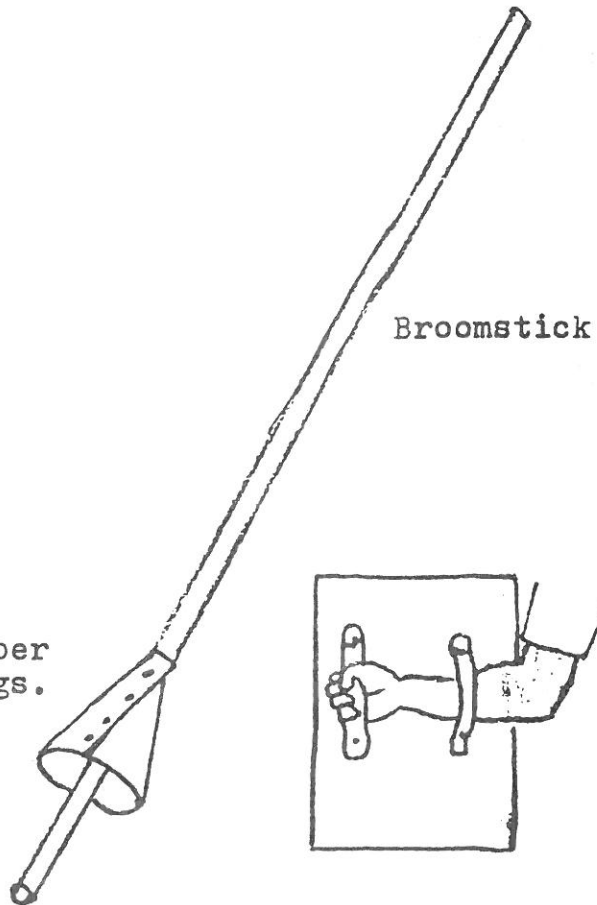
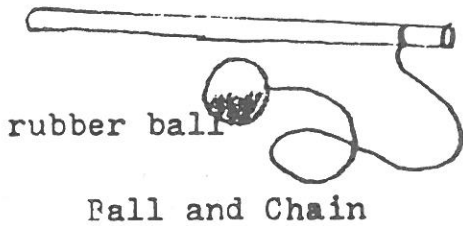
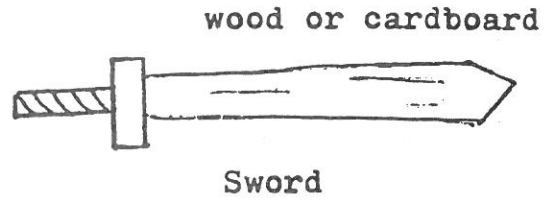
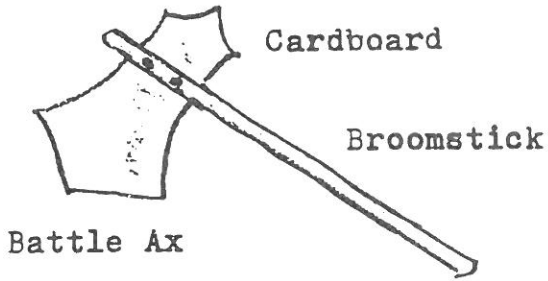
- Remove the bottom and front of the other milk carton.
- Attach the visor to the helmet with paper fasteners.
- Add a paper plume to the top of the helmet.



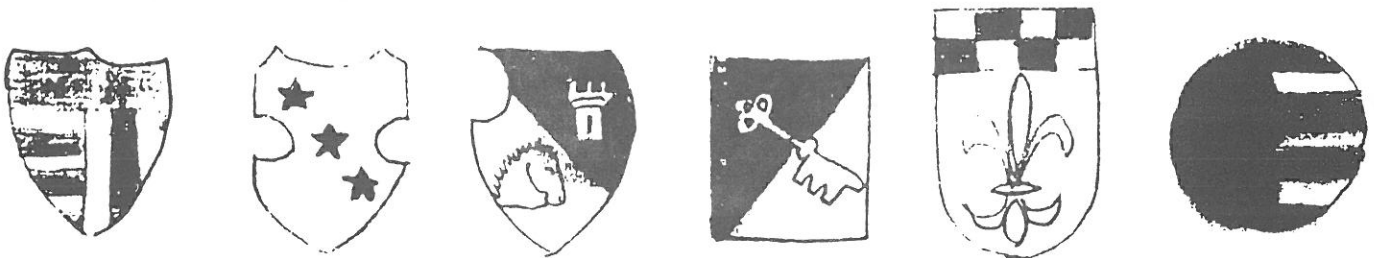
KNIGHTS IN ARMOR

CRAFTS

WEAPONS:



Shields: Make of heavy cardboard. Paint with a design of your liking. Make the arm straps from material or clothsline.



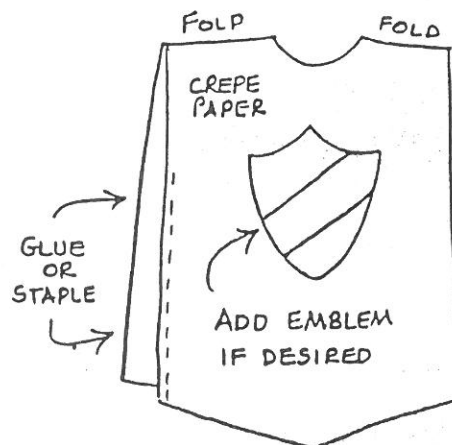
KNIGHTS IN ARMOR

CRAFTS

COSTUMES

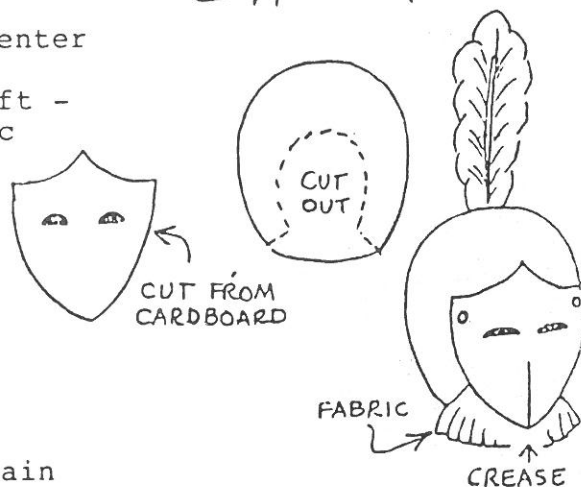
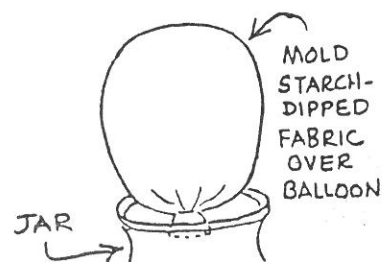
For basic costume, use pajama bottoms, thermal underwear, uniform pants or leotards, with matching sox pulled up over pants and fastened with rubber bands.

Tunic - Cut from fabric or crepe paper. Seam, glue or staple sides, leaving arm holes. Add coat of arms design, if desired, with magic markers or glue on construction paper emblem.



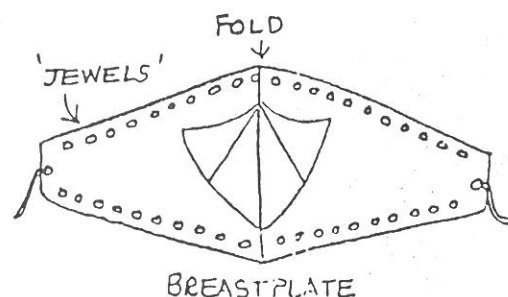
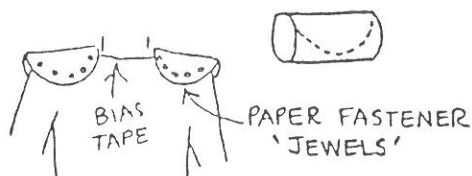
Helmet - Use lightweight sheeting or flannel dipped in full-strength starch and molded over a balloon. Inflate balloon larger than head size; rest balloon neck in wide-mouth jar while molding helmet. When dry, remove balloon and cut out face opening, curving sides as shown.

Cut face shield for helmet from lightweight cardboard, about 13" wide. Place helmet on head and curve face shield over face area. Shield can be attached to helmet with brass paper fasteners. Cut out slits for eyes. Make crease down center front. Paint with metallic paint. Add crepe paper plume with pipe cleaner shaft - or real feather if you have one. Fabric can be added to hang around bottom, if desired.



Epaulets - Use curved sides of two 1 pound oatmeal boxes. Remove top and bottom of box, cut down to 6" length. Run tape between the two across in front and back of neck. Paint as desired.

Breastplate - Cut from corrugated or plain cardboard. Make fold in center and cut to taper at ends, to fit around arms and hips. Attach bias tape ties at back. Paint with metallic paint. Add coat of arms or "jewels" (small rocks painted and glue on).



GROCERY BAG KITE

MATERIALS: grocery bag, scissors, ruler, pencil, masking tape, poster paints, paintbrush, paper punch, ball of cotton string, stick.

INSTRUCTIONS:

1. Cut off the bottom of the bag so that both ends are open.
2. On one of the wide sides of the bag, mark a point in the center, one third of the way down from the top edge. Make an X with tape over this point. Then draw two diagonal lines from the upper corners of the bag to the lower corners as shown in Diagram 1.
3. Cut along the lines to make wings. Turn over the bag and tape the wings to the remaining wide side of the bag as shown in Diagram 2. The sides of the bag will extend down.
4. Cut a vent as shown in Diagram 2 and put a piece of tape across each corner for reinforcement.
5. Paint the kite with poster paints and allow to dry.
6. Punch a hole in the point of each wing as shown in Diagram 2.
7. Cut a 6' long piece of string and tie one end into each hole. Tie the end of the rest of the string to the center of the 6' long string and wind the remaining string on a stick. The kite is ready to fly!

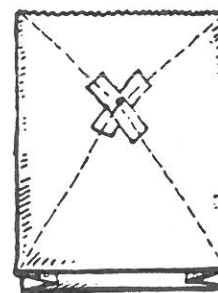


Diagram 1

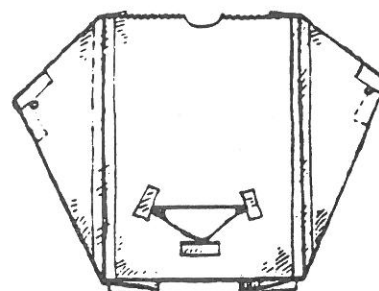
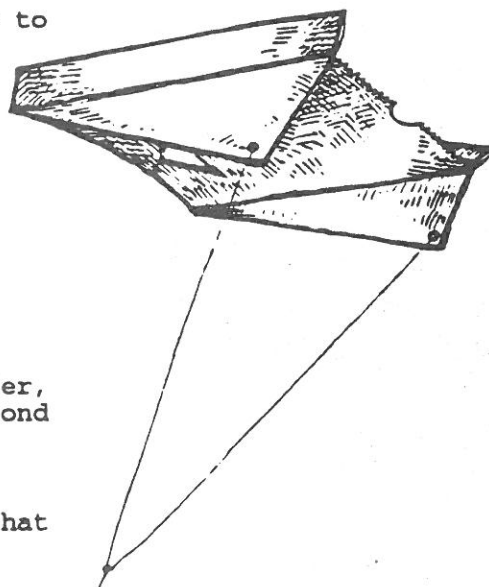


Diagram 2

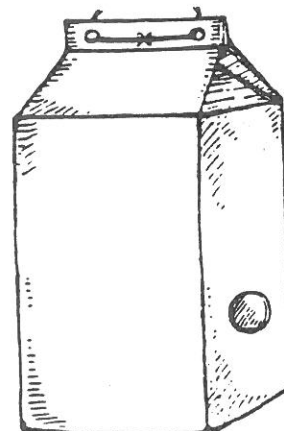
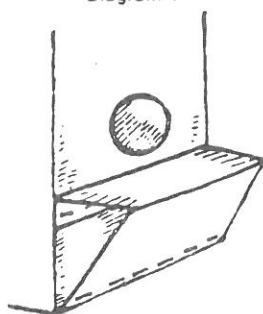
**MILK CARTON WREN BIRDHOUSE**

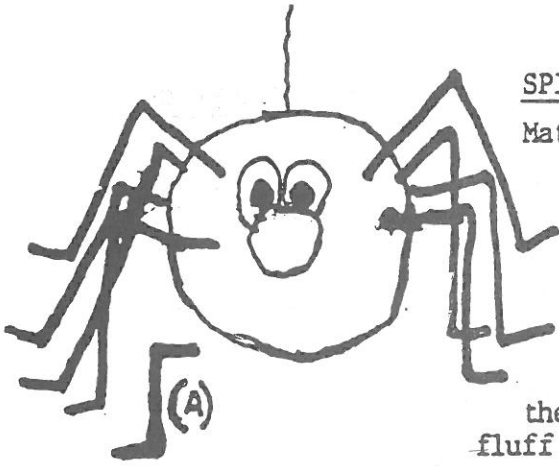
MATERIALS: half-gallon milk carton, well washed, ruler, pencil, scissors, stapler, strip from a second carton, 3-3/4" x 5", paper punch, string.

INSTRUCTIONS:

1. First draw a circle on one side of the carton that is 1" across and 2" up from the bottom of the carton; cut out.
2. Bend the strip from the second carton to form a perch. (See Diagram 1.) Staple the top edge onto the carton under the hole and the bottom even with the carton bottom.
3. Punch two holes in the top of the carton for hanging. Thread string through the holes and the birdhouse will be ready to be moved into!

Diagram 1





SPIDER

Materials: 1 - 2½" black pom pom; 1 - ¾" orange pom pom; 2 - 12mm wiggle eyes; 4 - black 12" chenille stems; 24" black yarn

1. Cut chenille stems in half.
2. Bend the stems using example A.
3. Separate the black pom pom until you find the middle strand.
4. Dip the ends of 4 legs into glue & place the glued ends against the middle string & pinch fluff around them. repeat for other side.
5. Glue the eyes and nose on the front of the spider as shown.
6. Separate the fluff on top of the spider, put glue on the end of the black yarn & place in the separation, pinch fluff around yarn.

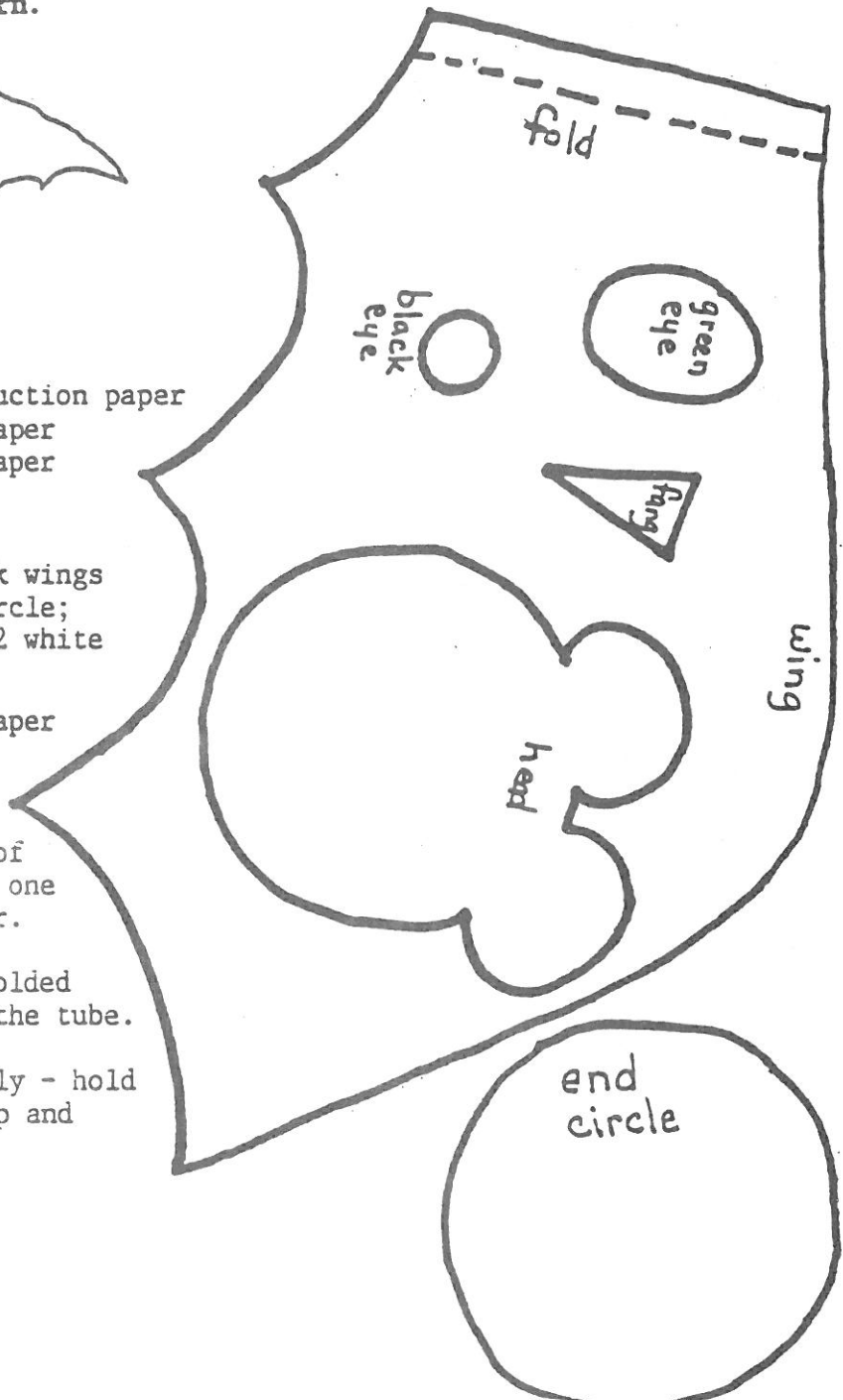


Materials: 9"x12" black construction paper
 2"x2" green construction paper
 1"x1" white construction paper
 1 toilet paper tube

Parts to cut:

- 1 black 4½"x5½" body; 2 black wings
- 1 black head; 1 black end circle;
- 2 black eyes; 2 green eyes; 2 white fangs.

1. Glue the body around the paper tube.
2. Glue the eyes and fangs to the head as shown.
3. Put glue around both ends of the tube and place the head on one end and the circle on the other.
4. Fold the wing as shown.
5. Place glue on the narrow folded area and place on the side of the tube. Repeat for other wing.
6. Your bat is now ready to fly - hold it at the bottom and move it up and down so its wings flap.

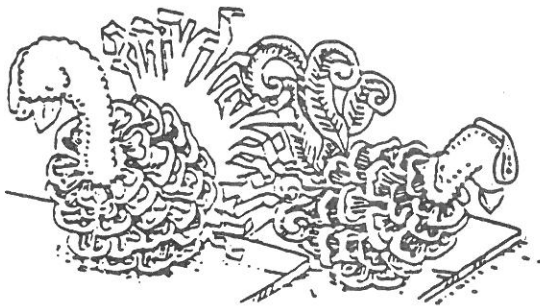


PINE CONE TURKEY

Materials needed:

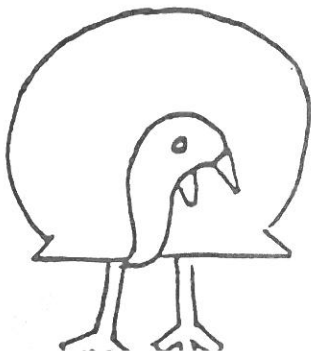
- Small pine cone
- Red crepe paper or feather fluffs
- Pipe cleaner
- Cardboard or construction paper
- Glue

Directions: Cut a 1" strip of crepe paper long enough to fit around the pine cone. Cut fringe, leaving 1/4" at the top edge. Dot glue on the 1/4" edge and paste around the back of the cone for feather effect. Feather fluffs may be glued around the pine cone on place of the crepe paper. Wrap pipe cleaner around front of cone leaving enough excess to form turkey's head. Glue small piece of crepe paper near the head for a wattle. Now glue assembled turkey to a piece of cardboard or construction paper. Pine cone turkeys can be used for table place markers or just for decorating around the house.



SHELL TURKEY

Use a medium shell for the body. With markers or acrylic paint, color the shell in brown and orange. Make a leg from yellow chenille stems, and head and neck from one bump of rust bump chenille. Attach neck end, legs and ring to the back of the shell with hot glue. Glue on wiggle eyes, yellow felt beak and red felt wattle.

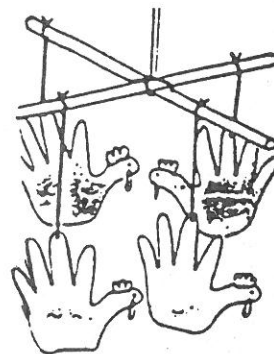


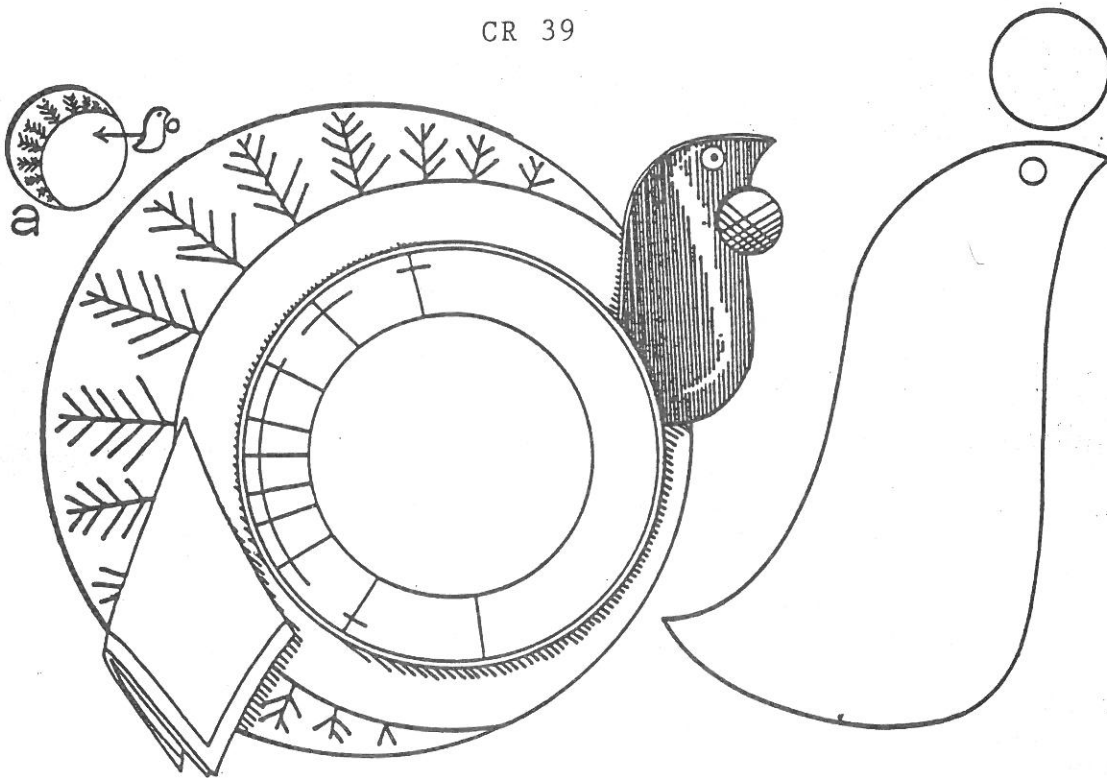
HAND-MADE MOBILE

Materials:

- Construction paper
- Pencil
- Scissors
- Crayons or markers
- 2 drinking straws
- Wire bread ties or pipe cleaner
- 5 pieces of thread or thin yarn
- Glue or tape

Directions: Trace around hand on a piece of colored construction paper. Draw a line across the bottom of the hand (where the wrist would be). This will be the bottom of the turkey. With a dark marker or crayon, draw the wing, eye, comb, beak, and wattle. Cut out the turkey. (You will need 4 turkeys.) Color the feathers with markers or crayons. Crisscross two drinking straws at the center. To tie the straws together, use two wire bread ties or a pipe cleaner cut in half. Cross-tie the straws firmly at the center. For the hangers, cut four pieces of thread in unequal lengths (8" to 16"). Tape or glue the thread to the back of each turkey. Tie a turkey to each of the straws. Tie a longer thread to the center of the mobile and hang.

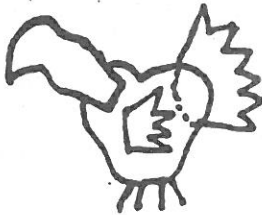




THANKSGIVING PLACEMATS

Materials: construction paper; 1 sheet of tracing paper; crayons or felt markers
paper paste; scissors; pencil

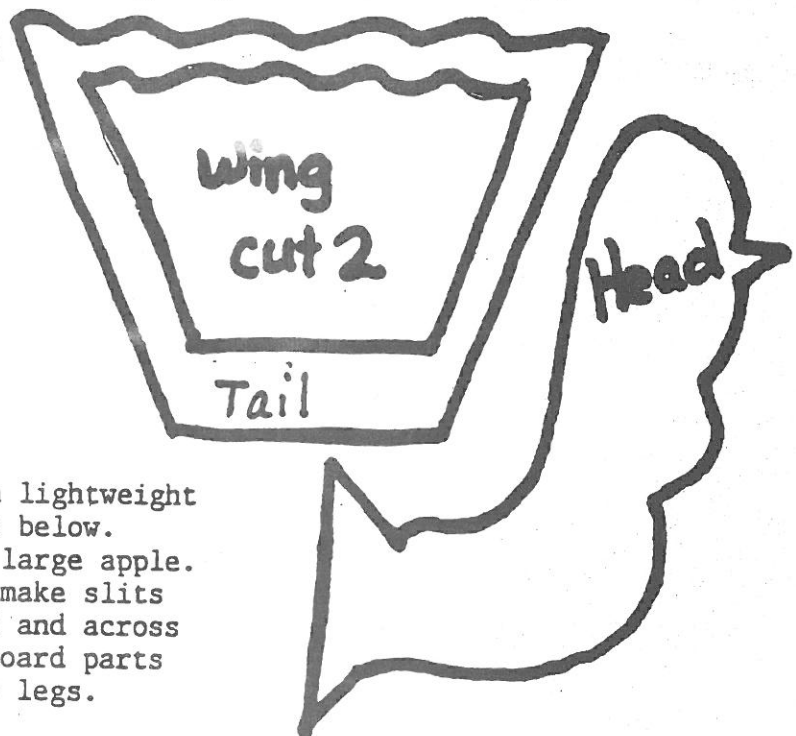
1. Cut out a circle larger than a dinner plate from orange construction paper.
2. Use the edge of a plate to draw a crescent shape on the paper circle, fig. a. Use crayons or colored felt markers.
3. Draw a feather design on the crescent (see illustration).
4. Enlarge pattern for turkey's head. Trace onto tracing paper and cut out.
5. Trace the head cutout onto brown construction paper and the circle onto red construction paper. Cut out both shapes.
6. Paste the paper circle to the head (see illustration).
7. Paste the head to the body.
8. Put the dinner plates at your Thanksgiving dinner on the body part of your turkey placemats.
9. HAVE A HAPPY THANKSGIVING!!!



APPLE TURKEY

Materials: Cardboard
Apples
Crayons

Cut tail, wings and head from lightweight cardboard, using the patterns below. Color accordingly. Polish a large apple. With apple standing upright, make slits lengthwise for wings and head and across for tail. Insert these cardboard parts in apple. Use toothpicks for legs.



Basic Recipe:

- 4 cups flour
- 1 cup salt
- 1 1/2 cups water

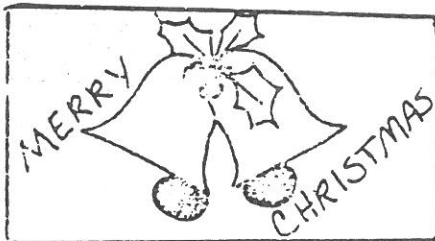
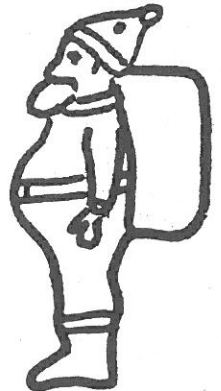
Mix flour and salt in large bowl. Add warm water and mix thoroughly, kneading til smooth. Add water if dry; flour if sticky. May divide into smaller portions and color with paste food coloring.

Grease cookie sheet lightly. Shape figure or roll and cut with cutters. Put in warm place until surface looks dry. Bake for 1 1/2 to 2 hours in 225° to 250° oven, then increase to 300° to 325° to finish baking. Length of time varies with thickness. Figures should be hard top and bottom.

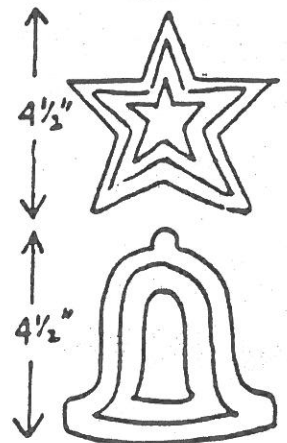
Before baking, insert hooks, clips or make holes for hanging. Decorate with small craft items (felt, beads, etc.) after baking.

Spray with polyurethane or decoupage 2 or 3 times. Allow to dry 24 hours between coats.

* * * *



FOAM 3-D ORNAMENTS



Cut 3-D ornaments from foam trays (such as meat trays). See pattern at right. Cut star within a star within a star, etc.

Carefully lift stars from tray altogether - do not take apart. Glue colored glitter to both sides.

To hang, make a hole with tine of a fork in one point of largest star. Tie on a piece of gold or silver cord. Gently rotate center star so that it is held at top and bottom by middle star, but side points are free. Rotate middle star, within outer star, in the same way. Pieces should fit together without gluing.

Cut other Christmas shapes - bells, balls, etc. in the same way. Cookie cutters make good pattern guides.

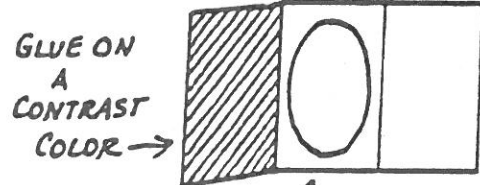
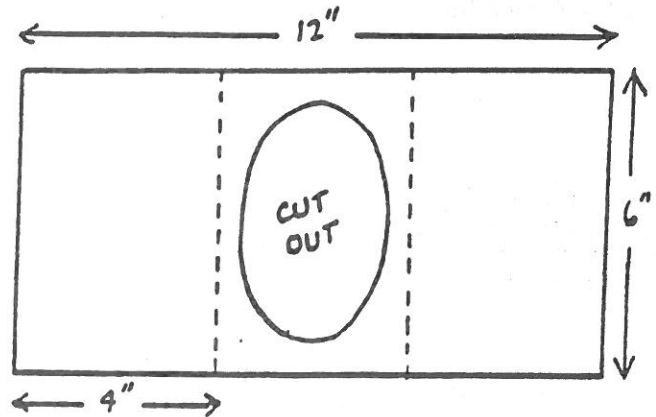
CHRISTMAS CARDS

DYED RICE CARDS

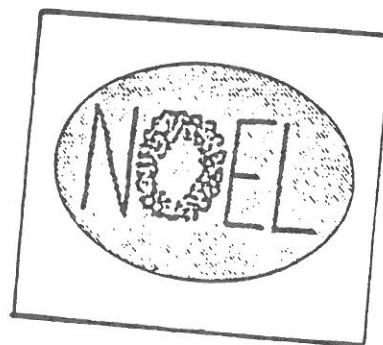
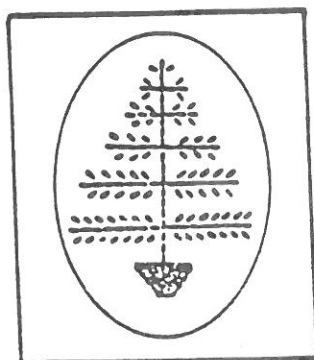
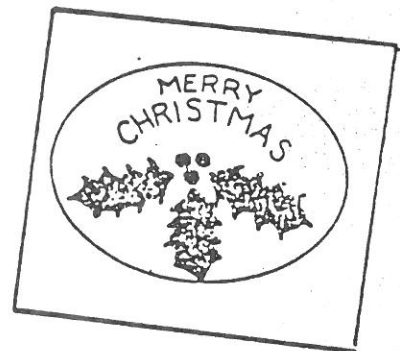
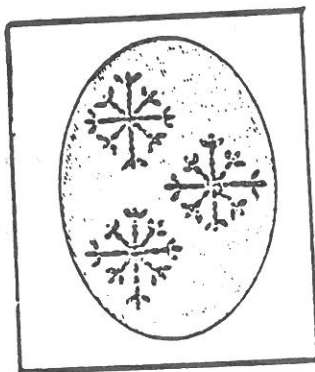
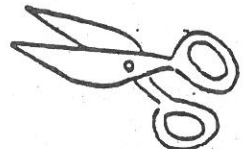
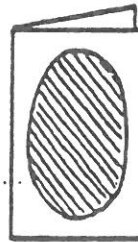
Use regular, not instant rice. To dye it, mix four tablespoons water and 1 teaspoon of food coloring in small bowl. Use a separate bowl for each color. Add 4 tablespoons rice to each bowl and stir until you have the desired color. It only takes a few minutes. Remove rice and place on paper towels to drain. Then let dry on waxed paper about an hour.

For card, cut a piece of colored construction paper 6" x 12". Fold into thirds, as shown. Open. Cut out an oval, 3" x 5", in center panel. Glue a contrasting color construction paper over left panel. Glue these two panels together. Then fold card again so cut-out oval is on front.

Lightly draw a design in the oval, using old Christmas cards for design ideas or making up one of your own. Fill in areas for design with dyed rice, gluing it in place with white glue. Add a message to the front and inside of card.

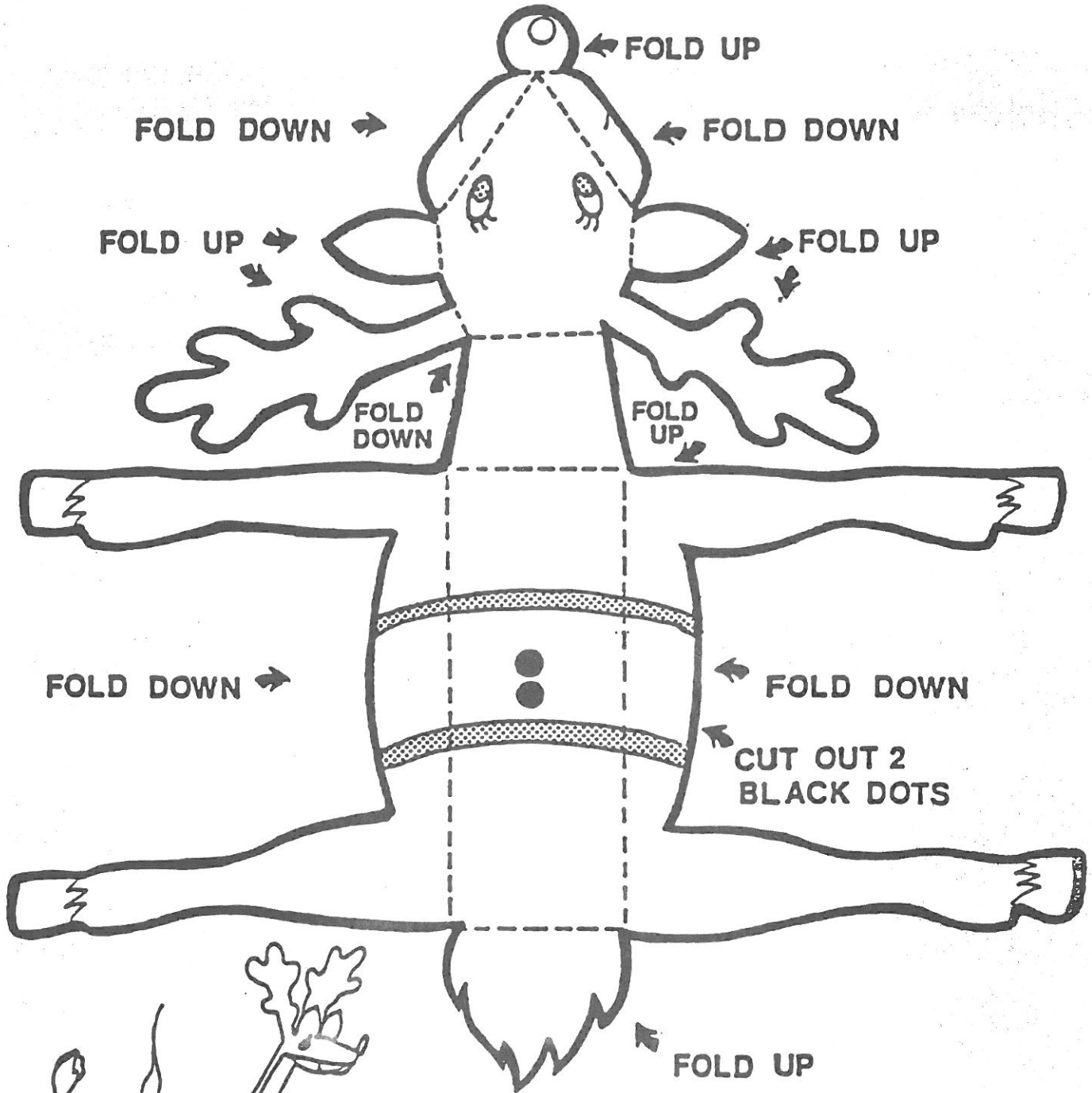


FOLD OVER AND GLUE



CR 42
XMAS ORIGAMI

Cut out the page and paste it on heavy paper. Cut out the drawing along the heavy black line. Color both sides of the deer. Fold as shown. Use a piece of black thread to hang the deer from your tree.



COMPLETED DEER

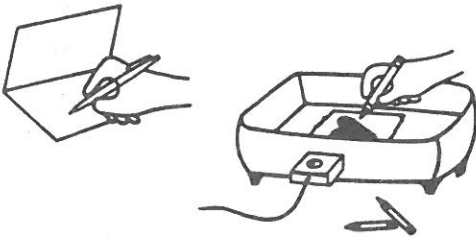
VALENTINE'S DAY CRAFTS

FOIL VALENTINES

**CLOSE ADULT SUPERVISION
REQUIRED FOR THIS CRAFT!**

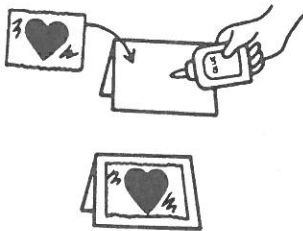
Materials Needed: Aluminum foil, electric fry pan, scissors, old crayons, glue, pen, white or cream construction paper.

Instructions: Cut construction paper into a rectangle approx. 5" x 10". Fold in half lengthwise to form base of card. Write your message inside.



Cut a piece of aluminum foil in a 4 1/2" square. Place it in electric fry pan or on warming tray. Turn heat to low.

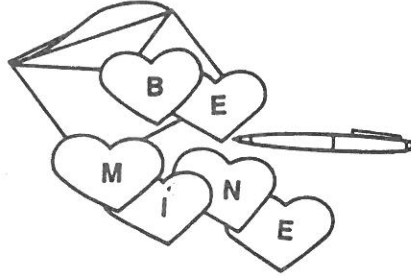
Using crayons, draw heart or flower design on foil. The wax will melt into marvelous bright colors. Carefully remove foil from pan.



After foil cools, glue to cover of prepared card.

VALENTINE MIX-UP

Materials Needed: Red, white or pink construction paper, felt-tip pens or paint and brush, envelope, scissors.

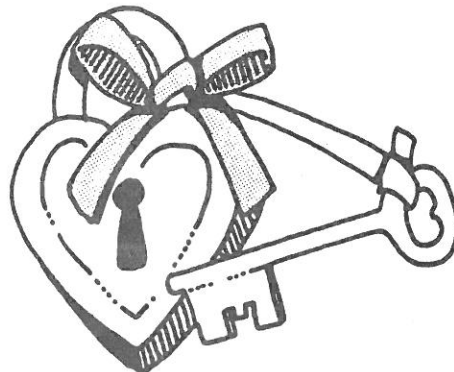


Instructions: Cut small hearts out of construction paper in a uniform size.

With paint or felt-tip pen, write a letter, word or symbol on each heart to form the message of your choice. Mix them up and place in an envelope.

The recipient's task is to arrange the hearts in the correct order to read your message.

OR....have boy write down a chore on each valentine and give to their mothers (i.e., good for one night of dishes, good for cleaning garage, good for taking out trash, etc.).



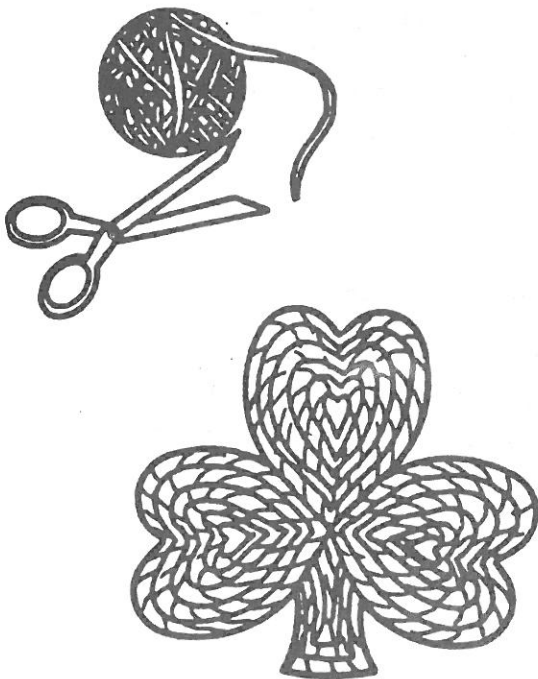
ST. PATRICK'S CLOVER

Materials Needed: Cardboard or tagboard, pencil, craft glue, cotton swab, scissors, green yarn, various shades.

Draw a three or four leaf clover shape on cardboard and cut out. An easy way to draw this is to draw three hearts with the points all meeting in the middle and adding a stem.

Spread glue along outside edge of one clover leaf with cotton swab. Carefully press yarn the length of clover diameter firmly into glue, following the glue outline around edge. Glue the other clover leaves in same manner. Continue laying different colors of yarn side by side on glue outlines, working your way towards center.

When clover is completely covered, it should reveal a pattern of graduated stripes depending on different shades of green yarn used.



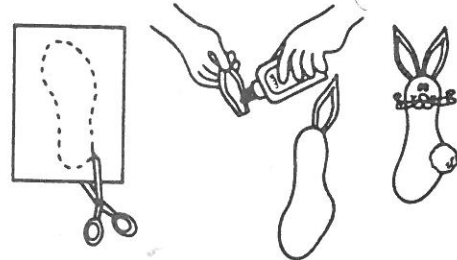
EASTER CRAFTS

FOOT BUNNY

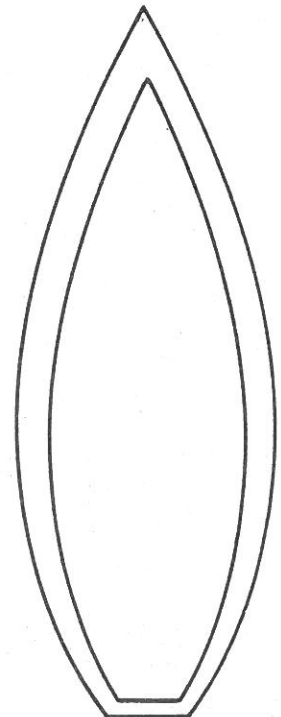
Materials Needed: Construction paper (white and pink), pencil, crayons or felt-tip markers, scissors, glue, cotton ball. **Optional materials:** Pipe cleaner, curling ribbon, 1/2" pom pom.

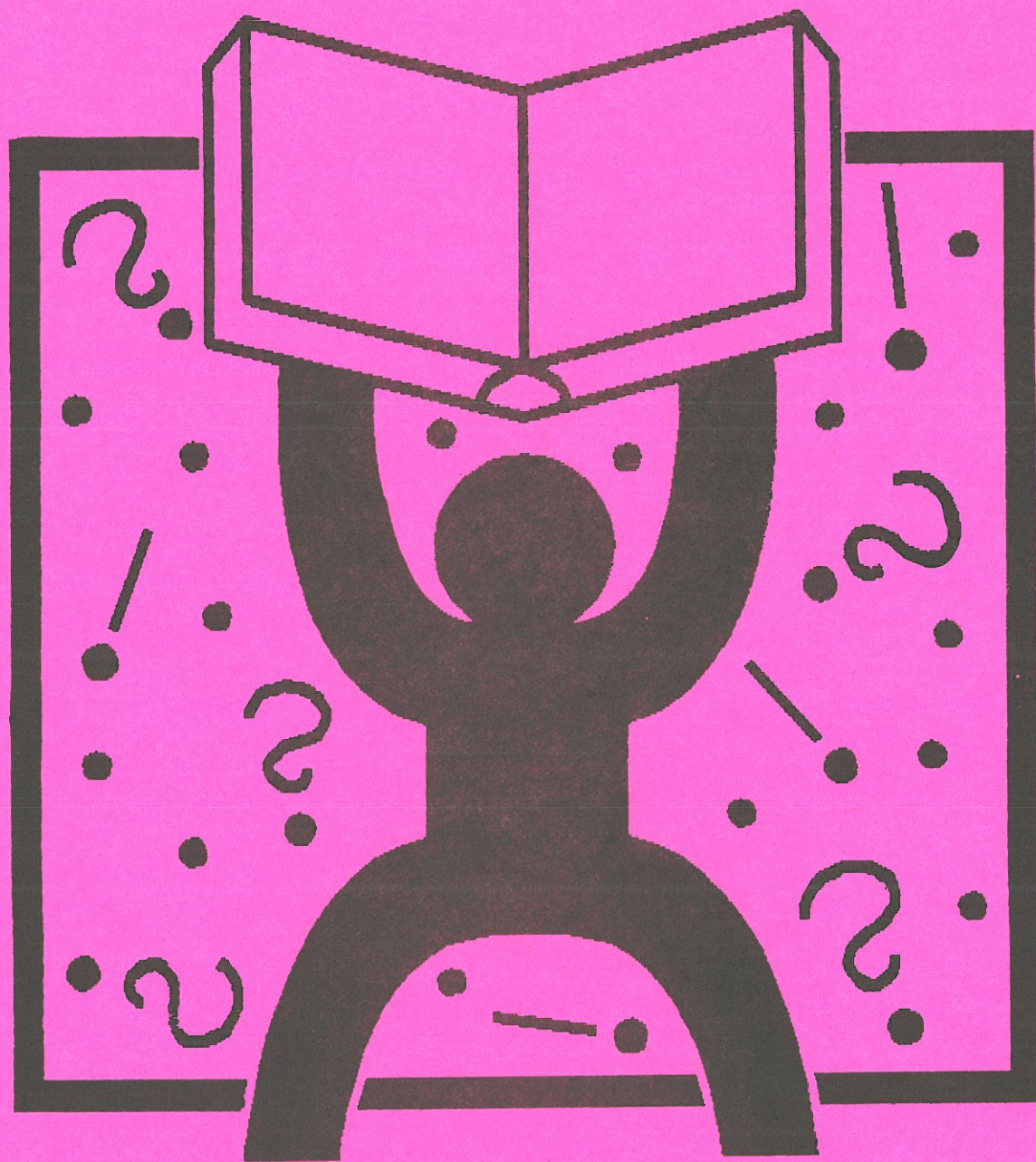
Instructions: Remove one shoe; leave sock on. Bunny's head and body are made by tracing your foot onto white construction paper with a pencil. Cut out. Turn tracing upside down.

Cut out two long ears from white and pink paper. Make pink a bit smaller and paste inside white ear. Then glue on top of heel outline as shown.

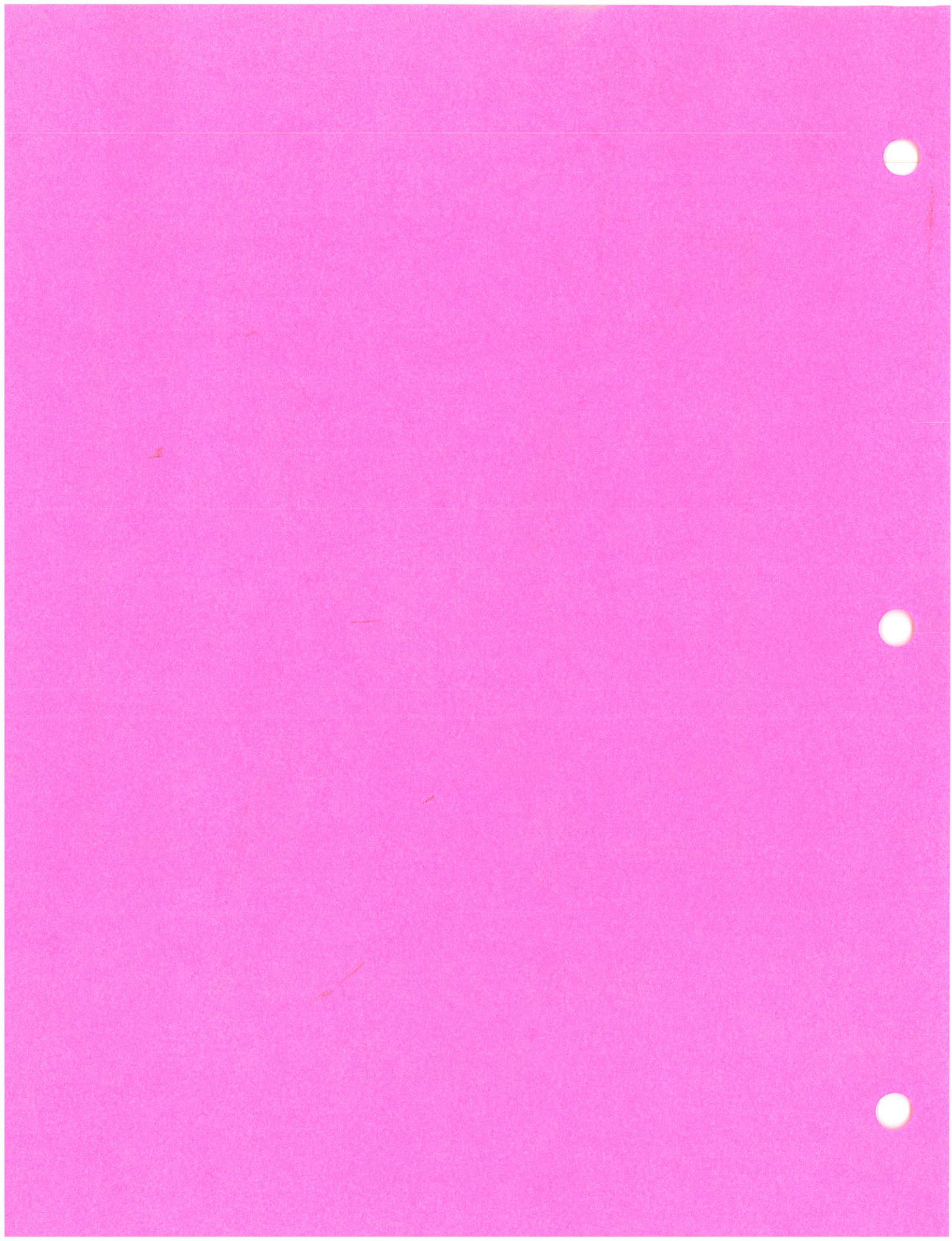


Color in bunny features with crayons or markers. If desired, some features may be glued on: pipe cleaners or curling ribbon make fine whiskers, pom-pom for nose, and a cotton tail.





**DEN LEADER'S
DIGEST**



DEN DOINGS

Den doings are the nucleus of a successful pack program. If a den is not doing or inactive then the boy loses interest. If a den is not doing then a pack has trouble happening; adults and family lose interest too. The following pages are for you the den leader. They have ideas and special activities to help you keep the den doing.

SURVIVAL HINTS FOR DEN LEADERS

You can be a den leader and enjoy it. You've taken care of your own son for seven or eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

- The first rule is - clothe yourself in optimism - grin a lot and be prepared at least an hour before they are due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.
- Don't feel you're copping out if you use the Cub Scout program helps for games to play and projects to make. Scout Headquarters has a lot of experience with this sort of thing, and you need all the help you can get.
- As soon as the meeting opens, collect the dues, make announcements, and explain the day's activities. You're not likely to get their undivided attention again.
- Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table centerpieces that can't be played with later, and artificial flowers or crepe paper things.
- Good den leaders know where to look for supplies - they scour their garages, attics and trash barrels. Keep your projects simple. If you don't; you know who will be putting the finishing touches on 10 projects the night before your pack meeting. Learn enough carpentry so that you know how to build a bird feeder or a wooden bank.
- Cub Scouts love to hammer, but you or another adult should do most of the sawing in advance. Remember to be patient; keep 1-inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And **NEVER leave a room full of Cub Scouts all alone with paint buckets.**
- Cub Scouts love to wait their turn to use supplies or materials or tools, it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are ways to avoid this; one is to get together with the other parents and make up a den box. It should contain all those things that nobody cares to own ten of.
- Remember how the kindergarten teacher pinned notes to your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket and let a corner show so his mother finds it before his shirt goes in the washer.
- Always make it clear that everyone left in your house after the meeting must take a hot bath and clean out your garage. This spurs the Cubs to have their parents pick them up right after the meetings and saves you from driving them home.



DEN YELLS

Yells are aimed at letting off steam at den and pack meetings. They also help develop and maintain den spirit. In making up a den yell, remember to make it simple and rhythmic. Yells should end in a word or phrase that the boys can shout. Many high school and college cheers can be adapted to den yells. Let the boys help make up the den yell.

DEN DOODLES

Den Doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing.

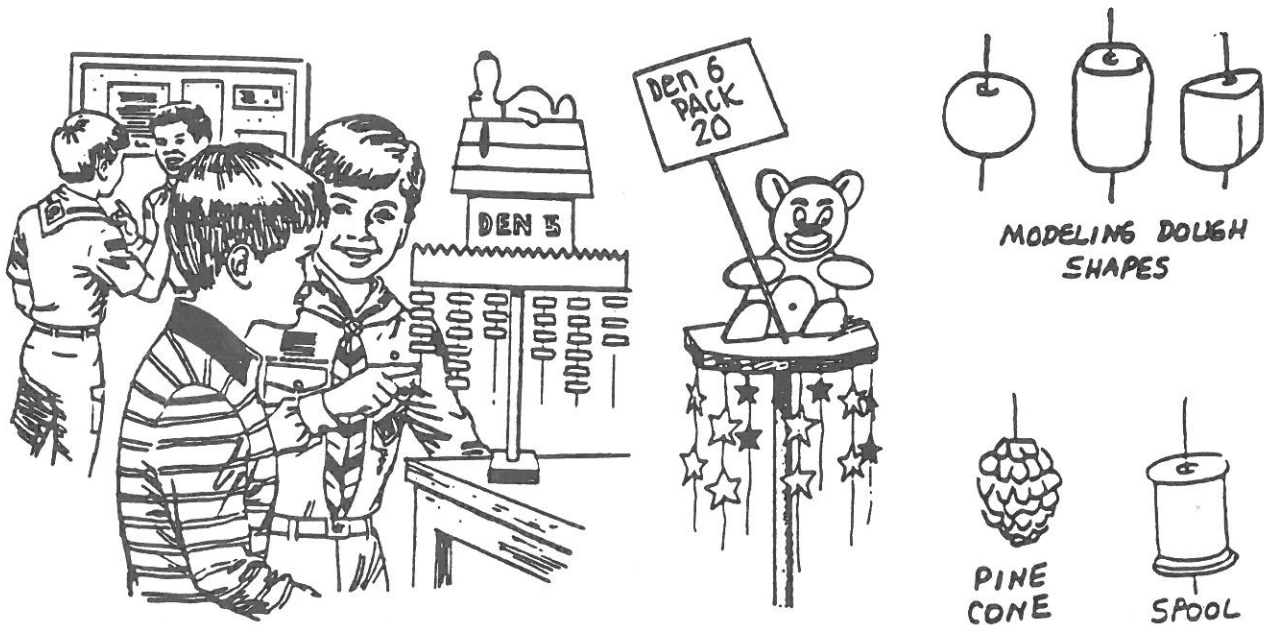
There are many types and ways to make Den Doodles. Let your imagination be your guide.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel rod. The base can be a bucket or large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard making it easier to handle and transport from place to place.

Any number of things can be used to recognize advancements on the doodle. Examples: Colored beads, spools, wood cutouts, peanuts, walnut shells, etc.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint or add his own addition to the doodle. Be sure to take your den doodle to pack meetings for display, this will give the parents an idea of where their son stands advancement-wise in the den and pack.

In addition to advancement, include any special accomplishment such as the Environmental Award, Oxley Nature Center patch recipient, etc. Don't forget to display den awards like the Summertime Award.



DEN CEREMONIES

Den ceremonies are to pack ceremonies what stunts are to skits; short, informal, fun and designed for presentation and participation with a small group of boys gathered about the leader. They may stand or sit in a circle or some other formation to indicate this is a special time.

CUBBY THOUGHT

Den ceremonies are easy to skip, but don't be tempted to omit them from your den meeting. They promote a feeling of group togetherness and make each Cub take away that special warmth that keeps him coming back.

TYPES OF DEN CEREMONIES

Opening and closing a meeting
 Immediate recognition awards
 Thanking boys, parents, leaders or guests
 Welcoming new members or visitors
 Good-byes to transfers or graduates
 Denner or Den Chief installation
 Celebrating birthdays



Patriotic and Cub Scout ideals should be used often, but not exclusively. Base some ceremonies on monthly themes, holidays, religious, local or historical events, or use closing words on a general inspirational theme. Songs, den yells, applause, cadences, theme-related roll calls, or a short parade can all be den ceremonies.



CUBBY THOUGHT

If you den has the job of a ceremony for a pack meeting, use this ceremony several times in your den meeting. Rehearsals are accomplished without using up too much craft, game or outing time.

KEEP THEM SIMPLE: Important in den ceremonies, don't compete with the pack meeting ceremonies. Occasionally give the boys an opportunity to plan and lead ceremonies, but have them tell you a week in advance what is planned this is not the time for surprises.

KEEP THEM SHORT: Build around everyday den experiences of the boy and the den.

DON'T GET IN A RUT: Vary the ceremonies so that boys don't tire of them. Don't open the den meeting and close it in the same way each week. Boys like something new.

By keeping many possibilities in mind, a den leader can have simple, yet varied and fun ceremonies.

OPENINGS:

1st week: Say Law of the Pack in a Friendship Circle.

2nd week: Use a theme-related ceremony from the pow wow book.

3rd week: Flag ceremony and Pledge of Allegiance.

4th week: Use Grand Howl, Den Yell, or an applause stunt tapped out on oatmeal box drums (or clapped).

5th week: Sing a song about a holiday or one from the pow wow book or Cub Scout Song book.



BIRTHDAY CEREMONIES

Early in the year, have boys answer roll call with their birth dates. Use the following ideas to celebrate during the opening ceremony:

- Sing "Happy Birthday".
- Present a card signed by the den.
- Have each boy light a candle and wish him Happy Birthday.
- Light candles on a birthday cake and let him make a wish.
- Give him a Bear book if he is 9.

**DENNER INSTALLATION**

Select a denner by drawing straws, alphabetically, or by whatever arrangement is customary in your den. If you have both Wolves and Bears, you may want to let the Bears be first so they can earn the section on being a leader. Install the denner and his assistant immediately.

The den leader or den chief leads the new denner to a table with a large candle.

Den Chief: *(Name of boy)* has been selected Denner of Den *(number)*. It is your job to call roll, bring refreshments, and help clean up after meetings this month. *(adjust to fit duties and time period in your den.)* Will you accept this responsibility?

Denner: I will do my best.

Den Chief: I will light this candle to symbolize the on-going Spirit of Scouting. Cubs, let us join together in saying the Cub Scout Promise to show our support for Cub Scouting and our new Denner.

IMMEDIATE RECOGNITION

Advancement ceremonies happen in pack meetings, so den ceremonies must be simple and different. Your den achievement chart can be marked with great ceremony and a special marker. The proper emblem can be hung by the boy on your Den Doodle.

One advancement ceremony is special for the den. Using the Cub Scout Immediate Recognition Kit, a cub is awarded a bead for each three achievements toward his Wolf or Bear badge.

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

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

Den Leader: But some braves names *(names of boys being recognized)*, still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

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



Boy Behavior

How can you take 5-10 boys, between 1st and 4th grades, for one hour a week, teach them something, have them create something, express themselves, enjoy themselves, and still maintain your own sanity? That's a question den leaders have often asked themselves.

This section hopes to offer some suggestions to help make it all possible. Trying to maintain control of a group of active cubs isn't easy--but it's not impossible either.

BE PREPARED

The first and most important thing you can do to maintain order in your den is to prepare yourself. Take advantage of all the resources available to you -- the Cub Scout Leader Book, the Den Leader How to Book and any other Scout literature you can get your hands on. Attend Basic Training, Roundtables, Pow Wow, and Workshops. Scouting has more than 75 years of resource to draw upon--take advantage of them! These sources will provide valuable information about what to expect from Cub Scout aged boys. The more you know and understand the Cub Scout program, the more confidence will be communicated to the boys. They will know that you are really in charge.

Be prepared for your den meetings, too. Plan your meetings in advance and make sure you have all the materials ready and waiting for the boys. They will find something to do while you are off looking for the scissors, and it may not be what you had in mind! Have an extra song or game planned, just in case things move along faster than you expected. Spare time can be a disaster! If you have something for the boys to do every minute they will be less likely to get into trouble.

Don't forget to make use of your Assistant Den Leader and/or Den Chief. They are valuable resources. They can occupy the boys with a game or a song while you record dues and advancement. An extra pair of helping hands are always welcome at the craft table, too.

EMOTIONAL NEEDS OF BOYS

The emotional needs of boys between 1st and 4th grades are basically the same. All boys (in fact, all people) have:

- The need to be loved.
- The need to be accepted.
- The need to be noticed.
- The need to belong.
- The need to be praised and encouraged.
- The need to be safe and secure.
- The need to let off steam.
- The need to express themselves.
- The need to experiment (and make some mistakes in the process)
- The need to have fun.



How each boy tries to fulfill these needs is what really makes him unique. One boy may be very timid and quiet and another loud and rowdy, but both are afraid they won't be loved. We usually notice the rowdy one, but both need our care and attention.

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills his need.



Well then, what's a den leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

DISCIPLINE

Discipline is not punishment. Discipline is setting boundaries and sticking to them. Discipline is making the child responsible for his own behavior - - telling him that if he chooses a certain course of action, what the specific consequences of that action will be. Discipline is training given to a child to mold or correct his behavior.

Children need to realize they have choices. If they act one way, this will be the result. If they choose a different action, the result may be different, too. They can choose how things will go for them.

As a den leader, you need to spell out for the boys what is acceptable behavior and what is not. Also, let them know the consequences for acceptable and unacceptable behavior.

DEN CODE OF CONDUCT

At your first den meeting sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the cubs to the Cub Scout sign. Let them know that you have no intention of wasting your time screaming and hollering at them (the boys will appreciate that too!) and you will only be using the sign to get their attention. (A whistle is nice to use for rowdy outdoor games)

Have the boys tell you what rules they think would be appropriate for den meetings. You'll be surprised, the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out. Here's a sample Den Code of Conduct written by boys:

- Don't interrupt
- No nasty jokes
- No punching or kicking
- Listen to Akela and don't talk back
- No cussing
- Don't stick your tongue out or spit
- No talking ugly about other people



You might add a few things, like:

- Wipe your feet at the door.
- No running or yelling in the house.

Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your den rules established, you need to find a system to enforce it that will work for you. One system that works well is "THREE STRIKES - YOU'RE OUT". The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get



him. Have a conference with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your den at each of our den parents meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of the negative.

TICKETS - Use carnival tickets or homemade ones. Give each boy three tickets when he arrives and have him sign his name on each ticket. When he breaks a rule, he has to give you a ticket. For each ticket lost, follow the procedure in the "Three Strikes--You're Out" format. The tickets he has left at the end of the meeting can be placed in a bank. At the end of each month, count how many tickets each boy has in the bank. Reward the boy with the best behavior (most tickets) with a special treat.

MARBLES JAR - Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a den field trip as a reward. Don't make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

CARD PUNCHES - Give each boy an index card at the beginning of the den meeting. Have him sign it. If he breaks a rule, ask to see his card and punch a hole in it with a paper punch. If he has no punches at the end of the meeting, give him a special treat.

DEN CANDLE - Light a candle at the beginning of the den meeting. The goal is to keep the candle burning. If a boy misbehaves, the candle is blown out. When the candle has completely burned down, you can celebrate with a field trip or a special treat. The disadvantage with this method is that one boy's misbehavior can spoil it for the whole den. Also, it's hard to keep the candle lit if you are meeting outdoors.

COUP AND BEADS - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books.
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers)
- Participation in district or council events
- Having no "strikes" at the end of a den meeting



DEN METHODS

Here are some proven methods that you may want to try with your den:

Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond to it. If they seem to be becoming lax in their response, make a contest out of it. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

Make den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a den meeting doesn't mean they aren't special and important.

Have a special opening and closing ceremony for each den meeting. This can set the tone for the meeting as well as signal the boys that the meeting has started.

Know your boys! Knowing them will help you understand him better. **REMEMBER**, every boy is different.

LET BOYS BE BOYS! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

Use a **TALKING FEATHER** (or stick). A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn.

Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, don't make it too hard.

Supervise **ALL** activities. Don't just send the boys outside to play. Utilize your assistant den leader and or den chief.

Deal calmly and reasonable with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

Be aware of your limitation. As a leader you may never know what an impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

POSITIVE STATEMENTS

I like you!
I'm glad you're here today!
I'm glad you're in my den!
I thought of you during the week.
I think you're neat!
Nice job!
I knew you could do it!
Super!
I'm proud of you!
Fantastic!
I like the way you did that.
Thank you for helping.
WOW!
You must have been practicing.

I can tell you really worked on this.
Way to go!
That was the best ever!
Sensational!!
That's right!
You figured that out fast.
Now you've got the hang of it.
Great!
You're really sharp today!
Outstanding!
Good thinking!
I'm glad you thought of that.
You're on the right track now.
You are a good listener.



A LITTLE FELLOW FOLLOWS ME

A careful den chief I want to be
 A little fellow follows me;
 I do not dare to go astray,
 For fear he'll go the selfsame way.

I cannot once escape his eyes,
 Whate'er he sees me do, he tries
 Like me, says he's going to be
 The little cub scout who follows me.

I must remember as I go
 Through summer's sun and winter's snow
 I am building for years to be
 That little cub scout who follows me.

WHAT IS A DEN CHIEF?

Somewhere between the innocence of Cub Scouting and the dignity of adult Scouting, there is a fascinating and very useful creature called the Den Chief. Den Chiefs come in assorted sizes, weights, and colors and religions, but they all have the same purpose in life...to help Cub Scouts and to enjoy the feeling of being needed and admired by younger boys.

The den chief is many different things to different people. To Mom, he's a uniform which must be washed every week, badges to be sewn on, lunches to be packed, mess kits to be scrubbed and a lump in her throat when he marches by in the parade.

To Dad he's a source of pride, a pack of trouble, a constant stream of information and a chip off the old block.

To a den leader he is an assistant, playing rough and tumble games with the Cub Scouts while she or he maintains his or her dignity, setting a good example, teaching the younger boys to do things...always predictable and yet a constant surprise.

To the Cub Scouts he is Scouting...a peek into the future, a hero to worship, and a fellow with all the answers...someone to imitate and admire.

Den chiefs are found in most every successful den...in the middle of a game, helping with a ceremony, answering question, showing how to do a craft project, encouraging discipline, and in general, being very useful to the den leader.

A den chief is helpfulness with a boyish smile, discipline with a little impatience, courtesy with youthful fun all wrapped up in one young man. Den leaders need them, older sisters tolerate them, younger boys respect them, Scoutmasters teach them, parents support them, and Heaven protects them.

SOURCES OF SUPPORT

1. PARENTS

- a. Transportation
- b. Telephoning
- c. Refreshments
- d. Instruction
- e. Leadership of activities
- f. Encouraging advancement

2. PACK LEADERS

- a. Past experiences
- b. Assistance in planning
- c. Special talent or skill
- d. Help in recruiting leaders or boys
- e. Leaders of activities

3. COMMISSIONER STAFF

- a. Uniform inspection
- b. Charter renewal
- c. Program assistance
- d. Help in recruiting leaders or boys

4. BOY SCOUT TROOP

- a. Leadership assistance on Webelos overnigheters
- b. Den Chiefs
- c. Webelos graduation ceremonies
- d. Webelos-to-Scout transition activities

5. SCOUT SERVICE CENTER

- a. Information
- b. Professional assistance
- c. Training

6. SCOUTING COORDINATOR

- a. Assistance from chartered organization
- b. Participation in pack activities
- c. Charter renewal

7. DISTRICT COMMITTEE

- a. Information
- b. Assistance, as needed
- c. Training/Monthly Roundtables
- d. Help in recruiting leaders/boys

SOURCES OF FINANCIAL SUPPORT

- 1. Pack budget
- 2. Den dues
- 3. Pack money-raising projects (approved by council)
- 4. Scout country Fair ticket sales

PERMISSION SLIP FOR FIELD TRIPS

Pack or Den # _____ is planning a field trip.

Plans have been approved by: _____
(Pack Committee)

and the Scout Council office.

Mr./Mrs. _____ is Cubmaster of the pack directly responsible for this trip. He will be glad to have you call him if you have any questions. His/her phone number is _____.

The leader in charge of this trip will be _____. His/her phone number is _____.

The pack will be gone _____ leaving on _____ from _____
(date)
_____ at _____ o'clock and returning on _____
(place)
_____ to _____ at _____ o'clock.
(date) (place)

The cost for each boy will be _____ for _____.

This is to be paid one week before departure: _____.

Each boy will bring _____
(list necessary equipment)

_____.
In case of emergency, the leaders will call Mr./Mrs. _____

_____ (Address) _____ (Phone)

who will immediately get in touch with the parents.

Pack Leader _____

(Tear off here and return to pack leader.) Date _____

My son _____ is in good physical condition at present and had no serious illness or operation since his last health examination. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be _____. During the trip period, I may be reached at: _____
(Address)

_____ (Phone)
Any remarks: _____

Signature - Parent or Guardian _____

WHY I'M A LEADER?

I'm not a Cub Scout Leader for the easy hours, high pay, parents' gratitude, power or prestige.

I'm a Leader because I want the world for your son and mine, to be a world he can shape and help shape; a world of love and laughter, where he can show compassion.

I want him to be able to look at the stars, a sunrise, a sunset, the work and world of man -- and feel their beauty inside himself.

I want to help him to learn to finish anything he starts and do it well and to guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character and are sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time. I reap rewards far beyond what I give. I receive for my children and future generations a better world.

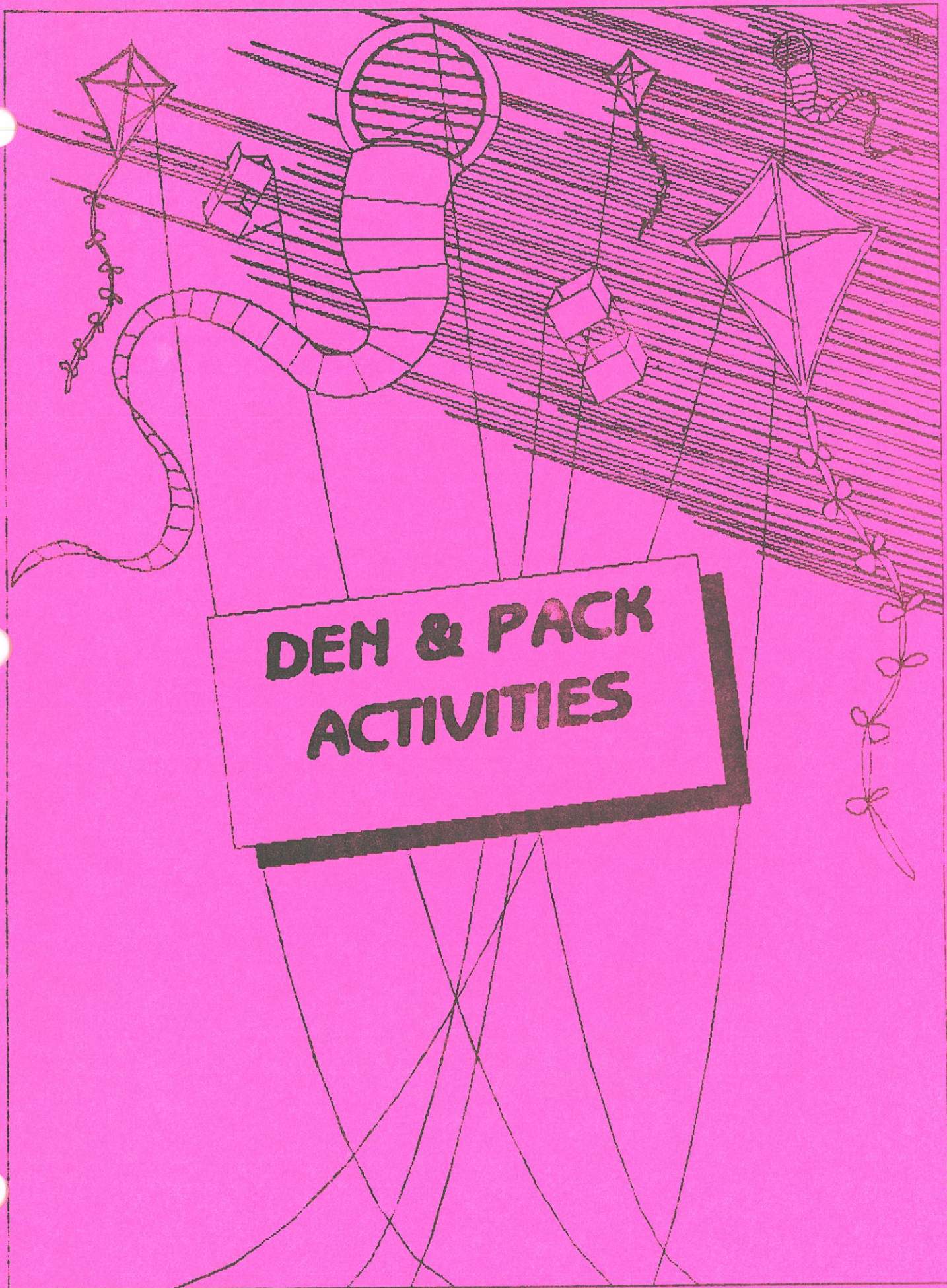
I am a Cub Scout Leader because I care.

LAUGHTER IS THE SHORTEST DISTANCE BETWEEN TWO PEOPLE.

CHARACTER IS WHAT YOU DO WHEN NO ONE IS LOOKING.

IT IS POSSIBLE TO CLIMB THE HIGHEST MOUNTAIN -- ONE STEP AT A TIME.

THE SECRET OF HAPPINESS IS NOT IN DOING WHAT ONE LIKES, BUT IN LIKING WHAT ONE HAS TO DO.



**DEN & PACK
ACTIVITIES**

DEN AND PACK ACTIVITIES

SCOUTING MEANS DOING. Activities in the CUB SCOUT program are designed to have the boys doing things. Each activity should fulfill the aims and purposes of the CUB SCOUTING PROGRAM.

Most Cub Scout activities take place in weekly den meetings and the monthly pack meeting. Your pack committee will also plan special activities such as the:

PINWOOD DERBY
BLUE AND GOLD BANQUET
RAINGUTTER REGATTA
KITE DERBY
AND SPECIAL PROJECTS

Many packs participate in the Council's annual Scout-O-Rama, the biggest Scout show in the Southwest. This activity is rewarding not only in terms of experience gained and prizes earned by the boys, but it is financially helpful to packs and allows the community to see Scouting in action. Cub Scouts can participate in the DEN DOODLE COMPETITION and PINWOOD DERBY COUNCIL CHAMPIONSHIP race sponsored by INDIAN NATIONS COUNCIL.



Advance planning is the key to a successful program of activities. At the pack's annual planning conference, usually held in July or August. A year's program is planned based on monthly themes and activity badges.

The secret of good planning for Cub Scout den activities is the wise use of the monthly theme. The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result, because it reviews all things the dens have done.

The aim of the theme idea is to open the door to fun and adventure by providing a different kind of experience for each month of the year. The theme must have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and use his own abilities. Your themes should steer boys toward new fields, interests and hobbies they might not otherwise discover for themselves.

Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often, den spirit is developed, even among parents. Many packs present a PARENT PARTICIPATION RIBBON to the den who has the most parents at the pack meeting.



Webelos dens do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman" ... or "Going Places" and "Traveler".

Each year, Cub Scout Program Helps suggests 12 monthly themes for Cub Scouts and provides program ideas on those themes. Boy's Life magazine also features program ideas each month on the recommended theme and the district roundtable meetings provide program ideas on these same themes.



Information about the following can be found in the Cub Leader How-To Book:

Pinewood Derby
Space Derby
Raingutter Regatta
Cubmobile Derby

FISHING DERBY

There are two kinds of Cub Scout pack fishing derbies: both are fun for boys and parents. One kind is a partner-and-son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.

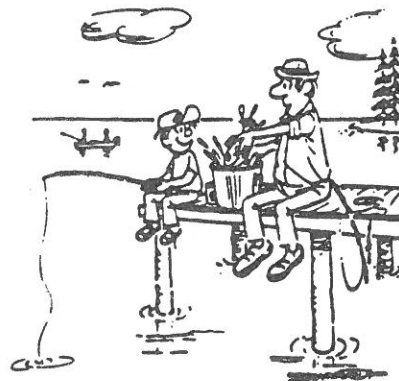
The other type is a family outing with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

SUGGESTED FISHING DERBY SCHEDULE

- 1:00 - 2:00 Gathering-time activities
- 2:00 - 3:30 Special contests
- 3:30 - 3:45 Awards ceremony
- 3:45 - 5:00 Free time for fishing
- 5:00 - 6:00 Meal and clean-up



"Just don't give them names, O.K.?"

ACTIVITY SUGGESTIONS

GATHERING-TIME

Guessing Contest :

How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game :

This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3-by-4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

SPECIAL CONTESTS

Reeling Relay :

Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet



away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team through wins.

Fishing Relay :

The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay - Go fishing in the lake :

Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

FREE TIME FOR FISHING

Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.

CUB SCOUT INDOOR FIELD DAY

(This is an indoor activity which could be scheduled for a regular monthly activity or a standby activity when an outdoor activity is canceled due to bad weather.)

Packs competing by den seems to work best. The size of the pack will dictate this.

SOME OF THE EVENTS MIGHT BE:

DISCUS THROW

Use a paper plate and throw it like a discus.

FOOT RACE

The den is lined up heel to toe and the greatest length wins.

HIGH WHISTLE

The boy who hold a whistle the longest, with one breath wins.

FEATHER BLOW RELAY

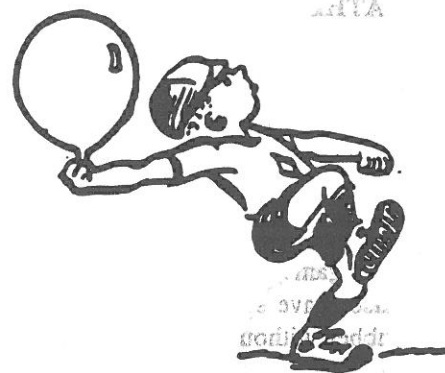
Blow a feather 50 feet and then return and tag the next runner.

BAWL GAME

The boys who makes the sound of a baby crying the longest with one breath wins.

GREAT SHOE ROUNDUP

All the boy's shoes are piled up across a line. ON a signal the boys race to the pile and find their shoes. Put them on and run back. First team with all shoes on wins.



OTHER PACK ACTIVITIES

ELEPHANT RACE

Tie one leg of a pair of panty hose around the boy's waist leaving the other leg hanging down. Put a potato in the toe for weight. Another potato (*the roundest one you can find*) on the floor. Swing the hanging leg without using your hands and strike the potato on the floor in order to propel it a certain distance. First across the line wins. This could also be a relay. Untie the panty hose and tie them to the next boy.

FATHER/SON CAKE BAKE AND AUCTION

Father and son (*or other adult male partner*) bake and decorate their own cake with no help from mom or any female at all (**THIS INCLUDES CLEANUP**). Send out invitations to all relatives and friends, because this is a golden opportunity to make money for the pack. If you happen to know an auctioneer this will lend pizzazz to the show. Besides being a fund raiser, prizes can be awarded for:

- Prettiest
- Best Scout theme
- Funniest
- Heaviest
- Biggest
- Best decorated
- Tallest
- Smallest

GENIUS NIGHT

This is a kit which is assembled by the committee consisting of a paper sack filled with many smaller items. The boys may construct anything they want to from the materials supplied. All they need to supply is some glue, paint and imagination. The only rule needed is that each kit contain the same items.

Examples of thing that could be put in the sack:

- string
- drinking straw
- marble
- toothpicks
- ball
- yarn
- paper plate
- paper cup
- wire
- block of wood
- and anything else you can think of

Prizes can be awarded for most creative, etc.

FRISBEE GOLF TOURNAMENT

All you need is a frisbee and the poles with flags attached. Set up any kind of golf course the area will permit. By team or individual.



HAUNTED HOUSE

This goes with the Halloween month and is a big favorite with packs that do it.

You will need very large appliance boxes preferably refrigerator or freezer size. Arrange these boxes into a twisting confusing maze, with dead ends and trap doors. Music and lighting are very important. Exploration holes in the side walls with strange items on the other side for the boys or their parents to try and identify by feel only.

EXAMPLES:

- cooked spaghetti
- bones
- peeled grapes
- mannequin parts
- raw liver
- hair or a wig

The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.

OBSTACLE COURSE

You have a starting line and finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through a narrow space such as several tires and swing on a rope. Maybe include a bucking horse. The choice of events is totally up to the committees imagination. Keep it simple, make it fun, but don't forget safety.

OLD FASHIONED FUN DAY

You can hold this event in a park or on a farm. Some of the activities might be:

- pumpkin or apple carving contest
- apple bobbing contest
- corn shelling contest
- hog calling contest
- three legged race
- tug of war
- pie eating contest
- watermelon seed spitting contest
- wheel barrow race

Remember, this day is for the Cubs but it is a great time to have the other family members participate. You can end the day with a picnic, wiener roast, or home made ice cream.



Den and Pack Activities

KITE DERBY COMPETITION

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby, you'll need an open field, judges, and an announcer.

There may be several classifications of kites: Box, tail less, those with tails, etc.

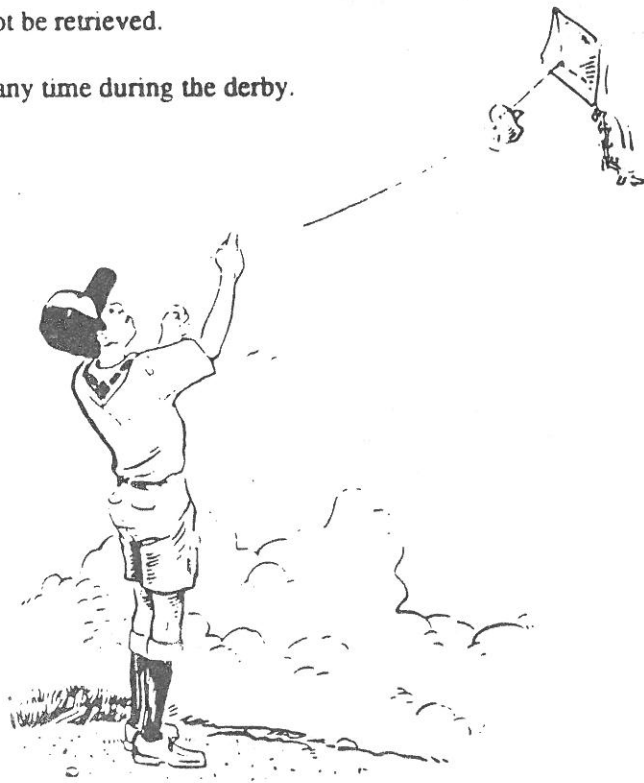
ENTRANCE REQUIREMENTS

1. All kites are parent and son made.
2. Each entrant may have a parent help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kits, except that no fighting kites are allowed (glass, razor blades, etc. are not permitted).
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

PRE-FLIGHT JUDGING

Prizes could be awarded for:

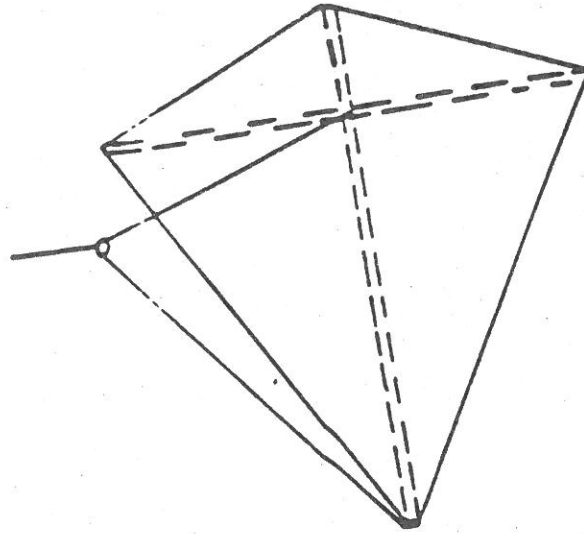
- Smallest kite
- Largest kite
- Strangest kite
- Most unusual kite
- Funniest kite
- Prettiest kite
- Best craftsmanship kite



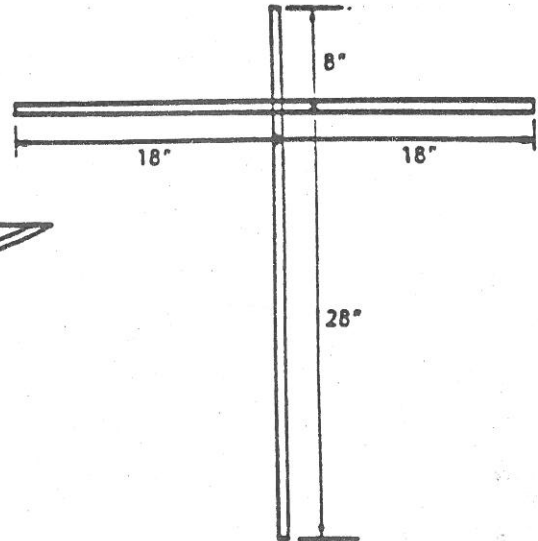
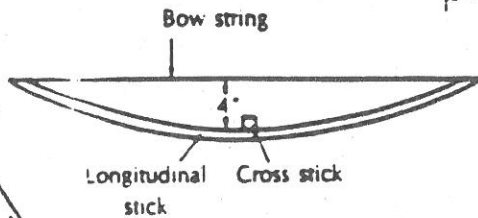
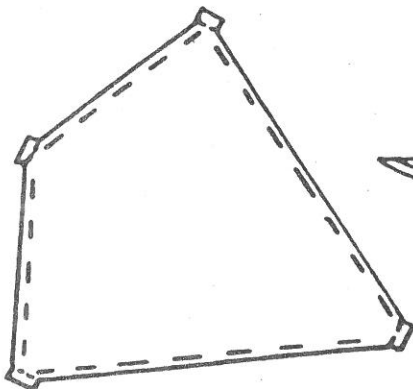
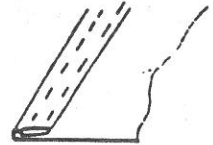
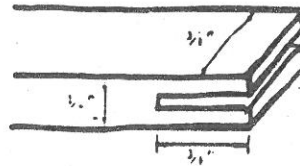
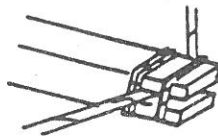
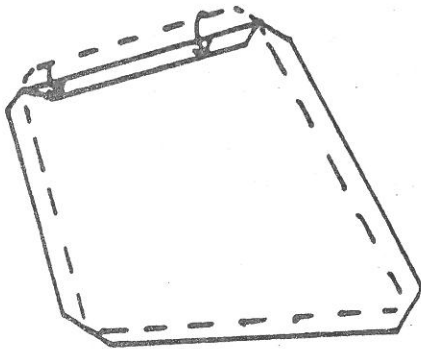
JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

- First kite in air
- Highest after 15 minutes
- Most stable flying
- Best sportsmanship (boy)
- Most graceful in air
- Most persistent flier (boy)
- Fastest climbing
- Highest after 5 minutes



You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others. (See Wolf Elective #6 for Kite-Flying Safety Rules).



PACK AND DEN TRIPS

Pack and den trips are a welcome change from the routine of pack and den meetings during the school year and are good summertime activities. Both boys and leaders should be prepared. There are certain guidelines which should be followed:

File Local Tour Permit Application with the council office two weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos Dens should file tour permits for Webelos overnight campouts.

Short in town den trips during den meeting hours do not require tour permits. However, it is recommended that permission slips be obtained. The pack committee and cubmaster should be informed about den trips. Parents should be notified anytime the den is away from the regular meeting place. File a Tour Permit for longer den trips. Check with Council Service Center for policy on trips.

Secure adequate, responsible and safe transportation. Use passenger cars or vans, making sure everyone uses seat belts. Boys should not ride in the back of station wagons. Transporting passengers in back of trucks is not permitted. Drivers must be licensed, 21 years of age and be adequately insured. Ask parents to provide transportation for den and pack trips.

- . Cub Scouts and leaders should be in proper uniform.
- . Good behavior is important so other groups will be welcome later.
- . Provide plenty of adult supervision. Enlist the help of parents.
- . Consider distance-how much travel time is involved?
- . Make arrangements in advance with the place you plan to visit. Be on time.
- . Tell the boys in advance of what they expect to see and do.
- . Coach the boys so they are attentive, courteous and observe all necessary rules.
- . Establish the buddy system before starting the trip. Explain that they should remain together at all times.
- . Locate restrooms immediately upon your arrival.
- . Decide on rendezvous points, times and plans for eating.
- . Know where emergency care can be obtained.
- . See that each boy has enough money for an emergency phone call.
- . Know how many boys are with you, and have a list of them. Be sure each has an identification card.
- . Be sure you take each boys' emergency authorization with you on all trips.
- . Upon your return, have the boys write your hosts to thank them for a pleasant visit.

OUTDOOR ACTIVITIES

Outing is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts". As leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. The Scouts enjoy camping with their family.

Webeles Scouts start the transition in outdoor adventure, by participating in adult-boy overnight campouts. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

SAFETY RULES FOR OUTDOOR ACTIVITIES

1. Always take a first aid kit. If possible have someone trained in CPR and first aid attend pack functions.
2. Remember that adequate supervision helps prevent accidents.
3. Encourage boys to use the buddy system at all times.
4. Have a plan for emergencies such as lightning storms, high winds, or flash floods which could occur. Know where emergency care can be obtained quickly.
5. If possible, check out the location in advance for hazards.
6. To prevent accidents, avoid such dangers as too-rough sports, construction sites, fire hazards, stinging insects, poison plants, etc.
7. Select a well-identified gathering place in the event the group is separated.
8. Cub Scouts building fires and cooking should always be supervised. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.



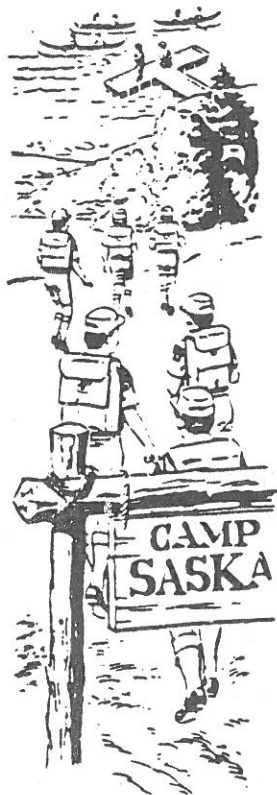
SAFETY AWARENESS

Leaders are responsible for safety while the boys are in their care. Safety rules should be enforced at all times during den/pack meetings and activities.

1. Teach the boys safety awareness of home, fire, and water by using the Cub Scout achievements and electives.
2. Use the Meeting Place Inspection Form, No. 6140 to see if your meeting place is hazard free.
3. Discuss the value of teaching the boys to cope with everyday hazards of living. Often we place too much emphasis on keeping children away from hazards and not enough on teaching them what to do when they are faced with hazards such as a broken electric cord.
4. Invite someone from the fire and police departments to discuss different safety subjects. (Fire, Traffic, etc.)

CUB SCOUT CAMPING

The Boy Scouts of American does not permit overnight camping by Dens or Packs except at Council approved property. Backyard and family camping are encouraged for the younger Cub Scouts. A boy is not likely to run into problems beyond his ability when his family is with him or close by. Each district offers a summertime Cub Scout Day Camp for the boys to attend.



SERVICE PROJECTS

Service, best exemplified by the daily Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best way to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves. They will experience a warm feeling that comes from giving to others.

Pack Projects

- Contribution to one of the many organization which help alleviate hunger and starvation around our community or the world.
- Plan a trip to a nursing or convalescent home around one of the Cub Scouts themes. Wear costumes, put on skits or puppet shows, or provide some type of entertainment.
- Plan a service project to benefit your chartering organization. Check to see what type of help is needed, then get to work.

Den Projects

- Shut-in adults and children need excitement added to their lives. Many times they receive special attention during the holidays. Why not select some other time of the year to make them feel "special".
- Visit and put on a den skit, sing Cub Scout songs or make gifts.
- Make tray favors for hospitals or nursing homes.
- Collect games, books or puzzles to take to a day care center.
- Make puppets and put on a show for a childrens' hospital.
- Collect and donate magazines to nursing homes or hospitals.
- Leaf raking party. Rake into one big pile, toll and jump in them and then put them in plastic bags or on a compost pile.

Individual Projects

- Run errands of sick or elderly persons, or neighbors.
- Read to a smaller child.
- Pick up litter.
- Plan new trees.



No doubt you and your Cub Scouts will be able to think of many more useful service projects. Most institutions have restrictions, so be sure to clear your project with the person in charge. This will eliminate duplicate efforts by other groups, and will prevent embarrassment if some regulation is not followed.



WORLD CONSERVATION AWARD

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

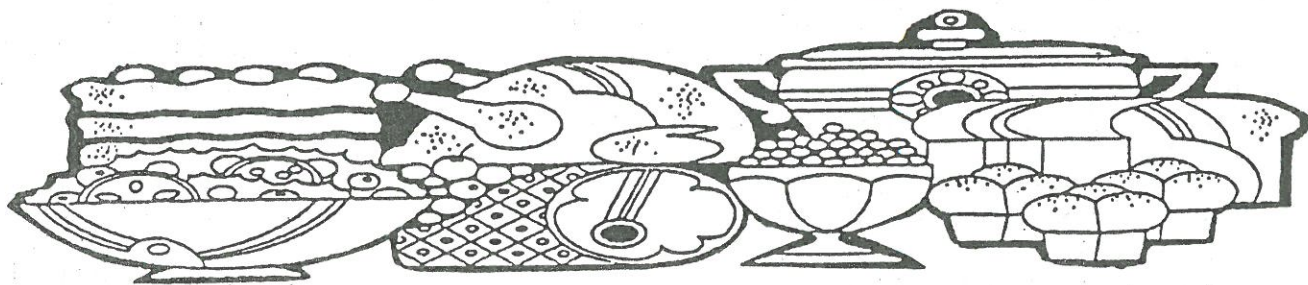
The patch for Cub Scouts has a yellow background, compared to the one for Boy Scouts which has a green background. The panda on the patch is the symbol of the World Wildlife Fund. This is a temporary badge, and is earned only once. But Cub Scouts should be encouraged to repeat Conservation Good Turns,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

Conservation Projects range from making exhibits for pack meetings that show how clothes and food come from the soil to planting shrubs. Below are a few Conservation projects and more can be found in Cub Scout Leader's Book.

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



BLUE AND GOLD



The Pack Blue and Gold Banquet is usually held in February, supplanting the February pack meeting. This is not to say that normal pack meeting activities such as advancement, recognition, skits, songs, etc. are forgotten. These items are incorporated into the Blue and Gold Program. The purpose? To bring the Cubs and their families together for that "special" event of the year, the observance of Boy Scoutings' anniversary.

The Blue and Gold should incorporate the following:

1. **Display projects** by dens. These exhibits may be related to Boy Scout week, past themes, den history, etc.
2. **Opening Ceremony** - The ceremony need not be elaborate or lengthy, the important thing to remember is that the boys be involved in the ceremony.
3. **Invocation** - May be given by a pack official, a Cub or a clergyman. The important thing is that an invocation be given.
4. **The Dinner** - The meal may take many forms. Many packs operate on a potluck format or main dishes, with the pack providing beverages and dessert. Others favor a catered affair, using a local women's group or a professional caterer. The important things to remember are:

Keep the cost as low as possible, serve food that is generally accepted by all families (example - no rutabagas!) No matter how you organize the meal, it will go smoothly if adequate planning and preparation has been done.

Table decorations can be made easily by the boys and the best centerpiece of all is a cake decorated with a Cubbing motif which may be eaten for desert.

5. Welcome and introductions - The Master of Ceremonies (usually the Cubmaster) will want to recognize other pack leaders, guests, the head of the sponsoring institution, etc., at this time. Remember that boys are restless, so keep comments short and to the point with plenty of applause.

6. Songs or entertainment - Each den may have a special song or skit they have prepared for the occasion. These performances should be short (35 min.) and well rehearsed. A little thought in advance can turn up some excellent inexpensive entertainment ideas.

7. Awards Ceremony - This is the part most boys and parents have been waiting for. Every boy likes recognition. This ceremony must be impressive and well executed to be meaningful. An awards ceremony loses its importance when it drags out.

Closing Ceremony - The closing should put a perfect end to the evening. Something of a patriotic or Scouting nature is appropriate.

During the yearly Pack Planning meeting, a date will be set for the Blue and Gold Banquet.

You will need a committee chairman to "Ring-Lead" this event. The committee itself should be made up of individuals to be in charge of the following:

- Food - Main Course - Dessert
- Flyers (to advertise)
- Drinks
- Awards
- Program
- Welcome (set up Welcome table)
- Benediction
- Decorations
 1. Table
 2. Room
 3. Flags
- Invitations
- Set Up
- Clean Up
- Entertainment

Who To Invite

Invitations are usually sent to every pack family and to special guests. Boys can make invitations in den meetings for their own families. The program team can mail invitations to special guests and their spouses.

Special guests might include: The head of your pack's chartered organization; Scouting coordinator; unit commissioner; district Scout executive; church minister or rabbi; Scoutmaster of nearby troop; former Cubmaster and spouse; pack alumni; school principal; roundtable commissioner; and other district personnel who have been helpful to the pack.

If your pack has an affiliated Tiger Cub group, invite them and their parents too.

If there is no head table, or if there are too many special guests to be seated at a head table, seat them with various dens. Let the den leaders know in advance how many guests to expect.

Where To Hold Your Blue & Gold Banquet
Selection of place is very important. It needs to be large enough to comfortably hold everyone. You need to secure the facility at least 6 weeks in advance. You could hold it at your regular meeting place, a school cafeteria, church meeting room, town hall, restaurant.

Remember to consider:

- Rental fee, if any
- Seating capacity
- Kitchen if needed
- Adequate parking
- Convenient rest rooms
- Coatroom facilities
- Exhibit space
- Clean-up arrangements
- Public address system; Stage

It is becoming increasingly popular to have the Blue & Gold on a Sunday afternoon. This allows for a more relaxed atmosphere.

The Dinner

Decide if dens will plan their own menu or if each family will bring food for an overall menu.

Let each family know how much & what type of food to bring. Ask each family to bring their own plates and utensils.

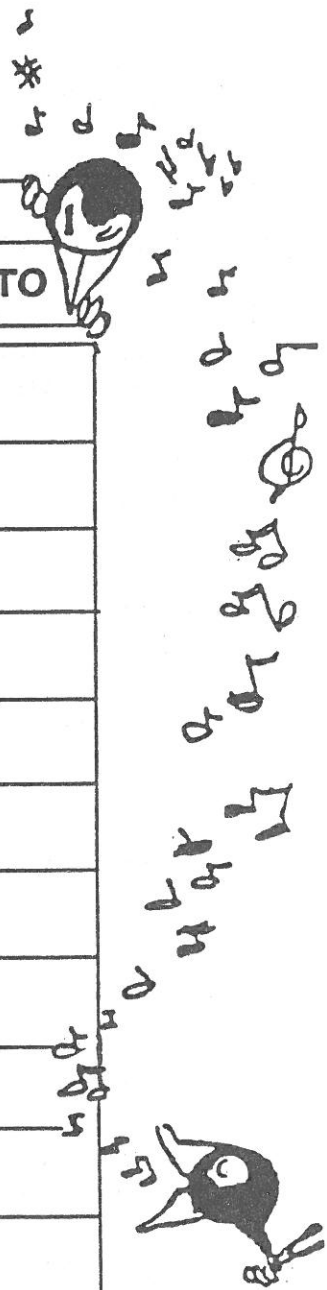
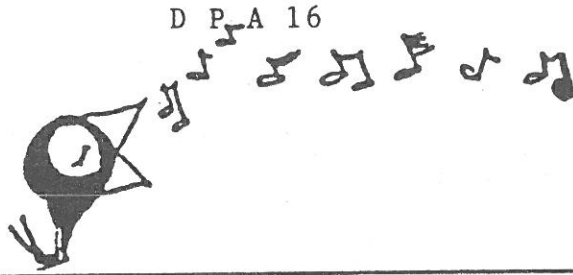
It has become a successful practice for the pack to provide the meat(s) and each den to plan their own menu and to serve it as family style or as a mini potluck. This allows the food to be served hot and cuts down on your serving time.

Another alternative would be for the pack to give each den a set amount of \$ to purchase their own main course. This could be Kentucky Fried Chicken, Pizza, etc.

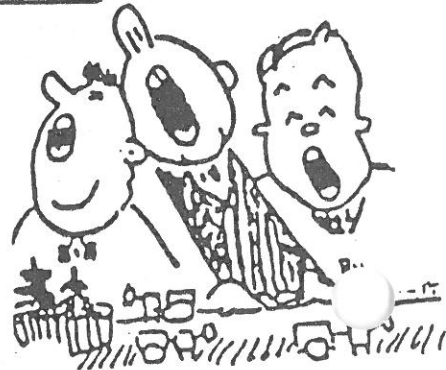
These types of decisions are made by the committee and the den leaders. Remember to plan a well balanced meal that includes: meat, vegetables, salads, bread, dessert and beverages. For a den of eight families, two families bring meat, two veggies, two salads, one brings dessert, one brings bread & drinks.

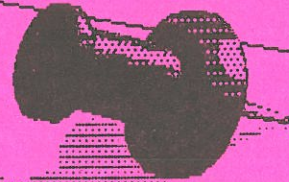
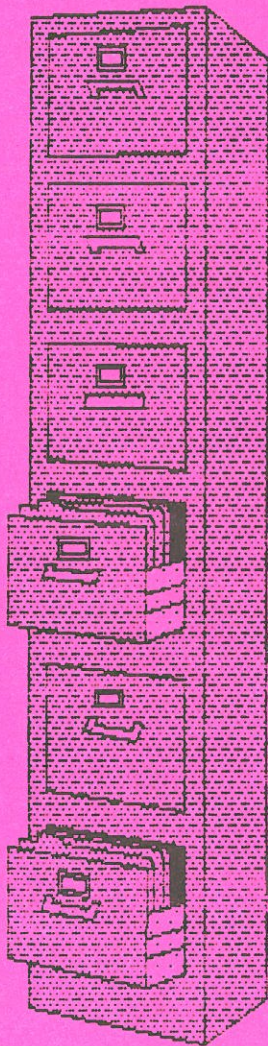
BLUE & GOLD

BLUE AND GOLD CHECKLIST	
PROJECT	ASSIGNED TO
ATTENDANCE	
FOOD	
PROGRAM	
INVOCATION	
SONGS	
WELCOME	
GREETINGS	
SKITS	
AWARDS	
ANNOUNCEMENTS	
DECORATIONS	
BENEDICTION	
CLOSING	



PACK 312





FOR
YOUR
INFORMATION



WHAT IS TIGER CUBS?

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

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

TIGER CUB PROMISE

I promise to love God, my family,
and my country and to learn about
the world.

SUGGESTED AGENDA FOR ORGANIZATIONAL MEETING

Display contents of the Tiger Cub Family Activity Packet. Have each boy/adult partner sign in on an attendance sheet as they arrive for the meeting. The organizer should take advantage of the gathering period to get acquainted before the meeting starts.

AGENDA

1. Explain what Tiger Cubbing is and how it fits in with the over-all Scouting program.
2. Inform them of the goals and objectives of Tiger Cubs.
3. Explain The Tiger Cub Motto and the Tiger Cub Promise.
4. Go over how the Tiger cub group is organized.
5. Present the general format for the program and how each boy/adult team takes responsibility for some activities meetings during the year.
6. Introduce them to the Tiger Cub Family Activity Packet and its contents.
7. Designate the Tiger cub group leader and an assistant, if desired. A suggested method is to sit the boys and adults in a circle. Ask the group to select a group leader and an assistant, if the leader so desires. Walk away and allow 5 minutes for this to take place.
8. Complete the Tiger Cub applications together. Collect the fees and applications.
9. Complete page 9 of the Family Activity book together. Be sure each boy/adult team has the information necessary to contact others in the group.
10. Plan two group gatherings, 1 meeting and 1 activity for the coming month.
11. Answer any questions and adjourn.

The Tiger Cub Groups should be encouraged to participate in all monthly Pack Meetings and events. Awards such as beads can be given at this time. When the pack schedules its Blue and Gold Dinner, each Tiger Cub and adult should receive an invitation from the pack. At the conclusion of the Tiger Cub program year, a formal graduation ceremony should be held in May in accordance with the council recommended schedule.

ORGANIZING A TIGER CUB GROUP

RESPONSIBILITIES

The Pack Committee makes certain there is a Tiger Cub organizer who is responsible for coordinating organization efforts for a new Tiger Cub Group. The local commissioner is also available to assist in the organizing steps. Most group organizations will take place in conjunction with annual spring and fall recruitment campaigns.

STEPS TO ORGANIZING

1. The Tiger Cub Group organizer is recommended by the pack committee. The pack committee may decide to give another adult involved with the pack this responsibility. An adult who has already gone through the Tiger Cub program would be an ideal candidate.
2. The organizer obtains needed direction and resources from the district or council. The pack's commissioner can help with this or can arrange for the needed assistance.
3. The date for the Tiger Cub Group organization meeting is set and facility arrangements are made. The organization meeting can be held in conjunction with the school rally night.
4. Flyers are distributed to the boys the day of or the day before the organizational meeting. Usually the pack appoints one or two leaders to hand these out to all boys.
5. At the organization meeting, a Tiger Cub group leader, with an assistant if desired, is designated. The year's program is planned. A roster is prepared and circulated at this meeting.
6. The Tiger Cub application forms are completed and submitted to the council service center, along with the appropriate money.
7. The organizer is involved in both of the first two meetings or activities.
8. Tiger Cub Group Leader should attend the monthly pack committee meeting so they are aware of what is upcoming.
9. The Tiger Cub Leader and organizer are informed of the next Tiger Cub training course/roundtable to be conducted by the district and make plans to attend.

TIGER CUB MOTTO

Search, Discover, Share

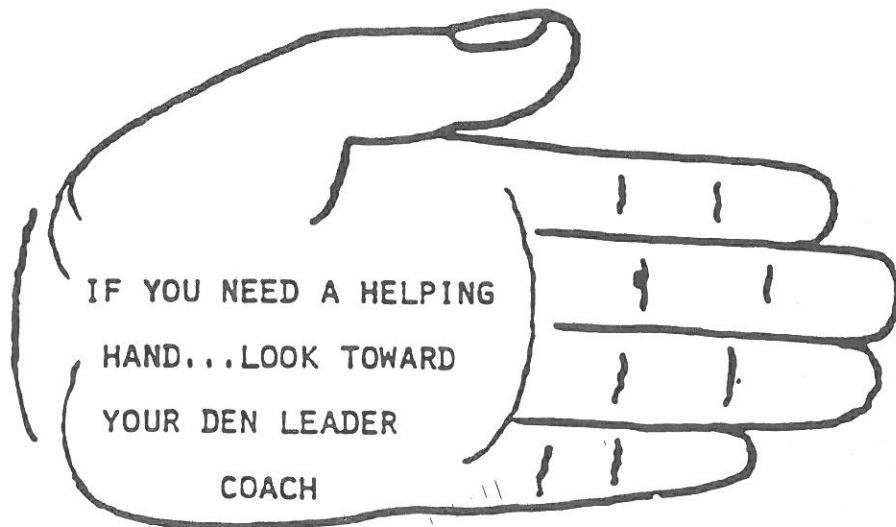
THE TIGER CUB GROUP

Four to eight boys with their adult partner make up a Tiger Cub group. If a group becomes larger than the suggested 8 partners, it should be split into two groups.

As each group is organized, one adult member is designated as the Group Leader. Qualifications of the Group Leader include being a U.S. citizen, at least 21 years of age, and of good moral character. The leader should be interested in and enjoy working with boys and adults in Tiger Cubbing.

Group Leader's responsibilities are:

- * Give leadership to carrying out the Tiger Cub Program within the group.
- * Be a member of and participate actively with the Cub Scout Pack Committee with which the group is affiliated.
- * Coordinate plans for involving the Tiger Cub Group in Cub Scout Pack activities when appropriate.
- * See that the responsibility for hosting group meetings and activities rotates among boy-adult teams of the group.
- * Attend Tiger Cub Leader training and roundtables.
- * Work in harmony with den leaders and pack leaders.
- * Use the Tiger Cub Family Activity Book and the Tiger Cub Resource Book as sources for program ideas.
- * Support the policies of the Boy Scouts of America.
- * Encourage all Tiger Cubs to graduate in May into the Wolf Den and continue participating in Cub Scouting.

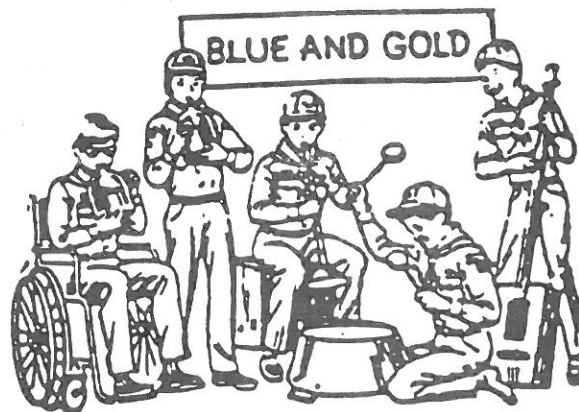


WHY ATTENDANCE AT PACK MEETINGS?

1. To introduce the new Tiger Cub group to the Pack.
2. Put sticker on advancement ladder
3. Display the Tiger Cub flag that the group made.
4. A chance to do a song or skit
5. Display crafts or pictures of outings.
6. Learn to do a flag ceremony
7. Be part of the Blue and Gold dinner.
8. Incorporate some "Big Ideas" with the pack's winter and summer activities.
9. Receive beads .
10. Graduation
11. Uniform Inspection

SPECIAL PARTICIPATION EVENTS

- | | | |
|----------------|--------------|------------|
| bike rodeo | Cub Olympics | Safety |
| pinewood derby | space derby | Scout Fair |
| Exercise | Sports | Picnic |
| Sand Sculpture | Collect Cans | Scouting |
| Parades | Good Turn | Outdoors |
| Environment | Community | Crafts |



PATTERN FOR A TIGER MEETING

You will find the group more relaxed and comfortable if they know what to expect. Therefore, it is desirable to follow a prescribed routine for each Tiger gathering. Do not confuse the term routine with the term schedule. You will want to watch a schedule so that meetings are over in not much more than an hour, but it is the sequence of events that will become an anticipated adventure for our young Tiger Scout.

SEARCH: Tiger age boys will look for something to do the moment they come in the door. Have an activity that the boys can become involved in the moment they walk through the door. Happy memories begin to build every minute of his Tiger meeting. He won't want to be late the next time. Such an activity can free the individual conducting to attend to last minute details. Look for Sharing Activities in the sample meeting plans given.

OPENING: Establish a Tiger Tradition by starting the meeting in a special way each time. This should be a more serious moment when you may want to discuss the motto or promise. After this quiet activity it is a good time to handle business details.

DISCOVER: This can be a learning activity or a craft activity. Boys the age of Tigers like simple "TAKE HOME TREASURES" to reinforce the concepts of the Tiger Program.

SHARE: Several concepts of sharing can be embraced- you might serve a small refreshment and share comments about the discovery segment of your meeting or just form a group gathering. You might make a Tiger Triangle a tradition where the boys sit with three Tigers designated as the angles of the triangle and these angles represent the SEARCH, DISCOVERY, AND SHARE of our program.

CLOSING: Closing should be quiet, fun and yet meaningful- something the group will remember until next meeting. Remember to give a reminder of the next group gathering - Use Tiger Trail Cards

TIGER TRAIL CARD

The next Tiger Meeting will be _____.

_____ will conduct the meeting.

It will be located at _____.

Time: _____ Date: _____

Next Pack Meeting: _____.

Location: _____.

TERRIFIC TIGER GAMES

THIS IS MY TIGER TOE:

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

TIGER TAIL

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

GRIGGLE, GRIGGLE, GAME

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

HUFF PUFF TIGER

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



TIGER CUB SONGS

TIGER, TIGER, LITTLE SCOUT

(Twinkle, Twinkle, Little Star)

Tiger, Tiger, little scout
 What is Tigers all about?
 having fun and Lots of joys,
 laughing with other Tiger boys.
 Tiger, Tiger, little scout
 That's what Tigers are about.



HE'S GOT THE WHOLE WORLD IN HIS HANDS

(Repeat each line 4 times)

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

THE TIGER

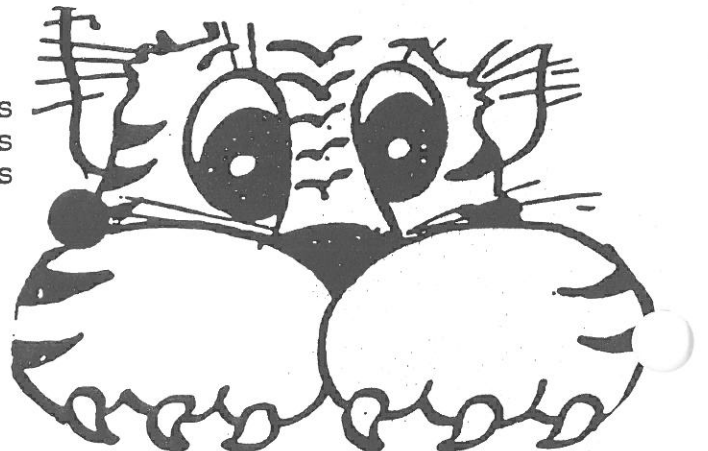
(Sing to "Alice the Camel")

_____, the Tiger will be a ...Great Cub.
 _____, the Tiger will be a ...Great Cub.
 _____, the Tiger will be a ...Great Cub.
 We want him in our Pack.
 Grrr, Grrr, Grrr,

(Repeat inserting name of each Tiger Cub)

Final Verse:

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



THE TIGER CUB SONG
(sing to "Yankee Doodle")

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

CHORUS

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

CHORUS

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

CHORUS

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

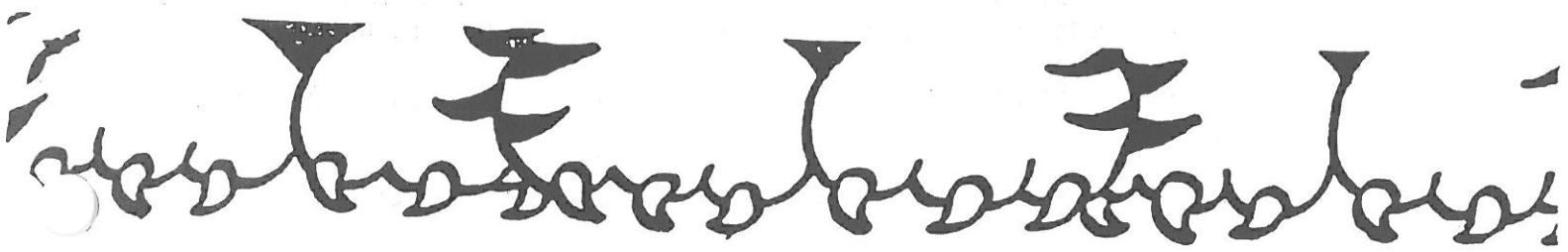
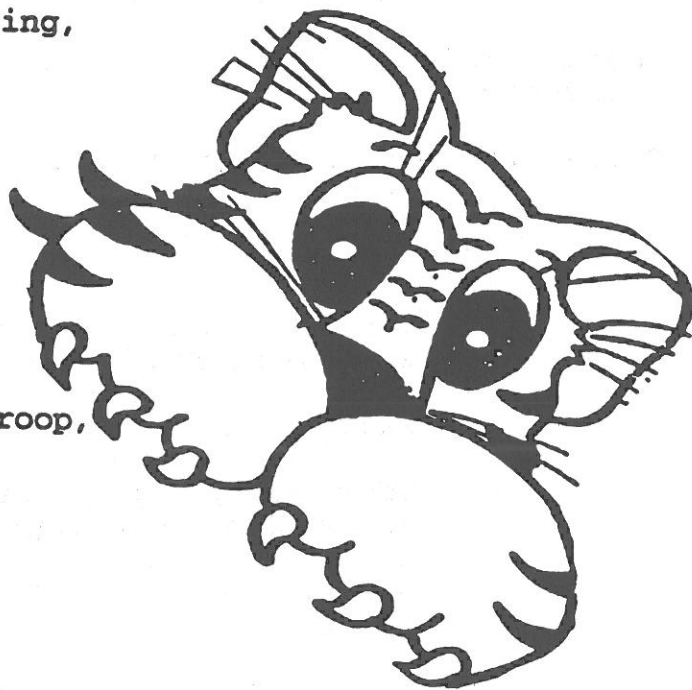
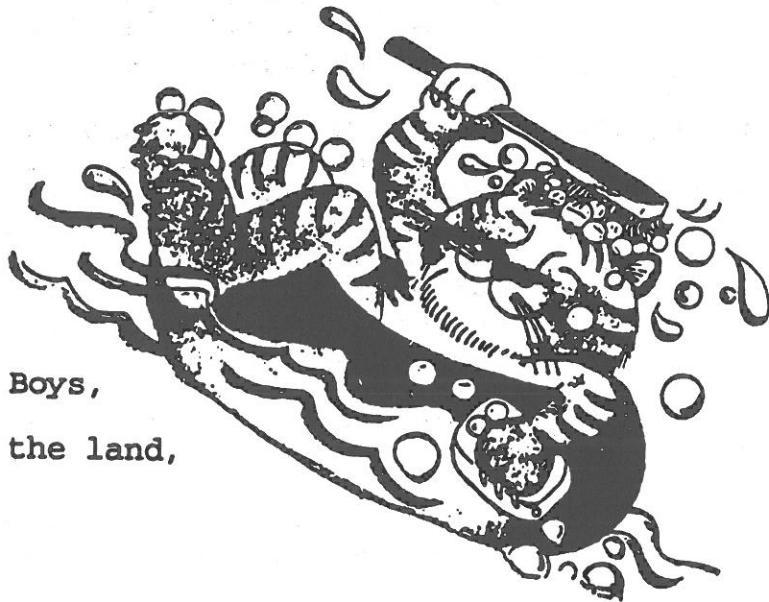
CHORUS

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

CHORUS

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

CHORUS



TIGER INDUCTION CEREMONY

(from Tiger Cubs into Cub Scouts)

Personnel: Bobcat candidates, his parents (family, guardian), Cubmaster, Den leaders, and the boys of his new den.
Props: Each boy in the den is to have a tom-tom.
Setting: Candidate and parents in front row or standing to one side of semicircle. Boys in den sit in semicircle to one side of the cubmaster with the Den Leaders on either end accompanied by a Webelos. The boys each have a tom-tom.

While the boys beat the tom-toms to an Indian rhythm, the den leaders recite:

Come, come, come, come to the council fire to
light the fire of your desire. Akela, Akela.

Cubmaster: Would the Webelos bring the parents and Bobcat candidate(s) forward.

(Candidate and parents are brought to a position next to the Cubmaster)

Cubmaster: During the past year in the Tiger cub program, you have prepared for today. Remember the motto: "Search, Discover, Share". And the Promise: "I promise to love God, my country, and to learn about the world."

The Cub Scout colors are blue and gold. They have a special meaning. BLUE stands for truth, spirituality, steadfast loyalty, and the sky above. GOLD stands for warm sunlight, good cheer and happiness.

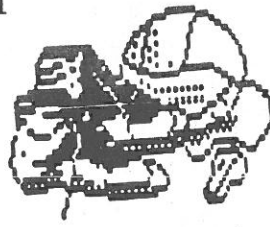
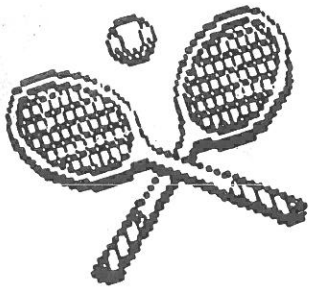
Your family and I, and all those who will influence you as leaders, will represent Akela. We would like to present you with the Tiger Cub patch,* which is to be worn on the right shirt pocket of your Cub Scout uniform.

Now, with your parents, you are to enter the Cub Scout program. You and your family will find many new adventures along the Cub Scout trail.

Parents, remember to always guide your Cub Scout. May the Great Spirit always be by your side. Seek to help him follow the Cub Scout Motto: "Do your best", and to respect and appreciate all the things around him.

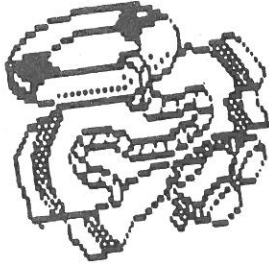
With these things in mind, we would like to Welcome you to Pack_____.

*NOTE: This is a temporary insignia.



CUB SCOUT

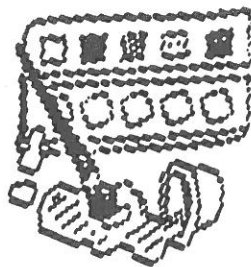
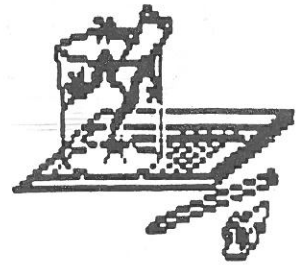
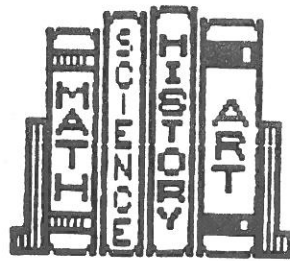
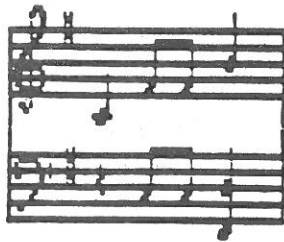
SPORTS

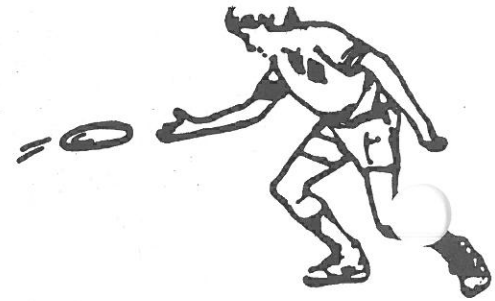
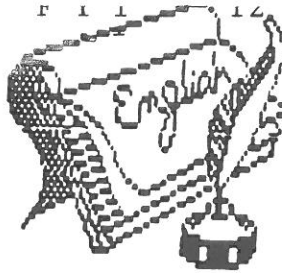
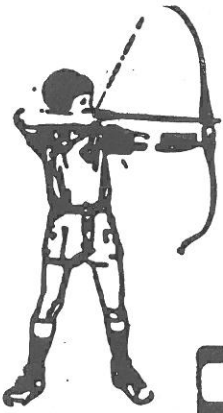


and



ACADEMICS





CUB SCOUT SPORTS & ACADEMICS

Cub Scout Sports\Academics are simple - and FUN! You, the Cub Scout leader, will find Cub Scout Sports\Academics an exciting supplement to the rest of the Cub Scout program.

Emphasis in Cub Scout Sports\Academics is on the introduction to a sport\academic area, learning about it, taking part in it, and on "doing your best". Sportsmanship is emphasized; winning is not. Cub Scout Sports\Academics is not an advancement program; guidelines are simple, requirements are few. There is an opportunity for every registered Cub Scout or Webelos Scout to participate and be recognized for that participation. There are summer and winter sports, indoor and outdoor sports, active and less active sports, team and individual sports and four areas of Academic interest. Cub Scout Sports\Academics are flexible, easy to organize -and fun!!

The Scout should receive recognition for practice or play in any of three places: (1) in his Den or Pack; (2) in an organized sport\activity in his community; or (3) as an individual Scout

RECOGNITION ITEMS

PATCH ...



... is an optional recognition item available for purchase through your Council Service Center, and is used to identify a Scout who is participating in Cub Scout Sports in any of the three places listed above. (As of now a Patch for Academics is not available) ... may be worn as a temporary patch on the right pocket of the uniform shirt, on a patch vest, or on appropriate non-uniform apparel.

BELT LOOP ...



... is received by a Scout for doing his best to learn about the things in the Cub Scout Sports\Academics booklet for his sport\area, and for taking part in the sport\academic area in practice or play, in any one of the three places listed above. ... is worn by the Scout only on his uniform belt.

(Recognition items
not actual size)

F Y I 13 CUB SCOUT SPORTS

PARTICIPATION	REQUIREMENTS	RECOGNITION
	History of Sport Use of Equipment Understand Rules & Safety Precautions Good Sportsmanship Physical Involvement	Belt Loop
PRACTICE	30 Minute blocks of Practice for each point 60 Points (not more than 5 points a day) 90 day time period to earn these points	Sports Pin
PARTNER	Receive 1 Belt Loop Earn one Sports Pin Adult earn 1 Sports Pin	Letter

HOW TO START

STEP 1: At the Annual Planning Meeting pick one, two or three sports, that you want to include in your Cub Scout Program.

Example: Marbles
Soccer

STEP 2: Schedule Sports into your yearly calendar.

Example: Marble Tournament - November 15
Soccer Practice by Dens begins - May 18
Soccer Den Playoffs Begin - June 20

STEP 3: Choose an adult to supervise or coordinate each sports event.

STEP 4: Obtain literature from council. Only one booklet on each sport is needed. Practice charts for boys and adults may be made by the pack. Boys who want to work on a sport independently may borrow a Sports Booklet from the Pack Library and keep track of his practice on a separate practice sheet.

STEP 5: Practice the sport and learn the rules. This may be done in the dens, at home, with a community sports program, at day camp or at special sports clinics.

STEP 6: Finally, DO IT! Organize the tournament or playoff, obtaining necessary location, equipment, referees, and awards.

SPORTS CURRENTLY INCLUDED IN THE CUB SCOUT SPORTS PROGRAM:

Archery	Bicycling	Gymnastics	Skiing	Ultimate
Badminton	Bowling	Marbles	Soccer	Table Tennis
Baseball	Fishing	Physical Fitness	Softball	Tennis
Basketball	Golf	Skating	Swimming	Volleyball

IT'S NOT WHETHER YOU WIN OR LOSE,
BUT HOW YOU PLAY THE GAME!

PIN ...



F Y I 14
... is received by a Scout for earning points in practice or at play in one of the three places listed above. One point is earned for each thirty (30) minutes of practice, play or participation; sixty (60) points are required for the Pin*, and the points should be earned in a ninety (90) day period.

It's easy: remember "30-60-90".

... is worn by a Scout on the patch vest, or on the Sports\Academic Letter or on the Sports Patch.

LETTER ...



... is received by a Scout who has received any one Belt Loop and any one Pin and has an adult "partner" who has received any one Pin. ... is worn on a patch vest or appropriate non-uniform apparel.

ADULT PARTNER ...

... is an adult who receives a Pin for following the same "30-60-90" guidelines as the Scout*. Adults may wear the Pin on non-uniform apparel; adults may not receive the Belt Loop or Letter.

SOME RESOURCES (available through your Boy Scouts of America Council office):

- o the Cub Scout Sports\Academic booklet
- o the Cub Scout Sports Leaders' Guide No. P2152A
- o the Introduction to Cub Scout Sports\Academics No. 34292

GETTING STARTED ...

... is easy!! There are four simple steps:
(1) select one of the sports\areas offered,
(2) gather the resources, (3) learn about the sport\subject, sportsmanship, and the techniques and (4) do it!!

For your first area you may decide to try something simple - like marbles. The Scouts will have FUN and you'll get experience in putting on a Cub Scout Sports\Academic activity.

REMEMBER:

- o emphasize learning about the area, sportsmanship, reasonable involvement, and "doing his best".
- o do not emphasize winning
- o recognize the Scout for time spent in practice, at play or participation in his den or pack, in his community, or as an individual Scout.

TRY IT. YOU'LL LIKE IT!!

* These changes were announced in the "News Briefs" column of the November/December 1987 SCOUTING magazine, and will be incorporated in each of the Cub Scout Sports booklets and in the Leader's Guide at the next printing.

CUB SCOUT ACADEMICS

	REQUIREMENTS	RECOGNITION
PARTICIPATION	What is covered in this area Use of Equipment Understand Categories or different phases Involvement	Belt Loop
PRACTICE	30 Minute blocks of Activity for each point 60 Points (not more than 5 points a day) 90 day time period to earn these points	Pin
PARTNER	Receive 1 Belt Loop Earn one Pin Adult earn one Pin	Letter

HOW TO START

STEP 1: At the Annual Planning Meeting pick one, or two academic areas, that you want to include in your Cub Scout Program.

Example: Art
Science

STEP 2: Schedule Academics into your yearly calendar.

Example: Music Talent Show - November 15
Art Show - May 18

STEP 3: Choose an adult to supervise or coordinate each event.

STEP 4: Obtain literature from council. Only one booklet on each academic area is needed. Practice charts for boys and adults may be made by the pack. Boys who want to work on an academic area independently may borrow an Academics Booklet from the Pack Library and keep track of his activity on a separate practice sheet.

STEP 5: Study the academic area and learn about it. This may be done in the dens, at home, with a community\school program, at day camp or at special clinics.

STEP 6: Finally, DO IT! Organize the event (talent show, science fair, art show, etc) obtaining necessary location, equipment, judges, and awards.

ACADEMICS CURRENTLY INCLUDED IN THE CUB SCOUT ACADEMICS PROGRAM:

Art, Communicating, Music and Science

DUTY TO GOD

From its beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath, and Explorer Code all call upon members to pledge themselves to do their duty to God.

The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troops, and posts.

Religious principles underline 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.

Think back about the early history of America. Can you describe America as it differs from other countries? Read the Declaration of Independence. Read the Constitution. Familiarize yourself with the leaders who have been vital factors in the growth of America. There you will find the basis for instructing Cub Scouts. First, reverence toward God. Second, faithfulness in their religious convictions. Third, respect for the conviction of others in matters of custom and religion. Amid today's conflicting ideologies it is more essential than ever that Cub Scouts learn what it means to be citizen of "...one Nation under God..."

Cub Scouts should be encouraged 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 element of the program as a teaching medium can do much to instill in 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.

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 sailor 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".

Scouting is not a religion but it is religious. If we can help the boy to understand that there is a Supreme Being who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of his life. We sincerely hope that the parents are giving their sons a religious experience through home life. Maybe we can add to it so very subtly.

We think of a "well rounded out" Cub Scout as well liked by other Cub Scouts and school friends. He obeys the code of home, school and other people, he works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday School regularly with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. that he can show leadership abilities in. This is an example of a "well rounded out" young man. We have quite a few of these wonderful young people and thank God for them! But we have some



Cub Scouts who do not have leadership abilities -- do not have the opportunity to be fully "rounded out". Cub Scouting is a wonderful opportunity to help all boys in understanding more about God and the community.

Cub Scouts are watching you whether you are a leader or a helper and they do not understand double standards. They expect you to be an ideal for them to look up to and, if you teach one thing and do another, a lot of respect for both you and your teachings is lost.

Learning to have respect for other people's property is a tough lesson to learn. Teaching can start in den meetings at your home. Have ground rules and expect them to be obeyed. Respect for other people's property is a continuing learning experience. "Property" can extend to other people's privacy, money, time and help. This is all part of learning to live in your community and being a better citizen.

Cub Scouts can work on a badge for their interest in their church and their community. They can learn more about their church -- its inner workings, etc. This is done with the pastor or a representative appointed by him. Requirements for different religions vary in time and some in depth. It is an extracurricular activity for the Cub Scout and an experience he will never forget.

The Religious Emblems Programs

All of the major Churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts, and Explorers 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 (*and young women in Exploring*) who work with their religious leader or a counselor on a fairly demanding program of requirements.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies requires that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

Requirements for each religious emblem are determined by the religious body. Student and counselor manuals are available from the Scout office or from your church headquarters.

For Boys

Boys may wear the square knot (*silver on purple*) centered above the left uniform pocket. The religious emblem medals are worn on formal occasions only.

ALEPH (*Jewish*) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. (*Requirements available Scout Service Center*).

PARVULI DEI (*Roman Catholic*) - For Cub Scouts and Webelos Scouts. Requirement cover understanding Christian love, knowledge of the church, and the home parish, and service (*Requirements available Scout Service Center*).

SILVER CREST (*Salvation Army*) - For Cub Scout with at least six months' service. Requirement covers Salvation Army doctrines and history, prayer, Bible reading, and service. (*Requirements available from the Salvation Army, 120 West 14th St., New York, NY 10011*).

FAITH IN GOD (*Church of Jesus Christ of Latter-Day Saints*) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible Stories, geneological charts, leadership, and service. (*Requirements available Church Distribution Center, 1990 West 1700 South, Salt Lake City, UT 84104*)



PRO DEO ET PATRIA (GOD AND FAMILY) (Lutheran) - For 9 and 10 year old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service (*Requirements The Lutheran Church, 360 Park Ave. South, New York, NY 10010*)

GOD AND FAMILY (Protestant) - For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardian involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to the church. (*Requirement available Scout Service Center*)

GOD AND FAMILY (Episcopal) - Similar to above. (*Requirement available Scout Service Center. Specify Episcopal*)

GOD AND FAMILY (Baptist) - Similar to above. (*Requirement available Scout Service Center. Specify Baptist*)

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of Service, the Metta Provides deeper understanding of the Buddhist Shrine, Buddhist holidays, the childhood teaching of Buddha, and the search for Buddhahood. (*Requirements available Buddhist Church of America, National Headquarters, 1710 Octavia St., San Francisco, CA 94109*)

CHI RHO (Orthodox) - For Cub Scout and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. there is close cooperation between family and church by using parents or guardians and parish priests as counselors. (*Requirements available Orthodox Scouting Commission, 1345 Fairfield Works, Fairfield, CN 06430*)

LIGHT OF THE WORLD (Reorganized Church of Jesus Christ of Latter Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationship in activity-centered requirements. (*Requirements available Director of Scouting R.L.D.S., The Auditorium, P. O. Box 1059, Independence, MO 64051*)

For Adults

Adults who earn an adult religious emblem may wear square knot (*purple on silver*) centered above the left uniform pocket. Adults who earned the religious emblem as a youth may wear (*silver on purple*) square knot on their uniform. Again, the medals are worn only on formal occasions.

GOOD SHEPHERD (Baptist) - For distinguished service by Baptist layperson and Pastors leading toward the spiritual, physical, mental and moral development of youth through service to the church and its Scouting program at all levels.

LAMB (Lutheran) - For recognition of laymen and Pastors who render exceptional service to boyhood through Scouting.

SALVATION ARMY SCOUTER'S AWARD - For Salvationists who give noteworthy service of exceptional character to the spiritual, moral, and physical development of boyhood through or in the Scout program in the Salvation Army.

ST. GEORGE (Roman Catholic) - For outstanding contributions to the spiritual development of Catholic youth in the programs of the Boy Scouts of America.

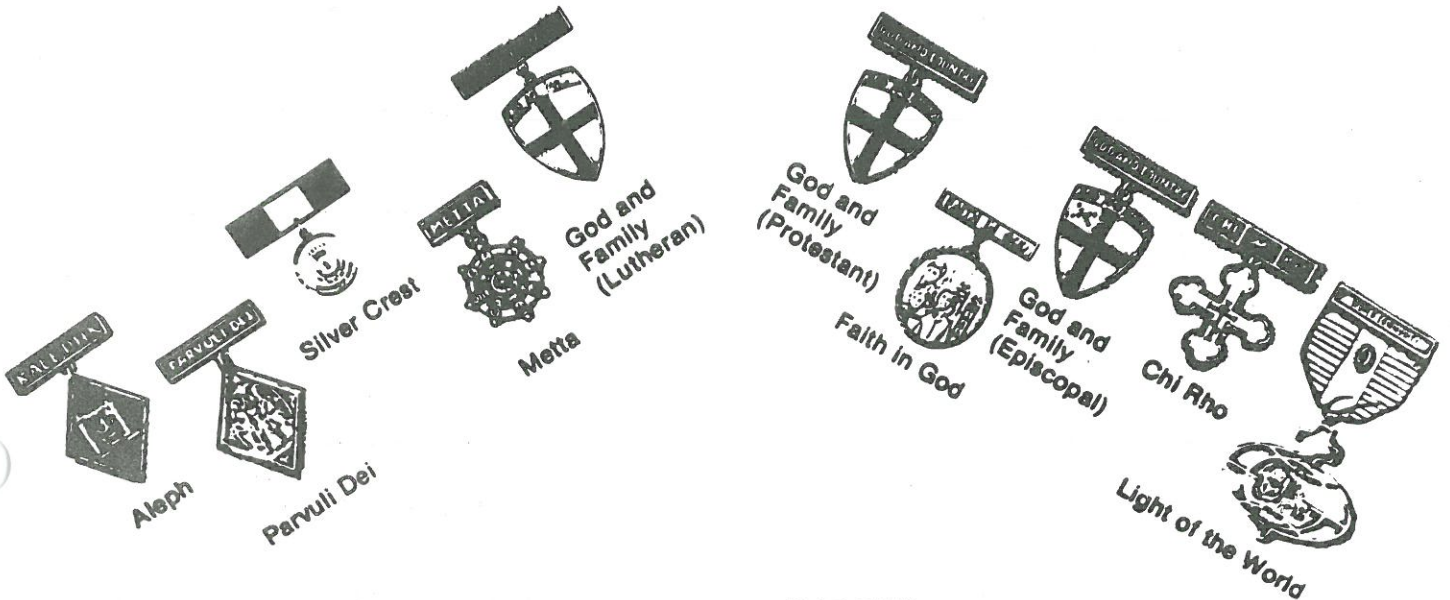


SHOFAR (Jewish) - To recognize outstanding service by adults in promotion of Scouting among Jewish boys.

GOD AND SERVICE AWARD (Protestant)

BRONZE PELICAN (Roman Catholic) - For outstanding service to Scouting and Catholic religious training given by the local Diocese to both men and women in the Scouting program.

WHAT YOU ARE IS GOD'S GIFT TO YOU. WHAT YOU MAKE OF YOURSELF IS YOUR GIFT TO GOD.



FAMILY

What is the Importance of the Family?

The family is the most important single factor in the molding of a human being. It either prepares him to reach for his ultimate destiny and fulfillment, or it cripples and inhibits him from attaining his original potential.

Families learn to love and understand one another by spending time together, by sharing activities. Values are passed on from generation to generation as parents take the time to build relationships with their children as individuals and within the family circle.

One thing is certain: It is not easy to find time to build the kind of family unity we have been talking about. It seems as though society in general obstructs the family as it tries to walk the way of togetherness. Think of the competition: School activities, television, fathers commuting or working out of town for extended periods of time, church and youth programs, sports, etc.

We are responsible for our own schedules and we can find time for family activities if we really want to. It depends on what we value. If we value the family then we will sacrifice less important activities. If we do not value the family then it will indeed be "impossible" to find the family time.

We are not saying that family time is a cure-all for all family problem, or that the family will be free of hassles if they spend a lot of time together. Family togetherness, however, creates a climate of closeness that makes family members think, "We will work this out because we care. We are a family." This closeness lasts even after the children are grown and the family is no longer physically together. Our children will not remember all we say or do, but attitudes that are important to us will stand out.

What is a Family?

When we talk about "family" in Cub Scouting, we could be referring to several different types of groups. Many Cub Scouts do not come from traditional two-parent homes. Some boys live with a single parent, relatives, or guardians. Whoever a boy lives with is his family, as far as Cub Scouting is concerned.

- A family is people giving and receiving love. How often do we come right out and say something like: "Son, I'm not pleased with what you did, but I love you anyway, regardless of what you do."
- A family is people getting angry with each other but still loving one another. The important thing is whether we can let off steam without losing our love for each other.
- A family is loving the differences about each other. Each member of the family is special and unique. Do we enjoy each other's difference?
- A family is people talking and listening to each other. It sometimes takes courage to talk about a problem. When children know that their family will listen, they will discover they feel better after talking about it. Unfortunately, when children discover that we're not listening, they sometimes stop talking.
- A family is people caring about what happens to each other, and letting it show. There is a warm discovery in learning that the family cares. Encouragement goes a long way in showing that we care. As family members help boys cope within the home, they will learn to cope with similar situations outside the home. We should know and accept our own strengths and weaknesses as adults and be open with our children about our joys and anxieties.
- A family is people laughing and crying without feeling ashamed of it. The sound of laughter is beautiful, but there is a difference laughing at someone and laughing with someone. And we all feel like



crying sometimes. A tear in the eye isn't something to be ashamed of, it's natural. Tears gives us a chance to show our love. Every family member needs to be able to express himself.

- A family is people sharing with each other and with others. Each day has at least one or two small successes. They need sharing in a family. This is a chance to look for what is good in a day. There is pleasure to be gained in giving and receiving recognition for small victories, as family members grow closer by sharing together.
- A family is people reaching out instead of fencing in. It's reaching out to each other and to neighbors and friends.
- A family is a place for having fun, for sharing sorrows, and healing hurts. The family is probably the most effective mutual, self-help organization ever invented.

Family life has its good times and bad. But, above all it's people giving strength to each other when needed, people caring and letting it show, people leaning on each other, and people feeling loyal to each other. It's worth the effort to keep it strong.

GOOD FAMILY LIFE IS NEVER AN ACCIDENT. IT TAKES WORK, AND IS ALWAYS AN ACHIEVEMENT BY THOSE WHO SHARE IT.

THE BEAUTY OF A HOME IS HARMONY. THE SECURITY OF A HOME IS LOYALTY. THE JOY OF A HOME IS LOVE.

IF WE PAID NO MORE ATTENTION TO OUR PLANTS THAN WE HAVE TO OUR CHILDREN, WE WOULD NOW BE LIVING IN A JUNGLE OF WEEDS.

How do we teach?

- | | |
|-------------------|---|
| We teach patience | by being gentle and understanding over and over. |
| We teach honesty | by keeping our promises to our family even when it costs. |
| We teach courage | by living unafraid, with faith, in all circumstances. |
| We teach justice | by being fair and dealing equally with everyone. |
| We teach kindness | by being thoughtful and gracious even at home. |

Communicating with Families

Good Communication between leaders and families is essential in obtaining family cooperation.

- Let them know what is expected BEFORE they join. Then keep the lines of communication open.
- Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
- Let them know that the best way to find out what is going on is to stay actively involved.



- Don't rely entirely on boys to transmit messages to parents. The information may never get through.
- Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, needs.
- Get to know the family. Find out how the den and pack can help meet their needs.
- Hold den and pack parents' meeting to communicate information.
- Keep families up-to-date on how the den and pack are operating. Share with them the successes and needs.
- Keep them informed about activities which can be enjoyed by the family, such as family camping, trips, and tours, etc.
- Keep families up-to-date on how their son is progressing. Let them know how they can help him.

Establishing Good Family Relationships

Relating to children in the home as a parent is not only 'doing', it is also 'being'. Like a diligent spider spinning a delicate web strand by strand, a parent must give of himself to produce a strong relationship with the child. Someone said that parents can create a favorable climate for children, but on experiences reinforce the learning. These are standards for measuring a good parent/child relationship:

- **PRACTICE A SINCERE RESPECT OF THE CHILD'S WORTH AS AN INDIVIDUAL.** Does he speak to you? He speaks long as you will listen. If your child doesn't talk to you, he may have had his 'off' button pushed sometime in the past. Many children close doors and windows on the world because they have been told too often "Be Quiet", "Hush up", or "Go Away".
- **PROVIDE YOUR CHILD'S BASIC NEEDS.** Needs - not wants or your frustrated desires for him. Privacy, a place to play and study, clean clothes, ownership of his own things, time to be alone, a sensible program of eating, exercise and rest, opportunity to make his own decisions. Always tell him the truth.
- **EXPOSE CHILDREN TO REAL EXPERIENCES.** Use births, marriages, deaths, and disasters as teaching times. You will help him both to satisfy his curiosity and avoid irrational fears. Make him aware by issuing realistic warnings against danger. But don't overprotect him.
- **TEACH THE CHILD THE 'HOW-TO' OF DAILY LIFE SO HE CAN FUNCTION WITH FRUSTRATION.** Confidence grows in the soil of doing it yourself. We laugh at the boy who can't get his own breakfast or the man who is lost without his wife to pick out his socks. Seldom do we consider the fact that nobody ever took the time to teach them.
- **FENCES LEND SECURITY FOR EMOTIONAL DEVELOPMENT.** Set reasonable limits for a child's behavior. Just as surely as a backyard fence protects in a physical way, behavioral limits shield the boy from the fear of not knowing when to stop. In addition to setting limits are the warnings about traffic, fire, drugs, etc. - all the many traps of childhood. Such concern tells the boy that his parents care very much that happens to him.



THINGS TO NEVER, NEVER DO.

- Don't threaten; you reduce your own authority.
- Don't bribe; this is a clear indication of lack of control.
- Don't refuse to explain; they'll go elsewhere and leave you on the outside.
- Don't use sarcasm or embarrassment. This is the fastest way to demolish a relationship.
- Don't dash his dreams. This is your ticket into the generation gap.

If a child lives with criticism, he doesn't learn responsibility. He learns to condemn himself and find fault with others. He learns to doubt his own judgement.

When a child lives with parents who believe in him, he instinctively holds a higher view of himself and his brothers and sisters, as well. Everybody's sense of worth is enhanced.

Ways of Reinforcing Values

- Do, rather than just talk about.
- Use new methods, new ideas.
- Use other than your own suggestions.
- Provide opportunity for discussion and participation.
- Encourage communication.
- Encourage expression.
- Develop a more mature understanding of meaning of honor.
- Show more understanding of the worth of individuals.
- Learn the meaning of helping people sharing, and giving of one's self rather than just things or money.
- Develop an awareness of the need for service. Accept service as a personal and group responsibility.
- Show feelings of responsibility to community, state and nation.
- Develop an understanding of the United States in relation to the rest of world.
- Have pride in our country and its heritage.
- Show an understanding of out country's basic ideals.
- Recognize and appreciate the differences of all human beings.
- Develop an interest in and concern for others.
- Extend kindness, consideration and involvement beyond your immediate circle of family and friends.
- Use an understanding of self as a basis for understanding others.



A Supportive Climate

As a child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejections.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of failure, fear of uproar, fear of physical abuse, all are part of a defensive climate.

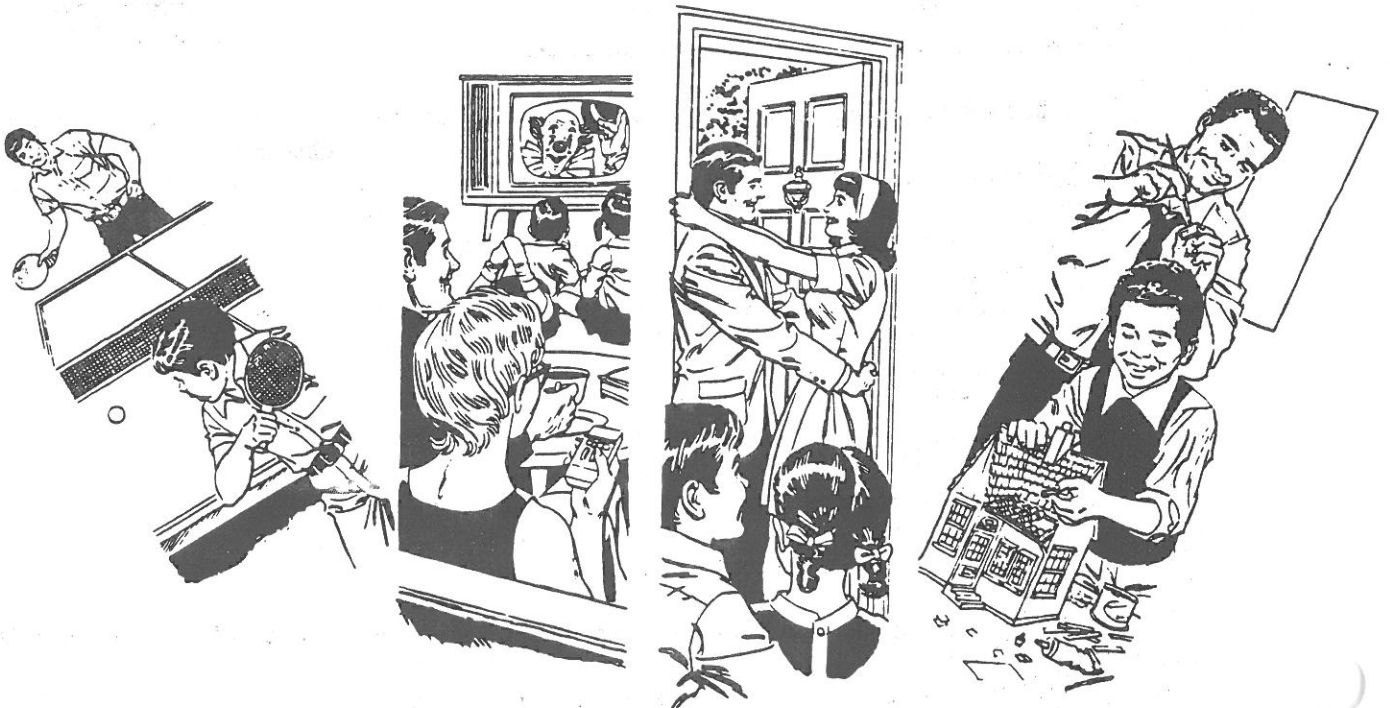
The Art of Family Communication

Communication is a basic part of all human life. It is one of the significant differences separating people from animals. The experts in communication point out that this art contains three basic elements: (1) talking; (2) listening; and (3) understanding. Everyone knows how to define talking, but talking does not guarantee communication. It has been said, "Talking is easy; anyone can do it. But communication is hard work."

Communication requires two people, but concentrating on the same thing; that which is being said. Because talking is so much easier than listening, the hardest problem in the whole process is listening.

LOVE IS.....

- ☺ Doing something for others even when you don't have time.
- ☺ Love is making others happy when you would rather be alone.
- ☺ Not being irritable when others get in your way or interrupt you.
- ☺ It is kind and patient regardless of the circumstances.
- ☺ Looking for ways to make others happy no matter who they are.
- ☺ Love is honest and just, but also tender understanding and compassionate.
- ☺ More than a paper valentine or sentimental love note.
- ☺ It is operative all the time and lasts for a lifetime.
- ☺ Not getting upset or angry on the spur of the moment.
- ☺ It chooses to be consistent through hard experiences and finds its joy in God--not circumstances.



THE FLAG OF THE UNITED STATES OF AMERICA



AFTER THE SIGNING OF THE DECLARATION OF INDEPENDENCE ON JULY 4, 1776, AMERICANS REALIZED THEY NEEDED A NATIONAL FLAG TO TAKE THE PLACE OF ALL THE INDIVIDUAL BANNERS CARRIED BY THE VARIOUS REGIMENTS—ONE THAT WOULD SYMBOLIZE THE NEWLY CREATED UNION OF STATES. FINALLY, ON JUNE 14, 1777, THE CONTINENTAL CONGRESS ADOPTED THE FOLLOWING BRIEF RESOLUTION...



"RESOLVED, THAT THE FLAG OF THE 13 UNITED STATES BE THIRTEEN STRIPES, ALTERNATE RED AND WHITE: THAT THE UNION BE THIRTEEN STARS, WHITE IN A BLUE FIELD, REPRESENTING A NEW CONSTELLATION."

THE ORIGIN OF OUR FLAG



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

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

Early in the days of the Republic, when the 13 original states were still colonies, the banners borne by the revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the

American Revolution carried the varied grievances that the individual states had against their Mother Country, England.

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

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

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

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

THE PLEDGE OF ALLEGIANCE

Francis Bellamy (1855-1931) wrote the Pledge of Allegiance for observance of the 400th Anniversary of the discovery of America by Columbus. He was assistant editor for "Youth's Companion" a juvenile periodical. His job was to promote patriotism and the flying of the flag over public schools. He was made chairman of the executive committee for the National Public School Celebration of Columbus Day in 1892. He felt every public and private school in the land should fly the flag.

Bellamy visited President Benjamin Harrison in Washington D.C. to ask him to endorse the idea of a flag over every school and the teaching of patriotism in all schools. On June 21, 1892, President Harrison signed the proclamation which read: Let the National Flag gloat over every school house in the country and the exercises be such as shall impress upon our youth the patriotic duties of American citizenship.

Bellamy wrote these now famous words, first printed in "Youth's Companion" on September 8, 1892:

I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.

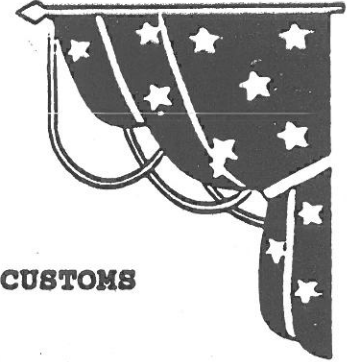
At the Second National Flag Conference, held in Washington D.C. on Flag Day, 1924, they added the words "of America".

A further change was made by House Joint Resolution 243, approved by President Dwight Eisenhower on June 14, 1954. This amended the language by adding the words "under God", so that it now reads:

I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES OF AMERICA AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION UNDER GOD, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.

Often we hear people recite the Pledge: "... Nation (pause) under God.." There is no comma after "Nation", and no reason to pause there as many people do. This extra pause totally destroys the rhythm and meaning of these great lines. After all, the concept of one nation under God is a precious and valued thing. Teach Cub Scouts to repeat it properly.





GENERAL RULES OF RESPECT AND APPROVED CUSTOMS FOR THE AMERICAN FLAG

The flag should be displayed on all days, especially on New Year's Day, January 1; Inauguration Day, January 20; Lincoln's Birthday, February 12; Washington's Birthday, third Monday in February; Easter Sunday (variable); Mother's Day, second Sunday in May; Armed Forces Day, third Saturday in May; Memorial Day (half-staff until noon), the last Monday in May; Flag day, June 14; Independence Day, July 4; Labor Day, first Monday in September; Constitution Day, September 17; Columbus Day, second Monday in October; Navy Day, October 27; Veterans Day, November 11; Thanksgiving Day, fourth Thursday in November; Christmas Day, December 25; and such other days as may be proclaimed by the President of the United States; the birthdays of States (date of admission); and on State holidays.

The flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed.

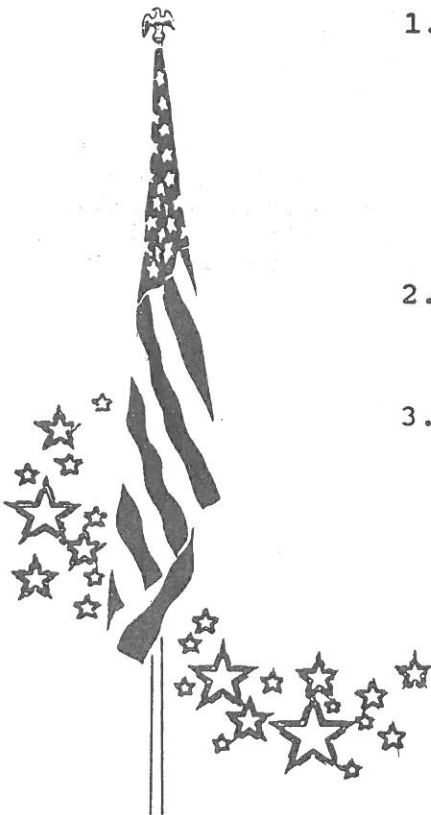
The American Flag should be flown daily from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.

There are two places in the United States where the Stars and Stripes is flown at night by specific legal authority. At all other places where it is flown at night, authority is derived from interpretation of the Joint Resolution of Congress described in Public Law 829 or from previously established custom.

The three instances in which the flag is flown at night by specific authority, two in Baltimore, Maryland, are the following:

1. Under authority granted in the Joint Resolution of December 22, 1942, President Truman issued a proclamation stating that: "As a perpetual symbol of our patriotism, the flag of the United States shall hereafter be displayed at Fort McHenry National Monument and Historic Shrine at all times during the day and night, except when the weather is inclement."
2. Public Law 319, approved in 1954, permits the flying of the U.S. Flag twenty-four hours a day at Flag House, Flag House Square, East Pratt Street, Baltimore.
3. Under authority granted in the Joint Resolution, President Kennedy issued a proclamation stating that "The flag of the United States of America shall hereafter be displayed at the U.S. Marine Corps Memorial in Arlington, Virginia, at all times during the day and night, except when the weather is inclement."

This memorial, often popularly known as the two Jima Memorial, portrays members of the U.S. Marine Corps raising the flag over Mt. Suribachi on Iwo Jima, on February 23, 1945.



At other places where the flag is flown at night, it is done because of long-established local custom or under the authority of the Joint Resolution of December 1942, which states that "The flag may be displayed at night upon special occasions when it is desired to produce a patriotic effect."

The Flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as a 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 decoration, 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, 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 custom of lowering the flag to half-mast or half-staff comes from the old military practice of "Striking the Colors" in time of war as a signal of submission. It is known that as early as 1627 the flying of the flag at half-mast was a sign of mourning, and this has been continued to the present day.

If a serviceman or woman dies during a period of service, the flag is furnished by the Service. However, if he or she dies as an honorably discharged veteran, the flag is furnished by the Veterans Administration, Washington, D.C., and may be procured from the nearest post office by executing properly Veterans Administration Form 2008. In filling out the application the person signing for the flag must state whether he is the next of kin or if another relative, giving kinship. The flag must be presented to the next of kin at the proper time during the burial service. If there is no relative, or one cannot be located, the flag must be returned to the Veterans Administration in the franked container for that purpose.

Postmasters require proof of honorable discharge before issuing the flag. Flags are issued promptly upon proper evidence.

Many of the Nation's dry cleaners, in cooperation with the American Legion, will dry-clean the National flag free of charge between June 1 and 12, provided the owner of the flag promises to fly it on Flag Day, June 14.

When the flag is in such a condition, through wear or damage, that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferably by burning.

F L A G I N T R O D U C T I O N S

"I PLEDGE ALLEGIANCE"

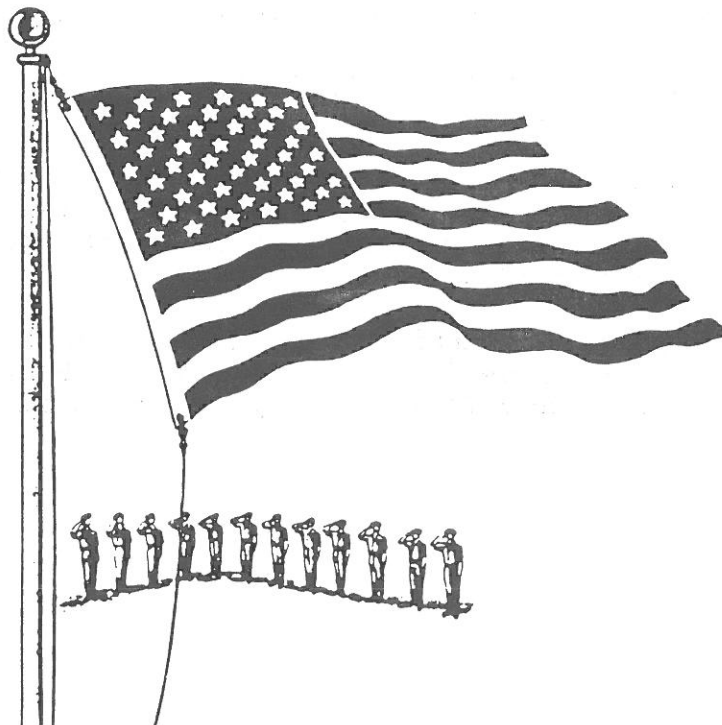
According to the Charter and Bylaws of the Boy Scouts of America, the goals of the Scouting program are character development, citizenship training and personal fitness. Proper citizenship can't be taught without emphasizing proper respect for the U.S. flag. When we salute the flag, we should do it with sincerity and appreciation.

Below are listed some different and meaningful introductions to make the flag salute more effective.

- Because we are thankful and appreciate of such leaders as Abraham Lincoln, let us salute the flag and at the same time remember all of the great Presidents of our great land.
- As we salute the flag today, let's remember George Washington, the Father of our Country, and the heritage of America.
- Because we are proud and appreciative of America's role in world leadership, let us now salute the U.S. flag.
- For the opportunities our country offers to young people, let us now salute our flag, the emblem of the United States of America.
- For those who died that this nation might live, let us now salute the flag.
- We, the people. That's what our flag stands for. Let us salute the U.S. flag.
- To secure the blessings of liberty to ourselves and our posterity is a challenge to all of us. Let us salute our flag.
- In the folds of the flag are enshrined every ideal, hope, and opportunity made possible because someone has lived. Let us salute our flag.
- The 31 words of the Pledge of Allegiance are among the best-known words in America. Let us repeat them now with meaning as we salute the flag.
- Our state is represented by one of the 50 stars on the U.S. flag. Let us now pledge allegiance to our flag as

FLAG INTRODUCTIONS (cont.)

- The flag of the United States of America is the emblem of a free nation - a leader in the free world. Let us now salute our flag.
- When you look at the flag, you can see the Constitution and the courts, the laws and lawmakers, a soldier, a street-sweeper, a lawyer or a doctor. What do you see as we salute the flag today?
- Planted firmly on the high pinnacle of American faith, the U.S. flag has proven an inspiration to untold millions. Men look upon the flag as a symbol of national unity. Let us unify today as we salute the flag.
- Our flag is bright with cheer, brilliant with courage, and firm with faith. Let us add to this a sincere salute today.
- Our flag stands for all that we hope to be and have the courage to try for. Please join in the Pledge of Allegiance to our flag.
- The red in our flag stands for courage and bravery. Today as we salute the flag, let's remember our men in the Armed Forces who are serving us and our country.
- "Long may it wave!" Let's remember the history behind this famous phrase as we salute the flag.
- Today let's salute the flag in honor of our Founding Fathers who had visions of today's America.





PATRIOTIC OPENINGS



These openings should be used after the posting of the colors, but before the Pledge of Allegiance.

1. The U.S. flag is the emblem of our nation...the leader of the free world. Let us now salute the flag.
2. An active patriotic citizenry is essential to preserve and strengthen our American heritage. Respect for our flag is part of this. Let us show it by saluting the flag.
3. Planted firmly on the high pinnacle of America - faith, the U.S. flag has proved an inspiration to untold millions. Men have looked upon the flag as a symbol of national unity. Let us unite in the pledge to the flag.
4. So long as the principles of truth, justice, and charity for all remain deeply rooted in human hearts, our flag shall continue to be the enduring banner of the United States of America. Let us join in the pledge to our flag.
5. For more than 9 score years, our flag has been the emblem of liberty for generations of Americans. Let us look at it with pride as we salute our flag today.
6. The flag flies before our eyes as a bright gleam of color and a symbol of ourselves. Let us join in saluting the flag of the United States of America.
7. The Stars and Stripes are our dreams and our labors. In these unsettled times, let us salute the American flag.
8. Our flag is bright with cheer, brilliant with courage, and firm with our faith. Let us add to this with our sincere salute today.
9. Our flag is representative of constitutional government designed to serve all people.
10. To personally understand and maintain the American way of life and to pass it on to succeeding generations is the responsibility of every true American. Let us vow to do this and think about it now as we salute our flag.
11. Thomas Jefferson said, "The God who gave us life, gave us liberty at the same time." As we repeat the Pledge of Allegiance, let's remember that our flag is a symbol of this precious liberty.

OPENING

Colors are advanced in normal manner. Audience is standing and facing the flag. Flag stands alone while voice comes over loud speaker.

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

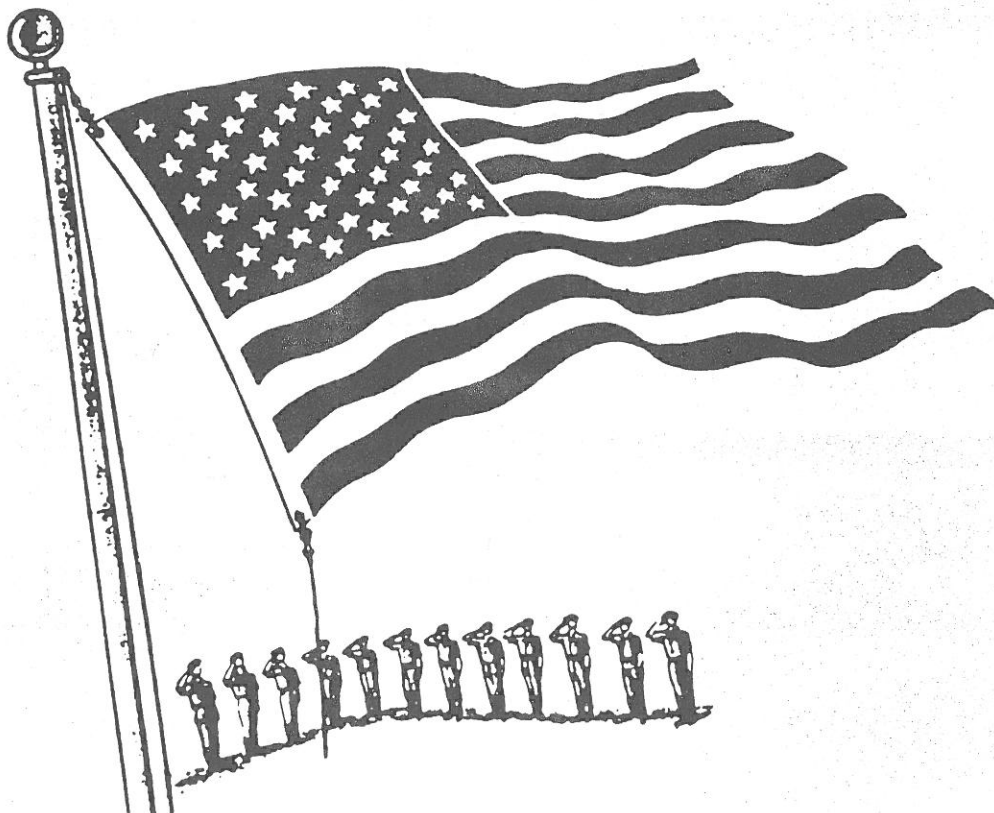
I am a symbol of America. I suppose you might say I am America. I am great corn fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

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

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

ANOTHER

VOICE: Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.



OUR FLAG (Opening)

Setting - 7 Cub Scouts or Webelos Scouts holding 7 cardboard or cloth replicas of historic flags. U.S. and Pack flag are advanced in usual manner.

1ST BOY - This evening we will display the flags we have made and give you a brief history of our U.S. flag.

2ND BOY - This is the Grand Union Flag. At the beginning of the American Revolution, the colonist hoped not so much to gain independence as to correct the wrongs done them under the rule of King George III. They kept the British Jack out of loyalty to the crown, but added 13 stripes to show their own unity. It was raised the first day of January, 1776, over George Washington's headquarters.

3RD BOY - This is Old Glory, the first official flag of the United States. It was created by a resolution of the Continental Congress, passed June 14, 1777, a day we celebrate as Flag Day.

4TH BOY - This is the Star Spangled Banner. This flag with 15 stars and stripes flew over Fort McHenry the night of its bombardment in 1814 and inspired Francis Scott Key to write the National Anthem.

5TH BOY - This is the Flag of 1818. As more states joined the Union, the flag would become an awkward shape if more stripes were added. So, on April 4, 1818, Congress passed a law that restored the design of the flag to the original 13 stripes and provided that a star should be added for each new state.

6TH BOY - This is the 48 Star Flag that came into being in 1912 when Arizona became a state. President Taft ordered that the stars be placed in six rows of eight stars each. This flag served us through two world wars and the Korean conflict.

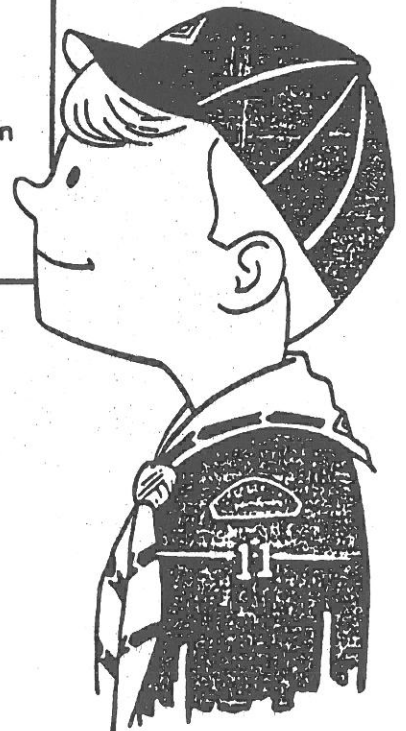
7TH BOY - This is the 50 Star Flag, the Flag of the United States of America today. It has 13 red and white stripes and 50 white stars. The stripes remind us of the 13 original colonies that gained us our liberty. The stars represent the states that are bound together into one country. When we salute our country's flag, let's remember all the things for which it stands ... our history, our liberty, our traditions, our American way of life. Then let's pledge ourselves to honor them as boys and to uphold them as men.

Please stand and join me in the Pledge of Allegiance.

HANDICAP AWARENESS

HEAVEN'S VERY SPECIAL CHILD

A meeting was held quite far from earth
"It's time again for another birth,"
Said the angels to the Lord above,
"This special child will need much love.
His progress may seem very slow,
Accomplishments he may not show,
And he'll require some extra care
From the folks he meets way down there.
He may not run or laugh or play;
His thoughts may seem quite far away.
In many ways he won't adapt,
And he'll be known as handicapped.
So let's be careful where he's sent.
We want his life to be content.
Please, Lord, find the parents who
Will do a special job for You.
They will not realize right away
The leading role they're asked to play.
But with this child sent from above
Come stronger faith and richer love,
And soon they'll know the privilege given
In caring for this gift from Heaven;
Their precious charge, so meek and mild;
Is heaven's very special child."



"Handicapped" is a frightening word to most of us. We imagine mindless or crippled people capable of very little. What a shock to find out that handicapped people have many of the same qualities that we possess. They laugh, cry, feel pride, love, and have a need to belong somewhere, to someone just as you and I do.

Each of us is handicapped in some way. Some adults are handicapped because their son has a much higher I.Q. than their own. As a parent, that can be a big handicap! Almost every family has one member who wears glasses. Very seldom is this considered a handicap, but for an athlete, it can be serious. Color blindness, hyper-activity, learning disabilities, high blood pressure, and diabetes are handicaps just the same as mental retardation or physical disabilities are handicaps. Your own perspective of a handicap can influence its size.

If you'll really pay attention, you'll find most of us compensate for our handicaps by excelling in other areas. You may be a great bookkeeper but a questionable carpenter, or vice versa. The same is true of a "handicapped" person. A boy who has lost the use of his legs to polio could be another Einstein. A mentally retarded boy could become an Olympic swimmer. A boy is no less of a boy because of his problem. Don't limit any boy's potential by assuming he is capable of nothing. Find a boy's capability and challenge him to achieve new goals through Scouting.

Reach out! Don't be afraid to try. Handicapped boys want to belong to Scouting, and they need you to make it happen. Your personal rewards will be far greater than the effort you expend.



ADVANCEMENT FOR HANDICAPPED CUB SCOUTS

The advancement program is so flexible that with guidance, most boys can do the skills. Advancement requirements should not be watered down or eliminated for handicapped boys, although the speed at which they are completed and the means of explaining them may need to be adjusted and simplified. It may take longer for a handicapped boy to earn his awards, but he will appreciate them more by knowing that he has made the effort.

There is one exception. A Cub Scout who is physically handicapped may be given permission by the Cubmaster and pack committee to substitute electives for a few of the achievement requirements that are beyond his physical abilities. (See 'Wolf Cub Scout Book', Feats of Skill Achievement) It is best to include the parents in this process of determining substitutions since they are most familiar with their son's abilities.

Immediate recognition of advancement is even more important for handicapped boys. The Progress Towards Ranks patch, the den doodle and the den advancement wall chart all help provide immediate recognition in den meetings as achievements and electives are completed. Remember that a month is a long time to a boy and that completing requirements for a badge may seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.

While leaders must be enthusiastic about helping handicapped youngsters, they must at the same time recognize the special demands that will be made on their patience, understanding, and skill in teaching the advancement requirements.

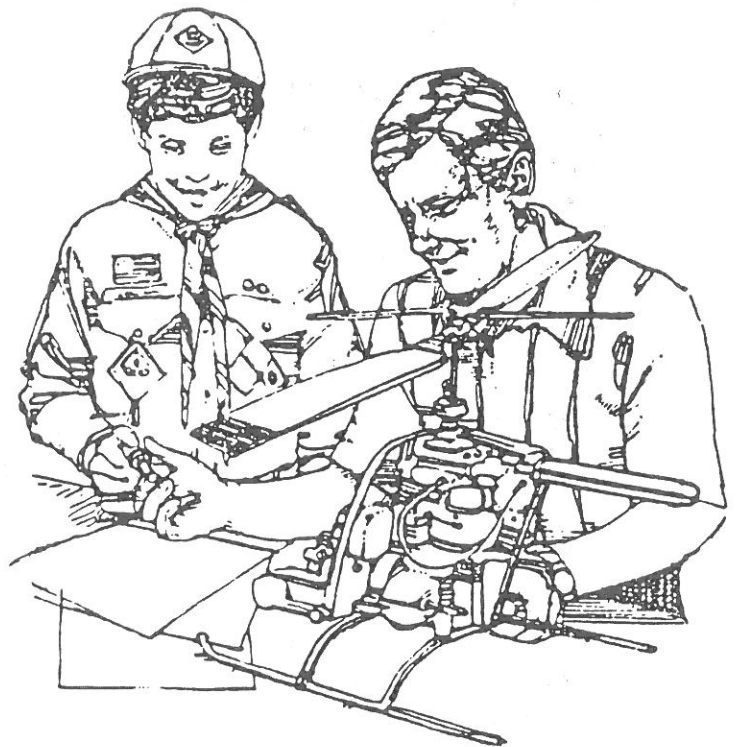
INVOLVE THEM ALL

Clearly, some allowances must be made for handicapped boys. If he's physically handicapped, he can hardly be expected to compete in relay races, but he can be a starter or a judge.

If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game.

Boys in wheelchairs can go on hikes with the other boys taking turns as 'pushers'.

Plan your den and pack program to fit the needs and abilities of the boys, whether or not they are handicapped.



MAINSTREAMING HANDICAPPED CUB SCOUTS

The following suggestions can help pave the way for mainstreaming handicapped Cub Scouts into regular packs.

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den and pack. They should be actively involved in the planning and decision-making.

Den leaders should ask their dens "We have been asked to imagine that a boy who is handicapped and can only get around in a wheelchair wants to become a member of our pack. Our leaders would like to know what we think of the idea, and if such a boy were to join, would we accept him and help him to become a good Cub Scout?"

Some other questions to stimulate discussion in the den and pack are: "How would having a handicapped boy in the den affect the den program?" "What extra things do you think we would have to do to help him?" "Do you think that boys with handicaps would enjoy Cub Scouting?"

Another approach, after talking to the boys about the handicap, is to ask if they have any idea what it would be like not to be able to do something they take for granted. Suggest playing a game to find out. The leader should try to simulate as realistically as possible the new boy's handicap to help the other boys gain an understanding.

Blindness - Blindfold the boys and have them perform such things as "Bring me the blue pencil", "Identify the other boys by voice and locate where they are", "Write their names".

Deafness - No talking. Let boys try to communicate and give instructions by mouthing words, using signs, finger spelling, etc.

Physically Handicapped - Loosely tie boys' feet together or bind newspapers around one knee so it can't bend, and try a relay race.

Set up a blackboard and announce a 'rap' session. Ask the boys to tell and list on the board all the things they can do (feel, smell, run, ride bikes, etc.). Deliberately leave out the area in which the new boy is handicapped. Then point out that he can do all of these things except (see, hear, walk, etc.)

Pack leaders should visit the handicapped boy and his family and get to know him before he attends his first meeting. Then, when he attends, he will see friendly, familiar faces. At this first meeting, introduce him to members briefly and then allowing no time for embarrassment, get involved immediately in an activity which includes him.

A good way to introduce boys and leaders to Cub Scouting for handicapped boys is by a joint meeting with a special pack or with a pack which has already successfully integrated handicapped boys. This allows time for boys to meet, talk, mix and participate in activities together. It gives everyone a better appreciation of boys with handicaps.

To orient a leader who will receive the handicapped boy, be sure he or she is given a copy of "Involving Handicapped Cub Scouts". This has some valuable information on working with the handicapped. Also check to see if special training is available.

STREAMING HANDICAPPED CUB SCOUTSBENEFITS OF MAINSTREAMING

THE HANDICAPPED BOY WILL.....

- be in a group that accepts him and cares about him.
- be part of a more challenging atmosphere provided by Cub Scouting.
- be made aware that he is like other boys in most ways.
- have good models for social behavior provided through Cub Scout activities.
- be accepted more readily in school by regular students after interacting together in Cub Scouting.
- develop friendships with non-handicapped boys whom he might not have met otherwise.
- prove that he can function in the regular community by being part of a group.
- expand his knowledge of the non-handicapped world.

THE OTHER CUB SCOUTS WILL

- get to know a handicapped person.
- develop friendships with handicapped persons they might not have met otherwise.
- be more comfortable with and better able to deal with handicapped people.
- see how much handicapped boys are like themselves.
- see the abilities, personalities, and desirable traits in some new friends (who just happen to be handicapped in one way or another)

THE COMMUNITY WILL

- learn that Cub Scouts develop and practice the important community living values of honesty, reliability, friendliness, helpfulness, and service to others.
- discover that Cub Scouts are becoming well-rounded, well-adjusted citizens.
- learn that handicapped Scouts do learn how to function successfully in a non-handicapped community.

THE PARENT OF THE HANDICAPPED WILL ...

- be proud to see their son developing desirable values, self-help skills, hobbies and leisure time activities.
- be comfortable knowing that their boy is supervised in a worthwhile and enjoyable learning situation.
- concentrate on their son's abilities, instead of his disabilities.
- feel less alone, knowing that the whole pack cares about their son.
- feel secure that their son will have good adult role models in Cub Scouting.
- appreciate that their son is involved in worthwhile activities outside the home.
- realize that their son is becoming prepared to live an independent adult.

THE CLASSROOM TEACHER WILL

- find that Scouting makes it easier for the handicapped to be accepted by the non-handicapped students in the classroom, with less rejection, teasing and problems.
- discover talents of the student which may not have been exhibited in the classroom.
- discover that Scouting helps teach the subjects, skills and personal attributes which the teacher is also trying to teach.
- discover that the self-control learned in the den and pack helps improve classroom adjustment and behavior.

F Y I 40
HANDICAP AWARENESS TRAIL

H.A.T. is a Scouting program designed to give Cub Scouts the opportunity to understand people with handicaps. This can be accomplished by allowing the Cubs to perceive a handicapped person's difficulties through situations where the Cub must operate under simulated handicaps.

First, they must learn the definition of the word "handicap": a disadvantage (an unfavorable or inferior condition) that makes achievement (to attain a desired end or aim) unusually difficult. Then how one becomes handicapped should be discussed. The boys usually come up with these three ways - 1) from birth; 2) by an accident; 3) from an illness. Remember too, there are different degrees of handicapped conditions, from very mild to profound.

Next, the boys can list examples of different handicaps, such as:

- | | |
|----------------|--------------------------------|
| physical | deaf/hard of hearing |
| loss of a limb | blind/partially sighted |
| paralyzed | mental retardation |
| lame | dyslexia (learning disability) |
| emotional | hyperactivity |

The boys can then be blindfolded and go on a nature trail for the blind (a rope at waist height tied to various trees). They also can be told some things about deafness and learn a few nature words or their promise in sign language. They can try to read a poster which shows what a dyslexic sees when he tries to read. They can walk on crutches, go up and down a ramp in a wheelchair, and try to pitch a tent with a "handicap" of their choice. The program should conclude in asking the Cubs to invite some person they might know with a handicap to join Scouting.

Perhaps a check list that each parent fills out on their son as he enters Scouting would be helpful to the Den Leader. Following is an example of one such form. Please change it to fit your individual needs.

Dear Parents,

It is our goal to make Scouting a learning experience that is fun. In an effort to do just this, we are asking you to fill out this form honestly. All information will be kept confidential and will be a great help to your son's den leader.

Name _____
Age _____ Birthdate _____
Grade in School _____

My son is (has):
Right or Left handed _____
Allergies _____ If yes, explain _____

When my son gets frustrated or angry, he will most likely _____

Athsma _____ If yes, explain _____

What is the best way for the person in charge to handle this situation? (Ex., time-out away from the group, quiet talking to, ...)

Hyperactive _____
Learning Disability _____ If yes, explain _____
Other _____ Please explain _____

Is there any other information that you feel will help us with your child in Scouts? _____

Thank you,
(signature)

EMERGENCY CARE FOR CUB SCOUTS

What is first aid? The American Red Cross defines first aid as the immediate care given to a person who has been injured or has been suddenly taken ill. It includes self-help and home care if medical assistance is not available or is delayed. It includes words of encouragement, evidence of willingness to help, and promotion of confidence by demonstration of competence.

FIRST AID KNOWLEDGE AND SKILLS OFTEN MEAN:

- The difference between life and death.
- The difference between temporary and permanent disability.
- The difference between rapid recovery and long hospitalization.

FIRST THINGS FIRST

- Protect yourself - assess the situation
- Call for help - 911 or the emergency number at the location.
- Have bystanders call for help.
- Decide on priorities - treat life threatening injuries first.

ACTIVATING EMERGENCY SERVICE

To activate Emergency Services vary from location to location. It may be as simple as calling "911" which will send all required services; or you may need to have a list of emergency telephone numbers for the police, fire department, ambulance, emergency rescue, etc.

When calling for help, you **MUST** be able to provide:

- **WHO?** - Person making the call
- **WHAT?** - What is the matter? Is there a car wreck with multiple injuries? Is the car on fire?
- **WHERE?** - What is your exact location?
- **HOW MANY?** How many people are injured, and what types of injuries have you identified?

If a person does not have a pulse and is not breathing, be sure to tell that to the emergency services dispatcher. This is the highest priority for emergency medical service.

TREATMENT

FIRST DEGREE BURN - Submerge burn in cool water. DO NOT USE ICE! After pain subsides, bandage carefully. This treatment is only to be used if medical facility is not close by (out camping, etc.), otherwise, flush any degree burn with water until medical attention is received.

SECOND DEGREE BURN - Cover with dry sterile pad and bandage. DO NOT break the blisters. Seek medical assistance.

THIRD DEGREE BURN - DO NOT try to remove any burned clothing. Cover with sterile bandages (loosely) and transport to hospital as quickly as possible. This is a life threatening injury.

CHEMICAL BURNS - Flush area with water as quickly as possible. Remove any clothing or jewelry. Continue to flush with water until emergency care arrives.

NOSEBLEED - While a nosebleed looks serious, it is a relatively minor injury. The first aid for a nosebleed is to sit up, lean forward, and apply pressure to the fleshy part of the nose.

BLISTER ON THE HEEL - Wash the foot and let the area dry. Cover the area with a sterile bandage. If you think the blister will break, sterilize a needle with the flame of a match, puncture the blister, and drain the fluid. Cover the blister with a sterile bandage.

STINGS AND BITES - The stings of many insects may cause severe allergic reactions in some individuals. If the stinger breaks off, it should be removed with a sweeping motion to avoid injecting more venom into the wound. To alleviate the pain, mix water and meat tenderizer into a paste and cover the sting area. Another method is to apply liquid ammonia to the sting area. Both methods will neutralize the sting venom and reduce the pain. Pack the area with ice to reduce swelling. Observe the victim carefully. If difficulty in breathing is apparent, get medical assistance as quickly as possible.

The bites of many animals may be very serious due to the threat of rabies. Wash the area with clean water and cover the area with a sterile dressing. If a dog bite occurs, try to identify the dog so that it may be caught for observation. If a wild animal is the cause, let proper authorities destroy so the specimen is not destroyed. (animal needs to be killed in a certain way).

PUNCTURE WOUNDS - This type of wound is potentially very dangerous. Depending on the location, severe damage to internal organs may occur. Normally there is minimal bleeding with this type of wound. If the object is still embedded in the body, do not try to remove it. This may cause additional injury. Cover the area with a sterile bandage, avoiding any additional pressure on the object. Trained medical personnel should remove the object to minimize additional internal injury.

BROKEN BONES - To treat broken bones, the appendage should be immobilized above and below the break. This should be accomplished with materials on-hand. The appendage should not be moved until it is completely immobilized. Be sure to watch for signs of shock. Transport the victim to medical care as quickly as possible.

KNOTS

Why is it important to learn to tie knots? There are a few people in each generation that just get a kick out of seeing how many of the approximately 4,000 different knots they can learn to tie. For most people knots keep your shoes from falling off, tie up bundles of limbs and twigs for trash pickup, fly a kite or tie a fly on a fishing line and all those other things that involve string, cord, line or rope.

Each of the 4,000 or so knots has an application for which it is best but we really don't expect Cub Leaders to teach all 4,000 knots to the Cubs. The Boy Scouts have selected five knots that will fill most of the Cub's needs. These knots are Square Knot, Sheet Bend, Bowline, Two Half Hitches and Slipknot. Instructions for tying these knots are in the Bear Cub Scout book, The Scouting Book of Knots and the Boy Scout handbook as well as numerous non Boy Scout publications. The uses of these basic knots are:

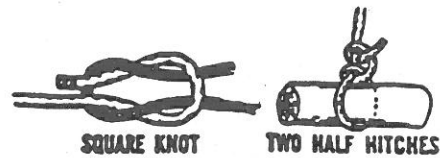
Square Knot - tie two ropes of the same size and material together.

Sheet Bend - tie two ropes of different sizes and/or materials together.

Bowline - tie a fixed non slipping loop in a rope.

Two Half Hitches - all purpose hitch for attaching rope to an uneven shape.

Slip Knot - can be used in place of two half hitches where it can be slipped over the end of an object to which it is to be attached.



SQUARE KNOT

TWO HALF HITCHES



SHEET BEND

BOWLINE

TEACHING KNOTS

Try to teach Cub Scout's basic knots over an extended period. Do not try to teach them more than two knots in any given session.

Most boys will start to get confused after the second knot.

Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys see more clearly how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your Den Chief would be good at this.

You might ask him to bring a fellow Boy Scout along who has earned the Pioneering merit badge to help out when you are teaching the boys knots.

ROPE CARE

The ends of a rope should be whipped or taped to hold the fibers in place. Instructions for this are in the Bear book. The rope should be stored dry. A natural fiber rope will rot if put away wet and manufactured fiber will mildew. The rope should be clean. Dirt in the rope will damage the fibers and weaken the rope. Remove all knots and kinks. Knots or kinks in a rope for a long period of time will damage the fibers and weaken the rope.

Coil the rope as described in the Bear book.



TERMS USED IN TYPING KNOTS:

STANDING PART - the long end of the rope.

RUNNING PART - the short free end, which by being interwoven with the standing part or the end of another rope forms a hitch or knot.

THE BIGHT - formed by bending the rope, keeping the sides parallel.

THE LOOP - made by crossing the sides of the bight.

HOW ARE ROPES MADE?

Ropes are made of fibers twisted into yarn. Several yarns, usually three are twisted together to form a rope. Rope gets its strength from the fibers. Fibers are strongest when pulled lengthwise. In a well made rope the finished product will have the fibers running lengthwise down the rope.

KNOT GAMES

KNOT "CHAMP-NIT"



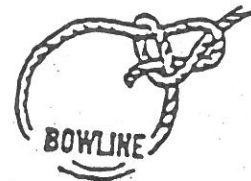
(from THE OFFICIAL SCOUTMASTERS HANDBOOK)

EQUIPMENT: One 6 ft. rope per Cub Scout

Each den is in it's own area with the Den Chief in charge. A den may play alone at den meetings. Under the Den Chief's direction, members race to tie a square knot (for instance), and drop it to the floor. The winner steps out and the rest of the den repeats the contest. Continue until only the "champ-nit" of the den is left. When more than one den is present, the den "champ-nits" compete to find the pack "champ-nit". The merit of this game is the Cubs that need the most practice get the most practice.

BOWLINE-SHEET BEND DRAW

EQUIPMENT: One 6 ft. length of 1/4" or larger rope per Cub Scout



Cubs form into pairs facing each other. On "go" each Cub ties a bowline around his own waist. The first of the pairs to finish then ties the ends of this partner's rope to his own with a sheet bend. When finished, both Cubs lean back against their ropes with their hands in the air. The winner is the first pair or first den with all Cubs leaning back and all knots correctly tied and holding.

KNOT BOARD

As a den project, you could have each boy make a small knotboard. Cut a board from plywood about 18 inches square. Staple knots to the board. Use dowel rods for hitches over bars.

As the boy completes and passes each knot requirement, have him tie the knot on the board. When he is finished, you can have him hang his board where you meet as a den or he can take it home. The knot board will serve as a token of accomplishment as well as a reminder to the boy of how these knots are tied.

KNOT STEP CONTEST

EQUIPMENT: One 6 ft. rope for each Cub Scout

Line up Cubs at one end of the room. Call out the name of a knot. Each Cub ties the knot. Judges quickly check the knots. Each Cub who tied the knot correctly can take one step forward. The process is repeated until the first Cub (winner) reaches a predetermined mark.

BROAD JUMP TYING CONTEST

EQUIPMENT: One 6 ft. rope for each Cub Scout

Line up players side by side. The Cubs are told the knot they are to tie. At the word "go" they all start tying. At the command "drop ropes!" everyone drops his rope in front of him. The Den Chief inspects all the knots with the help of the Denner or Den Leader. Everyone who tied the knot correctly can take a standing broad jump. Repeat until the predetermined mark is reached by the winner. The merit of this game is teaching knot tying and jumping.

KNOT TYING RELAY

EQUIPMENT: One 6 ft. rope per knot per team

Teams line up in relay formation, about six feet from a staff which is held horizontally three feet off the floor or ground. One rope per knot to be tied is laid out below the staff. On signal Cub No. 1 runs up, ties the proper knot, runs back, and tags off No. 2, who runs up ties his knot, and so on until all the knots have been tied. Add one minute to the teams total time for each incorrect knot.

THE CIRCLE KNOT RACE

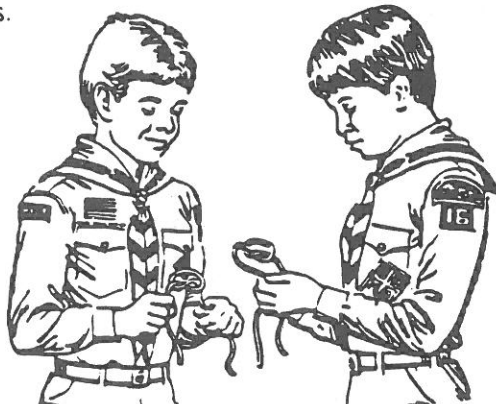
EQUIPMENT: One 6 ft. rope per Cub Scout

Divide the Cubs into two teams and let each team form a circle. At the word "go" each boy grabs the end of the rope of the player on his right and joins his rope to it with the knot specified, and then he steps into the circle. The team wins that is first to have all its players standing in the circle, provided that all knots are correct. This game is to teach joining knots such as square and sheet bend.

SQUARE KNOT PULL OVER

EQUIPMENT: One 6 ft. rope per Cub Scout

Form the players into two teams and line them up facing each other behind a line. Each player passes his rope around his waist and lets his opponent hold the ends. Now you start the game. At the starting signal each player, without any interference whatsoever from his opponent, ties a square knot in the ends of the rope around his opponent's waist. The instant he finishes the knot he pulls on the rope, trying to pull his opponent over the line. Caution! Unless your Cubs stick to the rule about not interfering with each other while tying the knot, this game will not succeed. Pull only on ropes, not on uniforms.



FORTY KNOTS



OVERHAND KNOT



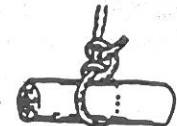
FIGURE EIGHT KNOT



CLOVE HITCH



SQUARE KNOT



TWO HALF HITCHES



DOUBLE OVERHAND



FIGURE EIGHT DOUBLE



ROLLING HITCH



GRANNY KNOT



HALF HITCH



OVERHAND BOW



BOWLINE



SHEET BEND



SHEET BEND DOUBLE



RUNNING KNOT



TAUT-LINE HITCH



BOWLINE ON BIGHT



TIMBER HITCH



CHAIN HITCH



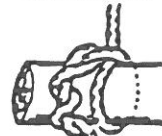
LARK'S HEAD



SLIPPERY HITCH



LARIAT LOOP



KILICK HITCH



SURGEON'S KNOT



SAILOR'S KNOT



HITCHING TIE



FISHERMAN'S BEND



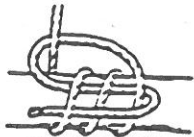
CAT'S PAW



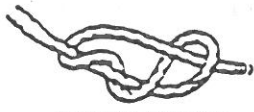
BLACKWALL HITCH



MARLINSPIKE HITCH



HALYARD BEND



STEVEDORE'S KNOT



MILLER'S KNOT



SHEEPSHANK



MIDSHIPMAN'S HITCH



TILLER'S HITCH



FISHERMAN'S EYE



BOW KNOT



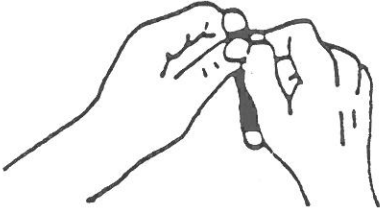
CARRICK BEND



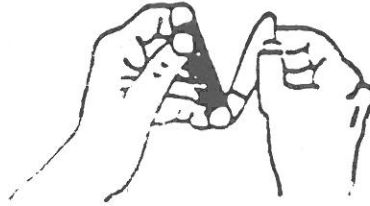
FISHERMAN'S KNOT

KNIFE SAFETY

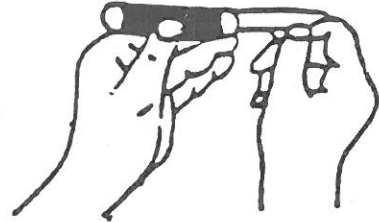
The official Scout knife is the most popular among outdoors men. It has a strong cutting blade and tools as well as a can opener, cap lifter, screwdriver, and leather punch or awl. You can carry it in your pocket. Or you can hang it on your belt by the ring in its handle.



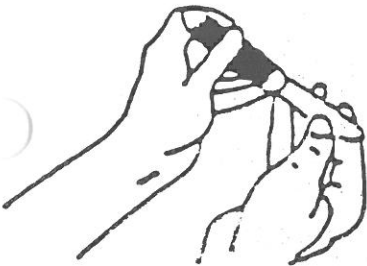
To open a pocket knife, hold in left hand, put right thumbnail into nail slot.



Pull blade out while pushing against hinge with little finger of left hand.



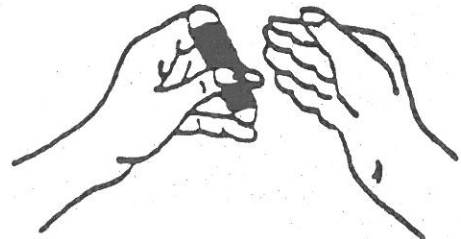
Continue to hold on to handle and blade until blade snaps into open position.



To close pocket knife, hold handle with left hand with fingers safely on the sides.



Push against back of blade with fingers of right hand, swinging handle up to meet blade.



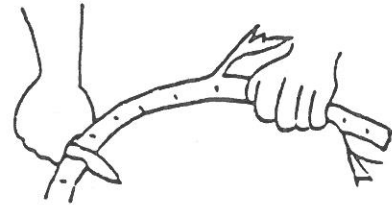
Let knife snap shut; "kick" at base of blade keeps edge from touching inside of handle.



For fine cutting, pivot handle with little finger and push blade with thumb.



For coarse cutting, grasp handle with whole hand. Cut at a slant. Always cut away from you.

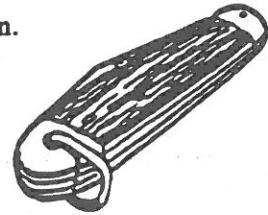


You can cut brush with a pocket knife if you bend stem until grain is strained, then cut close to the ground with a slanting cut.

CARE OF YOUR KNIFE:

All Cub Scouts should learn that knives are valuable tools and how to take care of them.

- Knives should be kept clean, dry and sharp at all times.
- Never use it on things that will dull or break it.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of the steel. The edge of the blade becomes soft and useless.
- Wipe the blade clean after using it. Then close it carefully.



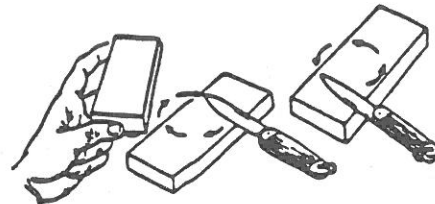
KNIFE SHARPENING:

A dull knife won't do its work. And what is more, it is dangerous. More fingers are cut by dull knives than by sharp knives. A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also.

Such stones are called whetstones or carborundum stones. One measuring $\frac{3}{4}$ of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Coarse stones are used for heavy tools, like axes; fine stones for knives or for finishing the edge.

Rules for sharpening a knife:

1. Place the stones on a level surface.
2. Wet the stone with a little water or oil.
3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.
4. Draw the knife straight back toward you, or move it straight back and forth putting pressure on it only when you pull it toward you. This is always better than moving it in a circular fashion.
5. Turn the blade over and repeat on the other side an equal number of times.
6. Finish off on the sole of your shoe.



It will take half an hour to sharpen a dull knife, but once sharp, a minute a day will keep it in perfect shape.



DAY CAMP

Cub Scout Day Camp is a week-long summertime experience available for all Cub Scouts, from the newest Tiger Cub graduate to the Webelos (first grade through fourth grade graduates). The only catch is you've got to be a Cub Scout.



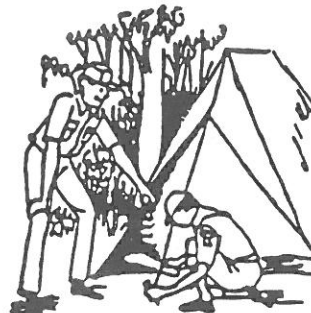
Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack's district.

The camp is directed and staffed by volunteers just like you who put in a little extra time for some special training. The boys spend their day shooting B-B guns, using a bow and arrow, making crafts, learning outdoor-nature skills and playing Cub Scout games. In short, they have FUN and in the process they complete electives and achievements toward their advancements. Every camp is unique in the "SPECIAL" activities that each camp's director chooses to put on each day. Well, how do you sign up to help and how do Cub Scouts sign up to attend? Applications are mailed in April to every registered Cub Scout with all the details so watch your mail box. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your District Roundtable around April.

FAMILY CAMPING

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.



Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

Cub World at the John Zink Scout Ranch is a great opportunity for packs to enjoy a fun camping weekend. Cub World is developed with Cub Scout family camping as the core of the program.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.



CAMPING TIPS

Selecting a Campsite:

When selecting a campsite look for these things:

- South or Southeast exposure
- Protection from wind
- Level and reasonably smooth ground
- What is above you? Are there trees with dead or dying branches
- Where is the water supply

Setting Up Camp:

Pitch a tent on smooth and level ground with tent back to prevailing wind. The slope of the stakes will depend on the condition and texture of the ground. Usually stakes driven at an angle toward the line of pull will hold in either hard or soft ground. Use taut-line hitch on guy lines.

Make a door mat of plywood or heavy cardboard to help keep the inside of the tent clean. When possible, leave shoes outside.

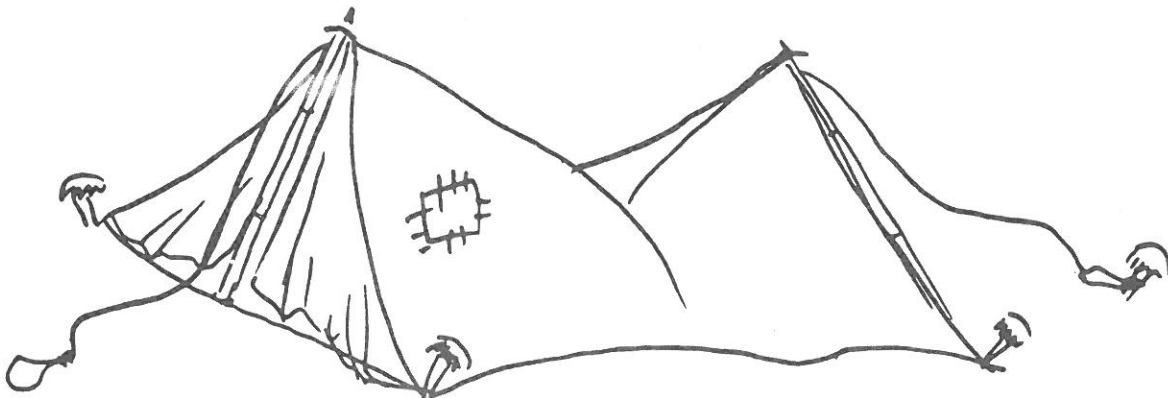
If the campsite does not have toilet facilities, locate your latrine well away from tents and water supply.

Many campers take along a large tarp or dining fly and set it up as a shelter to provide a covered area for cooking, eating and other activity outside the tent.

Keep an adequate supply of drinking water on hand. It is a good idea to keep a thermos bottle full of water in the tent at night, especially for children.

Always gather firewood during daylight and stack it under shelter. Don't count on firewood being available. Bring wood or charcoal or stoves.

Before turning in for the night, be sure everything is secure and covered for protection for rain or animals. Be sure food is well covered or hung out of reach. Don't leave open containers of food in the car--the food may be safe, but animals may scratch the car. Don't store food in tents.



EXAMPLES OF RECOGNITION FOR OTHER OCCASIONS

- Apple Award** - For the person with great appeal (real or plastic apple).
- Arrow of Light** - Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.
- Basket Award** - For the person who carried more than their share of the load (small basket glued to ribbon)
- Blue & Gold** - Thanks for serving as Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.
- Bonafide Award** - Spray gold or cover with varnish a dog bone for the leader deserving an "Award".
- Bud Award** - For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes, or buy).
- Candle Award** - For the person who really lights up (mount small candle on base).
- Class A or Flying A** - Cut out the letter A (can add wings), spray gold for the first class effort, (use wood or heavy cardboard).
- Cone Award** - For the person who can lick any job (mount ice cream cone on base).
- Broom Award** - For the person who sweeps all the mistakes away (small broom)
- Crutch Award** - For the person whom you can always lean (mount small crutch on base).
- Cubby** - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.
- Duster Award** - For the person who always does the dirty work (small wooden dowel with felt used as a duster part with pompom on top).
- Genuine Diamond Stick Pin** - The special award for a group activity. Give to each participant (mount a dime and a stick pin on base).
- Good Egg Award** - Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.
- Heads Award** - For the person who is 'heads' above the rest (mount small wooden heads on base).
- Heart Award #1** - For the person who is all heart (give large plastic heart, wooden or cardboard cut-out)
- Helping Hand Award** - Picture of a hand tracing with your specific award written within the tracing.
- Kiss Award** - For the person who deserves a big 'kiss' (mount kiss on base).
- Life Saver Award** - For the person who saved you (mount Life Saver on base).
- Lollipop Award** - For the person who can't be licked (mount small lollipop on base).
- Match Award** - For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "stick with it, don't get burned out of Scouting").



- Measure Up** - Give a 6" ruler to the leader whose performance set the standard.
- Nuts about "_____"** Award - Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nut" to take on a hard task.
- Order of the Bear** - Any type of bear given to the leader who did a "Berry Good Job" made thing "Bearable" or for the "Beary Best".
- Order of the Level** - For the person who is half a bubble off (small level).
- Order of the Nut** - For the person who is a little nuts (mount metal nuts on base, or use edible nuts).
- Order of the Spare Marble** - For the person who may need it (marble in a bag or mounted).
- Our Eyes Are on You** - Wiggly eyes glued to ribbon for the leader who sets the example.
- Pear Award** - For the great "pair (mount a plastic pear on base and give to husband and wife team).
- Pedro Salutes** - Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job for leader who carried the heaviest load.
- Plaque** - (cut to resemble a shoe) Hole is cut in wood for the "o" in whole.
- Raise in Pay** - For the person who deserves a "raisin" pay (mount a small box of raisins).
- Silver Spoon or Gold** - For the person who really digs in to help (spray paint plastic spoon).
- SOR Ticket Chairman** - Use a Scout-O-Rama patch and make a plaque. Thanks for your help. Glue pennies around the border of a plaque.
- Successful Scouting** - Cut out a key to leaders who are the key to success of a program.
- Summer Time Activities Chairman** - A plaster sunshine glued to a plaque.
- Thank You For The Clean Up** - Film canister of dish washer soap, container is used for trash bin with paper, tissue, string, foil, etc., to resemble trash.
- Thanks a Bundle** - Thank you for fund raiser of newspaper drive chairman or most contribution from member (newspaper cut in small squares, tied to look like bundle).
- Thank to Leaders** - Thank you leaders for the service the have given. Use the emblem of leadership for the center.
- Top Hat Award** - For the person we must take our hats off to (top hat glued on ribbon).
- Whisk Award** - For the person who is un'beat'able at 'whisking' away our troubles (small whisk).
- Wooly Mitten** - For the person who participated in a winter activity (cut mitten shape from fur and attach thong).
- Write on Award** - For the person who is on the 'right trail' (pencil with ribbon pennant put on top).
- YDG Award** - "YA DONE GOOD" (cut out letters form vinyl or leather).



THANK YOU

**For the fire that
puts a**

BANG

into Scouting

Unit Leader



Have You Had Your Hug Today?

Hugging has no age limits and can be utilized with great success in stress situations as well as helping to both reduce stress and prevent stress. As one writer has described it--"Hugging is the perfect cure for whatever ails you." It should not be limited to Valentine's Day, Anniversaries, etc.

Note the following characteristics of hugging:

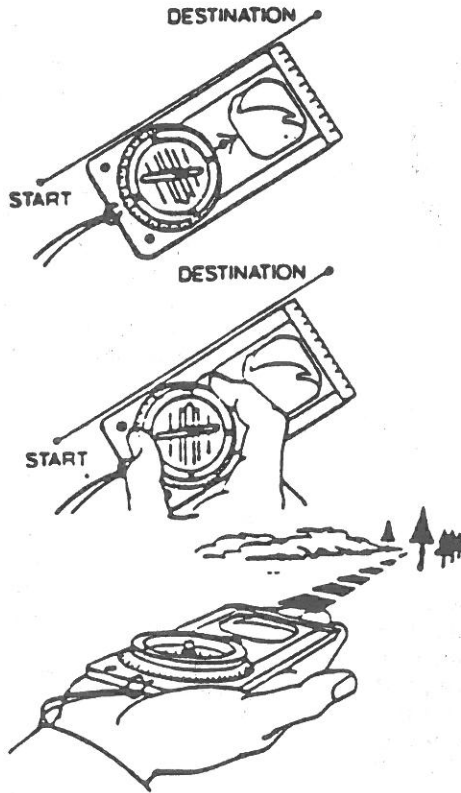
- No batteries to wear out
- No periodic checkups
- Low energy consumption
- High energy yield
- Inflation proof
- No monthly payments
- Theft proof
- Nontaxable
- Non-polluting
- And, of course fully returnable
- Hugging is healthy
 - It relieves tension
 - Combats depression
 - Reduces stress
 - Improves blood circulation
 - It's invigorating
 - It's rejuvenating
 - It elevates self-esteem
 - It generates goodwill
 - It has no unpleasant side effects
 - It is nothing less than a miracle drug

Hugging can be used with children, wives, husbands, sweethearts, older persons, friends, relatives and others. Dogs and cats enjoy being hugged, gently of course. A lonely older person particularly enjoys hugging.

Who have you hugged today?



Use the Silva System, it's as simple as 1, 2, 3...



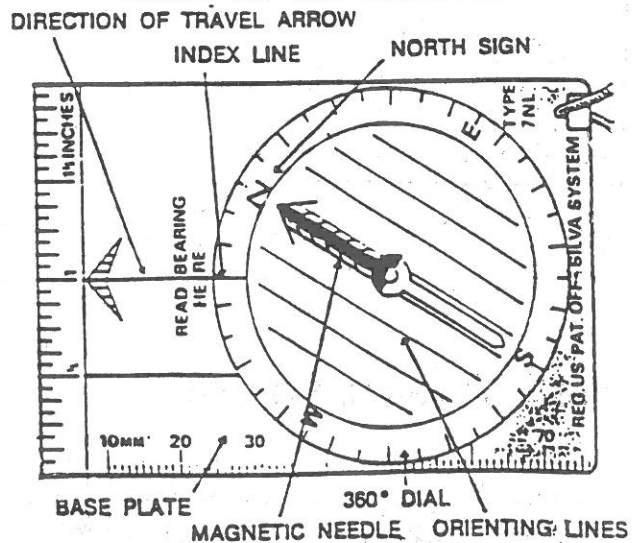
1. Lay the edge of the transparent base along the line from where you are to where you want to go, with the direction arrow pointing to your destination.

2. Rotate the capsule until North on the compass dial points to magnetic North on the map.

3. Pick up the compass and turn your body until the red end of the needle points to North on the compass dial. The "direction of travel" arrow in the base now points precisely to your destination.

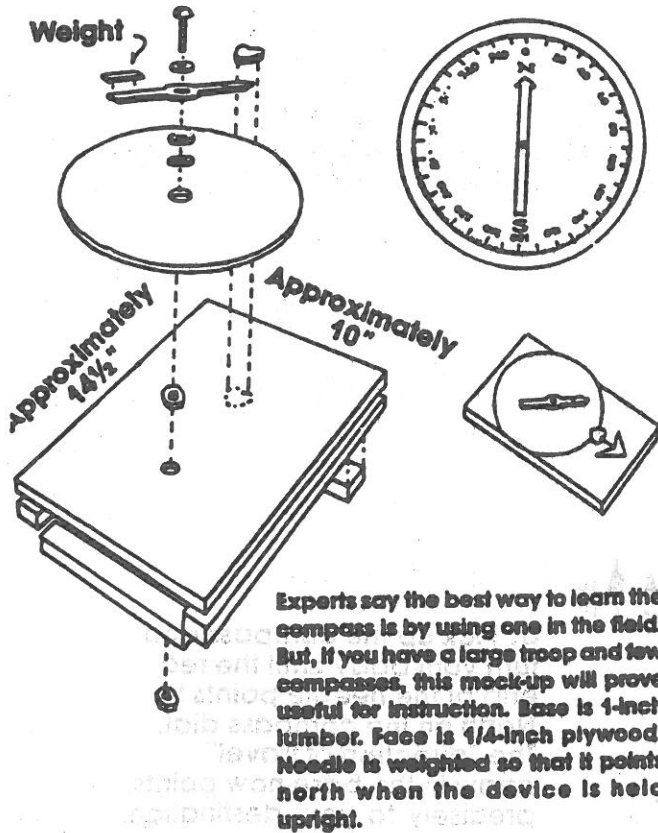
Although Orienteering is best studied and learned in the field through practice, some basic theoretical knowledge is required. There is excellent instructional literature available. The best book for recreational purposes and for the beginner is "Be Expert With Map and Compass" by Bjorn Kjellstrom. Order it through your favorite bookstore. With this book you get a practicing compass, a practicing protractor and a training map which will be of help in learning how to use maps and compasses. It is advisable to purchase your own SILVA SYSTEM compass as soon as possible so you can familiarize yourself with it as you read the text of the book and wait for the maps to arrive.

PARTS OF THE COMPASS



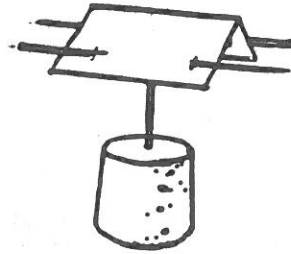
Compasses

COMPASS INSTRUCTION DEVICE



Experts say the best way to learn the compass is by using one in the field. But, if you have a large troop and few compasses, this mock-up will prove useful for instruction. Base is 1-inch lumber. Face is 1/4-inch plywood. Needle is weighted so that it points north when the device is held upright.

TWO-NEEDLE COMPASS



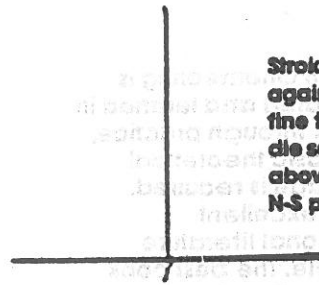
Magnetize two needles with a magnet—the head of one—the point of the other. Fold an inch-square piece of paper, insert needles as shown, and balance the paper on a third needle. The compass should swing north. (Mark north ends.)

PAPER CLIP COMPASS

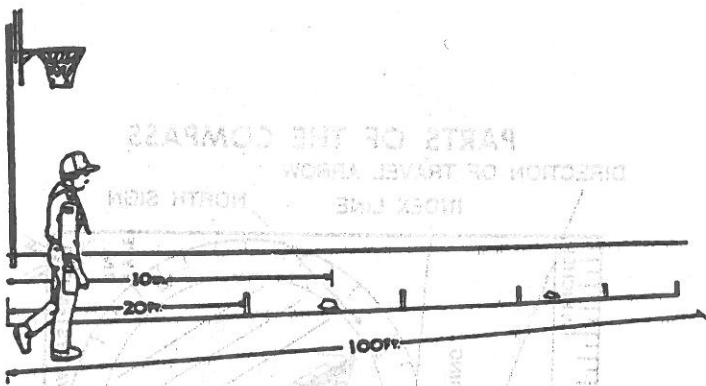


Bend a steel paper clip as shown. Stroke the top of the J with a magnet. Balance the compass on a coin or smooth surface and it will line up north-south. (Mark north end with a felt-tip marker.)

WORLD'S SIMPLEST COMPASS



Stroke one end of a sewing needle against one pole of a magnet. Tie a fine thread in the middle of the needle so it balances. Hold thread a foot above needle which will swing to a N-S position. (Mark north end.)

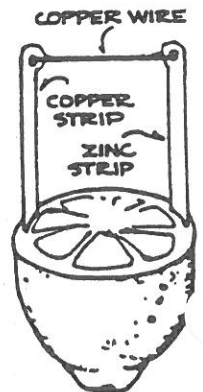


Step Distance Course

Use this Step Distance Course to determine the length of step or pace. (A pace is a double-step.) Have Scouts find their number of paces to cover 100 feet (30.48 meters) at normal walk. Once they have mastered this technique, measuring distances by pace with fair accuracy becomes easy.

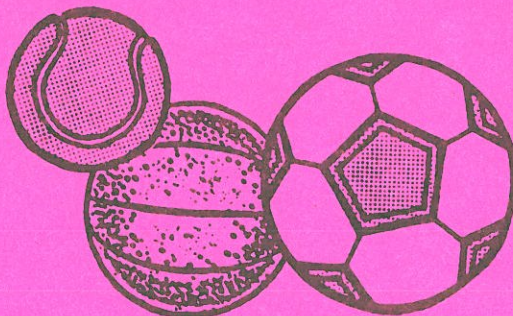
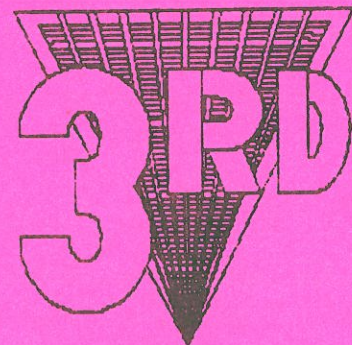
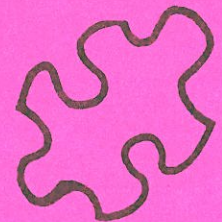
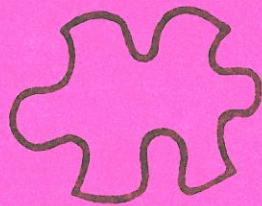
LEMON COMPASS

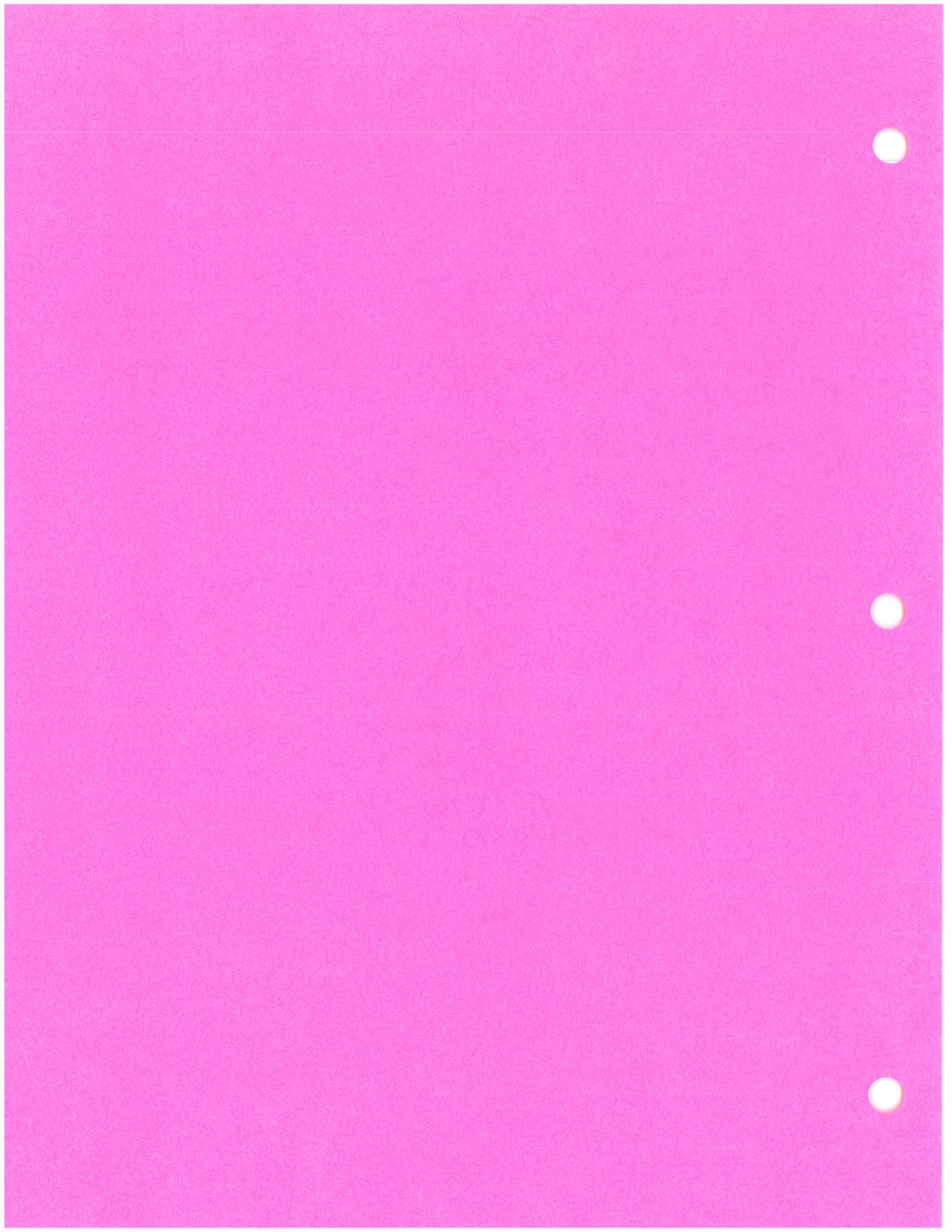
Push thin strips of copper and zinc into opposite sides of a lemon half and join them with copper wire. Float lemon in a bowl of water. Electrical current flowing through the wire will cause the lemon to turn until the copper points west and the zinc east.





GOBS OF GAMES





The Cub Scouting Philosophy of Games

To a small boy a game is one of the serious things of life. It is a thing really worth doing, an occasion when every detail matters enormously. Here his energy and enthusiasm are concentrated in real intensity.

Everyone knows the tendencies that assert themselves when adults are brought into mutual contact over the competitive business of life. These same tendencies begin to assert themselves when small boys come into mutual contact over an exciting game. To carry out a good game to the entire satisfaction of everybody is a real accomplishment.

The purpose of play, then, is to give true character training, because a boy is fully alive when he is at play and is, therefore, receptive and teachable. Character formation is a matter of directing growing propensities in the right direction and restricting them in the wrong. This requires skill and perseverance.

In the selection of games, three things must be taken into consideration: the physical, mental, and educational values of the games as they relate themselves to the Cub Scout program.

Consider first the physical aspect—the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to a Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle

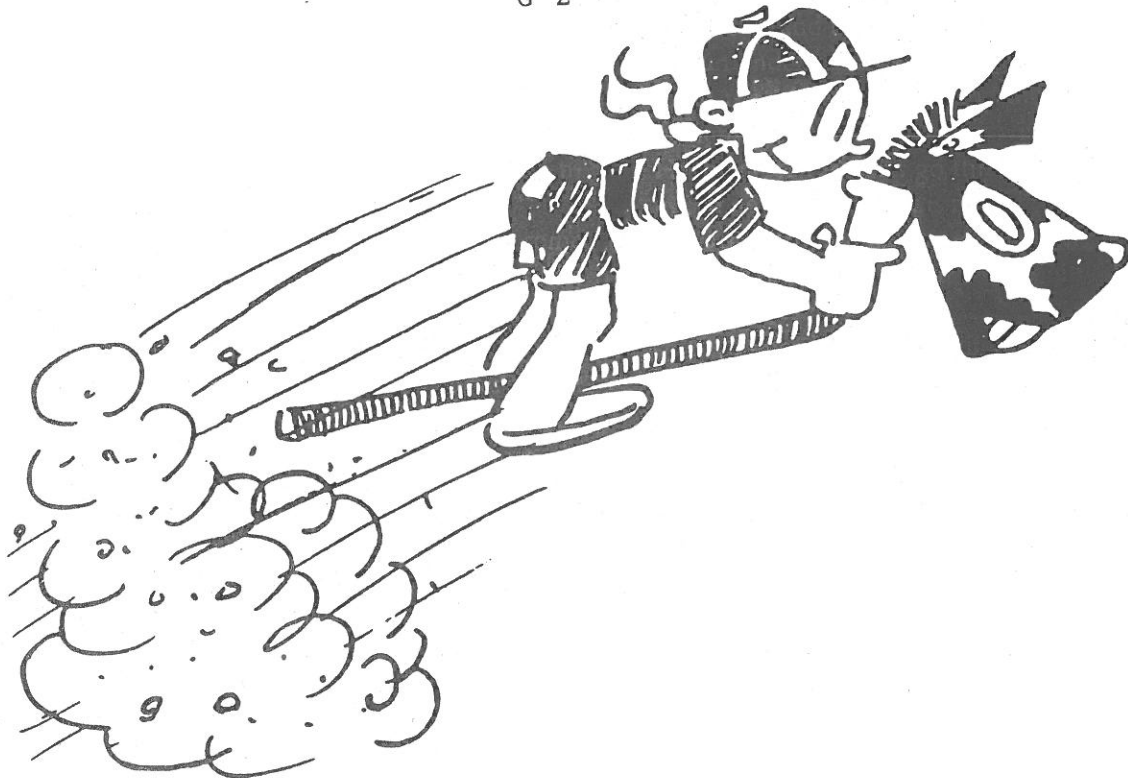
and materially assist the bodily functions. The circulatory, respiratory, digestive, and nervous systems are stimulated by almost all active outdoor games.

Boys of Cub Scout age are at a period when growth is rapid. Running and chasing games are excellent. But long walks or runs as well as other exercise involving great endurance are entirely out of place for boys of this age. The danger signals are breathlessness, quick and shallow breathing, pain in the region of the heart, spots before the eyes, and throbbing of the eyeballs. Boys who have had any recent severe illness should not take part in games that are too active, and strenuous games must not be overused.

The second value of games to be considered is the mental side. Becoming a Cub Scout for the sake of joining is not enough. There must be an element of excitement, competition, or accomplishment in the things a boy does. With other boys, he must learn to play—and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games begin to develop quick thinking, alertness, and sometimes even strategy.

Thirdly, games can be educational. In some games, for example, a boy may learn to spell the names of birds, animals, or cities. Character development is taught in play because games demand the cooperation of all and stimulate such traits as a sense of fair play.





Games Leadership

The prospect of leading games may be frightening to you at first; but, by following some simple principles, you'll find that you can make a success of it.

PREPARING TO LEAD GAMES

Know your games thoroughly. Plan not only what you are going to do, but how you are going to do it. Preparation for a game period requires as much thought and planning as preparing for a period of classroom instruction or presentation.

Start off with your best game—one that is easy to explain and enjoyable to play—and be sure it succeeds. In addition to bolstering your own confidence, success enhances the morale of the players.

Use games that all can play and vary them. Use some quiet games and some active ones. As often as possible, use games that are helpful in meeting achievements or special elective requirements.

Consider the space required for the games to be played. Be sure you have enough room to accommodate the number of people involved. If boundary lines are necessary, take care of them in advance. And be sure you have all your equipment ready beforehand in order to move smoothly and swiftly from one game to the next.

EXPLAINING THE GAME

Stand where you can be seen and heard by the entire group. Secure the undivided attention of the players before beginning an explanation. The Cub Scout sign works best for getting everyone's attention. Don't use a whistle unless it's necessary for umpiring a game.

Show genuine enthusiasm in both your manner and voice in order to motivate the group. Make your instructions clear and brief. Speak slowly and distinctly so that all can understand you the first time. Be sure you understand the game yourself, and then teach it by steps and demonstrations rather than with a lengthy discourse. Have one of the dens go through the procedures so that everyone can see how it is played.

Start with simple games and work toward the more complex ones. Don't wear a game out—quit while everyone is still having fun.

If you need assistance, choose judges or referees from the group. Don't try to manage by yourself. Allow questions for clarification, but don't drag out a discussion about the game. Allow noise and shouting during the game, but be sure you can get the group's attention and can maintain control. Instill high ideals of sportsmanship and fair play and insist that the rules be observed.

ALPHABET TRAVELS

Seat boys in a circle either on floor or in chairs. The object of the game is to go through the entire alphabet, each boy making a sentence using as many words as possible with a particular letter. It is helpful to give each boy a letter (or more) beforehand so everyone has time to prepare. For fairness, leave out the letter X. Each sentence must start with "I am going to..." and then a place and a reason. For example:

- "I am going to Alabama to avoid angry alligators."
- "I am going to Brazil to balance bright blue bananas."
- "I am going to Canada to cook colossal cucumbers."
- "I am going to Detroit to demand delicious dinner."

This is a game used purely for pleasure. There are no winners or losers.

AIRPORT

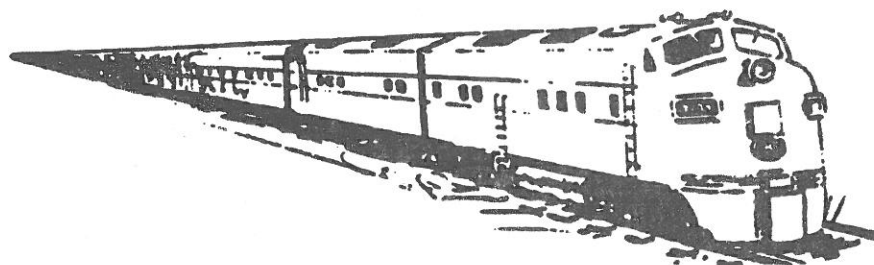
Divide the group into pairs. One boy becomes the "pilot" while the partner is the "air traffic controller." One pair runs the course. The rest of the boys become the runway by forming two lines about eight feet apart with the lines facing each other. Obstacles such as books, chairs, boxes, shoes, etc., are placed on the runway. Be careful not to use objects that will be harmful if stepped on or bumped into. The air traffic controller stands at one end of the runway. The pilot is blindfolded and stands at the opposite end. The controller verbally guides the pilot down the runway so that the pilot avoids obstacles and the boys on either side. With a bigger group, you might have two pilots and two controllers working at the same time.

CAR AND DRIVER

Divide the group into pairs. One boy stands directly behind his partner (the car) with his hands placed on his partner's shoulders. After trying with eyes open, the "cars" close their eyes and the drivers direct, stopping, turning, and starting the cars with only their hands through touch signals. Cars can begin slowly, building up to the point where they can maneuver through obstacles and crisscross one another's paths. For more cooperation, make buses, which are longer than cars and thus require more boys. The signals could be passed from the last person to the first for changes in action or direction. Eyes can be open or closed.

RUNAWAY TRAIN

Groups of at least three boys form a train and chug around the playing area. Boys maintain contact by wrapping their arms around the waist of the person immediately in front of them. The front of each train attempts to link up with the caboose of any other train while trying itself to avoid being linked onto from behind by another train. If one train does hitch up with another, the two parts continue as one unit, trying to join up with other smaller pieces. Before long, all the small trains will be linked into one large one. The front engine can then try to catch and link up to the last car. Runaway train is a good way to end up in a circle formation for a quieter game.



PEBBLE: (Greece) Equipment: Pebble, small ball, washer or other object.

Boys line up with hands out, palms up. A goal is established from 10 to 30 feet away. Between the line of boys and the goal is 'it', who has the pebble or some object. He walks down the line of boys, pretending to give it to each one. Somewhere along the line, he actually does drop it into another boy's hand. The boy who receives the pebble tries to reach the goal and get back to 'it' before the player on his right can catch him. He may start running any time, but he must go before 'it' reaches the end of the line. If the runner gets to the goal and back to 'it' without being tagged by the boy on his right, he becomes 'it'. If he is caught, the chaser becomes 'it'.

BUZZ: (Taiwan) Players sit in a circle and start counting round the circle from 'one'. If the agreed figure for the game is seven, each time the number being called includes seven or a multiple of seven, the player keeps quiet and clasps his hands together. If anyone makes a mistake, the leader records a point against him. When the boys become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught.

CIRCLE GAME: (Australia) A player stands in the center of the circle of boys holding a tennis ball. He tries to throw the ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one boy to another. The player in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball being passed around the circle. If either ball is dropped, the one who drops it changes places with the boy in the center.

LA PALMA: (Bolivia) The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the group. Draw a straight line away from the stick. Measure out a distance of 3' from the stick. Drive in a peg. Do this so that the pegs are all 3' apart and in line. You will need about six pegs and a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do, move on to the next peg. Those who don't, stay at one peg until they hit the stick. The first boy to complete the six throws from the pegs wins the game.

CROSSING THE RICE FIELDS: (China) Players line up in teams of two, forming two or more columns as in relay formation. On the word 'rice', the first team in each column form a wheelbarrow and race across the rice fields to the river (two parallel ropes stretched out on the floor). At the edge of the river, player A climbs on Player B's back and is carried piggy-back across the river. On the other bank, they change places for the return journey across the water and then wheelbarrow home again.

I PACK MY TRUNK FOR HOLLAND: The first player starts by saying, "I pack my trunk for Holland and in it I put apricots." The second player says, "I pack my trunk for Holland and in it I put apricots and books." The third player has apricots, books, and curlers, or some other article that follows in alphabetical order. Each player must repeat all the preceding articles in proper sequence and add another beginning with the next letter. The one who leaves out an item in the original alphabetical sequence drops out. The one who holds out longest wins.

DUTCH SHOE RELAY: Boys line up in teams, relay style. Each team has two shoe boxes. On signal each player in turn places his feet in the boxes and shuffles up to and around a chair and back to the starting point where the change takes place.

EXCHANGE RACE: (England) Divide the players into two, four, or six groups (for teams). Form straight lines and count off. Paired players face each other. Lines are ten, twenty, or more feet apart facing each other. On a starting signal the No.1's of each line run forward, meet near the center, exchange objects, run around each other, return to their lines, and give their object to No. 2. Then they go to the end of their own line. The 2's repeat, give same object to No.3, etc. Objects must work back down to the head of the line. The team wins whose No. 1 man is first to receive the object and hold it up.

SWAMP

Divide group into teams of 3 - 5 boys. Give each team a large piece of paper and pen. Each letter in the word SWAMP stands for a word that describes something in nature: S=Stars; W=Weather; A=Animals; M=Minerals; P=Plants. On "GO" each team writes down as many words as it can think of that relate the word STARS. If the game is played outside, they must be able to see what they write down from where they are sitting. Each team has five minutes to write down as many words as possible.

The next five minutes is devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time. At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes and which has the most vivid imagination. Some teams may have to explain their rationale behind writing down certain words--the leader may not understand how they relate to the master word.

EASY PAR GOLF

Divide the den or pack into four teams. Set up four large sheets of paper in each corner of the room so that teams cannot see the other teams' sheets. Write down the same pairs of letters on each sheet of paper. Example letter pairs: AL EA CI PS TW GG TT NT NC AC OA RU etc. On "GO", each team must make each pair of letters into a word letters can be added either before or after each pair, but not between. For example, XL could be AXLE, EA could be TEACH, etc. The object is to add as few letters as possible to make 9 English words. A time limit may be placed on the game. Each letter added counts for 1 point. Score for the nine "holes"--the team with the lowest score wins the round.

PLINK, PLOP, CLUNK, BOING

Gather 12 or 15 different items such as an orange, a ping pong ball, a peanut in its shell, a marble, a beanbag, a piece of sandpaper, etc. Put all of these things on a table. Let all the boys look at the objects for one minute. Then they turn their backs to the table and remain quiet. The leader takes the objects one at a time and drops them from a height of about 2 feet to the table. Give each boy a chance to guess the name of the object by its sound.

ALPHABET GAME

Give each boy a piece of colored construction paper, a toothpick and a scoop of alphabet macaroni. The object of the game is to make as many words as possible out of the letters you have in a given amount of time. The boy with the most words when time is called is the winner.

ABCDE
 FGHIJKM
 NOPQRS
 TUVWXY
 Z

GENIUS NIGHTCrossed And Uncrossed

Players are seated in a circle. Begin the game by passing two sticks to the boy on your right saying, "I pass these crossed" or "I pass these uncrossed" depending on whether or not your legs are crossed, not the sticks (crossing and uncrossing the sticks on each hand off adds confusion and fun to the game). The boy receiving the sticks says, "I receive these uncrossed, I pass them crossed," again according to the position of his legs. On each pass, say whether the boy is right or wrong in his statement. Keep playing until all players catch on. (You may want to coach one or two boys beforehand.)

Calendar Checkers

Place a calendar page on the floor. Have the boys stand at least six feet away and take turns tossing 3 checkers onto the calendar page. When everyone has tossed their checkers, have them total up their score. The date they have landed on determines their number of points.

Transportation Words

The den chief gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the word "TRANSPORTATION". Score one point for each word, except that for each word connected with transportation, score five points. (Example: transport, port, train, station).

Invention Scramble Relay

Write the letters INVENTION on separate pieces of cardboard or paper making two sets of them. Divide the den into two teams. At a given signal, the first member of each team races to point where the letter cards are all scrambled in a pile. He picks up any letter desired from pile and picks up pencil beside it and writes any word beginning with the letter he picked up, writing it on the paper with the large letter. He then races back to tap the next boy in line. They all take turns doing this until all the letters have at least one word written on it. If a boy cannot think of a word beginning with one of the letters not used, he may write a different word than has been used on some previously used letter. However, he cannot come back and tap next in line until he has written a word and the team cannot complete the relay until every letter has at least one word written on them. The first team to do so and lay the word INVENTION out in a line, thus showing that each letter has at least one word on it, is declared the winning team.

The boys can have a lot of fun doing this one and won't realize they are learning the art of quick thinking and perhaps learn some new words and develop team work. To make it harder, you can require two or perhaps three words on each letter. If the boys want to play it through a second time, that might be a good time to make the rules a little tougher as a bigger challenge.

Secret Orders

Divide players into two teams. In turn, each player runs from the starting point to the chair, where he picks up a card, reads the "order" and then fills the order (e.g. shakes hands with every member of your team, crawls through the other boys legs because they are smoke). The second team member then runs and reads his order.

The first team to fill all of its orders wins. The fun is in the "orders". Be creative and the game will be fun and can follow any theme.

GAMES**BIRTHDAY GAME**

Boys line up in teams, relay style. Each team has two shoe boxes representing birthday presents. On signal, each player in turn places his feet in the boxes and shuffles up to and around a chair at opposite end of room. He shuffles back to starting point where the next boy takes over. First team finished wins. The boxes could be kicked, pushed by the forehead, or rolled to change the relay.

STIFF UPPER LIP

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped in which case it may be picked up with their hands. The side that passes the card up and down the line in the shortest time is declared the winner.

SCOUTS ARE ALIVE

A leader is chosen and begins by saying "Scouts are alive." The group says, "How do they live?" The leader says, "They live doing this" and starts moving a hand. The group does the same. The leader repeats "Scouts are alive." The group repeats "How do they live?" The leader says, "They live by doing this" and begins to move a foot while continuing the hand movement. The group must do the same. Each time the leader asks, the group responds and a new action is added until the leader says, "Stop." A new leader is chosen and the game begins again.

PARTNER TAG

Everyone except a runner and a chaser takes a partner and goes anywhere in the room. The partners lock arms, keeping their other hands on their hips to make a handle. The runner tries to tag the chaser. The chaser is safe if he can hook onto any couple. If he does, that makes three in a row, and the player on the opposite side of the chaser must drop off and become the new chaser.

BALLOON BALL

Played just like volleyball except we use a balloon. The following are fouls:

1. Hitting the balloon with the fist.
 2. Stepping on or over the service line when serving.
 3. One player hitting the balloon twice before it has been returned.
 4. Catching or carrying the balloon instead of hitting it.
- We use a heavy string or a rope and fasten pieces of paper to it for our net.

BLUE AND GOLD BALLOON POP - You will need an even amount of balloons in blue and gold. Separately each boy will be blindfolded and will be led to the pile of balloons. The boy has 15 seconds to reach into the pile of balloons and pull out balloons and then set on them and pop them. Scoring: 5 point for each pair of blue and gold balloons and 1 point for extra blue and gold balloons.



AFTER YOU - Divide boys into pairs. Each pair sits with a small table, chair seat, lapboard, etc. between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MOTHER AND CUB SCOUT CLOTHESPIN RACE - Here is a good pack game for your pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, a mother pins one or more paper napkins on a line.

NECKERCHIEF RELAY - Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

PENNY TOSS - Have boys form two lines. Give one side a penny in a paper cup. Have the boy opposite him toss the penny to him and he catches it in his paper cup. The tossing continues back and forth with each side stepping out one step further apart each time until only two boys have not missed. Elimination comes upon missing the cup with the penny.



BADEN-POWELL - How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.



GUARD THE TREASURE

One boy is chosen to be Purple Beard, keeper of the pirate treasure, who stands guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around Purple Beard. The group standing around Purple Beard must try to steal the treasure without being tagged. Those tagged by Purple Beard are frozen in place and can no longer try for the treasure. Purple Beard must try to defend the treasure. It's always surprising how far loud yells, evil glances, and some fancy footwork will go to ward off invaders. Purple Beard, if daring, can wander away from the treasure to tag potential thieves. Usually, one part of the group will try to tease Purple Beard away from the loot to help someone from another part of the circle catch the pirate off guard. The thief can try to dive from behind Purple Beard and get the jewels before being tagged. If the pirate hovers over the treasure, there may have to be a mass charge which sacrifices a few boys for the sake of the jewels.

LIFEBOATS

The leader plays the captain of a sinking pirate ship, with the Cubs as the crew. The captain calls out an order Cubs must follow before they can climb into the lifeboat (ex: do three somersaults) and a number telling them how many people the lifeboat holds (four). As quickly as possible, the Cubs follow the order, then race to join up in groups of four. Those who are left out of lifeboats must repeat the actions again before the captain calls out a new order (run and touch all four walls) and number (two).

SHIP WRECK

Divide the group into teams of 4 or 5. Give each team a piece of plywood 2 feet by 2 feet. This is their ship. Instruct the boys to hold onto its sides as they run the length of a playing area. The teams are to run with their "ship" until the leader yells "Shark!". Then all boys jump on board the ship. The first group with all feet off the ground, gains a point. Repeat procedure several times. The first group to cross the finish line gains 3 points. Add up points to decide winner.

PIECES OF EIGHT

A bucket is filled with about 8 inches of water, and a quarter is placed on the bottom of the bucket. Fifteen or twenty pennies are divided among the boys. Each boy takes a turn dropping one coin into the bucket. The object is to cover the larger coin on the bottom. The boys continue dropping and retrieving until they feel like stopping. Boys who feel they are ready for more of a challenge can be informed that if they cover the quarter before the run out of pennies, they win the game. If not, the water wins, and try again.

FLYING DUTCHMAN

All boys but two join hands in a circle. The two who have been left out are the lost ship. Holding hands, they walk around the outside of the circle, seeking a port. When they decide upon a likely spot, they break the handhold of two boys in the circle. Then the action begins. At full tilt, the lost ship has to navigate the circle one more time. Meanwhile, the two boys whose hands were unjoined have to hold hands again, start running around the circle in the opposite direction, and return to their port before the Flying Dutchman does. The first pair to make port closes the circle. The partners on the outside are left to roam in search of a new port. For variety, change the mode of navigation to hopping, jumping, or running backwards.

FISHING IN THE TROPICS

Here's a chance for your Cubs to do a little tropical fishing. Place a dishpan with many colored rubber bands in the bottom on the floor in the middle of the room. Providing a fishing pole (stick) with some type of hook (paper clip opened up) tied onto a string about 2 feet long from the pole. Give each Cub three minutes to snag as many fish as he can and

GAMES OF MAGIC

Five-in-a-row: Five books or other articles are lined up. One person leaves the room and someone picks one of the articles. The person who left the room returns and the leader points to one and says, "Is this the one?" No will be the answer but this will be the tip-off. The leader and the mind reader have set up a code. If the leader points on the first book to the Upper Right corner, the book will be number one, Upper left-number 2, Lower right-3, Lower left-4, and the center will be 5.

Nine square: Set up similar to five-in-a-row, but the game leader again will point to section of the first article. The mind reader only need to image a nine square with three rows of threes (the same way that the articles are placed) and he will know which one it is. Example: Three rows of three books are placed on the floor so that there is a square of nine books. Mind reader leaves room and someone picks a book. Mind reader returns and leader points to the first book. He points to the upper left corner and the mind reader knows that it will be the first book in row one. If the leader points to the right middle, then it will be the last book in the middle row. If the leader points to the middle of the book, then the book will be the one in the middle of the middle row.

MATH MAGIC

THE THREE DIGIT MIRACLE

Take any 3-digit number
example: 197

Write it backwards 791
Subtract the smaller-197
 Total 594

Write it backwards 495
Now add 1089

What's so magic about that?
No matter what 3-digit
number used, you'll come
up with 1089!

The only numbers that will
not work are numbers written
the same way backwards and
forwards such as 141, 252,
343, 565, etc.

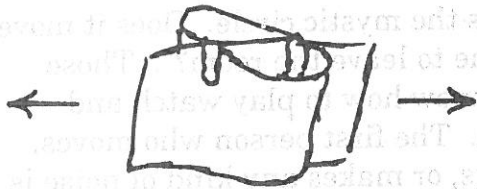
HOW OLD ARE YOU?

1. Write down the number of the month in which you were born. example: April----4
2. Mutiply by 2 ($2 \times 4 = 8$)
3. Add 5 ($5 + 8 = 13$)
4. Mutiply the total by 50
 ($13 \times 50 = 650$)
5. Add the magic number
(It will vary from year to year: 1990 it was 1440, 1991 it was 1441, 1992-1442, 1993-1443, and 1994 it is 1444.
 ($650 + 1444 = 2094$)
6. Subtract the year you were born. ($2094 - 1951 = 143$)
7. The last 2 digits of the answer is your age.

THE PAPER CLIP TRICK

Materials needed: 2 paper clips and a dollar bill

Fold a dollar bill in an "S" shape and hold it in that position with two paper clips, placed as in the illustration.



Now pull the ends of the dollar bill in opposite directions quickly. The paper clips will jump into the air and hook together!

KNOT TRICK

Materials needed: A string about 20 inches long.

Place a string on a table and challenge your friends to hold one end of the string in each hand and tie a knot - without letting go of the string.

Now you can sit back and watch them struggle. No matter how hard they try, they won't be able to tie a knot without releasing at least one hand.



Now you demonstrate how to do it. Cross your arms, bend over the string and grab the ends in your hands. As you straighten up, by uncrossing your arms you will have tied a perfect overhand knot!

THE SECRET NUMBER

1. Ask each boy to think of a number, but not to tell it to you.
2. Tell them to double that number (mentally or on a calculator).
3. Multiply the result by 5.
4. Ask for the result.
5. Knock off the zero on the end, and what remains will be the number that the boy started with.

For example, a boy chooses the number 6. Double that is 12. Multiply $12 \times 5 = 60$. Knock off the zero on the end and you know that the boy chose 6 as the original number. Doubling the number and then multiplying by five is just the same as multiplying by 10. When you take off the zero, of course, you have the original number but not too many boys will catch on to this trick.

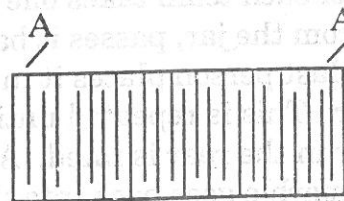
CRAWL THROUGH A PLAYING CARD!

This extraordinary trick has been handed down from parents to children for centuries.

Take a playing card that you don't want to use again or an index card.

Fold it lengthwise and make a series of cuts as shown below.

Then cut the folded side from A to A. When you unfold the card, you get a structure which spreads apart to form a large ring and if the cuts are close together, the boys should be able to slip through it!



Magic Orange

Divide orange into eight sections by slicing carefully, leaving top intact. Remove fruit. Put an apple in the sliced orange. Cover with handkerchief and, with appropriate patter, squeeze the orange and make the apple appear.

Stiff Upper Lip

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped in which case it may be picked up with their hands. The side that passes the card up and down the line in the shortest time is declared the winner.

Marble Race

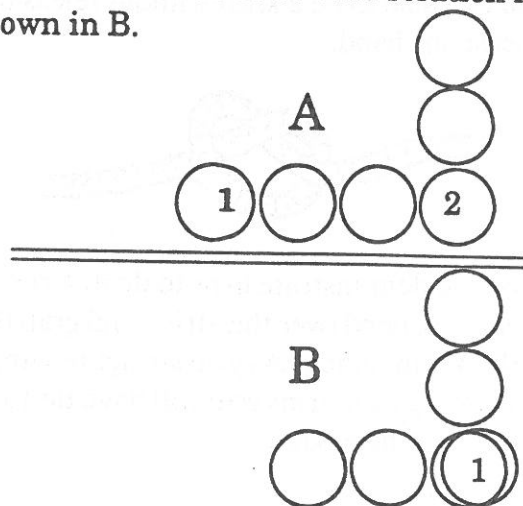
Two teams line up or sit in a single file. At the head of each line is a jar filled with marbles. At the rear, an empty jar. At the signal, the first member of each team takes one marble from the jar, passes it back until the last person places it in the empty jar. This is repeated until the empty jar in the rear is filled. A dropped marble goes back into the first jar. The first team through, wins.

Mystic Circle

Seat the group in a circle with one person in the center. Everyone is quiet - no moving or talking. The person in the center says, with one hand raised overhead and making a circle: "Around and around the room moves the mystic circle. Does it move anyone to leave the room?". Those who know how to play watch and listen. The first person who moves, speaks, or makes any kind of noise is the victim. Someone who knows the game leaves the room. The person in the center shakes hands with the person who made the noise or spoke. The one who left the room is asked to come in and shake hands with the same person. As soon as others think they know how to play the game they may go out, come back and try shaking hands with the right person. Let the game continue until several have caught on, then tell the secret.

Coin Magic

As the Cub Scouters to lay six coins in the pattern shown in A. Then tell them to move only one coin to make four coins in each row. The solution is shown in B.



VIKING DISCOVERERS

GAMES

MORRA -- THE OLDEST GAME IN THE WORLD. Two can play at this game. It is played by holding up fingers of one hand, while keeping score on the fingers of the other. Both play at once, each man trying to guess how many fingers his opponent will hold up, added to his own. The numbers you call are from 2 to 10.

For example, a player may shout "seven" as he holds up three of his own fingers and hopes that the other man will throw out the needed four. The opponent for his part may shout "six" at the same time. He holds out four fingers, and he hopes the other man will just happen to throw out two. In this case, the first player wins one point, since three and four make seven.

The first man to score ten points shouts "Morra!" and the game is over.

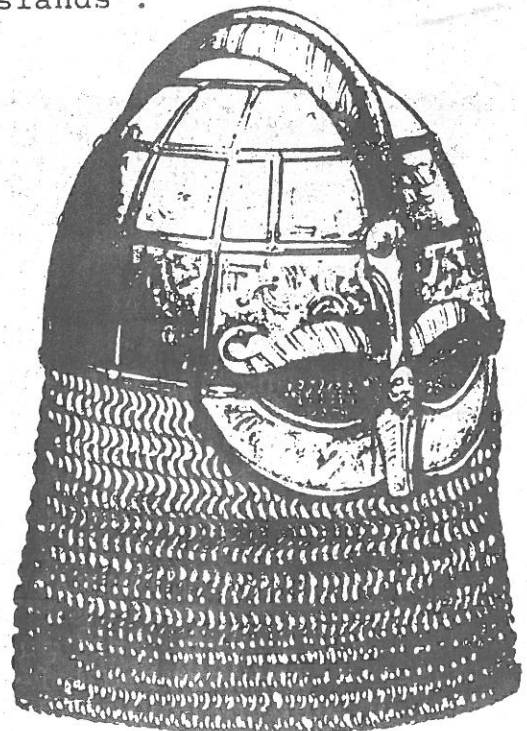
PIECES OF EIGHT. Sixteen pieces of eight (pennies) with heads up are laid in a row on the table. Someone, using a watch with a second hand, serves as timer. Each boy, using a pancake turner, sees how quickly he can flip over all the 'pieces of eight' to tails. Lowest time wins.

BLUB, BLUB, BLUB. Boys sit in a circle. The leader walks around the center and suddenly points to a seated player and says, "Blub, blub, blub." The player must say, "Blub," before the leader has finished his third "blub." If he fails, a point is counted against him. If the leader points at a boy but does not say, "Blub," the player must remain silent. If the player says "Blub," a point is counted. At the end of the

allotted time, the boy with the fewest points is the winner.

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

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



VIKING DISCOVERERS

GAMES

FISH IN THE SEA. All players except one stand behind a line. "It" stands between that line and another line about 40 feet away. He calls, "Fish in the sea, don't get the notion you'll get by me!" The "fish" then leave their line and try to cross the other line without being tagged. Players who are tagged join "It" to tag others in the next round.

STORMY SEA. Form two-boy teams. One team are "Whales" and are in the center. All other teams select the names of any fish and are seated in chairs. The Whales walk around the room calling out names of fish - perch, bass, cod, catfish, flounder, etc. When their fish names are called, the teams must get up and follow the Whales around the room. When the Whales shout "Stormy sea!" all boys run for seats. The pair who don't get a seat are the next Whales.

CLOUD BALL. From 3 to 5 boys compete in this none-too-easy game of "catch". The only equipment needed is an old blanket or piece of cloth about 6 feet square and a tennis ball. By folding it, two boys can manage the cloth, while the other catches -but five boys work better. Four boys sit on the ground, one at each corner of the cloth, with their feet stretched out under it, while the fifth becomes the catcher. If there are more boys present, there may be additional catchers. The boys keep the ball near the center of the cloth and, by sharply tugging the corners of the cloth at the same time, send the ball flying high into the air. The boys take turns calling "tug" so that the ball is well centered before each throw. The ball will fly further if the tossers stand. The catchers or catchers are kept figuring out which direction the ball is apt to fly. After six catches, one of the boys on the blanket takes the place of the catcher.



CREATING CRITTERS

Divide boys into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper. Within a given time limit, each group designs and constructs a new species of insect. They must decide on a name for their bug, tell where it lives and what it eats. When all groups are finished, a spokesman for each group introduces their critter to everyone.

BUG COLLECTION

Two boys at a time compete to see who can collect the most "bugs" in a set time period. On a table in front of each player is a large coffee can and a pile of cotton balls, which represent bugs. Pipe cleaners can be glued to the cotton balls for more realism. Each boy is blindfolded and tries to catch as many "bugs" as possible with a flyswatter used as a spatula and put them in his can. Boys keep their free hand behind their back. The boy with the most bugs in his can wins. This contest is also fun to watch as boys must guess where the bugs are since cotton weighs almost nothing and makes no noise.

SPIDER RACE

Divide group into sets of two boys each. Tie each set of boys together at belt loops. With four arms and legs, they are now spiders. Have the boys compete in a race across the playing area. They must travel with just their hands and feet touching the ground. This format can also be used in a tag game setting.

REINCARNATOR

Boys stand in a circle with arms stretched toward the center. Instruct boys to close their eyes. then say "Thumbs up!" Touch one person's thumb and he becomes the Reincarnator. The Reincarnator can transform people into animals simply by whispering "You're a cow" (or horse or bird or hippopotamus or whatever). Other boys are allowed to speak, but no other boys is allowed to say "You're a ..." except the Reincarnator.

After the Reincarnator is selected, everyone begins to mill about as if at a party. Boys greet each other, shake hands, and chat. When the Reincarnator says quietly to another boy "You're a turtle," that boy should not give the Reincarnator away, but should after a few moments, slowly change into the animal. Gradually boys will turn into ducks, cows, chickens, and so forth.

If a boy thinks he knows the identity of the Reincarnator, the boy raises a hand and says loudly "I suspect!" The boy then points to the suspect and says "You're a fish" or other animal. If the person accused is indeed the Reincarnator, he becomes the animal named. If the accused is not the Reincarnator, the accuser becomes the animal and the game continues.



GRASSHOPPER RELAY - Relay teams line up single file. The first player in each team holds a bean bag or ball firmly between his knees. At signal, he hops to goal line and back to the starting line where he hands the bag to the next "grasshopper" in line. If a player drops the bean bag, he goes back to the starting line. Team to finish first wins.

CENTIPEDE RACE - It is best to run this race outdoors on soft ground. If you try it on a hard floor, it will be hard on hands and knees. Divide the group into teams of two players each. The players on each team get down on their hands and knees, one behind the other. The one in back grasps both ankles of his partner in front of him, so that each pair forms something resembling a centipede. On signal, the centipedes move away from the starting line, and creep toward the finish line.

APPLE RACE - Contestants are required balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestant must go back to the starting point and begin again. This race could be done with almost anything on top of the head, apples, oranges, books, etc.

BIRDS FLY - All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly," etc.

STAY OUT OF THE PUDDLE - Establish two lines about 20' to 30' apart. Divide the group into two teams, then divide each team in half. One half of each team stands behind each line on the playing field. The object of the game is to move each half of each team to the opposite side of the "puddle" (*playing field*). This is done using 2 large juice cans or 3lb coffee cans.

To begin, the first players from each team stand on a can behind one of the lines while holding another can in one hand. When the leader says "Go," each player places the second on the ground in front of the line and steps on it. While balancing on this can, the players pick up the first one and put it in front to serve as the next step. If a player loses his or her balance and touches the ground, that play must start again from the beginning.

When players reach their team members on the other side, they place a can in back of the line for the next player to stand on to get his or her balance. The first player hops off in back of the line and hands the next player the free can. The next player crosses back across the "puddle." The game continues until one team has successfully switched all players from one side to the other.

NATURE ALPHABET GAME - Divide den into two teams. Give each team a pencil and paper and ask them to list growing things for each letter. (*Example: Ant, Butterfly, Crocus, etc.*). Set a time limit. The team with the longest list wins.

GARDENING - Dive the boys into two parallel lines about ten feet apart. The leader stands at the head to call the names of vegetables. When corn is called, the Cub Scouts are to grasp their ears, on carrots they point to their eyes, for onions they hold their nose. When cabbage is called they place both hands on their head, and for potatoes, they point to their eyes. The leader referees to see which line responds first with the desired action. The first line to have all its members perform the correct action scores a point. The winner is the line that scores ten points first.



WORD SCRAMBLE

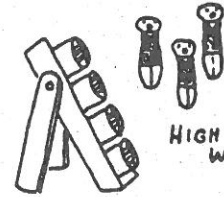
- | | | | |
|------------------|----------------|------------------|----------------|
| 1. Xof | 16. Nugeipagi | 1. Fox | 16. Guinea Pig |
| 2. Atb | 17. Rulwas | 2. Bat | 17. Walrus |
| 3. Minree | 18. Geogdehh | 3. Ermine | 18. Hedgehog |
| 4. Vrabee | 19. Helaw | 4. Beaver | 19. Whale |
| 5. Rugaja | 20. Resho | 5. Jaguar | 20. Horse |
| 6. Sas | 21. Xyln | 6. Ass | 21. Lynx |
| 7. Paoledr | 22. Dbgrae | 7. Leopard | 22. Badger |
| 8. Rafifeg | 23. Telpneha | 8. Giraffe | 23. Elephant |
| 9. Nilo | 24. Reba | 9. Lion | 24. Bear |
| 10. Kaclja | 25. Sephe | 10. Jackal | 25. Sheep |
| 11. Omseo | 26. Beareehstt | 11. Moose | 26. Hartebeest |
| 12. Reah | 27. Makstur | 12. Hare | 27. Muskrat |
| 13. Toppophusaim | 28. Gesnmooo | 13. Hippopotamus | 28. Mongoose |
| 14. Alaml | 29. Hartenp | 14. LLama | 29. Panther |
| 15. Tarmom | 30. Puponeci | 15. Marmot | 30. Porcupine |

THINK FAST

Divide into two groups. Ask the following questions and after each, score a point to the side that gives the correct answer first.

- | | |
|---------------------------------------|-----|
| 1. What letter is a beverage? | (T) |
| 2. What letter is a bird? | (J) |
| 3. What letter is a vegetable? | (P) |
| 4. What letter is a question? | (Y) |
| 5. What letter is a clue? | (Q) |
| 6. What letter is a body of water? | (C) |
| 7. What letter is a sheep? | (U) |
| 8. What letter is a slang expression? | (L) |
| 9. What letter is a verb of debt? | (O) |
| 10. What letter is an insect? | (B) |

PIN INTO



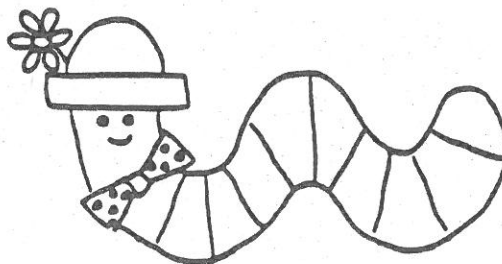
HIGH SCORE WINS

WORM EATING CONTEST

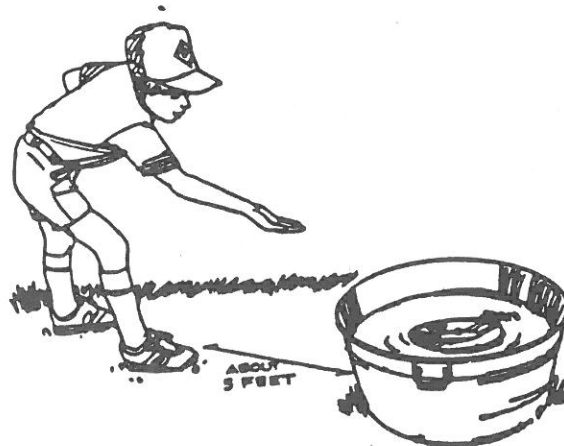
Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion "Worm eaters!"

KILL THE RATTLER

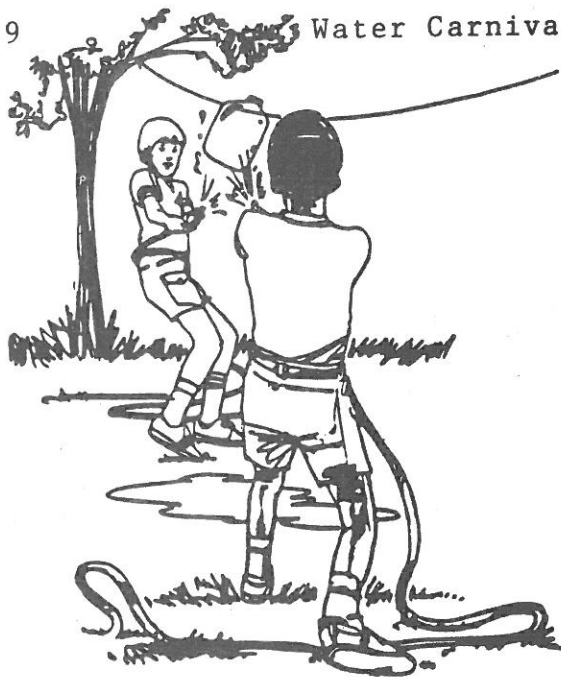
Two boys, a hunter and a rattler, take their places in a circle surrounded by the other boys. Both are blindfolded. The hunter is provided with a soft swatter - a stuffed stocking or rolled newspaper. The hunter starts the game by calling "rattlesnake"; whereupon, the rattler freezes on the spot, raises his head, and shakes his can of pebbles. The hunter hustles to the whereabouts of the snake and takes a swing at him. If he fails to hit him, the rattler crawls away and again the hunter calls, "rattlesnake", and then takes another try. This continues until he hits the snake. They then change places or new players are selected. There are two ways of scoring: The boy wins who hits the other in the fewest tries; the one wins who hits his opponent the greater number of times in one or two minutes.



1. Balloon Toss - Have everyone stand around a sheet and hold onto the edge. A bunch of water balloons in the center of the sheet are repeatedly tossed up and then caught in the sheet.
2. Balloon Bust Relay - A member of each team runs to a chair, puts a water balloon on it, and sits on the balloon until it breaks. Then he runs back to his team and the next one in line goes.
3. Throw and Catch - Divide the group into pairs with each set having a water balloon. Start throwing and catching close together. Move a step back each time. The winners are the partners that made it the farthest apart before their balloon broke.
4. Over and Under Relay - The first person in line passes a water balloon over his head to the second person who passes it through his legs, etc. The last person in line brings the balloon to the front and starts over.
5. Water Volleyball - This is the same as volleyball except: to serve-just toss the water balloon to play-catch and then toss the water balloon.
6. Chin Relay - The first person in line tucks a water balloon under his chin. The next person takes it using his chin only - no hands.
7. Bob for Fruit - You can use apples that float or cherries that sink.
8. Hop Relay - Each team starts with a full cup of water. Each player in turn hops to the end and runs back holding the cup of water. The winner is the team with the most water left in the cup.
9. Floating Target - Float a pie plate in a tub of water. Give each player 10 beans and have him try to toss them onto the plate from about 5 feet away. Score 10 points for each bean on the plate.
10. Chug-a-lug - The first player in the line runs to the table, fills a cup with water, drinks it, and puts the paper cup in the garbage. Then he runs back to his team and the next player goes. The winner is the first team done.



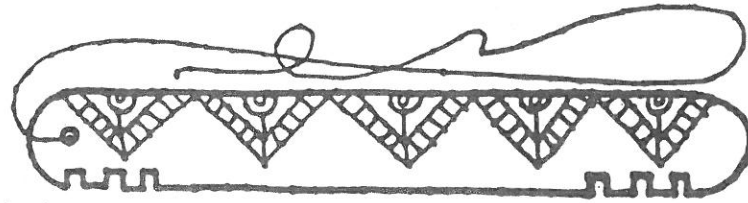
11. Fireman's Game - String a 1-gallon milk jug between trees. Cub Scouts use garden hoses to try to move jug to opponent's tree.
12. Squirt Relay - Use 2 garden hoses or 2 water guns. The first player in each line squirts a balloon (or light ball) to a line several feet away and then brings the equipment back to the next player.
13. Water Soccer - You need a water gun for each player and a big balloon. Mark off goal lines about 30 feet apart. Behind each goal line, place a bucket full of water. This game is best played on a hard surface like a basketball court. Divide into two teams. Tell all players to load their guns from their bucket and then line up near the balloon, which is placed on the ground in the center of the playing area. On signal, all players begin squirting their guns at the balloon, trying to propel it past the opponents' goal. Players must run back to their own bucket to reload. Score one point for each goal.
14. Shooting Gallery - With a water gun, shoot ping pong balls off bottles. Score one point for each ball knocked off.
15. Deep Sea Fishing - You need a tub filled with water, about 20 fish (clothespins without springs), and poles with fishline or string and a bolt or nail tied to the end of the line. The players "fish" by trying to maneuver their line so it goes between the prongs of a clothespin and they can lift out the fish.
16. Sponge Relay - Each team has a bucket of water and a sponge at the start. The first player soaks his sponge with water, runs to a large cup about fifteen feet away, and squeezes the water into the cup. Continue this way until all players have a turn. The team with the most water in the cup wins.
17. Bucket Brigade Relay - Give each team a bucket of water and an empty cup. The first player fills his cup with water and passes it down the line. The last player dumps the water out, runs to the start of the line, and becomes the lead player. The first team to get his beginning player to the start again wins.
18. Wet Paper Race - Divide into pairs. Give each pair a sheet of newspaper and a glass of water. On signal, one member of the team holds the newspaper sheet open and the other pours the water into it without spilling a drop outside. They then start to run forward while holding the paper until the water has broken through the paper. When that happens, the team must stop. The winning team is the one that stops farthest from the start.



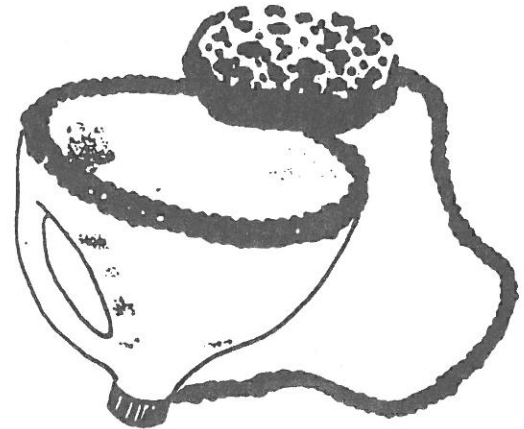
ROARING BUZZ BOARD

By Helen R. Sattler

You will need: tongue depressor, 36" (90 cm.) length of string, pocketknife, drill, and crayons, felt-tip pens, or paints.



1. Cut three small notches in each end of tongue depressor (see illustration).
2. Drill small hole in one end. Thread string through hole and tie.
3. Decorate. Hold end of string and whirl buzz board around to make it roar.



Toss-and-catch Game

By James W. Perrin, Jr.

Cut the top section (just below handle) from a plastic bleach bottle. Cut a piece of yarn about 18 inches long. Insert one end of the yarn into a hole punched into a small piece of sponge and glue in place. Wrap the other end of the yarn around the top of the plastic bottle and screw the lid on over the yarn. Decorate the bottle with a border of yarn. The object of the game is to catch the sponge in the open end of the bottle.

Ring toss the spanish hat



WHERE'S THE FIRE ALARM

One boy stands with his eyes closed in the center of a circle formed by the others. The center boy counts aloud to 20. At the same time the other boys pass a small bell around the circle, ringing it as it travels. When the counter reaches 20, all the boys on the rim put their hands behind their backs. The boy in the center opens his eyes and tries to guess who has the alarm (the bell). The counter has 3 guesses; if he guesses correctly, the boy who held the alarm comes into the center. If not, the counter closes his eyes, counts to 20 and the game continues as before. No boy should be permitted to remain in the center of the circle for more than 2 or 3 turns.

DRAW A FIRE TRUCK

Boys are seated in rows with an equal number in each row. They are numbered consecutively from front to back and each 'No. 1' is given a piece of chalk or marker. On signal, 'No. 1' boys run to a chalkboard or piece of poster board, hung on the wall, and draw a fire truck. They return to their seats and hand the chalk to 'No. 2', who must run to the blackboard and draw a ladder, and so on until the fire truck is finished. The first team to complete their picture wins.

ROLL IN A BLANKET

Play this fire safety game in den meetings or as a pack relay. Stand in a big circle with one person in the middle. Have him point at random to anyone in the circle and say: 'Your clothes are on fire!' The person named must fold his arms across his chest, drop to the floor, and roll over slowly. For realism, play the game using a blanket to roll in. Have each boy take a turn.

HUNT THE HAZARD

At den meeting, give each boy a list of common home fire hazards and questions to be answered. Questions might be: 'Are all matches stored out of small children's reach?', 'Can kitchen curtains blow across the stove?', 'Do you know the location of the nearest fire alarm?' Make up additional questions yourself. Have boys check their own homes between meetings. Then recognize boys with greatest number of hazards reported and questions answered. Cub Scouts help correct hazards at home and report results.

BLACKOUT

Set two long shallow cardboard boxes filled with sand on a table. Stick birthday candles in a line in the sand. On the front end of the table, place loaded water guns. Divide the den into two teams. The front boy grabs a gun and tries to put out one lit candle. He keeps shooting until he extinguishes one candle. Then he passes the gun to the second boy, and so on until all the candles are out. The first team to finish is the winner. Make sure and have buckets with water to refill the guns when they run out.

FIRE IN THE MOUNTAIN

Form the boys in two circles, one inside the other, with equal numbers on each team. One boy stands in the middle of the two circles. Everyone joins hands. When the boy in the middle says, 'Fire in the mountain!', the two circles move in opposite directions, the outer circle clockwise and inner circle counter clockwise. As the circles begin to move, the boy in the middle joins in the inner circle. The circles continue moving until the boy who was in the middle says, 'Fire's out!' Then everyone stops. The boys in the outer circle must be directly behind a boy in the inner circle. Since the boy in the middle has joined the inner circle, there will be one in the inner circle who won't have another boy behind him. That boy will be 'IT' for the next game.

SHAKE THE FIREHOSE

Divide the boys into two groups: shakers and stompers. The shakers each hold the end of an 8-foot piece of garden hose (cut up an old one that leaks or use rope in place of the hose) between their thumb and first finger and squiggle the hose, so that the end of it drags along the floor. Shakers must be running around the playing area while shaking the hose. The stompers try to step on the hose, thereby pulling it from between the shakers' fingers. Once a stomper has stepped on a hose and it has fallen to the floor, he picks it up and becomes a shaker. The shaker dropping the hose becomes a stomper. If necessary, there can be more stompers than shakers.

SAFETY NET BLANKETBALL

Tell the boys they are going to practice catching people jumping from windows of buildings that are on fire. This game will help them learn this skill. Divide the boys into two teams. Set up a volleyball net, or string a rope between two trees at about seven feet high. Each team is given a blanket. The object of the game is to toss a beachball back and forth over the net using the blankets to catch and throw. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, one collective point is scored. This game is extremely cooperative in structure, as every team member is part of every toss and every catch made by his or her team. In addition, both teams work together toward a common end. The collective challenge is to score as many points in a row as possible.

LAND OF MAKE BELIEVE

Follow Me

Cubs are arranged roughly in a circle, each standing with one foot on his marker (a square of cardboard or plywood). An extra player is the 'guide'. He moves about the circle pointing at different players and asking them to "follow me". Each player, as chosen, falls in behind the 'guide'. The 'guide' now takes his group on a tour performing just as the 'guide' does. As the 'guide' skips and hops, so do his followers. The followers must move just as the 'guide' does. At the signal 'Home' all run for places at the markers. One cub will be without a marker and he will become the 'guide'.

Dress Up relay

Here is an active game that is really more fun to watch than to play. Have boys line up for a relay race. Choose one representative from each team for a 'mannequin'. Have one jacket, one shirt, one necktie, one hat and one pair of trousers for each team. At one end of the room have the 'dress-up clothes'. Have the boys race down to the 'mannequin' one at a time to place a single item of the clothing on the boy. The mannequin does not help.

Yankee Doodle Handicap

Line up the den in relay formation. Each boy runs up to a judge, eats a cookie provided by him, sings one verse of "Yankee Doodle," and then races back to touch off the next boy. The first team to finish wins. The losing team must serenade the winners with "Yankee Doodle."

Pumpkin Roll

Make two straight chalklines the length of the floor. Place a pumpkin on each line at the starting point. Give each of two contestants a stick. The one who succeeds in rolling his pumpkin the length of the line, without letting it leave the line or touching it with his hands, wins. This could also be worked as a relay for a group.

Black Cat

Paste a black cat cut out on an aluminum pie plate. One player spins the pie plate straight up in the air, calling out the name of another player. The one called tries to catch the black cat before it falls to the ground. If he fails to catch the plate, he is eliminated from the game. If he is successful, he takes his turn tossing the plate in the air.

See "Cub Scout Leader How To Book" for:

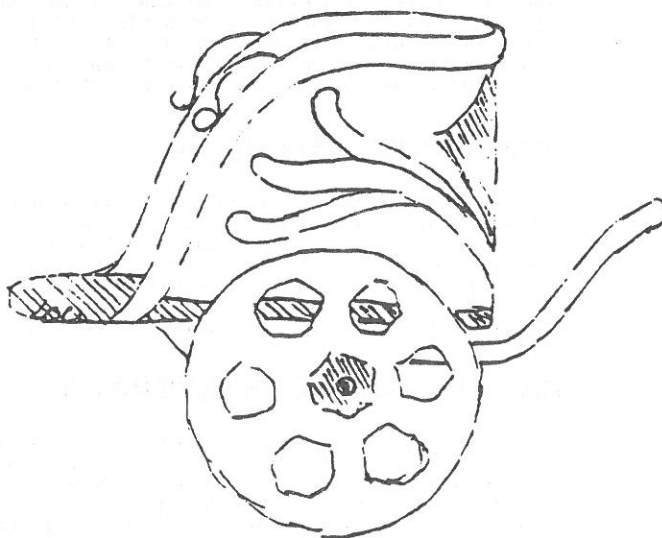
Ghosts and Witches, Pg. 2-11

Bat and Moth, Pg. 2-14

Owls and Crows, Pg. 2-18

Ghost Train, Pg. 2-24

Witches Brew Relay, Pg. 2-41



Secret Shoes

Divide the den into teams. At one end of the room, have an old sheet or other large cover. Ask all Cub Scouts to remove their shoes and put them under the cover. Scramble the shoes. The teams line up relay fashion across the room from the shoes. On signal, the first boy in each line runs to the cover and without looking under it, he must grope for his shoes. When he finds the right pair, he puts them on and races back to his line. The next boy repeats the action, and so on until all have raced. First team back at the finish wearing their own shoes wins.

Caramel Chew Relay

Divide the group into two relay teams. Place caramels on a plate in front of each team. The first boy runs up to the plate, chews a caramel, and when he is finished returns to his team so the next boy can do the same.

After You

Divide the den into pairs. Each pair sits with a small table or lapboard between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a large slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

Blindfold Treat

Two players are blindfolded and seated opposite each other on the floor, just within arm's reach. Each player is given a bowl containing small marshmallows and attempts to feed the other player.

Feed the Guest

This is a good game to play at a Blue and Gold Banquet.

Equipment:

Large cloth napkins (dish towels or Cub Scout neckerchiefs will do)

Gum drops

Toothpicks

Each side of the table plays against the other side.

Place a napkin, bowl of gum drops and package of toothpicks at the end of the table for each team. At a given signal, the first person on each side ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

See "Cub Scout Leader How To Book" for:

Ha, Ha, Ha, Pg. 2-13

Balloon Battle Royal, Pg. 2-13

KNIGHTS IN ARMOR

GAMES

SPEAR THE RING Each boy need a lance made from a bamboo or pine pole, long enough, to fit under the arm. A small rubber ball is glued to the end of the lance as a safety guard. A heavy paper cone is glued on as a hand guard. You will also need the spin-target stand shown on page JAN-26.

Any number of boys can play. One boy at a time in full armor with shield and lance charges the spin-target stand and tries to spear the ring suspended from the cross-arm with the tip of his lance. Players get three tries.

KNIGHTS AND CHARGERS Two-man teams. A small boy without armor takes the part of a knight and rides the back of another boy on all fours who is the charger. The knight wraps his legs around the charger's waist, but he may not hold on with his hands. The charger may hold his rider's legs. Two or more knights struggle to unseat one another. Knights may push and pull one another with their arms but may not strike an opponent. Horses may push with their shoulders, but cannot use hands or feet. Last knight still astride wins.

AXEMAN You will need two axes make from broom handle or dowel, with a double cardboard axe head. (see illustration). And you will need one balloon for each player. Tape balloons to board or wall. First man from each team tries to break one of the balloons with his ax, then returns to start and passes ax to next player. The first team to break all its balloon and return to the start is the winner.

TO ARMS! TO ARMS! Two teams of four or more boys. Each teams' armor and weapons are mixed together and the boys sit on the floor. At the call "To Arms! To Arms!" both teams scramble to find their own weapons and armor. When each boy is fully "armed" he races to the finish line. First team to line up fully suited wins.



SWORD BALANCE RELAY You will need two swords cut from cardboard and several balloons. Divide players into two teams of four or more. Teams line up behind a starting line. The first boy holds a sword and balloon. At a signal, he blows up the balloon and ties it. He runs to the goal while bouncing the balloon in the air with the flat of his sword. Then he returns, bounces the balloon in the air, and passes the sword to the next player on his team. Once play has begun, the balloon must be touched only with the sword, or the last player to make the run must start over.

KNIGHTS IN ARMOR

GAMES

CATCHING THE DRAGON'S TAIL All players stand in a line, their hands on one another's shoulders. The first in a line is the head of the dragon, and last is the tail. The head tries to catch the tail by maneuvering the line around so that he can tag the end player. The line must not break. All other players do their best to keep the head from catching the dragon's tail. When the head catches the tail, the end player becomes the head.

KNIGHTHOOD The group is divided into two sides equal in number. These two lines stand facing the leader (or extra boy) who has a number of letters face down on the table. The leader picks these letters up, one at a time, and calls them. The players attempt to give the name of some article associated with being a knight which begins with that letter. For example, if the letter "S" was called, one of the two persons at the head of the line who first said sword or shield would win one point for his side. These two would then take their place at the back of the line, and the leader would pick up another letter. The side caught prompting should be penalized one point.

DRAGON HUNT One player is the Dragon and another is the Knight. The Dragon and the Knight stand in the center and the other players form a circle leaving enough space for a player to pass through. When the game starts, all the players forming the circle close their eyes and the Knight starts counting to ten. Meanwhile, the Dragon, tries to slip between two players. Anyone who hears the Dragon make a sound may point to where he thinks the Dragon is. If the Knight says the direction and is correct, the Dragon take a place in the circle. The Knight becomes the Dragon and the boy who guessed correctly becomes the Knight who counts to ten. If the Dragon succeeds in getting out without getting caught, he comes back into the circle and continues to act as the Dragon until someone points him out.

KNIGHTS IN THE ARENA Organize boys into teams of equal number and arrange in two lines facing each other 10 to 20 feet apart. Number the players as shown;

Team "A"	1	2	3	4
Team "B"	1	2	3	4

(If there is an extra boy, he can be the judge.) The leader calls one of the numbers. The two players with that number assume the jousting position with arms across their chests and standing on one foot. In this position, the two players hop towards each other, each trying to get across the line of the opposing team and each trying to prevent the other from crossing his own's team line. A player who succeeds in crossing the opponent's line without touching his upraised foot to the ground scores a point for his team.

GEORGE AND THE DRAGON

In preparation for the relay, a picture of a dragon is drawn on two pieces of cardboard. Next, balloons are attached to the dragon. The dragons are set up on easels, 6 feet apart, at a designated distance from the starting line. Finally, a pin is attached to the end of each of two dowel rods or sticks, in order to create dragon-killing lances.

Divide the boys into two teams. The first team act as horses while the second team are the riders. On "GO", one pair from each team rides up to the starting line. The two riders pick up the lance, and remount the horses. Then the charge begins. Using the lance the rider breaks one balloon on his team's dragon. He has only one try. When the attempt is over, the horse gallops back to the starting line, where the couple gives the props to the next pair from their team.

HELMETBALL

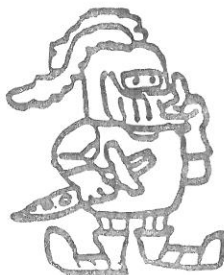
Helmetball is played outside using a tennis ball. The helmet is made by cutting off the bottom of a 1 gallon plastic jug of milk or water or a Clorox bottle. Cut diagonally from about halfway down the container to the bottom. Boys hold the jug by the handle. The jugs can also be decorated or wrapped in foil to resemble knight's helmets. Boys should wear the helmets until ready to play the game. The object of the game is to advance the ball up field by throwing and catching the ball with the jug. The boys can compete having goals on each end that they try to score on, or merely try to advance the tennis ball a certain distance without dropping the ball.

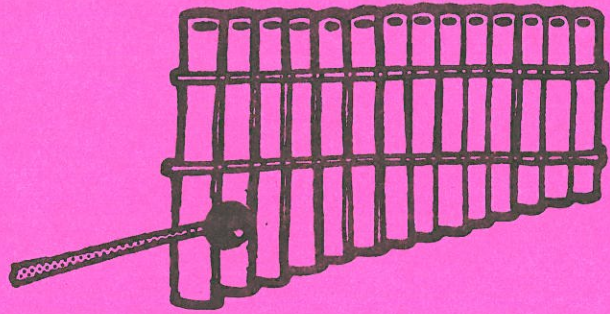
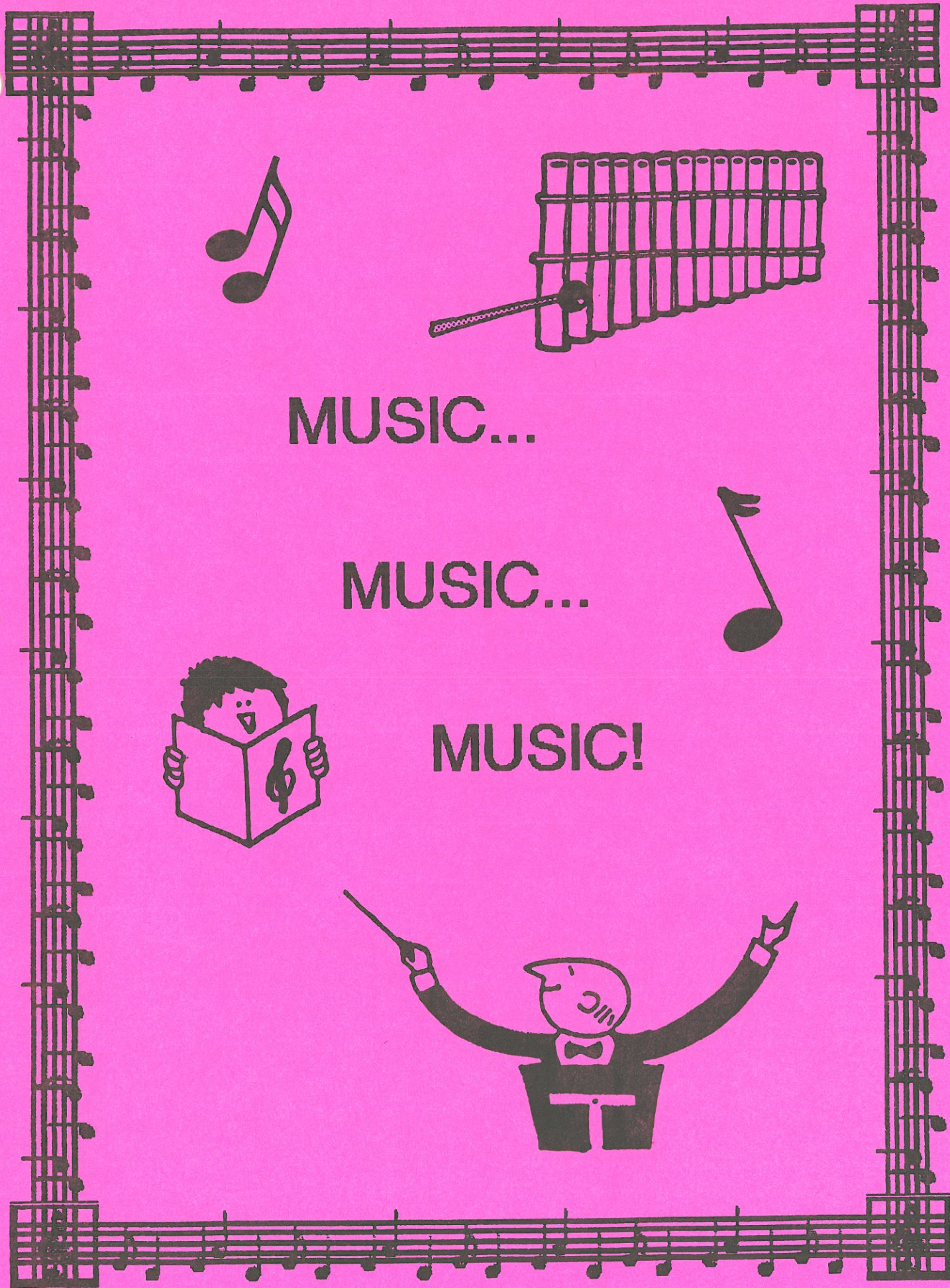
SWORDFIGHT

The only material needed for this game is a six-foot piece of foam pipe insulation. These items make great "nerf" swords. In fact, with several, the boys can get into an all out battle. For this game, have the boys form a circle around you with about 4-6 feet between boys. Armed with the "sword", begin to slowly move the sword in a circle about head-level to the boys. As it goes over their head, they will have to duck or be hit with the sword. If they are hit with the sword, they are out of the game. Then move the sword at ankle-level. They will have to jump to keep from being hit by the sword. Keep moving the sword at high and low levels until only one boy is left, who is the winner.

MERLIN'S CRYSTAL BALL

Wrap a soccer ball in aluminum foil. Tell the boys the ball is Merlin's crystal ball. Have them sit in a circle, shoulder-to-shoulder with their feet extended. The object of the game is to pass the ball on their laps around the circle as quickly as possible without using their hands. Explain that Merlin has put a curse on the crystal ball for anyone who's hand touches the ball. If any boy does touch the ball, after the game tell him he can remove the curse by saying his name backwards three times.



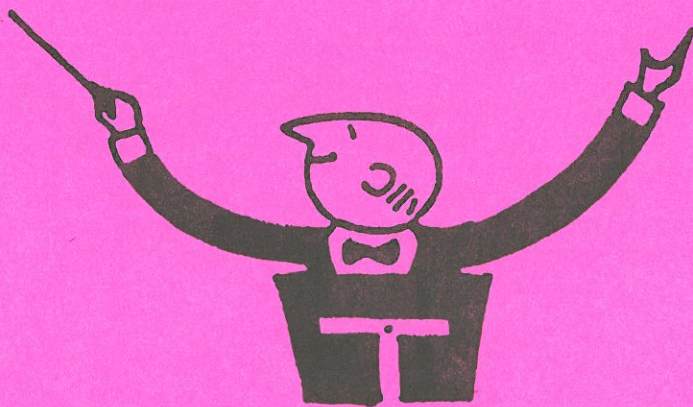


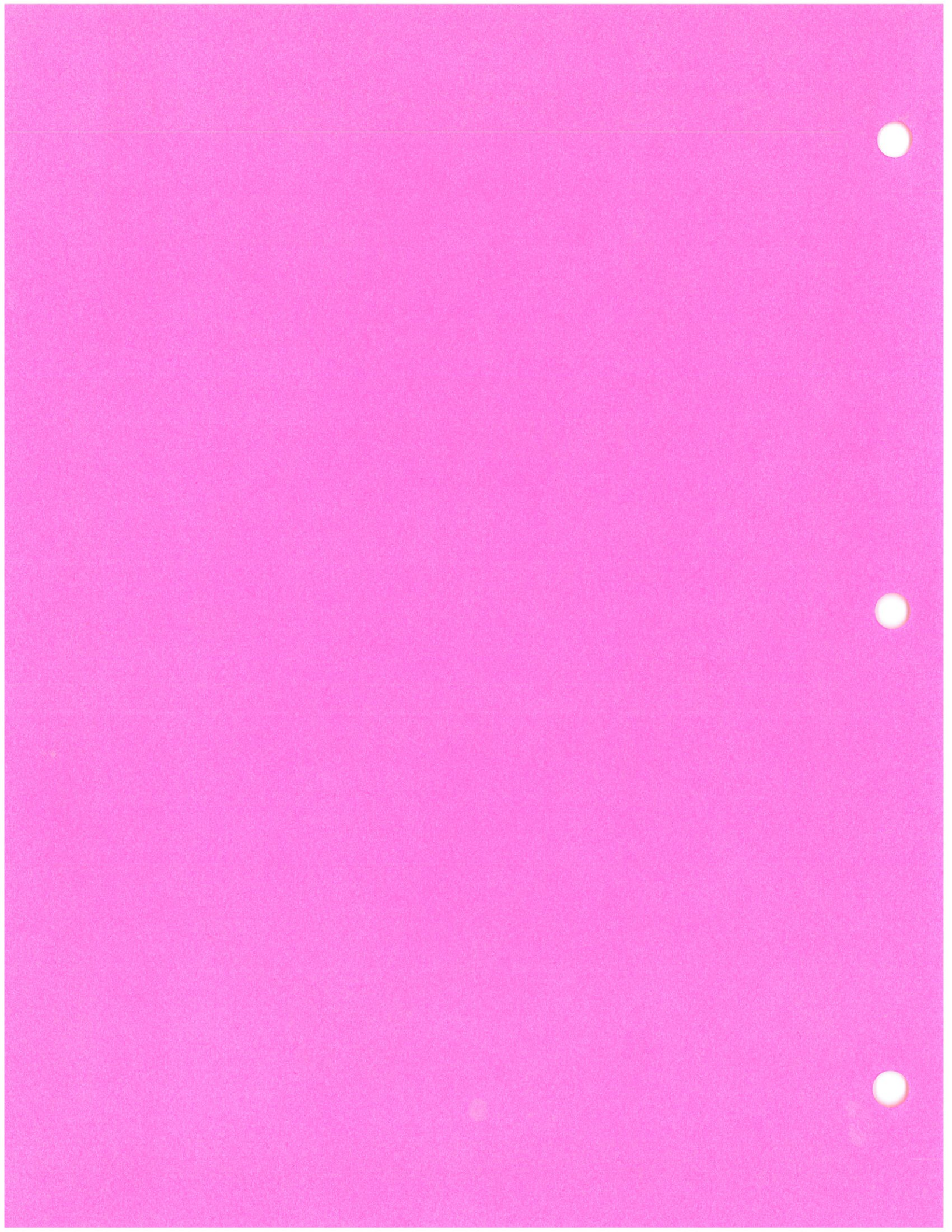
MUSIC...

MUSIC...



MUSIC!





Singing is fun. Leading and teaching songs can be fun, too, if you follow a few simple rules. You don't need to be a professional singer or orchestra leader to lead Cub Scout singing successfully. Here are some tips.

SONG LEADING

1. Smile at the group and relax. Appear to be confident whether you actually feel that way or not. Morale is catching.
2. Select songs in advance and be sure that you know them well enough that you can teach them with confidence.
3. Always start with a rousing, well-known song so everyone can sing out confidently.
4. Give the pitch by humming or singing a few bars yourself. If an accompaniment is available, have a few bars played.
5. Start the group singing with a slight upward arm motion, then a decisive downward motion (the downbeat) and start to sing yourself.
6. Beat the time with simple up and down arm motions - with one arm or both arms to fit the beat or the words.
7. control the volume with hand motions. Raise your hand for loudness and lower it for softness.
8. Don't stand fixed in one spot. Move around a little to inject some pep and personality.
9. Dividing the group into separate groups to sing separately, or when you point to them can spurt enthusiasm. Vary singing with humming, whispering, whistling, or clapping.
10. Never go on long enough that people ask you to stop. Leave them wanting more.

TEACHING SONGS

The following hints will help make teaching songs easier and more pleasant for everyone:

1. Don't try a new song until you have the audience warmed up with one or two they are familiar with.
2. if at all possible, provide copies of the words. use song books, mimeographed song sheets, or words written on a chalkboard or large sheet of paper.
3. Sing a new song through alone or with a small group who already knows it.
4. Let the crowd sing a verse at a time, slowly first. When they learn that one, go on to another verse and pick up the speed.
5. Any kind of accompaniment helps, whether it is a piano, accordeon, guitar, harmonica or something else. They are good because they can play harmony and not just a simple melody.
6. When the group has sung the song once or twice, stop. Don't drag it out too long.

Every chance you have to lead singing will make you more proficient and confident. Practice makes perfect in music leading as well as most everything else you do. patriotic or inspirational song used can leave everyone with a good thought.



THINGS TO DO WITH SONGS:

- * Add motions that will fit the words
- * Divide the audience into two groups and have group sing one line and the other sing the next line.
- * Sing familiar words of one song to the tune of another, for example, sing Clementine to the tune of Beer Barrel Polka.
- * Make some of your own songs up for den songs, pack songs, or any special occasion. use well known tunes like "Yankee Doodle" or "Home on the Range" for the melody. Boys do a better job of singing if they practice songs at their den meetings.
- * Leave words out and use handclaps in the space, for example, "The More We Get Together" = clap every time the word 'together' should be sung.
- * Add musical instruments or rhythm instruments.
- * Sing 'contra songs' - two or more different melodies can be sung together at times with a pleasing effect.

AUDIENCE PARTICIPATION

There are many different kinds of audience participation stunts which can serve to get the whole audience involved in doing something together. Some kinds serve the purpose of letting the people stand and take a stretch by going through motions under the direction of a leader.

Others are in the form of a story, with either worthwhile points or just plain fun. In this type of stunt, the audience is usually divided into groups which respond to a key word read by the leader. Sometimes these stunts can be adapted into skits which can be performed by the boys.

Appause stunts are short and snappy and lots of fun for everyone. There are many different ones which can be adapted to fit the monthly theme.

Sometimes rounds and other songs are used as audience participation stunts.

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

One of your best resources for audience participation stunts is "Group Meeting Sparklers". you will obtain other ideas at your monthly roundtables and Pow Wows.



Things That Go

(Tune: Row, Row, Row Your Boat)

Ride, ride, ride your bike
Pedal for goodness sake
Up and down, up and down
How the legs do ache.

Fly, fly, fly a plane
It's really lots of fun
Gliding high up in the sky
Just see that setting sun

Row, row, row your boat
Row it hard and strong
Soon you'll reach your destination
It really won't be long.

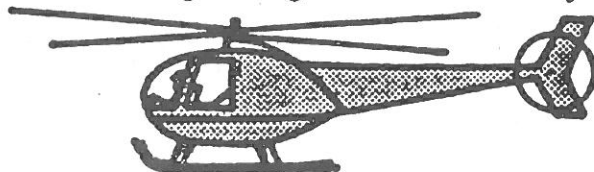
We Were Soaring Through The Skies One Day

(Tune: We Were Strolling Through The Park One Day)

We were soaring through the skies one day
Going with our den to play.
We were taken by surprise
By a set of hairy eyes
While soaring through the skies one day.

As we tried to turn our ship around,
A yellow fuzzy thing we found;
He was riding on our wings
Doing crazy, silly things
While soaring through the skies one day.

He was short and fat and tall and thin,
So we stopped to let the creature in.
He said, "I want to be your friend,"
So we put him in our den
While soaring through the skies one day.

**Ain't Gonna Rain No More**

(Tune: Polly Wolly Doodle)

Rich girl drives a Cadillac,
Poor girl drives a Ford,
My girl drives the old grey mare,
And beats it with a board.

Chorus:

Oh, it ain't gonna rain no more, no more

It ain't gonna rain no more.

So how in the heck can I wash my neck,

If it ain't gonna rain no more?

Rich girl uses cold cream,
Poor girl uses lard,
My girl uses axle grease,
And rubs it twice as hard.

Chorus

Rich girl bathes in a bath tub,
Poor girl bathes in a sink,
My girl she don't bathe at all,
And oh how she can ...think.

Chorus

Thought I saw a black 'n white cat,
He was mighty pretty,
I went out to pick him up,
He weren't that kind of kitty.

Chorus

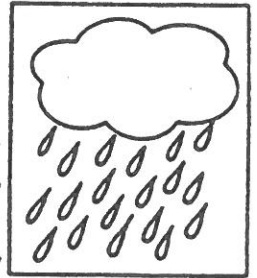
Peanut sittin' on the railroad track,
Heart was all a-flutter,
'Round the bend came number nine,
Toot! Toot! Peanut Butter!

Chorus

An old man lived by the sewer,
And by the sewer he died,
They couldn't call it murder,
So they called it sewer-side!

Chorus

Thirty days has September,
June, and no wonder,
All the rest have peanut butter,
Except Grandma and she rides a tricycle!



THE FIVE-FIFTEEN

Tune: It Ain't Gonna Rain
No More

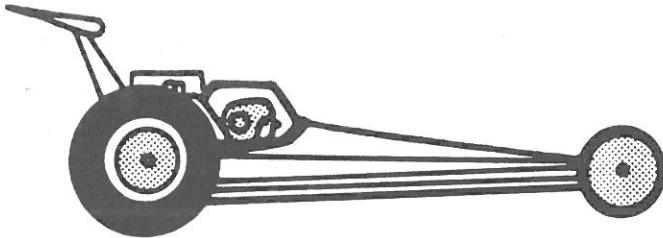
A peanut sat on a railroad track
Its heart was all a-flutter;
The five-fifteen came rushing by,
OOPS! PEANUT BUTTER

A lemon sat on a railroad track
Trying to get some shade;
The five-fifteen came rushing by,
OOPS! LEMONADE

Some green peas sat on a railroad track
Together in a group:
The five-fifteen came rushing by,
OOPS! SPLIT PEA SOUP

An apple sat on a railroad track
Waiting to get across;
The five-fifteen came rushing by,
OOPS! APPLESAUCE

A potato sat on a railroad track
Blinking both its eyes;
The five-fifteen came rushing by,
OOPS! SLICED FRENCH FRIES



LITTLE PILE OF TIN

I'm a little pile of tin
Nobody knows the shape I'm in.
Got 4 wheels and a runnin board
I'm a 4 door, I'm a Ford

(Chorus)

Honk, Honk, Rattle, Rattle,
Rattle, CRASH, Beep, Beep.

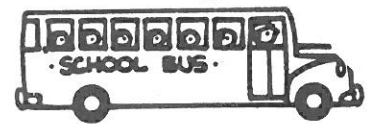
Repeat chorus 3 times.

Motions: Honk - tug ear
Rattle - shake head
CRASH - bump chin
Beep - push tip of nose

THE BUS SONG

The wheels on the bus,
Go round and round, round
And round, round and round
The wheels on the bus,
Go round and round,
All through the town

(change wheels to ...)
wipers ...swish, swish, swish
horn...beep, beep, beep
money...clink, clink, clink
driver...says move on back
children...Wah, wah, wah



WABASH CANNONBALL

From the wide Pacific Ocean,
To the broad Atlantic shore,
She climbs the flowery mountain
Over hills and by the shore.
Although she's tall and handsome,
She's known quite well by all.
She's a regular combination,
The Wabash Cannonball.

Chorus

Oh listen to the jingle,
To the rumble and the roar,
As she flies along the
Woodlands, over hills and
By the shore
Hear the mighty rush of the
Engine, hear the merry hobo's
Squall. As she rumbles thru the
Jungles, the Wabash Cannonball

Now the eastern states are dandy,
So the western people say,
From New York to St. Louis,
Chicago, by the way
Through the hills of Minnesota
Where the rippling water fall,
No chances to be taken on
The Wabash Cannonball
Chorus

AUSTRALIAN FOLK SONG

CHORUS:

Tie me kangaroo down, sport
 Tie me kangaroo down
 Tie me kangaroo down, sport
 Tie me kangaroo down.

Watch me wallabies feed, mate
 Watch me wallabies feed.
 They're a dangerous breed, mate
 So watch me wallabies feed.

Keep me cockatoo cool, Toole
 Keep me cockatoo cool.
 Dang they're acting a fool, Toole
 Just keep me cockatoo cool.

Take me koala back, Jack
 Take me koala back.
 He lived out on the tracks, Mack
 So take me koala back.

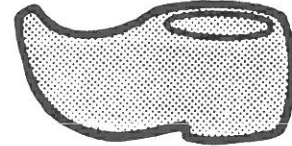
Let me abba's go loose, Lou
 Let me abba's go loose.
 They're of no further use, Lou
 So let me abba's go loose.

Mind me platypus duck, Bill
 Mind me platypus duck.
 Don't let him go running
 amuck, Bill
 Mind me platypus duck.

Play your didgery-do, Blu
 Play your didgery-do.
 Like, keep playing till I
 shoot thru, Blu
 So play your didgery-do.

Tan me hide when I'm dead, Fred
 Tan me hide when I'm dead.

So we tanned his hide when he
 died, Clyde
 And that's it hanging on the shed.



MY AUNT CAME BACK
 (repeat after each line)

My Aunt came back...
 From old Japan...
 She brought to me...
 An old silk fan...
 (fan yourself)

My Aunt came back...
 From old Algiers...
 She brought to me...
 A pair of shears...
 (cutting motion with fingers)

My Aunt' came back...
 From Holland too...
 She brought to me...
 A wooden shoe...
 (stomp foot)

My Aunt came back...
 From the New York fair...
 She brought to me...
 A rocking chair...
 (rock back and forth)

My Aunt came back...
 From old Hong Kong...
 She brought to me...
 The game ping pong...
 (move head back and forth)

My Aunt came back...
 From Kalamazoo...
 She brought to me...
 Some gum to chew...
 (chew with mouth)

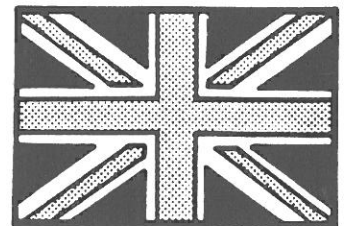
My Aunt came back...
 From Timbuctu...
 She brought to me...
 Some nuts like you...
 (point to people)

OLD MAC DONALD - BRITISH STYLE

Old MacDonald had a farm, EE-II-EE-II-OOOO
 And on that farm he had a cow, EE-II-EE-II-OOOO
 With a short cow, tall cow
 tall cow, short cow
 thin cow, fat cow
 fat cow, thin cow

Old MacDonald had a farm, EE-II-EE-II-OOOO
 And on that farm he had a pig, EE-II-EE-II-OOOO
 With a short pig, tall pig
 tall pig, short pig
 thin pig, fat pig
 fat pig, thin pig

Old MacDonald had a farm, EE-II-EE-II-OOOO



EDELWEIS

Edelweis, Edelweis, ev'ry morning
 You greet me.
 Strong and white, clean and bright
 You look happy to meet me.
 Blossom of snow, may you bloom and
 Grow, bloom and grow forever.
 Edelweis, Edelweis bless my homeland
 Forever.

AN AUSTRIAN WENT YODELING

Oh, an Austrian went yodeling
 On a mountain top high
 When along came a _____
 And interrupted his cry.

OOHHHH - LLLAAAYYY - DEEEEEEE

OLAY - KE - KE
 OLAY - KOO - KOO
 pause (make sound)

OLAY - KE - KE
 OLAY - KOO - KOO
 pause (repeat sound)

OLAY - KE - KE
 OLAY - KOO - KOO
 pause (repeat sound)

OLAY - KE - KE - OO

INTERRUPTIONS:

Avalanche - Swish
 Grizzly Bear - Grrrr
 Saint Bernard - Hah, Hah (pant)
 Jersey Cow - Squish, Squish
 (milking motion)
 Pretty Girl - Kiss hand
 The Girl's Father - BANG!

I LOVE THE MOUNTAINS

I love the mountains
 I love the rolling hills
 I love the flowers
 I love the dafodils
 I love the campfire
 When all the lights are low

Boom-de-ada, boom-de-ada,
 boom-de-ada, boom-de-ada.
 (continue singing last line while
 half the group sings the verse)

McTavish

McTavish is dead
 And his brother don't know it
 His brother is dead
 And McTavish don't know it
 They both are dead
 And in the same bed
 And neither one knows that
 The other is dead
 (repeat and sing faster)

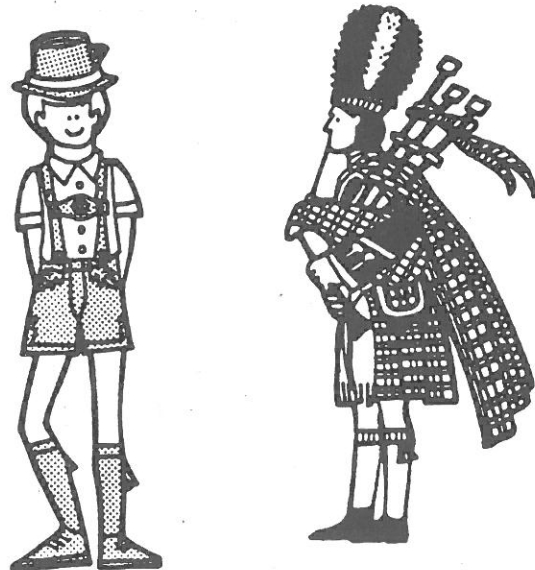
Loch Lomond

Oh! you take the high road,
 And I'll take the low road,
 And I'll be in Scotland before ye,
 But me and my true love,
 Will never meet again,
 On the bonnie, bonnie banks of Loch Lomond.

Scouting Goes 'Round the World

(Tune: 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.



RIGHT IDEAS

(verses are spoken, chorus sung
to tune of "The More We Get
Together")

CHORUS:

He has bright ideas, ideas ideas,
He has bright ideas,
We'll tell you now.

I'll build a rocket in a minute
Ten thousand people will fit in it;
We'll circle the moon on a two-hour
cruise.
But first I'll have to clean my shoes.
(CHORUS)

I'll build a giant TV set
To show the monsters I will get
When I safari up in space,
But first I have to wash my face.
(CHORUS)

I will cure the common cold,
And fix you so you won't grow old,
Each virus I will kill quite dead,
But first I have to make my bed.
(CHORUS)

I'll dive down to the bottom of the sea,
In a special boat designed by me,
All the sunken treasures I'll discover,
But first I have to ask my mother.
(CHORUS)

I'll make a very special glue
For all the atoms they split in tow,
I'll glue them back together again,
I'm late for school, so I can't say when.
(CHORUS)

I'll draw designs for unbreakable eggs,
For biteless dogs and unscratchable legs,
For unspillable milk and fire without smoke,
But I can't get going cause my pencil broke.
(CHORUS)

BLAST OFF APPLAUSE: Start counting backwards from 5 to 1. Bend knees a little more on each count until you are squatting. Then say "Blast Off" and jump up.

ROBOT APPLAUSE: Walk in place, stiff legged and stiff armed, and say "Does not compute! Does not compute!"

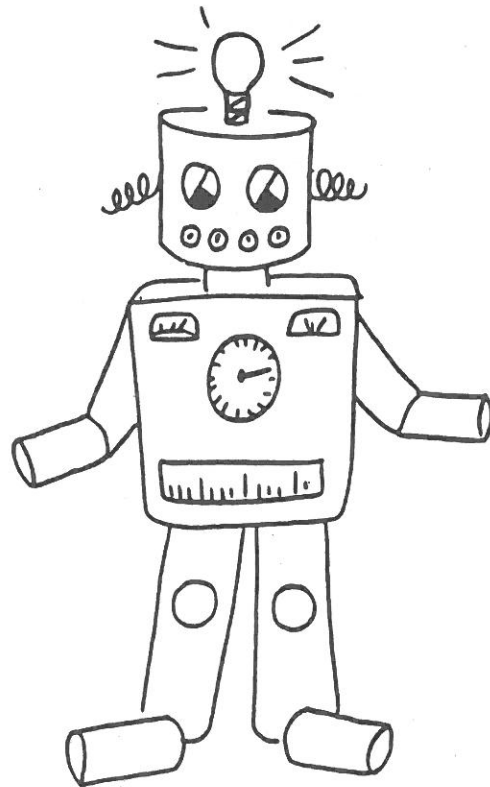
HOW TO GET IDEAS

(Tune: Row, Row, Row Your Boat)

Use, use, use your brain,
Put your mind in gear,
Bright ideas aren't a strain,
You have some, never fear.

Think, think, think so hard
Service you can give,
Help some other people and
Your life's more fun to live.

Do, do, do your best,
Do a good deed now,
It will make you happy and
Cub Scouting shows you how.



BLUE & GOLD

February

DO YOUR BEST*(Tune: 'Do Re Mi')*

DO to us means Do Your Best
 RE are cheers for all the fun,
 MI is what I do myself
 FA means father, mom and son.
 SO what happens to our pack
 LA with lots of this and that?
 TI together to the top *(Clap, clap)*
 Then that brings us back to Do....

Repeat

DO..TI..LA..SO..FA..MI..RE..Do..
 DO YOUR BEST!

THE PACK MEET*(Tune: Take Me Out to the Ballgame)*

Let's go out to the pack meet,
 Let's all join in the fun,
 Song and games and lots of joys,
 We'll have fun with all of the boys,
 So, come on, let's work together
 And make Cub Scouting a treat..
 For it's Wolves, Bears, Webelos Scouts
 At our old pack meet.

THINK BLUE*(Tune: My Bonnie)*

Think blue and you're thinking of Cub Scouts.
 Think blue and you're thinking of Boys.
 Think blue and you're thinking of families.
 of outings and picnic and joys.

chorus:

Think blue, think blue.
 Think blue of our Bobcats and wolves and bears.
 Think blue, think blue,
 First Webelos, then Scout badge we'll wear.

Think blue and you're thinking of friendship.
 Think blue and you're thinking of fun.
 Think blue and you're thinking of goodtimes.
 For Cub families and their sons.

*(chorus)***THE BANQUET***(Tune: On Top of Ole Smokey)*

Our Blue and Gold Banquet's
 The best one in town,
 We celebrate Scouting
 While gulping food down.

Cub Scouting's a pleasure
 And eating is too!!
 So pass the fried chicken
 Yea, Gold and Blue!

CUB PLEDGE*(Tune: America)*

Cub friendships, pure and deep
 We promise we will keep
 Our pledge to thee.
 We'll honor and obey
 Akela all the way
 And when we graduate
 Good Scouts we will be.

CUB SCOUT PACK*(Tune: You're a Grand Old Flag)*

We're a Cub Scout Pack,
 We're a high-flying pack,
 Down the trail of Akela we go.

From Wolf to Bear to Webelos
 As in to good Cub Scouts we grow.
 Every Cub is true to the gold and the blue.
 And he never forgets the fact.

That all the fun a boy could want,
 He can find in a Cub Scout Pack.



Noah's Ark Song
(Tune: Marine's Hymn)

From the deck of Noah's Ark
We can see the flood rains come.
It has rained for forty days and nights
And this ark is now bedlam.
For we brought on board some animals
Two by two they came on board.
They have multiplied exceedingly,
And now they must be stored.

There are monkeys in the rafters
There's a mouse down in my sheet.
There are far too many elephants,
Better watch out for your feet.
Oh, the wolverine is ornery
For he has no room to play
Cause giraffes have got to stretch out
Whether here or in Bombay.

Oh, the whale is just the largest,
So he has to stay outside.
If he tried to come into the ark,
We would surely all capsize.
Oh, I think the storm is ending;
With a branch, here comes the dove.
And the rainbow in the sky,
Is a sign of our God's love.



PIRATE ON THE SEA
(Tune: Oh I wish...)

Chorus

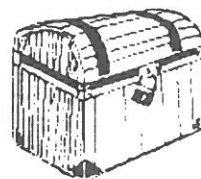
Oh I wish I were a pirate on the sea
Oh I wish I were a pirate on the sea
I'd make everybody run
When my ship fired its guns
Oh I wish I were a pirate on the sea

Chorus

I would push and I would yank
Until all had walked the plank
Oh I wish I were a pirate on the sea
Chorus

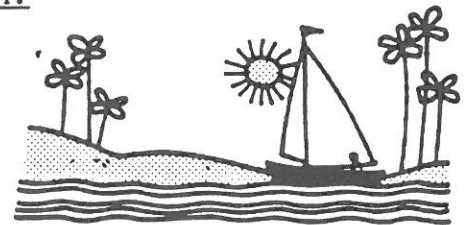
I would fogue and i would measure
Til I found that buried treasure
Oh I wish I were a pirate on the sea
Chorus

I would grunt and I would growl
And scare the ladies with my scowl
Oh I wish I were a pirate on the sea



KING'S NAVY

I don't want to
March in the infantry
Ride in the cavalry
Shoot in the artillery
I don't want to
Zoom over Germany
I'm in the King's Navy
I'm in the King's Navy
I'm in the King's Navy
Repeat 4 times and leave out
the following words, one each
time: march, ride, shoot, zoom.
Replace word with appropriate
motion.



LONG LEGGED SAILOR

Tune: Turkey in the Straw

Have you ever, ever, ever,
In your long legged life
Seen a long legged sailor
And his long legged wife?
No I've never, never, never,
In my long legged life
Seen a long legged sailor
And his long legged wife.

Have you ever, ever, ever,
In your short legged life
Seen a short legged sailor
And his short legged wife?
No I've never, never, never,
In my short legged life
Seen a short legged sailor
And his short legged wife.

Have you ever, ever, ever,
In your bow legged life
Seen a bow legged wife?
No I've never, never, never
In my bow legged life
Seen a bow legged sailor
And his bow legged wife.

THIS LITTLE CUB SCOUT LIGHT

This little Cub Scout light of mine
I'm going to let it shine!
This little Cub Scout light of mine
I'm going to let it shine!
This little Cub Scout light of mine
I'm going to let it shine!
Let it shine all the time, let it shine!

All around the neighborhood
I'm going to let it shine!
All around the neighborhood
I'm going to let it shine!
All around the neighborhood
I'm going to let it shine!
Let it shine all the time, let it shine!

Hide it under a bushel - NO!
I'm going to let it shine!
Hide it under a bushel - NO!
I'm going to let it shine!
Hide it under a bushel - NO!
I'm going to let it shine!
Let it shine all the time, let it shine!

Don't you "pftt" my little light out
I'm going to let it shine!
Don't you "pftt" my little light out
I'm going to let it shine!
Don't you "pftt" my little light out
I'm going to let it shine!
Let it shine all the time, let it shine!

This little Cub Scout light of mine
I'm going to let it shine!
This little Cub Scout light of mine
I'm going to let it shine!
This little Cub Scout light of mine
I'm going to let it shine!
Let it shine all the time, let it shine!

A MAGICIAN'S PROBLEM

Tune: Clementine

Pull a rabbit from a top hat
Make a person float on air
Make a scarf come out of nowhere
Make a candle disappear.

When I pull a magic wand out,
People laugh and start to scoff.
I will finish when I figure
How to turn the darned thing off

DID YOU EVER SEE?

Tune: The More We Get Together

Did you ever see a sunset, a
Sunset, a sunset?
Did you ever see a sunset, a
Sunset like that?

Additional verses: catfish,
boardwalk, horse fly, tooth
pick, nose drop, butter fly

DEN CHIEF MAGICIAN

Tune: My Bonnie

Our Den Chief, he is a magician
He shows us new tricks all the time.
Last meeting he vanished our leader,
Before it was even treat time!

CHORUS

Bring back, bring back, Oh, bring
Back our leader to us in time.
Bring back, bring back, Oh, bring
Back our leader in time.

CUB SCOUT MAGIC

Tune: Are You Sleeping

Cub Scout Magic, Cub Scout Magic
Watch this trick, watch this trick!
See if you can catch me, see if you
can catch me
You better look quick, better look
quick!

VIKING DISCOVERERS

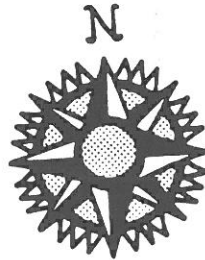
(Tune: Viva La Compagnie)

Oh, now let us sail on the
oceans so blue.
Viking Discoverers!
Sailing in ships would be so
fun to do.
Viking Discoverers!

CHORUS:

The Wolves and the Bears
and Webelos have fun
The Wolves and the Bears
and Webelos have fun
Cub Scouting's fun,
Cub Scouting's fun
Viking Discoverers.

None of us care which direc-
tion we head,
Viking Discoverers!
We'll find some new worlds
just like Eric the Red,
Viking Discoverers!



LONDON BRIDGE IS FALLING DOWN

London Bridge is falling down
Falling down, falling down
London Bridge is falling down
My fair Lady

*This song was written about a true incident. In the 10th century the Vikings invaded England. One group of Vikings led by Olaf the Stout, sailed up the Thames River to invade London. They were unable to get passed the London Bridge, because an army of archers were shooting arrows down on them from the bridge. Olaf instructed his men to cover their heads with their shields, and they floated under the bridge unharmed. There they tied ropes to the pillars and rowed with all their might and pulled down the bridge and conquered London.

VIKING WATERS(Tune: Puttin' On the Ritz...
by Taco)

If you're blue,
And you don't know
Where to go to,
Why don't you take a little
trip
On a Viking ship!
You will find
Adventures there
You'll have fun and
Loose all your cares
Aboard that ship.
Overseas you'll zip!

THE VIKING SONG

(Tune: A Hunting We Will Go)

Fierce Viking men are we,
We sail the deep blue sea,
We're brave and strong
As we sail along;
New continents to see.

We sailed to cold New Zealand,
We were a jolly band,
We settled there
Without a care
With Haggar in command.

Haggar's temper flared,
He was never scared,
He killed a man
And left New Zealand
And never even cared.

John was Haggar's son,
He was a handsome one,
He sailed away
To explore one day,
And he found New-found-land.

We're Vikings brave and bold,
We live in lands so old,
And you will see
In his-tory
Our story has been told.

BUGS & THINGS**ANT'S MARCHING SONG**

(Tune: Johnny Comes Marching Home)

The ants come marching one by one,
Hooray, hooray.
The ants come marching one by one,
Hooray, hooray.
The ants come marching one by one,
The little one stops to shoot a gun,
And they all go marching
Down to the earth to get out of the
rain.
Boom. Boom. Boom. Boom. Boom.

Two by two.. to tie his shoe (etc.)
Three by Three.. to climb a tree
Four by Four.. to close the door
Five by Five .. to wave good-bye
Six by six.. to pick up sticks
Seven by Seven.. to look at heaven
Eight by Eight.. to shut the gate
Nine by Nine.. to tell the time
Ten by Ten.. to say "The End"

HORSE FLY

(Tune: The More We Get Together)

Did you ever see a horse fly, a horse
fly, a horse fly?
Did you ever see a horse fly, a horse
fly, a horse fly,
fly, fly, ?

Did you ever see a board walk, a
board walk, a board walk?
Did you ever see a board walk, a
board walk, walk, walk?

(Variations: Shoe lace, hair pin,
tooth pick, eye drop, neck tie, moth
ball, eye lash, yard stick, ear
drum).

**KING OF THE CAMP**

(Tune: King of the road)

Flies, bugs, and bumblebees
Chigger bites on my knees;
Band-aids from head to toes,
Gotta sunburn on my nose;
I've got sand in the food I eat,
I've got blisters on both my feet;
I'm in pain but can't complain,
I'm king of the camp!

The parents bring their kids to stay
here until Labor Day!
When they become a drag,
I give them a plastic bag;
I've got cuts, bruises, and some
bumps,
Chicken pox and the mumps;
I've got ulcers just because,
I'm the king of the camp!

LITTLE CHIGGER

(Tune: "Polly Wolly Doodle")

There was a little chigger
And he wasn't any bigger
Than the head of a very small pin
But the lump that he raises
Just itches like the blazes
And that's where the rub comes in
Comes in, comes in
And that's where the rub comes in
Oh, the lump that he raises
Just itches like the blazes
And that's where the rub comes in.

SPIDER APPLAUSE - Walk all four
fingers of one hand up the other arm.



CRAWDAD SONG

I KNOW AN OLD LADY

I know an old lady
She swallowed a fly
I don't know why
She swallowed a fly
Perhaps she'll die

I know an old lady
She swallowed a spider
That wiggled and jiggled and
tickled inside her
She swallowed the spider
To catch the fly
I don't know why
She swallowed the fly
Perhaps she'll die

I know an old lady
She swallowed a bird
Now that's absurd
To swallow a bird
She swallowed the bird
To catch the spider
*That wiggled and jiggled and
tickled inside her
She swallowed the spider
To catch the fly
But I don't know why
She swallowed the fly
Perhaps she'll die.

I know an old lady
She swallowed a cat
Now think of that
To swallow a cat
She swallowed the cat
To catch the bird
She swallowed the bird
to catch the spider
(repeat from * above)

I know an old lady
She swallowed a dog
What a hog
To swallow a dog
She swallowed the dog
To catch the cat
She swallowed the cat
To catch the bird
She swallowed the bird
To catch the spider
(repeat from* above)



You get a line and I'll get a pole, honey
You get a line and I'll get a pole, babe
You get a line and I'll get a pole,
We'll go fishin' in the crawdad hole,
Honey, oh baby, mine.

Here comes a man with a pack on his back, honey
Here comes a man with a pack on his back, babe
Here comes a man with a pack on his back,
Totin' the crawdad in his pack
Honey, oh baby, mine.

Whatcha gonna do when the stream runs dry, honey
Whatcha gonna do when the stream runs dry, babe
Whatcha gonna do when the stream runs dry,
Sit on the bank and watch the crawdads die
Honey, oh baby, mine.

SQUIRMING WORMS

CHORUS

There are lots of worms under the ground
Lots of worms wiggling around
I know they're way down there digging around
Way under, way under the ground

If you hear a sound, from under the ground
A funny sound, way down in the ground
You know it's a squirmy worm
Just squirming around
Way under, way under the ground
CHORUS

So dig a hole into the ground
Reach down there, and feel around
You'll find great big worms by the pound
Way under, way under the ground
CHORUS

Then pull them up and show them around
Go get Dad from way downtown
You know he hates those worms
From under the ground
Way under, way under the ground
CHORUS

Two Little Fleas
(Tune: Auld Lang Syne)

Two little fleas together sat
They cried, and one flea said,
"I've had no place to lay my head
Since my old dog is dead.

I've traveled far from place to place,
And farther will I roam.
But the next old dog that shows his face
Will be my home, sweet, home.

THE LITTLEST WORM

(Tune: "Sipping Cider")

The littlest worm,
You ever saw,
Got stuck inside
My soda straw.
(repeat above 4 lines)

He said to me,
Don't take a sip,
Cause if you do,
You'll really flip.
(repeat above 4 lines)

I took a sip,
And he went down,
All through my pipes,
He must have drown.
(repeat above 4 lines)

(Slow and Sad)
He was my pal,
He was my friend,
But now he's gone,
And that's the end.

Worms

Nobody likes me
Everybody hates me
I'm gonna eat some worms.

Chorus

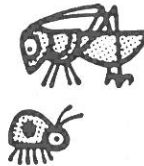
Long slim slimey ones
Short, fat, juicy ones
Itsy, bitsy, fuzzy, wuzzy worms.

First you get a bucket
Then you get a shovel
Oh how they wiggle and squirm.
(Chorus)

First you pull their heads off
Then you suck their guts out
Oh how they wiggle and squirm.
(Chorus)

Down goes the first one,
Down goes the second one,
Oh how they wiggle and squirm.
(Chorus)

Up comes the first one.
Up comes the second one.
Oh how they wiggle and squirm.
(Chorus)



HISS, HISS, BIG SNAKE
Tune: Baa Baa Black Sheep
(use 1st two phrases
of the song)

Hiss, Hiss, Big Snake, can
You hear me sing?
No, Cub, no, Cub, I can't
Hear a thing.

Hiss, Hiss, Big Snake, do
You ever speak?
No, Cub, no, Cub, not a
Word or shriek!

Hiss, Hiss, Big Snake, can
You wink your eye?
No, Cub, no, Cub, even
Though I try!

Hiss, Hiss, Big Snake, can
Your nose smell?
Yes, Cub, yes, Cub, and my
Tongue as well!

Hiss, Hiss, Big Snake, do
You ever bite?
Yes, Cub, yes, Cub, if
You're close might!

BUG JUICE

(Tune: "On Top of Old Smokey")

At camp with the Cub Scouts
They gave us a drink
We thought it was Kool-Aid
Because it was pink!

The thing that they told us
Would have grossed out a moose
For that great tasting pink drink
Was really bug juice!

It looked fresh and fruity
Like tasty Kool-Aid
But the bugs that were in it
Were murdered with Raid!

We drank it by gallons
We drank it by tons
But then the next morning
We all had the runs!

Next time you drink bug juice
And a fly drives you mad
He's just getting even
'Cause you swallowed his dad!

TAKE ME OUT TO THE FOREST*(Tune: Take Me Out to the Ball Game)*

Take me out to the forest.
 Let me hike in the wild.
 Show me a skunk and a few bear tracks.
 I won't care if I never come back.

But it's look, look, at your compass.
 If it rains, then it pours.
 And it's ouch, slap, sting and your bit
 In the great outdoors!

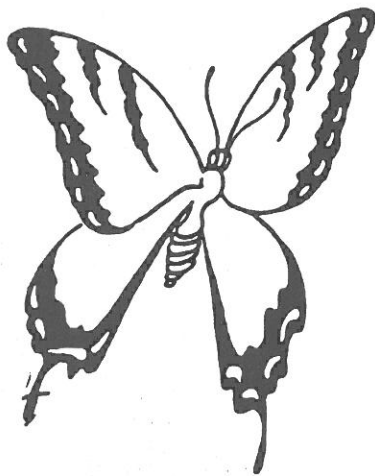
TO THE WOODS*(Tune: It's Off to Work We Go)*

Hi ho, hi ho, it's to the woods we go.
 To catch some snail on backwoods trails.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.
 To gaze at stars, won't hear no cars.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.
 To search the skies for butterflies.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.
 We'll pitch our tent, our legs are spent.
 Hi ho, hi ho, hi ho.

**THE FLYING BIRDS***(Tune: The Flying Trapeze)*

They fly through the air with the greatest of ease.
 Those big flocks of pigeons and gulls from the seas.
 No dog on the ground or big snakes in the trees,
 Can fly high like the ducks and the geese.

I once had a duck, and that duck's name was Phil.
 One morning he woke with a terrible chill.
 The dew was too heavy, he drowned on the hill,
 Yes, he died from an over dew bill.

Once just for a joke me and Tim, my big brother,
 Caught fifteen wild geese who were downed by the
 weather.

We poured on some glue, and found birds of a
 feather,
 In fact really do stick together.

Oh cows have no feathers, and zebras can't fly.
 And aardvarks and beavers can't zoom through the
 sky.

And I can't take off although I always try,
 I guess I'll be an earth bound guy.

Mary Had a Swarm of Bees*(Tune: Mary Had a Little Lamb)*

Mary had a swarm of bees,
 Swarm of bees, swarm of bees,
 Mary had a swarm of bees
 And they to save their lives
 Were forced to go where Mary went,
 Mary went, Mary went,
 Were forced to go where Mary went,
 Cause Mary had the hives.



DAY-0

CHORUS

Day-0, mesay Day-0
Daylight come and me wanna go home.
Day-0, me say Day-0
Daylight come and me wanna go home.

Work all night 'til the mornin' come
Daylight come and me wanna go home.
Stack banana 'til the mornin' come
Daylight come and me wanna go home.

Come mister tally-man tally me banana
Daylight come and me wanna go home
Come mister tally-man tally me banana
Daylight come and me wanna go home.

CHORUS

A beautiful bunch o'ripe banana,
Daylight come and me wanna go home.
Lift six hand, seven hand, eight hand
Bunch,
Daylight come and me wanna go home.

Come mister tally-man tally me banana
Daylight come and me wanna go home
Come mister tally-man tally me banana
Daylight come and me wanna go home.

CHORUS

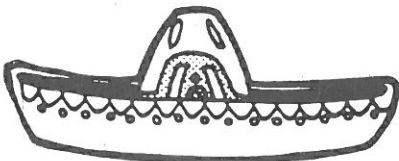
GING GUNG GOO

Ging gung gooli, gooli, gooli
gooli watcha
Ging gung goo, ging, gung goo

Ging gung gooli, gooli, gooli
gooli watcha
Ging gung goo, ging, gung goo

Heyla -- Heyla sheyla
Heyla sheyla, heyla ho
Heyla -- Heyla sheyla
Heyla sheyla, heyla ho.

Shalli-walli, shalli-walli
Shalli-walli, shalli-walli
Oumpah, oumpah, oumpah, oumpah



YOU GOTTA SING

You gotta sing
When your spirit says sing
You gotta sing
When your spirit says sing
When your spirit says sing
You gotta sing right along
You gotta sing
When your spirit says sing

2nd verse--shout
3rd verse--shake
4th verse--dance
5th verse--sing

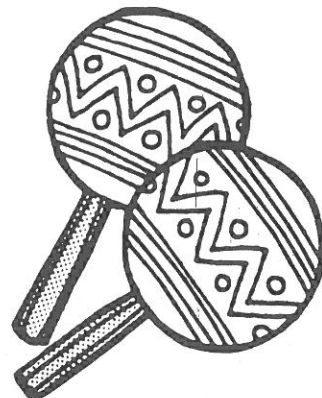
SWEETLY SINGS THE DONKEY

Sweetly sings the donkey
At the break of day
If you do not feed him
This is what he'll say:
Heehaw, heehaw
Heehaw, heehaw, heehaw!

I'VE GOT THAT CUB SCOUT SPIRIT

I've got that Cub Scout spirit
Down in my feet
Down in my feet
Down in my feet
I've got that Cub Scout Spirit
Down in my feet
Down in my feet to stay.

(Repeat with up in my head,
deep in my heart, all over
me)



SAFETY SONG

(Tune: Old McDonald)

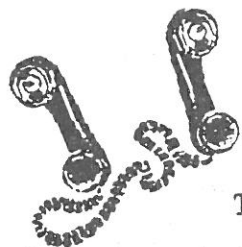
Be careful when you cross the street E I E I O,
 Look left and right before you cross E I E I O,
 (Make motions looking left and right)
 With a look, look here (turn head left)
 And a look, look there (turn head right)
 With here a look (left) There a look (right)
 Everywhere a look, look (left and right)
 Be careful when you cross the street E I E I O.

Just keep an eye upon the cars, E I E I O,
 Stand still and let them all go by E I E I O.
 With a honk, honk here, and a honk, honk there,
 (motions of blowing horn)
 Here a honk, there a honk, everywhere a honk, honk,
 Just keep an eye upon the cars E I E I O.

Cross where there is a traffic light E I E I O,
 It has three eyes all gleaming bright E I E I O,
 With a green one here, and a red one there,
 Here a green, there a red, everywhere a green and red
 Cross where there is a traffic light E I E I O.

If you see a fire break out, E I E I O,
 Get some help with a yell and shout, E I E I O,
 With a yell, yell here and a yell, yell there (yell - FIRE)
 Here a yell there a yell everywhere a yell, yell,
 Get some help to put it out E I E I O.

Safety is the way to go, E I E I O,
 Always watch and be careful, E I E I O,
 With safety here and safety there
 Always be safe everywhere
 Safety is the way to go AND YOU AND I ALL KNOW.

COMMUNICATION

Tune: You Are My Sunshine

Communication gets information
 Across to people both far and near.
 May be a letter, a TV program,
 Or a radio that you hear.

Communication is conversation
 Between two people or maybe more
 By telephone or a walkie-talkie, or
 A neighbor standing at your door.

Communication can cross the nation,
 Or cross the ocean by satellite.
 The world seems smaller, news travels
 Quicker than we ever dreamed it might.



SONGS

OLD MCDUFF

To tune of: Old McDonald had a Farm
 Old McDuff had a used car lot.
 Lemons Yo, Ho, Ho.
 And on his lot he had a Mash.
 Lemons Yo, Ho, Ho.
 With a putt-putt here.
 And a putt-putt there.
 Here a putt.
 There a putt.
 Everywhere a putt-putt.
 Old McDuff had a used car lot.
 Lemons Yo, Ho, Ho.

And on his lot he had a truck.
 Lemons Yo, Ho, Ho.
 With a sputter-sputter here.
 And a sputter-sputter there.
 Here a sputter.
 There a sputter.
 Everywhere a sputter-sputter.

With a putt-putt here.
 And a putt-putt there.
 Here a putt.
 There a putt.
 Everywhere a putt-putt.
 Old McDuff had a used car lot.
 Lemons Yo, Ho, Ho.

Model-T (cough-cough)
 Tractor (rrrr-rrrrr)
 Hot Rod (vroom-vroom)

TWELVE DAYS OF HALLOWEEN

(Tune: Twelve Days of Christmas)

On the first day of Halloween
 My true love gave to me
 An Owl in an old dead tree.

(continue with:)

Two trick of treaters
 Three black cats
 Four skeletons
 Five scary spooks
 Six goblins gobbling
 Seven pumpkins glowing
 Eight monsters shrieking
 Nine ghosts a booing
 Ten should a groaning
 Eleven masks a leering
 Twelve bats a flying.



GREAT PUMPKIN IS COMING TO TOWN

(Tune: Santa Claus is coming to Town)

Oh you'd better not shriek,
 You'd better not groan,
 You'd better not howl,
 You'd better not moan,
 Great Pumpkin is coming to town!

He's gonna find out
 From folks that he meets,
 Who deserves tricks
 And who deserves treats;
 Great Pumpkin is coming to town!

He'll search in every pumpkin patch,
 Haunted houses far and near,
 To see if you've been spreading gloom
 Or bringing lots of cheer.

So you'd better not shriek
 You'd better not groan,
 You'd better not howl,
 You'd better not moan,
 Great Pumpkin is coming to town.

DO YOUR EARS HANG LOW

Do your ears hang low,
 Do they wobble to and fro
 Can you tie them in a knot
 Can you tie them in a bow
 Can you throw them o'er you shoulder
 Like a Continental soldier,
 Do your ears hang low?

Do your ears hang high
 Do they reach up to the sky
 Do they droop when they're wet
 Do they stiffen when they're dry
 Can you signal your neighbor
 With a minimum of labor
 Do your ears hang high?

Do your ears flip, flop
 Can you use them for a mop
 Are they stringy at the bottom
 Are they curly at the top
 Can you use them for a swatter
 Can you use them for a blotter,
 Do your ears flip, flop?



KNIGHT'S SONG

(Tune: Yankee Doodle)

This month we've learned of
 Knights of old
 And we would like to shout it,
 That Knights and Cubs are much
 alike
 And don't you ever doubt it.

Chorus:

Knights of old and Cub
 Scouts, too,
 Both promise they will live
 right
 If they do the things they
 should
 Their presence makes the day
 bright.

So now you see that as Cub
 Scouts
 Our code is much the same
 As that of Knights long years
 ago
 It's just the name that's
 changed.

Repeat chorus

Oh, Sir Winfred

(Tune: Clementine)

Oh, Sir Winfred; Oh, Sir Winfred;
 There are dragons by the score,
 Mount your charger,
 There's none larger,
 Rid this kingdom of the boors.
 Chase them hither,
 Run them thither
 Till their scales fall off in droves.
 Run the heat off,
 Run the beasts off,
 Be our hero evermore.

I'M A KNIGHT IN SHINING ARMOR
 (Tune: Mary Had a Little Lamb)

I'm a knight in shining armor
 shining armor
 shining armor
 I'm a knight in shining armor
 So mighty and so strong.

Today I met up with a dragon
 with a dragon
 with a dragon
 Today I met up with a dragon
 So mean, so fierce, so tall.

I fought him with my sword and
 shield
 sword and shield
 sword and shield
 I fought him with my sword and
 shield
 And finally I won.

THE CLUMSY KNIGHT
 (Tune: Clementine)

I'm a knight in shining armor
 Like to rescue ladies fair
 Many knights they practice
 sword fights
 But I really just don't care.

On a trip to far-away lands
 Saw a lady in distress
 So I rushed to help the lady
 Instead I made a mess.

Once I came upon a dragon
 It was huge and fierce and
 green
 And I knew I had to kill it
 'Cause it seemed so awfully
 mean

So I summoned up my courage
 And I had him in my sight
 Then I killed that nasty
 dragon
 I had finally done something
 right.



MAKE YOUR OWN

RHYTHM BAND INSTRUMENTS

By Corliss Clayton

Start your own rhythm band by making and playing any of the following instruments, or build your own designs.

Rhythm Blocks

You will need: block of wood about 5" (12.5 cm) square, paint, paintbrush, and two wooden clothespins.

Paint wood blocks as desired. Let dry. Use clothespins to tap out rhythms on wood block.

Sandpaper Blocks

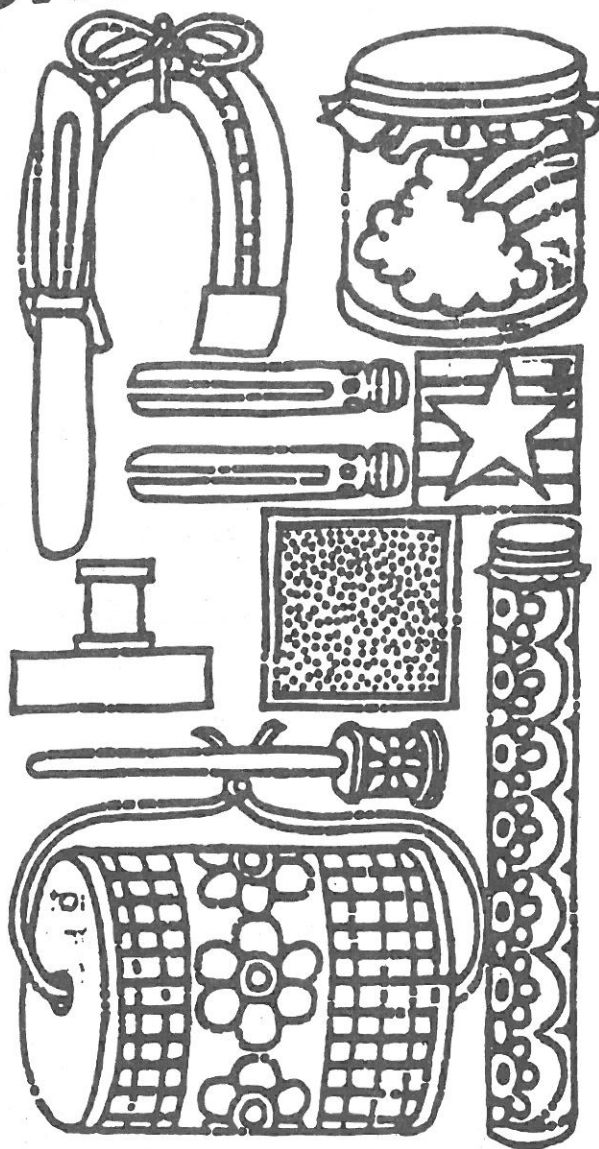
You will need: two wood blocks 4" x 4" x 1" (10 cm x 10 cm x 2.5 cm), two pieces of sandpaper same size as blocks, two empty thread spools, and glue.

Glue sandpaper to one side of each block. Turn blocks over and glue a spool in center of each block. Let dry. Hold blocks by spools and rub against each other to play.

Triangle

You will need: horseshoe, dinner knife, and 12" (30.5 cm) piece of string.

Tie string to middle of horseshoe. Hold horseshoe by string and strike lightly with blunt edge of knife to play.



Musical Rattle

You will need: clean can small enough to hold in one hand, several pebbles or small handful of rice, piece of cloth larger than open end of can, and wide rubber band.

Put rice or pebbles in can. Place piece of cloth over can's open end. Use rubber band to hold cloth in place. Shake to play.

Shortening-Can Drum

You will need: clean, empty shortening can with lid; large nail; hammer; 36" (0.9 m) piece of string; tape; two pencils; and two empty thread spools.

With large nail, punch hole in center of can bottom and center of lid. Thread string through hole in bottom of can, then through lid hole. Put lid on can, and tape it shut. Tie ends of string together. Make drumsticks by slipping pencils into holes of thread spools. Put drum string around neck when playing drum.

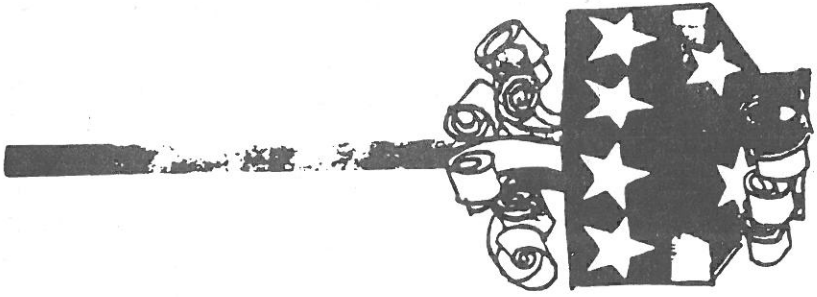
Tube Flute

You will need: cardboard tube, nail or pencil, waxed paper, rubber band, scissors, and crayons.

Place waxed paper over one end of tube and hold in place with rubber band. Decorate tube as desired. With pencil or nail, punch holes about two inches (5 cm) apart down one side of tube. Sing "oooh" into open end of tube.

Noisemal

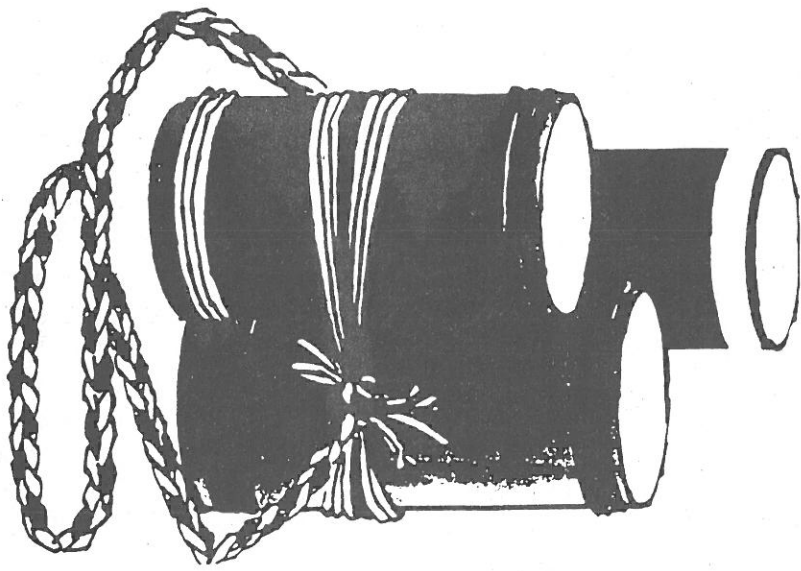
Place several small stones inside a half-pint milk carton. Cover the carton with paste and a layer of paper. When dry, paint with blue tempera. Into the bottom of the carton push and glue in a red dowel rod for a handle. Use paper stars and stripes to decorate. Curl 1/2-inch-wide strips of red and white construction paper and glue to the top and bottom of the carton.



Bongo Drums

By James W. Perrin, Jr.

Use three large cans (such as the stacked potato-chip cans with plastic lids) for this project. Trim down two of them so you have small, medium, and large sizes. Glue the lids on. Cover with paste and one layer of paper. Paint with tempera. Decorate each can with yarn. Tie the three together with yarn, keeping the lids at the same level. Make a shoulder strap by braiding yarn together. Tie the strap to the drums. Tap the lids and notice how the sounds vary with the size of the drum.

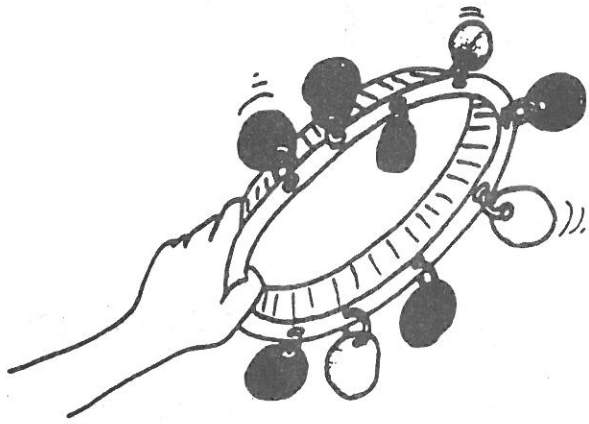


Pie-pan Tambourine

By Jo Ann Markway

Use an aluminum pie pan to make a tambourine. These pans come in many sizes—small ones with meat pies, larger ones with dessert pies or cakes. Poke holes one to two inches apart just inside the rim. Make the holes closer on small pans, farther apart on larger ones. Leave one larger space so you can hold your tambourine.

Use ties from bread wrappers to tie on the "jangles." You might cut circles from another pie pan to make jangles. Twist the ties at the very ends so the jangles will hang loosely. Now shake your tambourine or hit it against your fist to make rhythm sounds.





**NATURE
AWARENESS**



NATURE AWARENESS

Learn to be a nature detective, an explorer or scientist! There are exciting things outside! A bug hidden under a leaf, footprints in the mud, or a pile of fur and bones. Learn to explore the world around you, looking for clues and signs to solve the mysteries of Nature. Nature mysteries can be found anywhere; in your yard, the woods, or a pond, puddle or stream. Some of the clues can only be found during a certain time of the year, while other signs can be found all year.

Good nature detectives and explorers have a sense of adventure. They also remember to leave only footprints as clues to the wildlife that they have been in an area.



PRIMARY TOOLS

- Eyes** - To closely inspect any find, and to search an area.
- Ears** - To listen for any sounds of animals moving or communicating.
- Nose** - To sniff out suspects, use your nose to smell a flower or an animal.
- Hands** - To feel all the parts of a clue, to turn over logs and leaves or to feel the shapes and textures of things.

RULES FOR NATURE LOVERS

- Never take all the leaves and flowers from a plant. Take just what you need.
- When you pick a flower, break or cut the stem. Don't pull the plant up by the roots.
- Don't taste or eat any plants, berries or seeds you find outdoors. Some plants are very poisonous. Check with an adult.
- Don't pick a flower from anyone's garden or backyard without asking permission. Remember that in many public parks and gardens, flowers must not be picked.
- Don't pick a wildflower if there are only a few of its kind growing where you find it. Greedy picking might mean this kind of flower will not grow in that spot anymore. Then no one else will ever be able to enjoy it again.
- Never touch poison ivy, poison oak, or poison sumac. Touching these plants creates an itchy rash on the skin.
REMEMBER: "LEAVES OF THREE, LET IT BE"
- Dress according to the seasons, and keep in mind that a good nature detective checks out all clues and sometimes this means lying down on your belly, crawling on your hands and knees and even stepping into water. So wear old clothes and sneakers.



CURIOUS NATURALIST

It is exciting to learn about animals, birds and insects, flowers and trees, rocks, soil, weather, water, and stars! Nature is everywhere all the time--in cities, in the woods and fields, in the winter, spring, summer and fall.

Nature is not confined by time and place -- it is everywhere.

But, where to begin --how to begin. All you need to start is an inquiring mind -- and your eyes, ears, nose and hands. Use all senses to gather information from the world about you.



In the beginning we might just as well make up our minds that we are never going to know all there is to know on this subject. Remember that it is not so much knowing the names and identifying everything but the joy in making the discovery that counts.

"Country Cubs" know that there is plenty of nature to be seen if you take time to look around, while the "City Cub" may have the notion that nature is not to be found inside the city limits -- not true, of course.

Nature is something we can enjoy no matter where we go in the world. Nature is something we should enjoy and respect.

LET'S STEP OUT INTO THE WORLD OF NATURE.

BE KIND TO MOTHER NATURE

As you explore your favorite 'nature' places, you may find some litter left by those who don't appreciate nature the way we do.

Think of some projects you can create by cleaning up what they carelessly left behind.

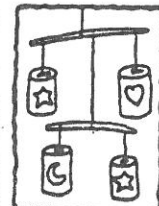
Carry a plastic trash bag with you for picking up discards.



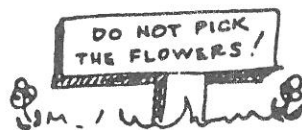
THINGS TO DO WITH LITTER



make a seascope in a bottle



cover cans with paper and make a mobile



BOYS

NATURE TRAIL PACK ACTIVITY

This is a den competition - not a race - to test nature skills. The trail should have 5 to 10 stations at which each den is asked to find something, identify something or otherwise have knowledge of nature lore.

Dens start at intervals of about five minutes. At each checkpoint, they find a message under a rock which tells them what they must do. They have a scorecard on which they write their findings; then they go on to the next station. At each station, a mom or dad acts as judge to provide minimum help and to make sure the message is replaced under the rock.

The following is a sample nature trail that might be suitable for a small park.

- STATION 1** - "Look for the biggest tree you can see from here. What direction is it? Write the direction on your scorecard. Go northeast to a picnic table and look under it."
- STATION 2** - "Within 15 paces of this spot, there are five different kinds of trees. Write the names of two of them. Go south 50 paces and find a small mound of pebbles."
- STATION 3** - "Within 20 feet of here, there is a clump of wildflowers. Write down its name. Go east until you come to a tree with a split trunk. Look around its base."
- STATION 4** - "Somewhere in this tree there is a nest with young birds. Spot it but do not disturb the nest or birds. Watch for adult birds feeding the young or guess the name of the birds from the shape of the nest. Write down what kind of birds you think they are. Go north toward the highway entrance to the park. Near the road, look for two rocks, one on top of the other."
- STATION 5** - "Within 5 paces of this spot there is an insect's home. Find it and write down the name of the insect." (*Could be an anthill, beehive, wasps nest, etc*) "Go southeast until you come to a seesaw. Look under one of the seats."
- STATION 6** - "Ten paces due east of this spot is an animal track. What is the animal?" (*If there is no real animal track, use plaster cast of a cat's track*) "Go due east until you come to a weedy patch. Look along its edge."

Return to station one and turn in your scorecard.

Have judges ready at Station 1 to check scorecards and post each den's ranking. Give an inexpensive prize such as a pennant for the winning den's den flag.

EXPLORING FIELDS AND LOTS

Just beyond the door is a world of living things. A field, a vacant lot or even a small grassy spot is home to many kinds of plants and animals. Even the smallest field or lot has many kinds of animals and plants. How do these plants and animals live and survive in their surroundings? Have your boys become 'explorers and scientists'. Spend a meeting or two finding what is out there.



BE A RAMBLER!

A rambler is a person who explores around, not sticking to the beaten paths, and who takes the time to enjoy things as he goes along.

Most people, when in the out-of-doors, do not look only at birds or trees or insects or flowers, but are interested in all the things they see. They like to learn a little about each. They also like to learn the way some things depend on others for their growth. For instance a tree must have sun, water, and a certain type of soil a rabbit must have water and green things to eat, and a patch of bushes for shelter. A bird may need a certain type of berry and will be found only where that berry is found.

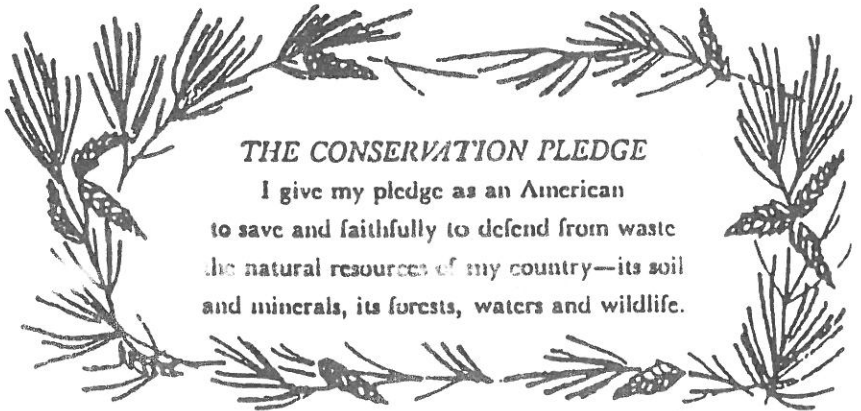


A person who rambles through the woods often likes to collect and take home mementos of the walk. Usually no harm is done in collecting some things, such as pebbles, shells, and leaves of trees but there are some things you must not collect, such as rare plants and their blossoms, bird's eggs, rare insects -- the "protected" items in nature. (We will talk more about collecting and displaying your collections later in the chapter.)

A nature ramble is simply a walk through a nearby woods or park or a trek through the neighborhood where nature (birds, trees, flowers, sky, etc.) can be studied at close range. It would be helpful to have someone with nature knowledge along, but not necessary since there are so many books available to help identify your "finds".

The more we know about nature the greater will be our desire to help in some way or ways, to conserve our plant and animal life and other natural resources for the good of all.

Take care of the woods and be gentle to all living things.



THE CONSERVATION PLEDGE

I give my pledge as an American
to save and faithfully to defend from waste
the natural resources of my country—its soil
and minerals, its forests, waters and wildlife.

THE WORLD AROUND US

HABITAT: an area or type of environment. A place where a person or thing (animal, plant, etc.) is most likely to be found. Habitat is where you come from -- it's your "hometown".

The more you observe the more you realize that "nature" is not just one thing. Nature is all around you. The nature of a forest is very different from the nature of the desert, or a meadow, or a seashore. The nature you find at the top of a mountain is different from what you find at the foot. Each of these nature areas is its own kind of environment; a home for particular plants and animals that live together and depend for their survival on each other and on the conditions that surround them.

It will help the boys understand the term habitat if we think about it as not too different from the way we live daily - a place that provides shelter, food, water, warmth - suitable living conditions.

Plants grow where they grow because they have found soil and water, light and temperature to their liking. animals too live in areas that fit their needs and fill these needs for food, shelter, water, temperature, etc.

HABITATS

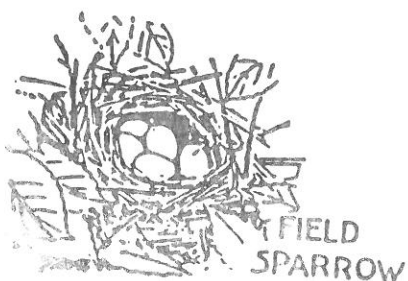
CONSIDER: All living things have certain requirements that must be met if they are to survive. These include suitable food, shelter, and a place to raise their young.

A plant or animal will survive only in an area where all its life requirements are met. Where a plant and animal lives or is commonly found is called its habitat.

Both living and non-living components of the environment combine to determine the suitability of any given habitat for a particular life form.

WHERE TO GO: There is no problem getting to a habitat. Any place you are is a habitat for something, even the city is home to rats, pigeons, mice, starlings and people. The most barren asphalt playground has grass sprouting up through the cracks, so even if you can't get to a natural area, you can still study a natural habitat.

WHAT TO DO: If you can get out in the woods, it will probably be wise to start your investigation in an area with distinct limits. Begin with something such as a rock outcrop, the bottom of a decaying log, a stream. Let the group determine through direct observation what lives there. Have them discuss why the area was chosen for a home by the inhabitants. What is there that is a requirement for the life of each individual inhabitant? Is any form of life there dependent on the other life present? Could the life found on the rock outcrop for instance do well if moved to the log or the stream?



ADOPT A TREE PROJECT

Make friends with a tree. This is a long-term activity and can be an individual or den project.

.Select a tree that appeals to you. It should be near your home so there can be daily contact, finding out what is going on in, under, and around the tree. Select more than one tree to compare the action in each type of tree.

.With notebook in hand, visit the adopted tree.

.Describe the tree as it is right now, today.

.Look at its physical characteristics (size, leaf shape, bark color and other features).

.Look to see whether it is alive. How can you tell?

.Look to see whether it appears to be asleep (dormant) or awake. How can you tell?

.Listen to find out if it makes any sounds.

.Smell to find out whether it has an odor. Do different parts of the tree smell different - like bark, new leaves? Does it have a different smell at a different time of year?

.Think about how the tree got where it is and how new trees might come to join it.

.Think about what other living things might need this tree for survival.

.Think about what things the tree might need for its own survival.

.WARNING: Do not taste any part of the tree.

.Repeat visits throughout the year and compare observations.

.Look to see how the tree has changed.

.Look to see what ways the tree remains the same.

.Think and talk about what the tree might look like the next time you visit.

.Are there any animals calling your tree "home"?

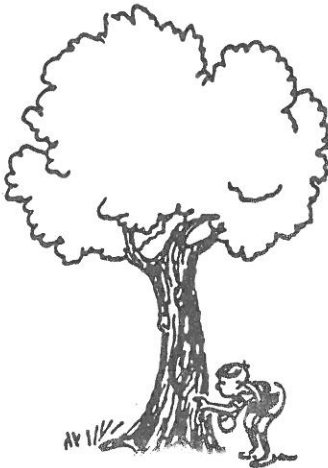
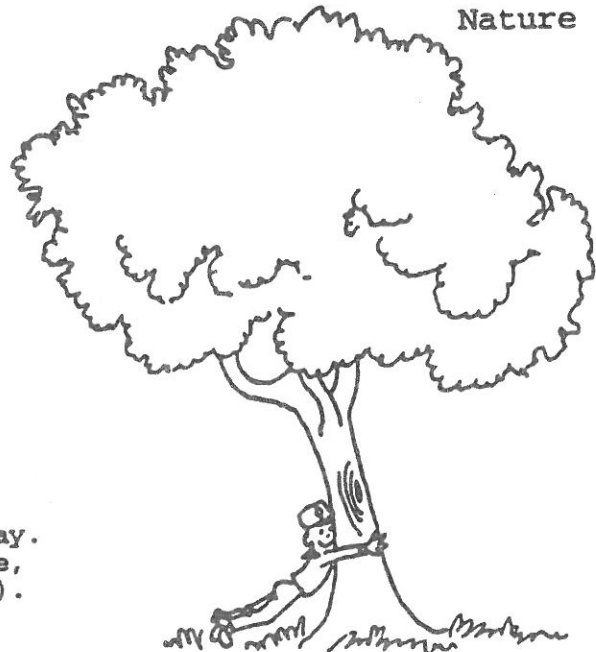
.Have you seen any birds nest?

.Did the leaves turn colors before falling?

.Have you shared your tree with a friend?

.Write a poem about your tree. Sketch a picture.

.Keep your notebook and come back to the tree in years to come. It will be hard to say farewell.



HEARTBEAT OF A TREE

A tree is a living creature. It eats, breathes and circulates its "blood" much as we do. The heartbeat of a tree is a wonderful cracking, gurgling flow of life. The best time to hear the forest heartbeat is in early Spring, when the trees send first surges of sap upward to their branches, preparing them for another season of growth.

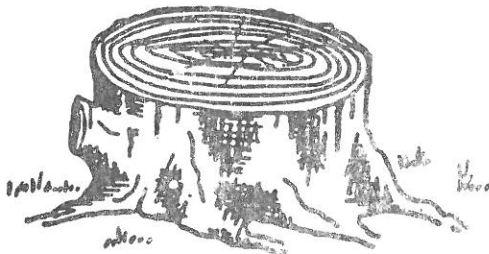


Want to hear for yourself? Stethoscope needed.

Choose a tree that is at least 6" in diameter and has thin bark. Deciduous trees are generally better for listening to than conifers, and certain individuals of a species may have a louder heartbeat than others. Press a stethoscope firmly against the tree, keeping it motionless so as not to make interfering noises. You may have to try several different places on the tree trunk before you find a good listening spot.

Boys will want to hear their own heartbeat. Listen also to the heartbeats of mammals and birds -- the variety in sounds and rhythms is fascinating.

HOW OLD IS THAT TREE?

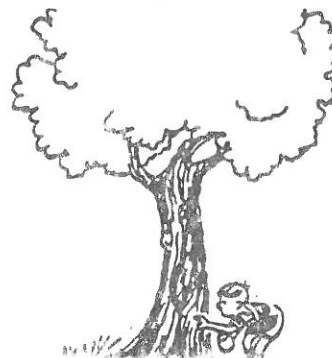


If you look at a stump that is cut across smoothly, you can tell the age of the tree by counting the circular rings on it. Each ring represents a year and is called an annual ring. If you count 15 annual rings (the oldest would be the smallest circle in the middle of the stump), you know the tree was 15 years old when it was cut down.

On evergreen trees you can easily tell the age from the height of the tree itself. Allow three years for the trunk and then count the spaces between the branches all the way up to the top. Each space represents a year. Next time you see an evergreen tree try to estimate its age.

GIVE THESE A TRY

- Visit a tree farm or nursery. Did you know that there are a number of Christmas tree farms in the area? Visit with the owners.
- Try a simple leaf identification contest - individuals or teams.
- Visit a lumber yard. Perhaps a saw mill (there's one in Coweta).
- Find a fire tower where a ranger is on duty, on the lookout for fires.
- Learn the "Smokey the Bear" song. Learn the story of Smokey the Bear.



KNOCK ON WOOD

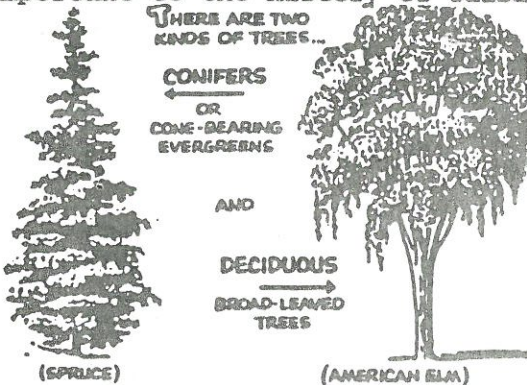


Knocking on wood for good luck is an old tradition. If wood is a symbol of good luck we should get to know the source of that luck.

Trees are the most conspicuous and best known plants. They are graceful, a joy to see. Is it any wonder we want to know the different trees.

Trees can be studied at every season of the year and they should be. Every season will show features that cannot be seen at other times.

Due to the way some areas are developed, some neighborhoods are almost void of trees to "study" so it will be necessary to take a field trip to a local park, a nearby wooded farm area, to a friend's yard, or the Arboretum behind the Tulsa Garden Center next to Woodward Park where you will find the trees labeled for identification. Make the same trip a number of times during the year and observe the changes that take place in a single tree. Make a trip to the Council Oak Tree (18th and Cheyenne) - learn why it is important to the history of Tulsa and how it was saved from "progress".



We have more than 600 native trees in the United States. Some trees like it hot, others cool. Some like their roots wet, others dry -- we will not find all trees in all states.

Get to know the local trees - the ones native to our part of the country and to Oklahoma in particular.

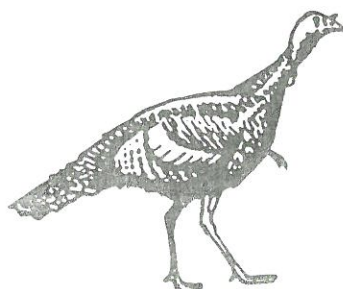
Learn to recognize a dozen or so trees close to home -- then "branch out".

It will help if you remember that the trees are generally grouped in two large groups: the conifers (cone bearers) and the broad-leaved trees. The conifers have needlelike or scalelike leaves that usually stay on the trees for several years. The broad-leaved trees have flat leaves that generally fall off in autumn.

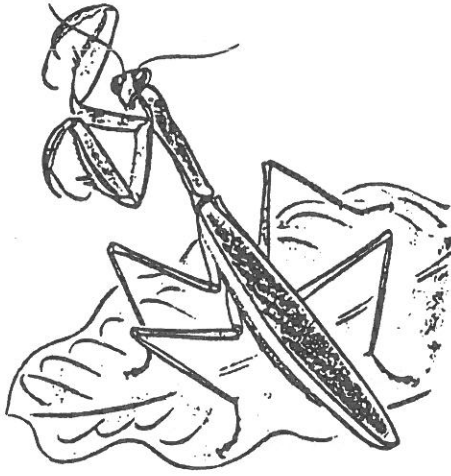
The conifers are often referred to as "evergreens". They do not lose their needles when the weather turns cold. Another term for the broad-leaved trees is deciduous, from the word decidere, meaning to fall of. They lose their leaves in winter. (Why not have a leaf raking party? All it takes is one rake per boy and the yard of a person unable to do the raking themselves. Make it a fun thing - it will become "work" soon enough.)

Trees are easy to get acquainted with because they stay in one place, winter and summer. When trying to become acquainted with a tree, notice the leaves, bark, buds, blossoms, and the general shape of the tree. All but the leaves and blossoms are there all the time.

OUR NATIONAL BIRD ?



WILD TURKEY—our largest native bird. Perhaps got its name when brought to England in the 16th century and confused with guineafowl imported from Turkey. Benjamin Franklin wrote of it in 1784: "I wish the bald eagle had not been chosen as the representative of our country; he is a bird of bad moral character; like those among men who live by sharpening and robbing, he is generally poor, and often lousy. The turkey is a much more respectable bird, and withal a true original native of America."



BUGS

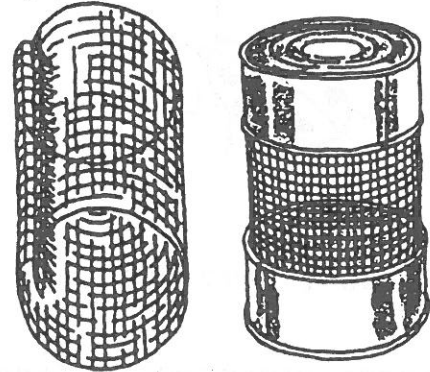
Did you ever see a bug creature up close? Most grown-ups would much rather do their looking from a distance, but kids like to catch the bug and confine him temporarily for a closer look. That's okay, but too often the confinement takes place inside a mayonnaise jar with a perforated lid. The bug may be safe inside, but a kid chasing after a butterfly while clutching the glass jar might not be. And maybe the bug is safe, but is he really happy? It gets pretty hot and damp inside a jar, and sometimes it's difficult to climb glass walls.

So what do you do?

Make a CREATURE CAGE:

MATERIALS:

2 empty (*washed*) tuna cans
Wire Screen
Scissors



Remove lids and labels from tuna cans. Make sure there are no sharp edges, then wash the cans thoroughly. Wire screen cuts easily with scissors. Cut a length of wire screen about 6 inches wide and long enough to go around the inside of the can, plus an inch. Ben the screen into a tube to fit the inside size of the cans. Fasten the screen in that shape by first stripping a few wire strands from the outside overlap edge and bending the exposed row of wire prongs inward. Then fit the prongs through the inside screen, bending the prongs over and shut. Fit the cans over each end of the screen tube to complete the bug proof CREATURE CAGE.

WORMY EXPERIMENT

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with about 6 earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand the sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worms tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

WEB (PRINTING) PAINTING

Take a walk in the woods with a can of spray paint and a piece of white paper. Find a spider web. Webs are usually found between branches of bushes or between two growing things, such as weeds or garden flowers.

Hold the can of spray paint at arm's length away from the web. Spray quickly with a back and forth motion. Be sure the wind is blowing away from you when you spray paint so you won't breathe in any of it. Cover the web with a thin coating of paint. The paint will look like tiny beads on the fine strands.

Quickly place a piece of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides.

Let the web dry on the paper. Your finished print will contain some of the web.



IMPORTANT

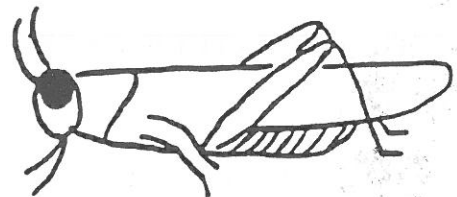
VERY IMPORTANT

PLEASE - IF YOU CATCH ME AND

MAKE ME PART OF YOUR BACKYARD ZOO.



FEED ME!



WHAT DO I EAT? WELL, IF I AM A:

PRAYING MANATEES -- feed me flies or small insects - raw meat on a toothpick in small pieces, and of course, water.

FIELD CRICKET --. fill bottom of cage with inch of soil Fill bottle cap with water Feed bits of bread soaked in water.

CLICK BEETLE I like. soft-bodied insects and water.

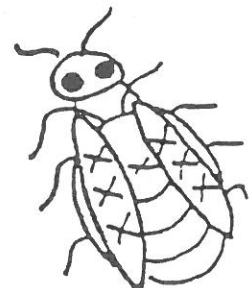
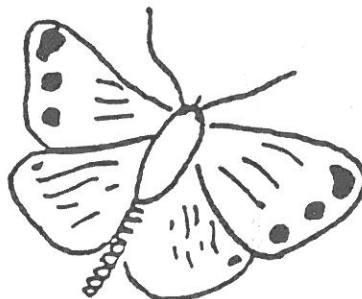
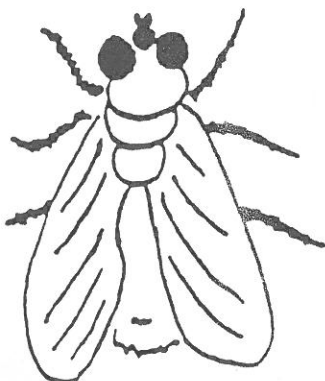
GRASSHOPPER WALKING STICK --. grass sod in bottom of cage. Water grass from time to time and add a dish of water

CATERPILLAR- always feed me the kind of leaves from where you found me.

TARANTULA- water and most any insects that are alive especially like small grasshoppers.

LIZARDS- most all insects and water.

MEAL WORM- oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies - it becomes a beetle within 3 weeks)



BUGS

A WINDOW ON A NEW WORLD



Here is an easy way to open a window on a world of nature that usually hides in secret. It's a fascinating world that lies beneath the surface of any lake, pond, or stream.

A simple device called a waterscope will help reveal the secrets and you won't even have to get your feet wet. A waterscope is simply a window fitted in a watertight frame that you can poke an inch or two beneath the surface of the water. Start with a one gallon bleach bottle. Cut the bottom out, clean and dry thoroughly. Stretch a large piece of plastic across the bottom and up the sides - secure with large rubber bands or water-proof tape, smoothing out any wrinkles. It will work well if handled carefully.

To use, lie at the end of a low dock or look over the side of a boat and push the end of the bottle an inch or two beneath the surface. Look through the neck of the bottle. What you see depends on the clearness of the water and the brightness of the sun.

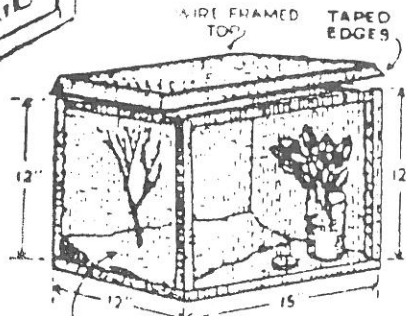


BRING 'EM BACK ALIVE



MAKE AN ANT VILLAGE

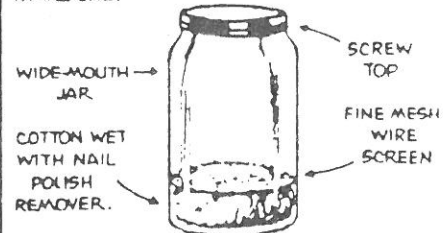
Observe the dally adventures of a ant colony.



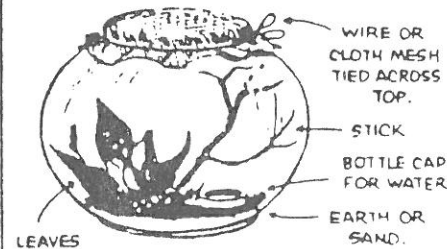
AN OBSERVATION CAGE

PLASTER OF PARIS MOULDED ALONG BACK SET TWIG IN PLASTER FOR PERCH

TO PRESERVE INSECT SPECIMENS, DROP THEM INTO KILLING JARS RIGHT AWAY. HERE'S HOW TO MAKE ONE.



TO CATCH INSECTS ALIVE, POP THEM INTO AN EMPTY JAR. PUNCH SMALL AIR HOLES IN THE LID.

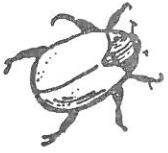


A FISH BOWL OR LARGE GLASS JAR MAKES A GOOD HOME FOR INSECTS. BE SURE TO TAKE THE SAME KIND OF LEAVES OR FOOD YOU FOUND THE INSECT LIVING ON, SO YOU CAN FEED IT AT HOME. INSECT EGGS, COCCIONS, OF CATERPILLARS ARE FUN TO WATCH DEVELOP. IDENTIFY YOUR INSECTS FROM A GOOD BOOK RECOMMENDED BY YOUR LIBRARIAN.

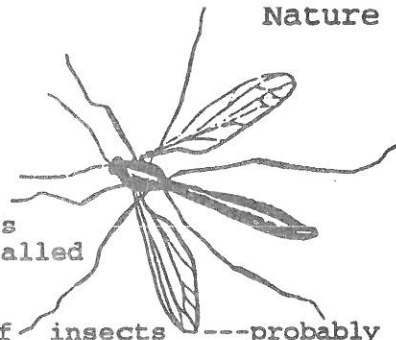


ALL INSECTS HAVE SIX LEGS!

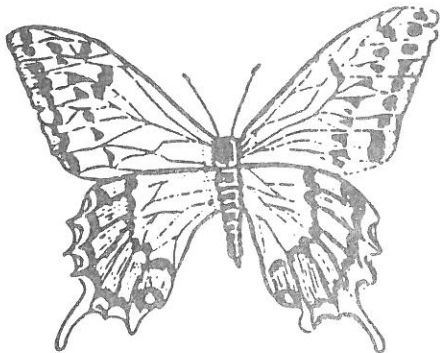
When is a bug not a bug - there's a question to answer! Anything that has six legs is an insect, or, in other words - **ALL INSECTS HAVE SIX LEGS!** The study of insects is called entomology, and those who study insects are called entomologists.



You have certainly seen collections of insects ---probably collections of moths and butterflies -- all neatly mounted on pins in little cabinets. That is one way of learning about insects. Another way is to watch them and see what they do, how they live, and how they catch and eat their food. Some people collect live insects - two or three kinds at a time and watch them over a period of time.



When collecting, handle your specimens with extra special care so they will not be damaged. Record your observations in a notebook, stating the date, place, time, weather, kind of plant, where found, eating habits, etc. You can identify and label your specimens when you get home.

**"THE SIX-LEGGERS"**

Six legs and three sections to their bodies are the way you tell the half-million kinds of insects on this earth. The body of an insect is divided into three parts: the head, the thorax, and abdomen.

Spiders are sometimes mistaken for insects. But look at them closely. Notice their eight legs and bodies with two parts and you can count them out of the insect kingdom.

INSTANT INSECT COLLECTION

Right now in your house there is a good chance that you have a splendid insect collection.

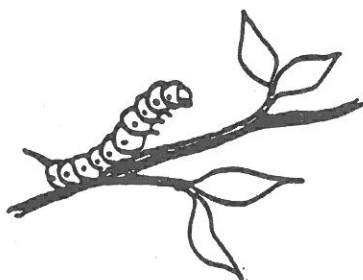
No? Think again. Have you overlooked the light fixtures? If they haven't been cleaned in a while, there are, no doubt, some insects lying there waiting to be inspected. Since they are already dead, you won't have to kill them to keep them still while you look at them.

Look around your house for lamps that have open sides where a bug could fly into the light bulb. The lights that hang from the center of the room are a good place to look.



So are the ones that screw into the ceiling or over the medicine cabinet. Do get permission and help if these are in a hard-to-reach place. Shake out your finds on a piece of paper. You can get a box if you want to keep them for identification.

MOST OF THE INSECTS YOU FIND WILL BE ONES THAT ARE ATTRACTED TO LIGHT. THE CLIMATE, SEASON, AND YOUR LOCAL ENVIRONMENT WILL AFFECT YOUR CATCH.

REAR A CATERPILLAR

Caterpillars are the thing many people like to raise. When you find one be sure to notice what kind of plant or tree it is on, because it is most likely its food plant. If you do not do this you may have a lot of trouble finding what it eats.

Some caterpillars turn into butterflies and some turn into moths. Considering the many kinds of insects there are in the world, the life histories of very few of them are known. Here is a chance for you really to discover something.

OBSERVE THAT - Your caterpillar has six TRUE legs in front and several pairs of false "PROLEGS" behind.
 - Many caterpillars bear long hairs or spines which make them unpalatable for predators - does yours?
 - Many caterpillars considered edible by birds are camouflaged. Others which taste nasty may wear gaudy "WARNING COLORS". Which is yours?

.. Put your caterpillar and the leaves into a jar previously floored with 1 inch of dry moss or shredded paper.

.. Lean a twig in the jar.

.. Cover the jar opening with cloth or metal screen, or pierce lots of holes in the lid.

.. Feed your caterpillar just a few fresh leaves of the kind it chooses to eat. If in doubt try several kinds, including lettuce. Protect it from temperature extremes.



.. Caterpillars shed their skins several times as they grow. Watch for signs of this - usually a little ball of cast-off skin on the floor of the jar.

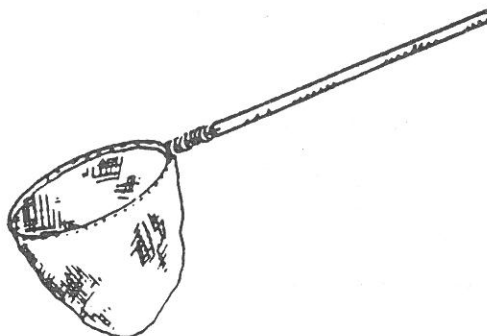
.. Caterpillars about to pupae often march nervously about. The pupal state from which it will emerge as an adult butterfly or moth, may be spent underground, or perhaps suspended from a twig. Observe which yours does.

NETTING FLYING INSECTS

Flying insects can be caught in a net. A net may be bought, or you can make one. The bag should be as long as your arm so that the end can be flipped over the frame to trap the insect inside.



Be very gentle with butterflies; they are easily damaged. Release each specimen as soon as you have identified it.



CONSIDER THE ANT

- On a hot day find an ant and follow it for at least ten minutes.
- You may observe other ants, too. Are they all the same? Sketch and describe the difference.
- Ants are tiny, but well equipped to defend themselves. Pick one up and see what it does. smell it. (some defend themselves with strong smelling formic acid.) Observe its tough "armor".
- Ants, like us, have jobs. Is your ant out hunting? Tending an aphid herd? soldiering? Bringing home food? Tending its young? Watch a little to find out.
- Find an ant trail or "highway" with two-way traffic. is it neat or cluttered? What is at each end? What are the ants carrying? Drop a little dirt on the trail. what happens? Do the ants seem to be guided by sight smell, instinct? (They use their antennae to smell with.)
- Ants have four life stages -- egg, larva, pupa, and adult. Disturb, but DO NOT DESTROY an ant nest. Watch the adults move the young from danger. The whitish pupae are what many people wrongly term "ant eggs".
- Look for ants tending an aphid colony. Watch, but don't disturb them. Can you see the ants "milking" the "honeydew" from the aphids? Ants could eat the aphids, but do they?



SPIDER WATCHING MADE EASY

Spiders are interesting critters that can easily be at home in an empty jar and in one spot to watch.

All spiders have eight legs and eat insects (insects have six legs). They also have a two-part body. The two parts are joined by a thin stalk, which contains all kinds of spider "stuff".

Below are some ideas and suggestions for spider catching and watching. Follow instructions with care.



SPIDER CAGE



THESE ARE GOOD FOR GETTING A CLOSE LOOK. USE A JAR. PUNCH HOLES IN THE LID. GROUND SPIDERS WILL NEED SOME GROUND. AERIAL SPIDERS NEED A TWIG FOR THEIR WEBS. SPIDERS WILL NEED A BIT OF DAMPNESS IN THEIR CAGE, BUT DON'T LET IT GET MOLDY. TRY FEEDING THEM MEALYBUGS. SPIDERS ARE CANNIBALS, SO YOU WILL WANT TO KEEP YOUR EIGHT LEGGED FRIENDS SEPARATE.

SPIDER WATCH

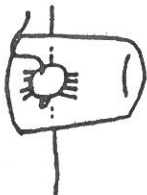
KEEP WATCH ON A SINGLE SPIDER IN YOUR HOME. HOUSE SPIDERS HAVE SMALL TERRITORIES, SO YOU CAN VISIT THE SAME SPOT AND EXPECT TO FIND IT HOME. NOTICE WHAT IT EATS. WATCH FOR MOLTING. SEE IF YOU CAN TELL IF IT'S A MALE OR A FEMALE. IF YOUR HOUSE HAS MORE THAN AN OCCASIONAL SPIDER, WATCH FOR MATING. YOU MIGHT NOTICE A FEMALE CARRYING AN EGG. WATCH FOR SPIDER BABIES.



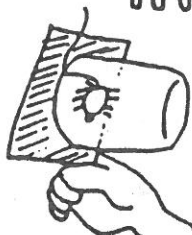
CATCH A SPIDER



FIND THE SPIDER YOU WANT TO STUDY. LOOK FOR THEM IN CORNERS.



COVER THE SPIDER WITH A GLASS. BE CAREFUL NOT TO HARM IT.



SLIDE A SHEET OF PAPER UNDER THE GLASS.



MOVE THE CRITER TO A SPIDER CAGE

SPIDER SIGNS



SPIDER SKINS LOOK LIKE DEAD SPIDERS, BUT LOOK CLOSELY AND YOU WILL SEE THEY ARE EMPTY. LIKE SNAKES, SPIDERS MOLT. THEY BREAK OUT OF THEIR SKIN WHEN IT GETS TOO TIGHT. THEY WILL MOLT 4-12 TIMES BEFORE THEY'RE FULL GROWN.

INSECT MUMMIES - THESE ARE SILK-WRAPPED MUMMIES OF INSECTS (OR LITTER LEFT OVER FROM A SPIDER LUNCH).



WEBS



ARE SPUN OF SPIDER SILK, THE STRONGEST FIBER FOUND IN NATURE. EACH TYPE OF SPIDER SPINS ITS OWN SPECIAL KIND OF WEB FROM SILK GLANDS (SPINNERETS) AT THE REAR OF ITS BODY. SPIDERS USE SILK TO BUILD TRAPS, HOMES, PARACHUTES, AND SLINGS FOR THEIR EGGS. MOST INDOOR SPIDERS BUILD IRREGULAR WEBS CALLED COBWEBS.

BIRDS

BANQUETS FOR BIRDS

It's easy to feed the birds. You can just scatter food for them on the ground or on a window sill. Or you can make simple birdfeeders out of old containers. That way, you can do some recycling at the same time.

WINDOWSILL BIRD FEEDING

Jays, nuthatches, and cardinals are bold, curious birds. They will fly right onto a window ledge for a meal. Start by putting bread crumbs on a windowsill. Birds can spot them quickly. When the birds are used to coming to your house to eat, you can switch to sunflower seeds or wild birdseed.



Here's a quick windowsill treat:

Roll 1 cup of peanut butter in birdseed or sunflower seeds to make a ball. Squeeze it in your hands until it holds together well. Put the ball on your windowsill. *(If you have a backyard, you can put it out on a fencepost).*

SCATTERED FOOD

The easiest way to feed backyard birds is to scatter bread crumbs or seed on an open patch of ground. Another treat some birds like is crushed dog biscuits. Put several biscuits in a bag and close it tightly with a twist tie. Break up the biscuits until they're fine crumbs. Scatter them outside.

If you have a fireplace, here's something else you can do to help the birds in winter. Put cold ashes from the fireplace near the bird food. Or crush eggshells into fine grit and put them out. Birds need to swallow bits of grit to help them digest their food. Once the ground is covered in snow, it's hard for them to find this grit.

The best thing about feeding the birds in winter is that not only are you helping the birds make it through the season, you are decorating your outdoor surroundings with living ornaments filled with song and color. You should start feeding the birds early in the winter so they will get used to coming to your food supply.

Different birds prefer different foods and feeding locations. Some are tabletop feeders, some are ground feeders, some like to perch on window sills or high posts.

DETERGENT BOTTLE FEEDER

Use the upper part of a coat hanger to hang. Trace around a jar lid for the entrance and cut out. Be sure to do both sides. Punch a hole and insert a dowel for a perch. Be sure to do both sides.

Drill very small holes in bottom for drainage.



State Flowers and Birds

<u>STATE</u>	<u>STATE BIRD</u>	<u>STATE FLOWER</u>
ALABAMA	Yellowhammer	Camellia
ALASKA	Willow Ptarmigan	Forget-Me-Not
ARIZONA	Cactus Wren	Saguaro Cactus Blossom
ARKANSAS	Mockingbird	Apple Blossom
CALIFORNIA	California Quail	California Poppy
COLORADO	Lark Bunting	Rocky Mountain Columbine
CONNECTICUT	Robin	Mountain Laurel
DELAWARE	Blue Hen Chicken	Peach Blossom
FLORIDA	Mockingbird	Orange Blossom
GEORGIA	Brown Thrasher	Cherokee Rose
HAWAII	Hawaiian Goose	Hibiscus
IDAHO	Mountain Bluebird	Syringa
ILLINOIS	Cardinal	Violet
INDIANA	Cardinal	Peony
IOWA	Eastern Goldfinch	Wild Rose
KANSAS	Western Meadowlark	Sunflower
KENTUCKY	Cardinal	Goldenrod
LOUISIANA	Brown Pelican	Magnolia
MAINE	Chickadee	White Pine Cone
MARYLAND	Baltimore Oriole	Black-Eyed Susan
MASSACHUSETTS	Black-Capped Chickadee	Mayflower
MICHIGAN	Robin	Apple Blossom
MINNESOTA	Common Loon	Showy Lady Slipper
MISSISSIPPI	Mockingbird	Magnolia
MISSOURI	Eastern Bluebird	Red Hawthorn
MONTANA	Western Meadowlark	Bitterroot
NEBRASKA	Western Meadowlark	Goldenrod
NEVADA	Mountain Bluebird	Sagebrush
NEW HAMPSHIRE	Purple Finch	Lilac
NEW JERSEY	American Goldfinch	Violet
NEW MEXICO	Roadrunner	Yucca Flower
NEW YORK	Eastern Bluebird	Rose
NORTH CAROLINA	Cardinal	Flowering Dogwood
NORTH DAKOTA	Western Meadowlark	Wild Prairie Rose
OHIO	Cardinal	Red Carnation
OKLAHOMA	Scissor-Tailed Flycatcher	Mistletoe
OREGON	Western Meadowlark	Oregon Grape
PENNSYLVANIA	Ruffed Grouse	Mountain Laurel
RHODE ISLAND	Rhode Island Red	Violet
SOUTH CAROLINA	Carolina Wren	Carolina Jasmine
SOUTH DAKOTA	Ring-Necked Pheasant	Pasqueflower
TENNESSEE	Mockingbird	Iris
TEXAS	Mockingbird	Bluebonnet
UTAH	California Gull	Sage Lily
VERMONT	Hermit Thrasher	Red Clover
VIRGINIA	Cardinal	Flowering Dogwood
WASHINGTON	American Goldfinch	Rhododendron
WEST VIRGINIA	Cardinal	Rhododendron Maximum
WISCONSIN	Robin	Wood Violet
WYOMING	Western Meadowlark	Indian Paintbrush



State Bird Word Find

ACTIVITY 1

- How many states have the **CARDINAL** as their state bird? _____
- Only one state has the **ROADRUNNER** as it's state bird. Which one?

- Three states have the **ROBIN** as their state bird. Can you name them?
1. _____ 2. _____ 3. _____
- Only one state has the state flower of the **ROSE**. Do you know which one?

- Idaho and Nevada have the same state bird. What is it? _____
- The **BLUEBONNET** is the state flower of what state? _____
- How many states have the **MOCKINGBIRD** as their state bird? _____
- Three states have the **VIOLET** as their state flower. Can you name them?
1. _____ 2. _____ 3. _____



FIND THESE STATE BIRDS IN THE PUZZLE BELOW.

- YELLOWHAMMER
- PTARMIGAN
- WREN
- MOCKINGBIRD
- QUAIL
- BUNTING
- ROBIN
- CHICKEN
- THRASHER
- GOOSE
- BLUEBIRD
- CARDINAL
- GOLDFINCH
- MEADOWLARK
- PELICAN
- CHICKADEE
- ORIOLE
- LOON
- FINCH
- ROADRUNNER
- FLYCATCHER
- GROUSE
- PHEASANT
- GULL
- THRUSHER

ACTIVITY 2

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



PEANUT BUTTER STICK

Material needed:

- Coat hanger hook, screw eye.
- Branch 2"-3" thick, about 16 inches long.
- Bottle caps --nailed on.

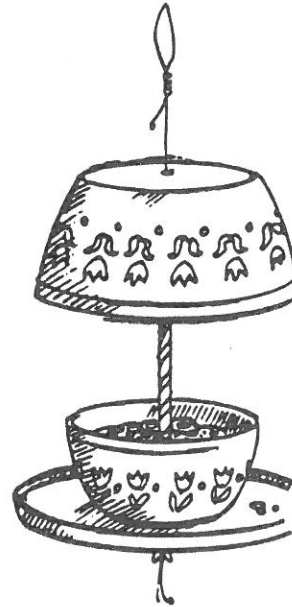
Mix peanut butter and bird seed. Fill bottle caps.

MARGARINE TUB FEEDER

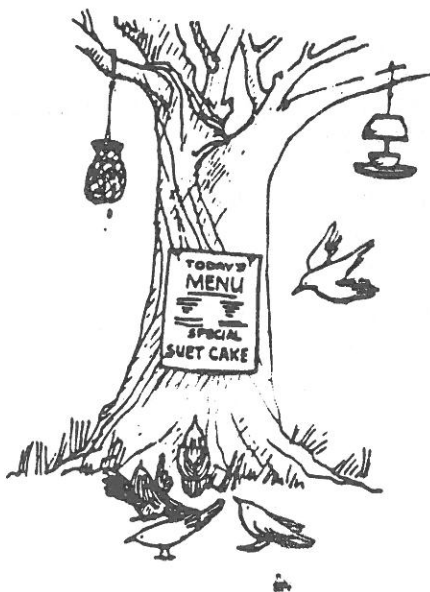
Material needed:

- 2 empty plastic margarine tubs one about 1 pound size and 1 about 1/2 pound size
- A plastic straw
- Nylon string
- A nail to poke holes

Use the nail to poke a hole in the middle of the bottom of each container. Poke a hole in the middle of the big container's lid. Thread nylon string through all the pieces as shown. The big container, turned upside down, makes the roof. The straw threaded on the string, helps to hold up the roof. The small container is the dish of food. The lid of the big container is a tray at the bottom. When all parts are threaded, tie a knot in the string to keep them all together. Then tie the string to a tree branch and fill the dish with birdseed.



BIRD FEEDING TIPS



If you can, set up two or three bird feeding stations. Some birds are bullies. Once they find an eating spot, they will drive other birds away. If there are several eating places, all the birds have a better chance to get their share. Once you start feeding the birds, **DON'T STOP**. They will come to depend on you for food. If you stop suddenly in the winter, they may starve.

WHO LIKES WHAT

Sunflower Seeds:	Jays, cardinals, chickadees, goldfinches, nuthatches, sparrows
Millet:	Juncos, sparrows, goldfinches
Peanuts:	Jays, chickadees, goldfinches
Suet and bacon fat:	Woodpeckers, chickadees, starlings



FOSSILS CAN BE FUN

A fossil is what remains of animal or plant life from millions of years ago that has hardened in rock. There are usually fossils in sedimentary rock - prints of shells or the skeleton of a fish or bird. They may be a dinosaur's track or a flower or leaf print.

Geologists study fossils to learn about the Earth's history. They also show us what present-day trees and plants lived millions of years ago.



Have you seen petrified wood or bone? These are fossils. Perhaps some of the Cubs in your den have visited the Petrified Forest National Park in Eastern Arizona or the Dinosaur national Monument in NW Colorado.

Fossils may be found almost everywhere - rock quarries, river bluffs and banks, gravel pits, excavations for construction, and highway cuts. visit these locations with care and good supervision, and permission if needed. Fossil-finding takes patience and time, but is rewarding.

MAYBE YOU WOULD LIKE TO.....

- ... visit an operating rock quarry.
- ... attend a rock collector's club meeting.
- ... have a geologist visit your den meeting and talk about their work.
- ... Display den rock collections at Pack meeting.
- ... visit a rock shop or hobby shop where rock collecting supplies are available
- ... visit a jewelry store and observe precious or semi-precious stones.
- ... learn to skip stones.

CAUTION....SAFETY FIRST....KEEP ALERT !



WATCH OUT FOR SNAKES !!

They crawl under rocks to get out of the sun. Learn to poke around a rock with a stick before reaching under it.

SIMPLE EQUIPMENT FOR COLLECTING

An empty egg carton is a perfect place to keep your samples. Label the spaces.

A hammer is a handy piece of equipment for breaking big pieces into sample sizes. Be sure to wear goggles when breaking samples. Flying fragments can be dangerous.

Magnifiers are useful for looking up close. A notebook is handy for keeping any discoveries you might make about your rock. Keep a page for each specimen.

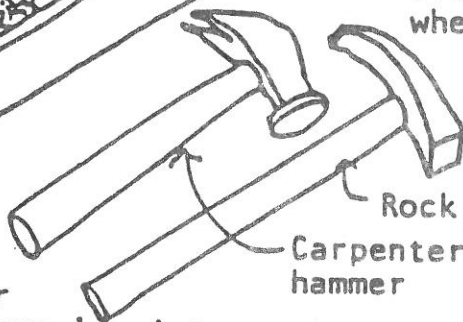
Corners of plastic bags make good pouches for some of your powdery samples.

An egg carton is a good place to keep your rocks.



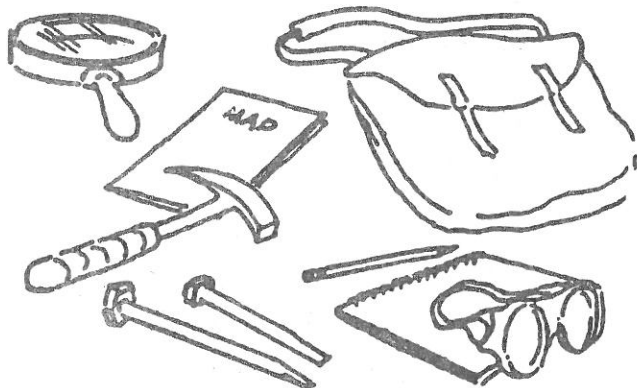
Label each spot

Hammers, for making big samples into little samples.



Rock hammer

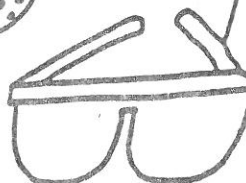
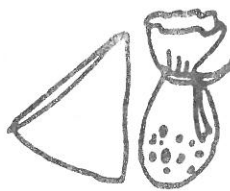
Carpenter's hammer



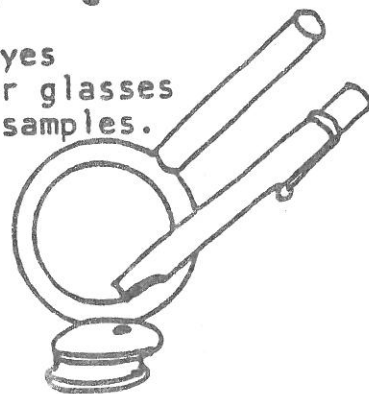
Plastic bag pouches

Keep a notebook page for each sample.

List origin, date and any other information about your sample.



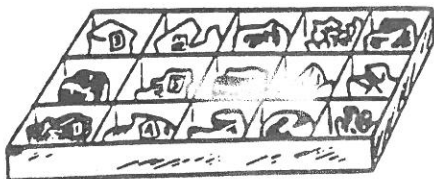
Protect your eyes with goggles or glasses when breaking samples.



Magnifiers for looking closely

As you have probably found, there are hundreds of different kinds of stones.

You might collect different specimens and study about them from a beginner's rock book. Stones are deeper color and more attractive when they are wet or even shellacked. Keep your collection in a dish filled with water, or shellac your rocks and mount them.



Egg cartons make good display cases. Identify each rock with a number on adhesive tape stuck on each specimen. List the number and identifying name in the lid, it will serve as an index to your collection.



PREDICTING THE WEATHER

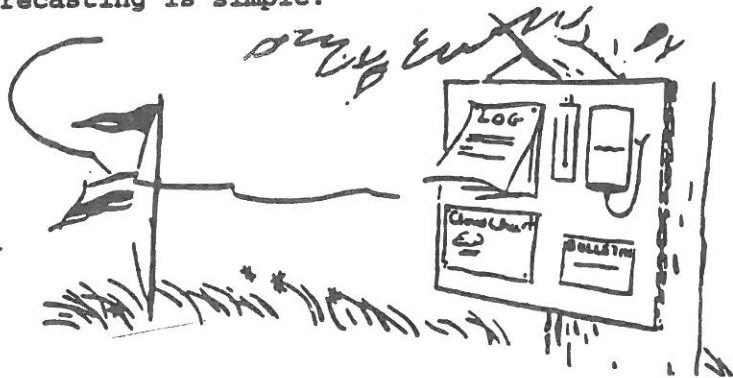
We have all heard about people who say they can predict the weather or maybe a change in the weather by the aching corn on a big toe or by the way their rheumatism is acting up. There are others who listen to the birds singing, if the caterpillars have furry coats or by the chirping of the crickets. Still others tell by looking at the clouds or the "smell" in the air - "it smells like rain."

Of course, there are more scientific ways of predicting the weather, which any Cub can pick up in a short time. The would-be weather prophet must daily collect and record facts about temperature, clouds, winds and other phases of today's weather in order to know about tomorrow's weather.

The equipment needed for weather forecasting is simple:

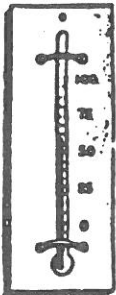
- a barometer
- a compass or weather vane
- a good view of the sky
- a thermometer
- a notebook for recording findings and predictions.

A day camp weather bureau may use weather flags to make their predictions known.



TEMPERATURE

The temperature is important in predicting the weather; this means using a thermometer.



Cub Scouts are always interested in how a thermometer works. There are two kinds usually used, and either can be explained to inquisitive boys. The mercury or alcohol type, with bulb and tube, goes up when it is warm, because these substances expand when heated. They must go up the tube, because there is nowhere else to go. To show this, use an inexpensive thermometer. Hold it tightly in your hand - it will rise. Take it out and it will fall. Place it in a refrigerator, out in the sun, on the floor, or near the ceiling - show them that temperature differs even in different parts of the same room.

The second type works on the expansion of metals. If taken apart, the Cubs will see the metal coil roll up, or unroll, depending upon the temperature.

WEATHER SAYING: "A fly on your nose you slap and it goes, if it comes back again, it will bring a good rain."

"Onion skins very thin
Mild winter coming in,
Onion skins very tough,
Winter's coming cold and rough."



"When pigs carry sticks,
The clouds will play tricks;
When they lie in the mud,
No fears of a flood."



"Red sky in morning, sailors take warning.
Red sky at night, sailors delight."



"When spiders weave their webs by noon,
Fine weather is coming soon."



"If the oak's before the ash,
The farmer's pockets are full of cash.
If the ash is before the oak,
The farmer's hopes will end in smoke."



TEMPERATURE BY THE CRICKETS

Did you know that you can tell the temperature by counting the cricket's chirps? Try this one.



Naturalists have discovered that the hotter the temperature the faster the crickets sing. On cold days crickets chirp much more slowly.

You'll need a watch with a second hand. Single out one cricket to observe and for 15 seconds count each chirp he makes. Then add 38 to the total. You will find that the count you obtain is almost the same as the official temperature.

HERE ARE SOME CLUES FROM THE WIND AND CLOUDS.



If the WIND is blowing from	and the CLOUDS are	then the WEATHER is apt to be
W or NW to N NE or E to S	Cirrus	Good
	Cirrus	Rainy or snowy in a day or two if the wind is steady.
NE or E to S	Cumulus	Fair—but if these clouds build up, they may bring a storm.
NE or E to S NE to S	Cumulonimbus	Rainy soon, thunderstorm.
	Stratus	Rainy or snowy in fifteen or twenty hours, usually a steady rain.
Westerly	Stratus	Overcast sky or light drizzle.

HERE ARE SOME CLOUD LORE PREDICTIONS

FAIR RAIN

TOWERING, RAGGED CLOUDS PREDICT A RAINSQALL AND WIND.

WARM FRONT

LOOK! A HALO!

A HALO AROUND SUN OR MOON MEANS WARM FRONT IS ON ITS WAY, WITH RAIN.

LIKE COBWEBS

SKY FULL OF CIRRUS OR WEBBY CLOUDS FORETELLS RAINY SPELL ON ITS WAY.

← FAIR

5000 FT.

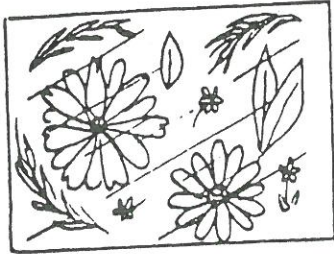
2000 FT.

HIGHER THE CLOUDS, FINER THE WEATHER. LOWERING CLOUDS FORETELL RAIN.

DARKER CLOUDS AGAINST LIGHTER CEILING, FORETELL WINDY RAINSTORM.

WEATHER SAYING: "If the cat washes her face over her ear, 'Tis a sign the weather will be fine and clear."

STAINED GLASS COLLAGE

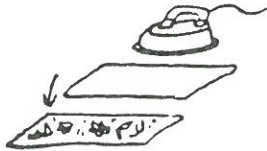


Arrange assorted, dried flowers, fern, and leaves on a piece of waxed paper.

Shave crayon bits over picture.

Add another piece of waxed paper.

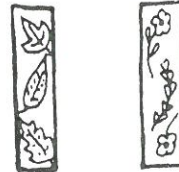
Seal with a warm iron.



Hang collage in bright window with tape.

DRIED LEAF BOOKMARKS

Arrange dried leaves or flowers on a piece of construction paper or fabric cut to the size of a bookmark. Cut 2 pieces of clear adhesive plastic slightly larger. Peel off backs and place sticky sides together over bookmark. Press firmly. Trim off excess edges.



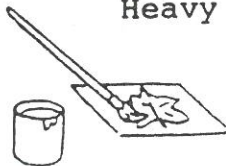
LEAF PLACE MATS AND COASTERS



Glue on leaves with white glue.

Weight until dry.

Heavy white paper

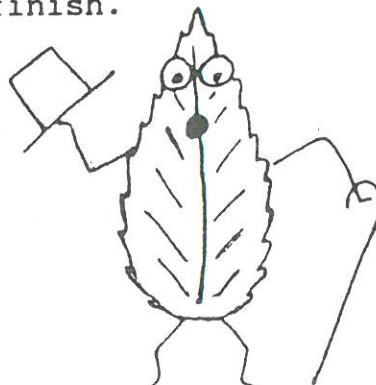


Brush with 2 coats of varnish or plastic finish.

or ... Cover with clear contact paper.

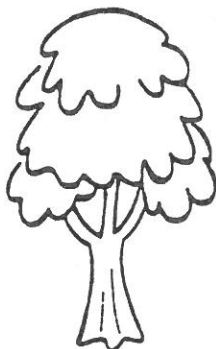
LEAF PICTURES

Glue leaves on a large sheet of paper. Let boys create their own picture with crayons, glue and colored paper.



SAVE THE CITY

The object of this problem is to transport a radioactive isotope (tennis ball) from start to finish over a number of obstacles without letting the isotope touch the floor (reverses the ionization of the supports in the floor causing it to decompose), or touch any body part (gruesome damage to the body part). The only material that can touch the isotope is the special transporter (gallon milk carton or two liter bottle with bottom cut out). The isotope must be made contact with the inside of every boy's transporter during the transportation (i.e. the ball must be transported from jug to jug). Establish a deadline for completion so they city may be saved in time.



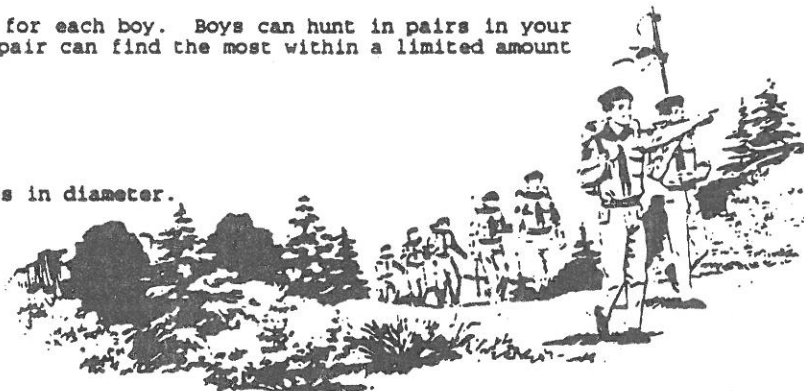
KEEP AMERICA BEAUTIFUL

The audience is told that a tree will be planted and through the magic of Cub Scouting, will grow and blossom. Two teams of four are chosen and each team selects a captain. The captains are given signs to wear which say 'sapling'. Each captain stands in the middle of his team. Others on the team are handed a paper sack containing a roll of scotch tape, 20 or 30 green construction paper leaves, a few birds, blossoms, and butterflies made out of construction paper, a bird nest, and a few small real branches. At the signal to 'go', each team begins to make their 'sapling' grow by handing him the branches to hold and taping the contents of the bag to him. First team to finish is the winner.

OUTDOOR NATURE HUNT

Make up a list such as the one below for each boy. Boys can hunt in pairs in your back yard or in the park. See which pair can find the most within a limited amount of time.

1. Something alive that flies.
2. A cup of wet sand.
3. A worm.
4. A cup of pink water.
5. Five maple leaves.
6. Three rocks at least 2 inches in diameter.
7. A piece of string.
8. A dandelion.



DUPLICATION



This is a good game for getting boys interested in rocks, plants, and animals. Before assembling the children to play, secretly gather from the immediate area about 10 common natural objects, such as rocks, seeds, conifer cones, plant parts, and some signs of animal activity. Lay the objects out on a handkerchief and cover them with another handkerchief. Call the boys close around you and tell them, "Under this cloth are 10 natural objects that you'll be able to find nearby. I will lift the handkerchief for 25 seconds so you can take a good look and try to remember everything you see."

NATURE CRIBBAGE

Prepare for this game by making a list of nature objects the boys are likely to see on a ramble in a park or woods. Give a point value to each item; for example, squirrel, five points, ant, one point, grasshopper, three points, bluejay, two points, oak tree, one point, spruce tree, two points, woodpecker, 10 points, dandelion, one point and so on. Before starting on the ramble, each boy puts 21 pebbles, seeds, or acorns in his pocket. On the hike, the first player to spot one of the items on the list throws away the number of pebbles equal to the point value assigned to that item. The first boy to get rid of all his pebbles wins.



WATER TRUCE



About 8 feet apart, mark two parallel lines on the floor. Tell the story that drought has reduced the river to a trickle just before the great rains are to come, and the animals have declared a water truce. Noah stands in the stream at one end of the hall, and his son, holding a flashlight, at the other. Half of the boys stand along one bank and half along the other. They are the jungle animals who have come to drink, and each acts the part of an animal of his choice. Dim or turn off the lights. Noah's son switches on the flashlight, and Noah starts game by "GO". As long as the sun (flashlight) shines, the animals may drink safely. When clouds cover the sun (flashlight off), the truce is over and the animals must race to their corners before Noah catches them. If the sun comes out during an animal's capture, he shouts "water truce!", and Noah must release him.

TALKING ANIMALS

Divide den into two equal teams. Teams choose captains and sit on the floor facing each other with captain in the center. One captain starts by naming some animal or bird beginning with an 'a'. He might say 'alligator'. He then counts to 10 as rapidly as he can, hoping to finish before the captain of the other team calls back the name of another animal beginning with 'a'. If team captain fails to respond before the count of 10, he forfeits one of his team mates to the other side. If he gives the correct answer, he may call out the name of an animal beginning with any letter he chooses. The other captain must now respond. Team members may help their captain by whispering suggestions, but only the captains may call out. Team with most members at end of timed session wins.



ANIMAL CRACKERS



Each boy is given two saltine crackers and a slip of paper telling which animal sound he is supposed to make. On the signal, boys start eating crackers as quickly as possible and swallow before making their animal sound. First to make sound clear and distinctly is the winner.

AARDVARKS AND ALLIGATORS

Boys sit in a circle on the floor with legs crossed. The object of the game is to pass two objects around the circle in opposite directions. The aardvark and alligator may be drawings of these animals, or make up the name for two objects and pass them. The leader gives the first object to the boy on the right and says 'This is an aardvark'. The boy to whom it is offered asks 'A what?' The leader replies 'An aardvark', and the object is passed. The leader repeats the same ritual with the alligator and the boy on the left. Both boys on the right and left continue the ritual, with one exception: when the next player asks 'a what?', the boy offering the object turns back to the previous passer and asks 'a what?'. The 'a what', is passed along back to the leader who tells the name which is passed back down the line. At some point in the middle, the two objects are going to cross paths. This all will appear chaotic, but hang on and keep going. The game ends when the objects find their way back to the leader.



TURTLE TAG



Boys start in 'safe' position on their backs with all four 'feet' in the air. The boy who is 'it' counts to ten and the 'turtles' must hop up and run at least ten steps before again assuming the 'safe' turtle position. If 'it' can tag a player before he is 'safe', they exchange places and the other boy becomes 'it'.

ANIMAL TAG

Boys are in scattered formation. Select an 'it' (Noah). Noah names an animal and all boys imitate the animal as they move about the room. Noah also imitates the animal and tries to tag one of the others, who then becomes 'it'. Example: Noah calls 'kangaroo', all boys must hop like a kangaroo until someone is tagged.



KEEP ON TRACKING

This game requires a sandy or muddy area where tracks can be made or identified. Each boy is given a card showing the track of an animal. Page 286 of the Boy Scout Handbook has several examples of animal tracks. Each boy copies the track on the card into the mud or sand. If playing indoors, each boy may be given a shoe box with a layer of sand to make the track. Each track should be tagged with a number. When all boys have completed their tracks, have each boy go look at each track and write down what animal they think made each numbered track. After they have completed the list, show what each track is, using the Boy Scout Handbook as a guide. The boy with the most number of correct tracks is the winner, but all boys are really winners in this game.



ANIMAL TRAVEL



Divide boys into two teams. Have each team sit down, side by side, with legs outstretched, so that the soles of their feet touch the soles of the feet of a member of the other team, to create a ladder of legs. Give each pair the identity of an animal (or several animals if the group is small). When the leader calls out an animal's name, the two players from each team representing that animal must jump up, travel down the line of legs, over the legs of their teammates, around their team, and back to their original position. The special rule is that the players must travel in the motion of their animal (e.g. frogs hop, inchworms crawl, horses gallop). Choose animals with unique methods of travel (rabbit, kangaroo, snake, turtle, alligator, duck, eagle, pointer, crab, etc.).

ARK LINEUP

The object of the duo running game is for one IT pair to catch another pair and become a catching quartet (hands joined to form a line) and catch another pair, etc. Only the two people at the end of the line are allowed to tag a fleeing pair. If the line breaks at any point, a catch is disallowed. This sequence continues until only one fleeing pair is left, and as champions, are the first animals to be allowed on the ark. Each pair may be given an animal name and once caught, must make the noise of that animal.



COBRA PIT



Separate the group into two teams, the cobras and Noahs. The cobras sit randomly in the snake pit (playing area). One by one, blindfold the boys playing Noah and send them walking through the snake pit, with only the voice of a sighted guide from their team to direct them. The cobras hiss very loudly the whole time, trying to mask the guide's direction. If Noah touches a snake, he sits down where he is and becomes a cobra. Let teams try both roles.

SEARCH BY SOUND

In preparation for the game, before the boys come into the room, the leader scatters a number of small objects about the room, in not too obvious places. Use all of one object, i.e. toothpicks, macaroni, etc. When the boys arrive, the leader divides them into even teams. Each team chooses a captain. The leader gives each team the name of an animal (each team has a different animal). On 'GO', all teams begin to search the room for the objects. The special rule is this: only the captain of each team may touch and collect the objects. Therefore, in order to get the captain's attention, the team members make the sound of their team's animal. The captains listen for their team's sound, and race to collect as many objects as possible. The team whose leader collects the most number of objects at the end of a given time limit is the winner. As an addition, when the game is over, give each team five minutes to construct the figure of their team's animal using the objects collected.



Climates:

We all know that Alaska's climate is different from Florida's. But few of us realize that one small grassy lot has a number of different climates. For example, the south slope of a hill gets more sunshine than the slope that faces north. An open area gets more sunshine and is windier than a sheltered spot. Because water is being given off from the soil, the air right above the ground is usually damper than the air near your face.

These little climates help to explain why certain animals and plants live in one spot rather than another. For example, centipedes, slugs, worms, moss and mushrooms need dampness. They are close to the ground. They need shade and avoid the sunlight by living under plants, rocks, and rotting trees. Many spiders, ladybugs, dandelions and ragweed live higher up. You'll find them among the stems of grasses and other plants. They do very well in sunny or windy spots.

PROJECT: Finding temperatures in different climates.
YOU WILL NEED: An outdoor thermometer.

Find a bare place in a field. Lay the thermometer on it, making sure the bulb is touching the soil. Leave it there for a minute or two. Now find the temperature of the air at knee level. Compare the two temperatures. There may be a 10 - 20 degree difference. Repeat this exercise under a tree or in damp places, on different sides of a hill or a tree. What did you discover happens?

POLLUTION AND LITTER

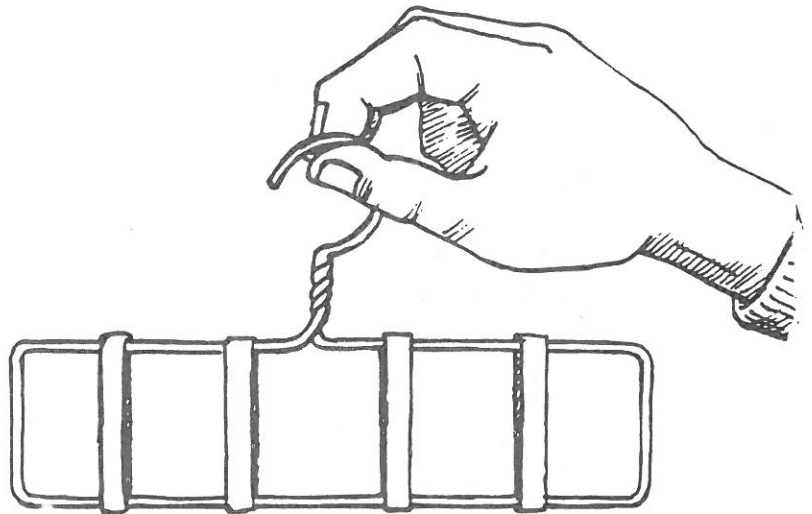
TESTING FOR POLLUTED AIR

Ozone and other gases in polluted air destroy rubber. Find out how good the air is where you live.

Materials you will need:

- 6 - 8 rubber bands (*all same size*)
- A coat hanger
- A glass jar with a lid
- A magnifying glass

1. Bend the coat hanger as shown in the drawing. You want it to hold the rubber bands straight without stretching them.
2. Slide 3 or 4 rubber bands onto the hanger. Hang the hanger outside in a SHADY place. (Sun also changes rubber, but you want to see what the air will do to the rubber bands without sunlight)
3. Put 3 or 4 rubber bands into the glass jar. Close the lid tightly. Keep this jar indoors in a drawer or cupboard.
4. Wait a week. Check the rubber bands that have been outdoors. Use the magnifying glass to look at them more closely. Do they have cracks or breaks? Have any of them snapped? How do they look compared with the rubber bands that were kept indoors in a jar.
5. If the outdoor rubber bands are still in good shape, put them back outside. Check them again in another week. Where the air is really polluted, rubber bands will snap in a week or two.



SNARE DIRT FROM THE AIR

Air may have tiny grains of sand, dust, ash and other things floating around in it. What kinds of solid stuff can you find in your air?

Materials you will need:

- A white plate
- Petroleum jelly (*vaseline*)
- A magnifying glass

1. Cover the white plate with petroleum jelly.
2. Put the plate outside on a windowsill. Leave it there for a week.
3. Bring the plate in. Use the magnifying glass to see what has stuck to the plate. These are the solid bits and pieces that the air is carrying.



THINGS YOU AND YOUR FAMILY CAN DO TO SAVE THE ENVIRONMENT



1. Before throwing letter-size paper into the trash, check the backs of sheets to see if they are blank. If so, use them for drawing. Or cut them into squares and use them as notepaper.
2. Reuse big envelopes that arrive in the mail. Just put a new address label on - any square of paper will do.
3. Send back junk mail you don't want - at mailers expense. Tell them you don't want anymore. These are a great waste of paper.
4. If possible, take showers instead of baths. Showers use less water than baths. Soap up and then turn the shower on.
5. Don't throw out those last little bits of soap. Stick them to the next bar.
6. Don't pour anything from a container marked "poisonous" or "dangerous" into the sink or onto the ground.
7. Buy pump spray containers, which work just as well as aerosol cans, and don't harm the atmosphere.
8. Compost your kitchen leftovers, such as apple cores and potato peelings. You'll be amazed at how much less garbage you have. And your garden will be grateful.
9. Buy eggs in cardboard cartons not styrofoam ones.
10. For foods that don't spoil quickly, buy the biggest size you can afford. First, the biggest size is usually the best buy. Second, there's less packaging for the amount of stuff you get.
11. Write letters complaining to companies that use lots of wasteful, polluting packaging on their products. (*This includes many toy companies and fast-food restaurants*) Support companies that try to put their products in simple packages that can be recycled.
12. Find out if your community has depots to recycle bottles, cans, and paper. Then make sure your family recycles these things.



To start a recycling program:

- Write to the mayor and urge him to begin a recycling program.
- Ask your teacher if your school can be a recycling depot.



13. You'll probably have to buy some things in plastic containers, because that's the only way they are sold. If they go into the garbage, they'll be polluting the environment for a long time. What else can you do with them? Find ways to reuse them, make a flower container or crayon container. Find out how crafty you can be.
14. Become a saver. Giftwrap paper can be smoothed out and used again. So can ribbon and string. Make gift tags from the fronts of old greeting cards.
15. Use rags, worn out clothes, sheets and old diapers for housecleaning instead of paper towels and throwaway cleaning clothes.
16. Don't throw away outgrown clothes. Maybe there is someone else in your family or neighborhood that the clothes could be passed on to.
17. Don't throw litter onto the ground or into creeks and ponds.
18. Turn off: the TV when nobody's watching it; the light when you leave a room.

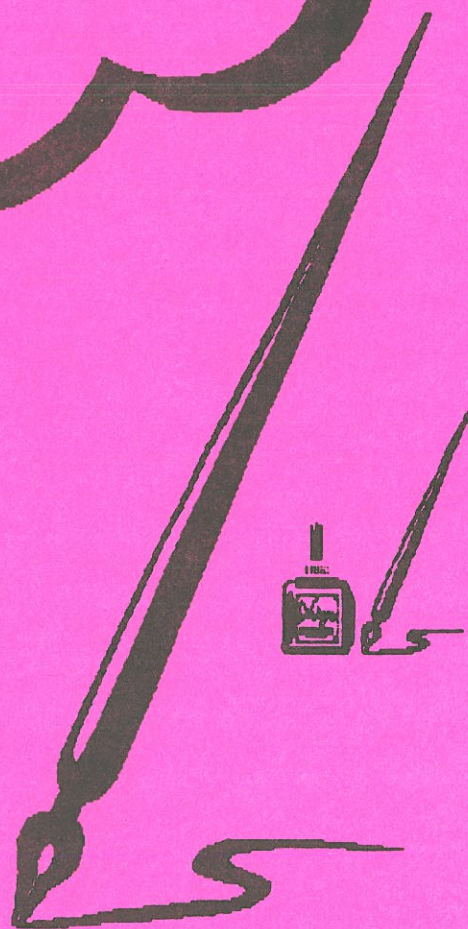


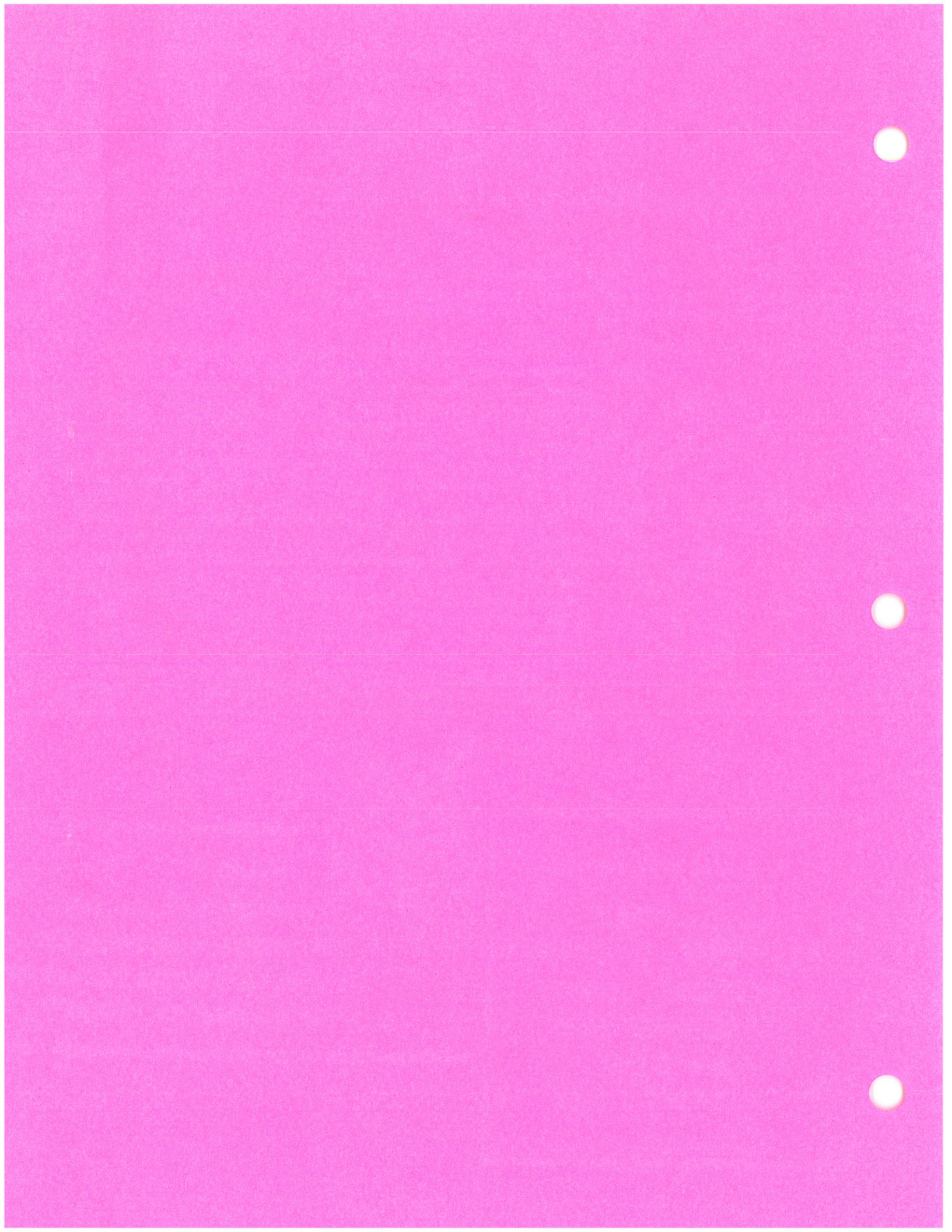
19. If you can, walk or ride your bike instead of taking the car. It's better for you, saves energy, and cuts down on pollution.
20. Talk to your parents, other relatives and friends about the environment and how we can protect it. Share ideas for saving energy and recycling things.
21. Your family probably makes some donations to charities and other groups every year. Is your family supporting a group that works to clean up the environment.



PACK

ADMINISTRATION





WHAT IS LEADERSHIP?

In Cub Scouting, leadership is working with boys and their families, improving the life of your community by enriching the lives of families who live in it. You will be helping boys respect their homes and families, and you will be helping families understand their boys by doing things with them.



In this day and time when the family is becoming less and less important to many people, you, as a Cub Scout leader, will be taking a positive stand in support of the family. As inflation, unemployment, crime, poor housing, and other factors cause stress in families, you will be taking an active part in helping to strengthen those families and the boys in them by providing a fulfilled worthwhile program which has stood the test of time. Few organizations in history have had the universal impact on the family that can be claimed by Scouting. And you are an important part of that impact today.

Successful leaders are people of character and honesty; people with the ability to guide and influence boys; people with pep, patience, tact, and a sense of humor; people who like boys and have a sense of purpose and direction. Now, before you become alarmed and begin thinking: "I don't have all those qualities," just relax and read on. As all boys are different, so all leaders different. But there are certain things that Cub Scout leaders need to know and be able to do. That's the reason for training—to teach leaders the skills and information they need to work successfully with Cub Scouts.

If you have a son, or joined Cub Scouting because you like to work with boys, then you already have a head start. If not, then we can help you learn.



THE CUB SCOUT PROMISE

I _____ PROMISE
 TO DO MY BEST — TO DO MY DUTY
 TO GOD AND MY COUNTRY
 TO HELP OTHER PEOPLE
 AND TO OBEY
 THE LAW OF THE PACK

THE LAW OF THE PACK

THE CUB SCOUT FOLLOWS AKELA
 THE CUB SCOUT HELPS THE PACK GO
 THE PACK HELPS THE CUB SCOUT GROW
 THE CUB SCOUT GIVES GOODWILL

You and Scouting

Scouting is an association of boys, young men and women, and of volunteer leaders like yourself. The purpose of Scouting is to help boys grow, by involvement in many experiences, to be responsible, resourceful members of their communities, their country, and the world. As a leader, you help them to achieve this goal.

There may be any number of reasons why you decided to join Scouting. Your son may be involved and you offered to help with a special project and became interested. Perhaps, because of some hobby or talent, you were asked to work with the den for a short period of time, found that you liked it, and wanted to continue. You may have volunteered because you like boys, because you have some reason that caused you to think seriously about becoming a registered adult leader, we welcome you to Cub Scouting and urge you to make use of all the resources available.

Like everything else of a volunteer nature, you can devote as little or as much time as you wish, but being a Cub Scout leader is not just an hour a week at den meetings or an hour a month at pack meeting. The den and pack programs must be planned and detailed preparations made so that they will run smoothly. The amount of time you invest in Cub Scouting will depend on your enthusiasm, dedication, and personal involvement. Usually the more time spent, the better program the boys receive.

Throw yourself wholeheartedly into your Cub Scout responsibilities. Go out and ring the bell; don't give up and wring your hands. Be optimistic. Think about how high your kite will fly, not about how soon it will fall. **Plan your work, then work your plan.** As a leader you have made a commitment of time, effort, and knowledge. It is a commitment to a way of life, to being a living example for boys, and to lending a helping hand to fellow Scouters.



The Chartered Organization

The Scouting coordinator, as liaison between the pack and chartered organization, helps to bring the two groups together and establish and maintain a good relationship. Maintaining the relationship is the responsibility of members of the organization as well as all pack leaders.

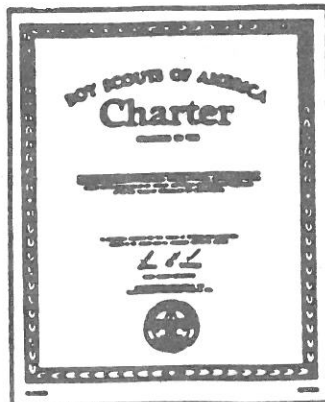
The chartered organization helps the pack by :

- Providing the Scouting program as an integral part of its program for youth and families.
- Seeing that the Scouting program is conducted according to the policies and regulations of the organization and the Boy Scouts of America.
- Selecting a Scouting coordinator to serve as liaison.
- Providing adequate and safe facilities for the monthly pack meeting.
- Providing opportunities for boys to recognize responsibility to God, to country, to fellowman, and to self.
- Cooperating with the council in fundraising through the United Way and sustaining membership enrollment (SME), so the Scouting program can operate.

The pack helps the chartered organization by :

- Being responsible to the chartered organization for the sound operation of the pack.
- Showing interest in the chartered organization and rendering service to it.
- Keeping the chartered organization informed of the accomplishments of the pack by an annual report from the pack committee and regular reports on pack activities by the Scouting coordinator.
- Inviting members of the chartered organization to participate in pack activities.
- Keeping the Scouting coordinator informed of needs of the pack which should be brought to the attention of the district or council.
- Seeing that the chartered organization receives recognition for operation the pack.

If these things are not happening between your chartered organization and pack, then a closer relationship needs to be developed. Ask for help from the Unit Commissioner and Scouting coordinator.



Your Chartered Organization

Every Cub Scout pack, Boy Scout troop, and Explorer post belongs to an organization having similar interests as the Boy Scouts of America. This may be a church, school, community organization, or group of interested citizens, which is chartered by the BSA to use the Scouting program.

The chartered organization provides a suitable meeting place and facilities for pack meetings, adult leadership, supervision, and opportunities for a healthy Scouting life for the boys under its care.

A Scouting coordinator, a member of the chartered organization, acts as a liaison between the pack and the organization.

The Cub Scout Den

A Cub Scout Den is made up of small groups of six to eight boys. They meet weekly under the direction of adult den leaders and boy den chiefs. The den organization allows boys to get to know each other better and provides opportunities for activities which would be difficult in a large group.

Den meetings are planned and run by an adult den leader, with the help of an assistant den leader and den chief. A den leader coach works closely with all den leaders, coordinates den activities and plans for pack meeting participation and provides training and support.

Den meetings activities are planned around the monthly theme and include games, handicraft, hikes and other outdoor fun, practicing skits and stunts in preparation for the next pack meeting, and taking part in simple ceremonies and songs.

The Cub Scout Pack

The pack is a group made up of several dens. Most packs have from four to six dens. The pack includes not only boys in those dens, but also their families and leaders.

The pack meets once a month, usually in a room provided by the chartered organization. Summer pack meetings or activities are often held outdoors. The pack meeting is a climax of the month's den meetings and activities. It gives the dens something to look forward to and work toward. It gets parents and families involved with the boys, and is a chance to recognize boys, parents, and leaders.

In addition to regular pack meetings, occasionally the pack will take trips and conduct service projects or money-earning activities. During the summer, the pack might conduct outdoor activities such as a swimming party, a family picnic, sports, and others. Important to the successful operation of the pack is the pack committee. It is made up of a group of adults who manage such things as recordkeeping, finance, leadership, and reregistration.

The Webelos Den

Webelos dens have a different program from Cub Scout dens and are led by an adult male or female Webelos den leader, assisted by an adult male or female assistant Webelos den leader and Webelos den chief.

Webelos Scouts work on activity badges in one of 15 different interest areas at each of the month's den meetings. Weekly den meetings also include games, songs, stunts, preparation for the Webelos den's part in the pack meeting, and work on other advancement requirements. In addition, Webelos Scouts have the opportunities for dad-and-son overnight campouts and joint activities with a Boy Scout troop. One of the main purposes of the Webelos den is to prepare boys for Boy Scouting and to graduate them into a troop.

The District

A district is made up of several packs and troops. The purpose of your district is to work with chartered organizations to organize and support successful units. Part of this support is by the training of adult leaders and providing commissioner service. The supervision of a district is carried out by a volunteer district committee. The district committee is headed by the key-three (district executive, district chairman, and the district commissioner). Other positions within the district include unit commissioners, roundtable commissioners, activity chairman, camping chairman, advancement chairman, and secretary. You will learn more about these positions later in this chapter.



Who's Who in the District

The Key Three

DISTRICT EXECUTIVE

The District Executive is your best Scouting friend and counselor and is a full-time professional in the district. He or she is employed by the council and works under the direction of the council Scout executive. The District Executive, is a trained professional who advises, coaches, and helps prepare volunteers for decisions to be made within the district. Recruiting, training, and motivating volunteers is the key to their success.



DISTRICT CHAIRMAN

The District Chairman is the top Scouting leader of the district. He or she presides at the district committee meetings and represents your district on the council executive board. The district chairman is responsible for the membership, program and finance functions of the district.

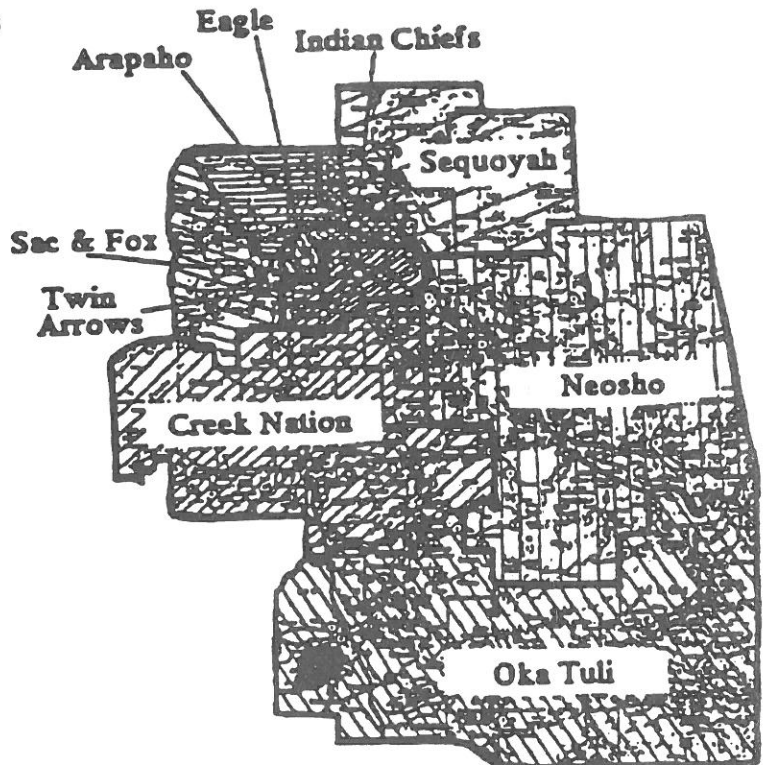


DISTRICT COMMISSIONER

The District Commissioner is the quality-control officer who recruits, trains and leads a staff of unit and roundtable commissioners. The District Commissioner is the liaison between the local council and the scouting units. There are three types of commissioners that work under the District Commissioner's leadership.



1. Assistant District Commissioners
2. Roundtable Commissioners
3. Unit Commissioners



Commissioner Service

Unit Commissioner

The Unit Commissioner is a volunteer whose main responsibility is to give service to the pack. The commissioner is not a pack servant. This person will not intrude in the pack's business, but is ready and willing to help when called upon. Whenever the commissioner spots signs of trouble in your pack, this person will help you solve your problems and will constantly act as your quality control arm.



The commissioner helps the pack by :

- Being a friend who helps the pack to be successful.
- Helping to solve problems and offer suggestions.
- Working with the pack committee and leaders of the chartered organization to maintain a close relationship.
- Helping to establish and maintain a good pack-troop relationship.
- Assisting at pack meetings, uniform inspections and other pack activities, as needed.
- Assisting with the pack's annual charter.
- Providing practical support, such as people, equipment, materials.

The pack helps the commissioner by :

- Asking for assistance before the problem becomes too large.
- Inviting the commissioner to pack meetings and activities and to occasional pack leaders' meetings.
- Inviting the commissioner to help with the pack's annual membership inventory and uniform inspection.

Pack leaders should get to know the unit commissioner and feel comfortable in asking for help. Don't look only for praise of the pack's efficiency, but listen to the commissioner for the helpful observations which can strengthen the pack program.

If your pack does not have a unit commissioner, make it known to the district Scout executive, the district commissioner, or the district chairman that you need one and would welcome this help.

Roundtable Commissioner

Roundtable is held monthly on a district basis. Den and pack leaders join for fun and fellowship while learning new tricks, stunts, games, crafts, ceremonies, songs, and skits. There are also opportunities for sharing of ideas and activities with leaders from other packs. Roundtable is under the guidance of a Roundtable Commissioner and staff who plan the program around next month's theme and activity badge area.

After attending roundtable each month, your leaders will come to your monthly pack leaders' meeting well informed and ready to complete plans for your den and pack program for the next month.

Check with your unit commissioner to find out when and where your monthly roundtable is held.



The Scout Uniform

The Boy Scouts of America has always been a uniformed body. There are many reasons for this. One reason stands out above all the rest.

We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are committed - character development, citizenship training, physical and mental fitness.



The fact that youth and adult members of Scouting wear a uniform doesn't mean that we're all alike. We come from different ethnic and racial backgrounds. We have our own religious beliefs and political views. We are each individuals with our own family traditions and loyalties. So the uniform is not intended to hide our individuality. But it is a way we give each other strength and support. It is a bond which ties us together in spite of our differences. It is a way of making visible our commitment to a belief in God, loyalty to country, and to helping other people.

Uniform Policy

The official uniforms are intended primarily for use in connection with activities of the Scouting movement. They should be worn to all den and pack events. They may also be worn to school, church, or at any family function. The uniform may also be worn while participating in a local council approved pack money-earning project which does not involve the sale of a commercial product or service. It may be worn when selling tickets to such events as Scouting shows which are approved by the council.

The uniform may not be worn by either Cub Scouts or adults leaders when:

- Soliciting funds or engaging in any selling campaign or commercial operation.
- Involved in any distinctly political endeavor.
- Appearing on the stage professionally without special approval from the national Executive Board.
- Taking part in parades, except when rendering service as a Cub Scout or leader.
- Participating in demonstrations not authorized by the Boy Scouts of America.

See Rules and Regulations of the Boy Scouts of America and Insignia Control Guide for additional information on uniform rules and regulations.



Supplemental Training

Supplemental training includes a variety of training courses given on a district, council, area, regional and national basis. They are designed to give Cub Scout leaders additional information on specific areas of Cub Scouting. Some of the Cub Scout methods and skills touched upon briefly in basic training are covered in greater depth in supplemental training courses.

Some supplemental training courses (such as the monthly district roundtables and Cub Scout leader's pow wows) are held on a regular basis as a source of continuing information. Other courses include den leader workshops, specialized courses such as training for leaders of handicapped Cub Scouts, Cub Scout leader conferences at Philmont Scout Ranch, and other family vacation training conferences held around the country.

Roundtable

The Cub Scout leaders' Roundtable is held monthly on a district basis. Den and pack leaders join for fun and fellowship while learning new tricks, stunts, games, crafts, ceremonies, songs and skits. There are also opportunities for sharing of ideas and activities with leaders from other packs.

Roundtable is under the guidance of a Cub Scout roundtable commissioner and staff who plan the program around next month's Cub Scout theme and activity badge area.

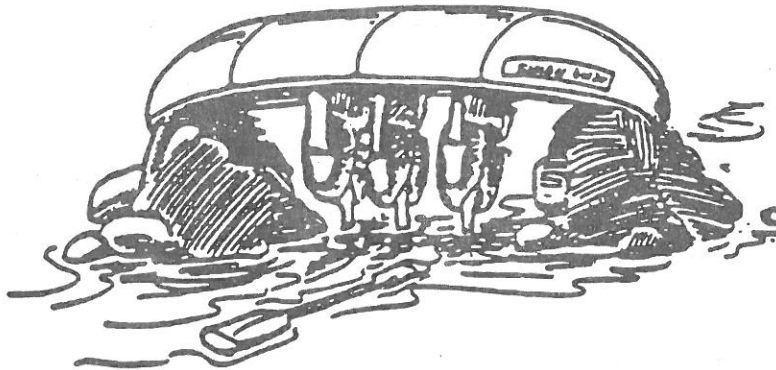
After attending roundtable each month, your leaders will come to your monthly pack leaders' meeting well informed and ready to complete plans for your den and pack program for the next month.

Check with your unit commissioner to find out when and where your monthly roundtable is held.

Pow Wow

Pow wow is an annual get-together of Cub Scout leaders from around the nation. Pow wow is convention time for the pack - a time when a wise Cubmaster takes all leaders to a refresher course. There are sections on games, crafts, skits and puppets, ceremonies, administration, and the Webelos den. It's a time for all experienced, new, prospective leaders, and parents to share ideas and see what the other packs are doing.

All leaders are encouraged to attend this exciting, fun-filled, informative training every year.



CHILD ABUSE PREVENTION

Child abuse is a fact in our society and matter of great concern for most parents throughout our country. The Boy Scouts of America shares in this concern.

One of the best strategies for child abuse prevention is for parents to have an ongoing communication with their children. Often this is difficult, especially for working parents and parents with adolescents. But it is worthwhile to talk to your children every day and take time to observe. Encourage your children to share their concerns and problems with you. BY doing this you are not an inquisitor, but a concerned parent.

The most obvious abuses in which we are able to detect in children are physical and sexual abuse.

INDICATORS TO BE WATCHFUL FOR ARE

Bruises - Usually bruises are seen on the back, back of legs, buttocks, eyes, cheeks or back of ears. Also there are bruises located to the back of the forearms sustained while children attempt to block the blows.

Extreme behavior changes - For example, an outgoing child becomes sullen or introverted. A well behaved child becomes aggressive.

Suicide threats or attempts - Very young children can become depressed and attempt suicide, and not just teenagers. Do not treat suicide threats or attempts lightly.

Sexual Behaviors - Sexually abused children have problems with regressing developmentally achieved tasks. (Example: reverting to bedwetting) They also participate in excessive masturbation and exploratory sexual activity with other children.

Do not blame yourself. Sexual abuse is a fact in our society. Many individuals who molest children find work through employment and community activities which gives them access to children. The vast majority of abuse cases occur in situations where the child knows and trusts the adult. So do your homework well, but remember a community and national consciousness is needed before we can stop sexual molestation in our society.

All registered leaders are required to see a film related to child abuse, which is provided by the Boys Scouts of America. When you suspect a child has been abused or a child has told you they have been abused, you need to direct your call to Mr. Kent Caraway, Scouting Executive of Indian Nations Council. His phone number is 743-6125. The Scout office will in turn notify the Protective Services in your area. If you feel the child may be in immediate danger then you should contact the law enforcement at 911 or your local police department.

For More Information:

"Child Abuse" Let's talk about it - A statement by the Boy Scouts of America.

How to Protect Your Children From Child Abuse

National Child Abuse Hotline, Child Help USA toll free 24 hour hotline 1-800-422-4453.



ETHICS IN ACTION

Ethics in Action is an activities program for Cub Scouts designed to reinforce the character-building goals that have always been part of the Scout program. These activities encourage Cub Scouts and their leaders to "think a little deeper" about values and about some of the decisions and consequences of decisions that are a normal part of growing up. The activities also try to enhance boys' respect and concern for others by having them see things from different points of view. But above all, Ethics in Action activities are FUN. They are part of the 'game with a purpose' that is Scouting.

Today's Cub Scouts are growing up in a very complicated world. They are faced with conflicting messages that are often hard to sort out. Some influences peer pressure, for example, may provide boys with the positive support they need to help them do the right thing. Or peer pressure may work the other way and urge boys to act in ways that sharply contradict the positive values that their parents are trying to encourage.

This program was created to answer parents' requests for help. Ethics in Action activities enhance character formation; that is, the development and reinforcement of the worthwhile qualities that are part of the Cub Scout Promise and Law of the Pack.

Each Ethics in Action activity is introduced in an easy-to-follow format so that leaders may fit them into the regular den schedule. Many of the activities require little preparation, and all can be managed by first-time as well as experienced leaders. Councils will provide leader training to introduce and explain the new materials. Various activities will be discussed in greater detail at roundtables throughout the year.

THE ETHICS IN ACTION PROGRAM

There are 14 activity modules in the Ethics in Action program. Each is built around a single theme. The themes are:

BE A FRIEND. Promotes discussion of what friendship means, and how friends act toward each other.

BE AWARE AND CARE-1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE-2. Discusses other physical handicaps, suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. A mock court scenario is used to deal with the issues of taking care of one's own things and showing respect for the property of others.

CONSUMER ALERT. Helps boys analyze commercial messages on television and in printed advertisement.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE!. Explores the responsible use of fire and deals with the kinds of decisions regarding fire that Cub Scouts and Webelos are likely to face.

HARD LESSONS. Show boys what it is like to have learning disabilities and underscores the need for understanding problems faced by children and adults with learning disabilities.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.



PEACE IS... Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.

SAYING HELLO. SAYING GOODBYE. Provides ways to help boys who are joining or leaving the group.

SAYING NO! Helps reinforce information that boys already know about personal safety, drug use, et., through production of a public service announcement.

SHOPLIFTING IS JUST PLAIN WRONG. This activity involves a field trip to see a store security system and provides information that boys should know about the consequences of shoplifting.

WHAT WE SAY. Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.

WHEN BAD THINGS HAPPEN. provides help for leaders in discussing special problems of an individual Scout of the group.

The above information was taken from BSA Publication No. 3015 and is available at your local Scout Service Center.



TURNING PARENTS INTO LEADERS RECRUITING - RALLY TIME

Usually, we have no problems recruiting boys into Cub Scouts. They are ready to join, eager to wear the uniform, enthusiastic about the badges. The group we really need to convince is the parents to be leaders.

Rallying is a group sales technique that you can use to recruit the parents as leaders. First, you must expose family needs, then show them a solution..the Scouting solution.

Recruiting has some important parts that must be done in order. There are four necessary steps:

- **OPENING:** States it is time to start thinking about what you are doing there, as well as the audience.
- **INTRODUCTION:** Tells the group who you are, and most importantly, what gives you the authority to be up front. (experience, position in Scouting, etc.) Introduce yourself and give background and credentials and why you are the authority.
- **SALES PRESENTATION:** tells what it is you have, and how they can use it, why they need it, and how they can get it. The most important part of this step is why they need it. You must be sure they understand this or you are not going to get a commitment.
 - Tell the motivational story about Baden-Powell and how Scouting all got started. Wind up with his concerns, purposes, and ideals.
 - Scouting today is the same as it was then..it addresses the same concerns. It offers the same solutions to things I worry about..things most parents worry about for their children.
 - What are some things you are concerned about for your son?
 - I want to teach skills that will give my son an advantage when he reaches the adulthood - LEADERSHIP SKILLS. How do I do that as a parent?
 - I'm concerned that my son is a good CITIZEN. Respects the rights of other,their property.
 - I want my son in a good environment with friends who don't turn to vandalism, drugs or other things that will harm him.
 - I want my son to learn how to have successful relationships with others. To understand the need for truth, honesty and fair play. I want him to practice it now so he know how important it really is to be an adult of GOOD CHARACTER.



This is what Scouting is all about! We teach leadership skills, values, citizenship. We teach, we practice, we learn, we experience.



- **CLOSE:** Asking them to do what you want them to do.
 - Scouting is a family oriented program.. operated by families. We are a volunteer program. Those who conduct the Scouting program are moms, dads, aunts, uncles, friends and neighbors, just like you and me. We are unique in a way, though..In most groups, when you agree to participate, you are given the books and a fond farewell by the outgoing volunteers.
 - Here's where our strength really is...Why are we the largest, most consistent youth organization in the world today? Because our purpose is sound, because we care enough to train you, share with you, help you, comfort you, laugh with you. You don't ever have to be the "Lone Den Ranger."
 - There are a number of ways you can help insure your son gets the most of his experience in Scouting. You pick the time you can spend and we'll show you how you can help your son. All our families participate in some way. Once a month, right here in this room, all the Cub Scouts come together for an hour and show all the things they have done during the past month...and get recognition for doing it. Is there anyone here who can't spend one hour with his son each month?
 - Some of you will not be able to take more than that hour a month to help and that's fine. We don't want to embarrass you. There are others of you who will be able to give more time. Some of you will take a direct role in guidance with you son and spend 3 hours a week just to make sure he gets the benefit of all those things we're concerned about. That's called a den leader.
 - First of all, I imagine all you boys came here tonight to join Cub Scouts and start doing all the neat stuff we do in Scouting, like Pinewood Derby and Sports, etc. I'm going to hand out some application forms for you to complete. Walk through the form, explaining the cost, including Boy's Life.
 - I didn't ask, and I'd be remiss if I didn't, did anybody come with the intention of being a den leader? How about if it didn't require a Doctorate in Child Psychology, years of training and a tendency toward self punishment? How about if I told you step-by-step, everything to do, would yo take 3 hours a week to spend helping your son get the most of our great program? That 3 hours is one hour of planning, one hour of meeting, and one hour of worrying. After the first few meetings, you will be able to eliminate the one hour of worrying. We really need your help. Discuss job descriptions, preparation of den meetings, resources, roundtable and training opportunities.
 - Perhaps the best way for you to make certain you're not getting in over your head is this:
Next _____ (*find out a convenient time*) we'll spend one hour..I'll tell you all the things that need to be done and how much time it takes. You decide if you want to do anything then, and if so, what. If nothing appeals to you, we won't embarrass you by trying to pressure you into taking some job. Is that fair?
- **COLLECT REGISTRATION FEES.**

PARENT INVOLVEMENT

What is parent participation? It might be a mother helping her son make an Indian vest for his den stunt, or a dad hauling home some old scrap wood to assemble a den game chest for his son's den. It could be these and many other helpful things parents do. But wait... this is participation not cooperation... to many times we simply send our children to someone away from home to let others worry about them. In the Cub Scout Program, the whole family participates.



It's important to the success of a pack. Leaders must always remember that the Cub Scout program was designed for parents to use with their sons. Parents simply do not let their son join Cub Scouting - they join with them.

- It starts with the Cubmaster, den leader and committee members. Be prepared with a few simple rules and procedures that your pack has agreed on . If you want parents to participate and cooperate, tell them exactly what they're in for, what you want them to do, and what they can expect from the program.
- Every parent and new leader should be encouraged to attend a Cub Scout Parent/Leader orientation.
- Be proud of being a Cub Scouter - BRAG about it! Tell how rewarding it is. Parent participation must begin either before or during the joining period. Don't make it too easy to join your pack. Make sure your information on parent participation is explicit.
- Parents have ideas and talents, too. Use them. Families can help with refreshments, transportation, den projects or by providing leadership for special projects. They can help by attending pack meetings, serving on pack committees and help support money earning projects.

SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. You may want to use this as a check sheet to see where your pack operation can be improved.

- Enthusiastic parent participation
- Good attendance at pack meetings and activities
- Pack administered by committee
- Work shared by all leaders
- Treasurer handles finances, keeps accurate records and operates pack on a budget plan
- Advancement records are maintained
- Cubmaster is executive officer of pack and responsible for program
- Adult leaders are correctly uniformed and trained
- Adult leaders attend monthly roundtables regularly
- All dens meet weekly and have two deep leadership
- Trained Den Chiefs in all dens.
- Den leaders meet regularly with den chiefs
- Pack has a least one Webelos den
- Regular monthly pack leaders meetings
- Regular monthly den leader/den leader coach meetings
- Pack holds annual pack planning conference to plan year-round program
- Pack has a plan to transfer Cubs into Webelos
- Pack holds impressive graduation ceremonies into Boy Scouting
- Pack conducts at least one service project
- Impressive ceremonies are used for induction of new families and advancement
- Pack has an effective membership recruiting plan
- Pack has close working relationship with a Boy Scout Troop
- Badges and awards are presented at the monthly pack meeting immediately following when the boys earned them
- Pack reregisters on time with at least 50% of its members
- At least 50% of registered boys advance in rank each year
- Pack earns Honor Unit Award
- Leadership and performance of adults is recognized regularly.



THEMES and HOW THEY WORK

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which leaders plan things for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings all dens together at the pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month on a common idea, an interesting and entertaining pack meeting is the natural result because it reviews all the things the dens have done. Parents and Cub Scouts alike are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among parents.

We must remember that the Webelos dens do not use the pack's monthly themes. Instead, they work on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Indian Lore" and "Artist" of "Genius" and "Engineer".

The aim of the theme idea is to open the door to new fun and adventure by providing a different kind of experience for each month of the year. The theme should have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and to use his own abilities. The themes should steer boys toward new fields, interests, and hobbies they might not otherwise discover for themselves.

On the following pages you will find the monthly themes for the upcoming year as set forth by the Boy Scouts of America. Accompanying each theme is a calendar for that month which you can use to keep track of your scouting experiences.

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the Purposes of Cub Scouting. They are the subjects on which the most program material will be available.

If you decide to use a different theme than the one provided, then keep in mind the following suggestions:

- It must have strong appeal for boys
- It should offer variety so each boy can do the things he likes.
- It should instill the deeper values of Cub Scouting.
- It should be fun.
- It should contribute toward the development and maintenance of strong family relationships.
- It should be simple, within the capability and interests of both Cub Scouts and Parents.



Above all remember to **"KEEP IT SIMPLE, MAKE IT FUN"**



SAMPLE PACK COMMITTEE MEETING AGENDA

Opening:

Greeting and introduction of new members or guests - *Chairman*

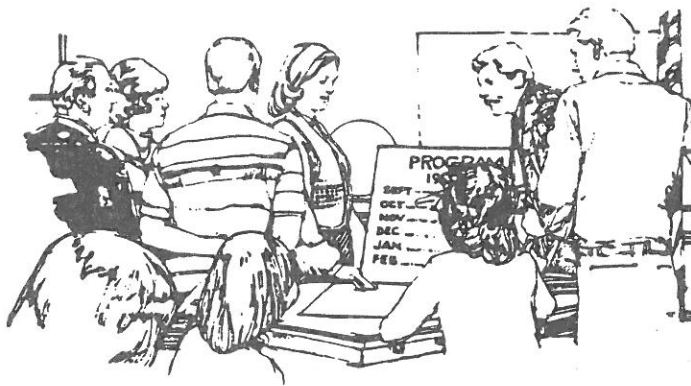
Minutes:

Reports from previous meeting - *Secretary*

Planning:

Next pack meeting - *Cubmaster or Chairman*

- Pre-opening activity
- Opening
- Game
- Song
- Skit
- Advancement
- Announcements
- Closing



Other activities: *All*

Den Activities/Reports: *Den Leaders*

Future Planning: *Chairman*

Financial Report: *Treasure*

Assignment of Responsibilities: *Chairman or Cubmaster*

THE PACK MEETING

There are several elements of a successful pack meeting. The most important thing to remember is that the pack meeting is for the BOYS. Cub Scouting is THEIR program... not the adults.

Elements of a good pack meeting include:

- ☺ Planning
- ☺ Timing
- ☺ Participation
- ☺ Fellowship
- ☺ Recognition
- ☺ Spirit
- ☺ FUN, FUN, FUN



The meetings should be planned with goals in mind. Themes, current fads, or events that Cub Scouts are interested in can help keep things on track. Pack meetings should be kept under 90 minutes in length. The interest



of the Cub is limited. So is that of an adult, especially if there is a good show or football game on TV at the same time as the meeting.

The Cubmaster should not be the only adult involved in the program. Parents, leaders, and the boys should be involved. Individual den participation is essential. If boys and their parents are involved, they are more likely to enjoy the program and keep coming in the future.

Fellowship is a must before any pack meeting. A gathering time activity such as a game before the meeting, gets people together and acquainted. Fellowship after the meeting is just as important. Refreshments are a good way to get people to mix and visit. This is a great time to recruit adult volunteers.

Prepare a written agenda for the pack meeting and be sure to use it! See that all leaders have copies before the meeting starts. Stay with the written game plan unless something drastic makes you change. The use of the written game plan will make the meeting move smoothly, permit it to end on time, and prevent leaving something important out.

FUN...the most important element, should not be overlooked. If people have fun, they will return and remain enthusiastic about the Cub Scout program. The spirit of Scouting should prevail throughout the pack meeting. Show enthusiasm for the program...enthusiasm is contagious. Pass it around!

PACK COMMUNICATION

Most packs have a lot of people involved - a lot of people who need to know what is going on, where, and when. Some information needs only to go to parents, other information goes to den leaders, member of the committee, the boys, or the district.

Lines of communication need to be established between:

- The council and pack.
- The district and pack.
- The cubmaster and den leaders.
- The chartered organization and pack leaders.
- The pack and the community.
- The leaders and the Cubs.
- The leaders and the parents.
- The parent and Cubs.



Many things occur from poor communication. The pack may miss an important event, the boy may not receive his next advancement, the parents may miss out on an outing. There are many ways to improve communication and let everyone know what is happening.

Some things that can be done are:

- Take notes
- Listen
- Plan
- Review notes
- Encourage ideas
- Don't make communication to parents entirely the den leaders responsibility
- Understand that others may interpret the information differently



HOW TO KEEP COMMUNICATION GOING

YEARLY CALENDAR:

Each year at the annual planning meeting the pack should set monthly themes for the program for the next 12 months. Along with the themes the pack meeting, dates, times, and places should be set. This information is vital and should be shared with every family in the pack as soon as it is available.

SURVEY SHEETS:

Survey sheets provide information. If a survey sheet is completed by each family, valuable information is in the hands of the pack leaders. This will help the leaders know and understand the boys' families and help in accessing available resources and talents. The Parent Talent Survey Sheet is an excellent form to use and is available at the e Council Office.

NEWSLETTERS:

A pack newsletter can provide everyone with important dates and events. It can help to inform everyone on what has happened. Newsletters may include den doings, fund raising information and welcoming new Cubs and leaders. Don't forget to thank everyone who has helped. If newsletters are mailed they are more likely to be seen by parents than if sent home with the boys.

POSTERS:

Posters help tell what is going to happen or what has occurred. A den can use a poster to tell about its activities. Be sure to use lots of pictures!

SKITS:

Skits may be used to promote an upcoming event. A skit could provide entertainment as well as sharing information within the pack meeting.

NOTES:

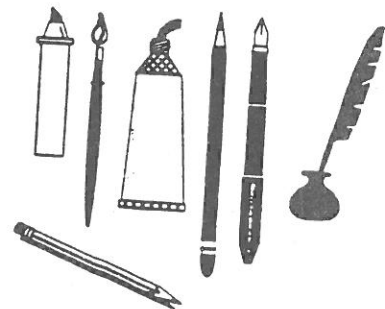
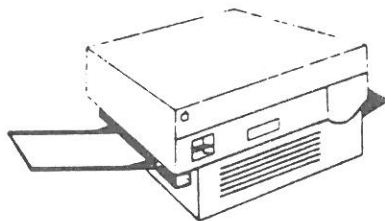
A note given to each boy as he leaves a meeting can be very useful in communicating with parents.

TELEPHONE:

While not the most effective method, it has the advantage of communicating immediate information and messages.

PERSON to PERSON:

A leader can get and receive information by talking to parents and boys one on one. Discuss things that are going to happen and get feedback. Invite parents to visit the den meetings. Parent participation may increase and so will communication.



BRIDGING THE PROGRAM LEVELS IN CUB SCOUTING

To help pack leaders ensure the retention of boys through the transitional phases of Cub Scouting.

Specific methods for keeping boys active through transitional stages of Cub Scouting



Tiger Cubs, BSA



Cub Scouting



Webelos



Boy Scouting

Encourage:

1. Communication between leaders
2. Big Idea 17
3. Pack meeting attendance
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Registration and den placement
9. Bobcat award
10. Continued success

Encourage:

1. Communication between leaders
2. Forwarding of records
3. Combined activities
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Den placement
9. Webelos colors or hat
10. Continued success

Encourage:

1. Arrow of Light award
2. Boy Scout outdoor activity
3. Joint pack-troop activities
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Registration and placement into new patrol
9. Boy Scout badge and Tenderfoot award
10. Continued success



PURPOSES OF CUB SCOUTING

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

The nine purposes of Cub Scouting are:

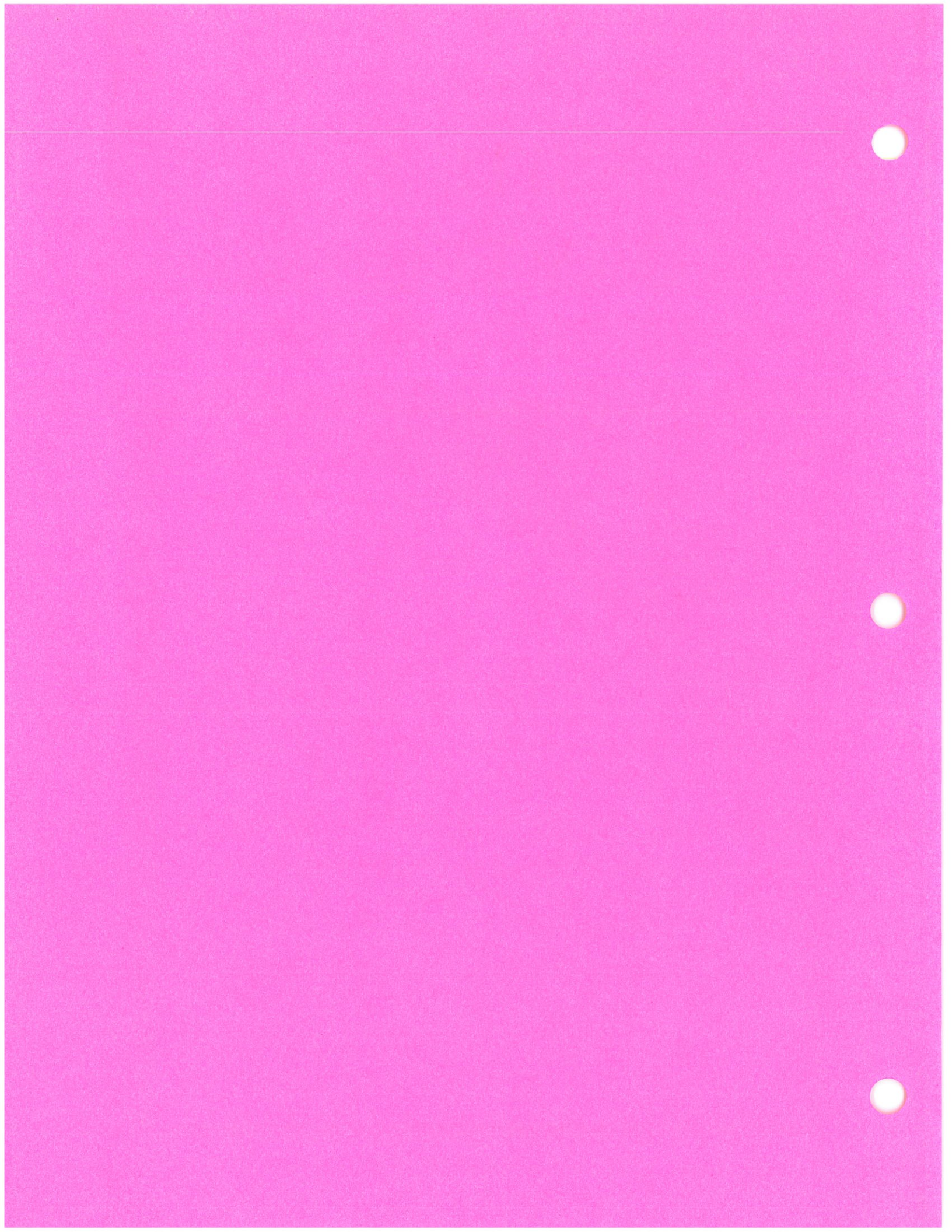
1. **Influencing** the development of character and encouraging spiritual growth.
2. **Developing** habits and attitudes of good citizenship.
3. **Encouraging** good sportsmanship and pride in growing strong in mind and body.
4. **Improving** understanding within the family.
5. **Strengthening** the ability to get along with other boys and respect other people.
6. **Fostering** a sense of personal achievement by developing new interests and skills.
7. **Showing** how to be helpful and do one's best.
8. **Providing** fun and exciting new things to do.
9. **Preparing** them to become Boy Scouts.

Example is not the main thing in influencing others. It is the only thing.



SKITS & STORYTELLING





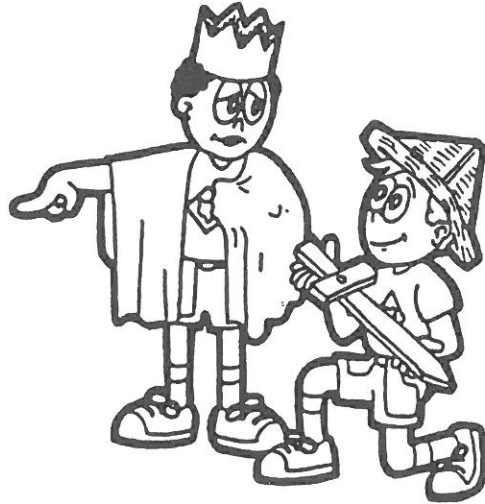
SKITS FOR CUB SCOUTS

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

Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable characteristics in people they see. They let boys play parts they have always dreamed of. Skits create self-confidence and help eliminate self-consciousness.

THERE ARE LIMITLESS RESOURCES AVAILABLE

- District Roundtables
- Libraries
- Other Leaders
- Children's Books and Magazines
- PACK-O-FUN MAGAZINE
- Pow Wow Books



THEME RELATED SUBJECT MATTER

- Current events.
- Historical episodes - the start of the Scouting program.
- Community history - story of some local legend related to the theme.
- Embarrassing moments (can be very humorous)
- Demonstration of skills.

THINGS TO AVOID

1. Dramatization of undesirable character.
2. Criticism which makes no attempt to suggest a better way out.
3. Skits that ridicule persons or groups.
4. Characters which are too difficult to portray.

TO WRITE A SKIT, FOLLOW THIS SIMPLE OUTLINE

1. **BOY WANTS SOMETHING . . .** Friendship, a gold mine, a trophy, finding a lost planet.
3. **BOY STARTS TO GET IT. . .** By canoe, plane, horseback, on foot, or some other way.
4. **OBSTACLES STOP BOY. . .** Crocodile, native head hunter, a secret enemy, a false friend, or other problem.
5. **BOY ACHIEVES GOAL. . .** Through kindness, bravery, wisdom, magic, or other unexpected means.

KEEP THESE THINGS IN MIND

Fun makes good skits. Whether the theme is serious or humorous, skits should be fun for everyone.

1. Keep a skit simple. Avoid long, memorized dialogue.
2. Keep it short (3 to 5 minutes at the most).
3. Use simple props, scenery, and costumes if appropriate.
4. Avoid long, memorized dialogue.
5. Pantomimes are great.
6. Let every boy participate.
7. Use stage directions liberally - tell who goes where and does what.
8. Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.
9. A simple skit can be written around a joke, a punch line from a joke, a song, or participation of others than the Cub Scouts.

THE TERRIBLE TRUCK DRIVER SKIT

The scene is a restaurant, with a waiter behind the counter. Members of the Gutstompers Motorcycle Club are inhabiting the restaurant. In walks a rather mild-mannered truck driver.

MEMBER 1: Well, look who's here. If it ain't one of those big burly truck drivers.

MEMBER 2: (in sarcastic tone) Oh Wow. A truck driver. He sure looks big and tough. Boy, am I scared.

MEMBER 3: Well, Mr. Truck Driver, you like chicken? It looks to me like you might be the chicken.

Member 3 pushes Truck Driver. Truck Driver gets up without saying a word, and leaves the restaurant. The Gustompers start to laugh.

MEMBER 1: Boy, what a chicken! What a coward!

MEMBER 2: What a wimp! He certainly isn't a man like us Gustompers!

WAITER: (after glancing outside) Well guys, he isn't much of a truck driver either. He just ran over your motorcycle with his semi.

Gustompers race out of restaurant.

THAR'S THE WHISTLE!

ZEKE: (yelling into the ticket office at a country railroad station) Be this the station?

VOICE FROM INSIDE: (in a high pitched voice) Yes!

ZEKE: Be this whar you buy tickets?

VOICE: Yes!

ZEKE: Be the train on time?

VOICE: Yes!

ZEKE: Be the train in the station long?

VOICE: Not long. From TWO to TWO to TWO-TWO!

ZEKE: Quick, Mirandy! Grab yore valise. I think I hear the whistle now!

SUPER CAR SKIT

A large appliance box can be used to make a cut-out of a car which all boys could stand behind as if riding in it.

- CUB 1: We have a car.
- CUB 2: It never skids.
- CUB 3: It never breaks down.
- CUB 4: It never gets a puncture.
- CUB 5: It never falters on steep grades.
- CUB 6: It never gets in an accident.
- CUB 7: We wish we could get it started.



MILESTONE IN TRANSPORTATION

Here's a skit that has a special added attraction - - the audience can join in the fun as they try to guess the famous names in transportation history.

To present this verse skit, you can use 10 Cub Scouts - The Den Chief for the Narrator and a Cub Scout to deliver each verse. If you have fewer in the den, they can recite more than one verse. If the verse is too long, print on posters, and give the answer so you can be ready if all else fails. Print the name large enough on the placard for the audience to see clearly. Attach the answer to the Cub Scout's back, and turn around for the answer. No costumes or scenery is required.

1. We bet you don't know our name, but we first gave man his wings, as we soared aloft in a balloon and made men feel like kings! Who are we?
Answer: MONTGOLFIER BROTHERS
2. Until I came along and helped, fast boats were just a dream. For I got rid of sails and oars; I gave the boat its steam! Who am I?
Answer: ROBERT FULTON
3. I gave to life its "ups and downs," so many men would say. The elevator makes tall buildings possible today. Who am I?
Answer: ELISHA OTIS
4. As people peddle down the street, from grannies to little tykes, they all owe me a debt of thanks, 'cause I invented bikes! Who am I?
Answer: PIERRE LALLEMENT
5. As trains crisscross the continents, my humble head is bowed. "Father of the Locomotive" is the name of which I'm proud. Who am I?
Answer: GEORGE STEPHENSON
6. As soon as you say "airplane," our name quickly comes to mind; but when we started, pilots were quite difficult to find! Who are we?
Answer: WRIGHT BROTHERS
7. Though I did not invent it, I played a major part in mass producing autos, I'd say, I gave the car its start! Who am I?
Answer: HENRY FORD
8. "Father of the modern rocket" is the title I enjoy. So when he takes you to the moon, remember, that's my boy! Who am I?
Answer: ROBERT H. GODDARD
9. I'll have a fuel-less motor that will hit the marketplace, and stop pollution of all kinds and go faster into space. Who am I?
Answer: YOU!

"What was Christmas like when you were a Boy?"

Leader reads first part

If you asked that question, you would probably hear many different answers. If you could ask enough grandparents in this country, you would find that thousand of holiday customs and traditions have come from parts of the world to settle in the United States.

Let's take an imaginary trip to a few countries and discover how their observance of Christmas has added color and joy to the ways in which Cub Scouts in other lands might celebrate the holidays. The following traditions offer many possibilities for our dens to learn something about the customs of other lands.

(Cubs come out one at a time dressed in the costume of that country or carrying a sign with the name of the country.

- Mexico ----I am Mexico. In my country the children are blindfolded given a club and allowed three swings to try and bust a decorated jar called a pinata, which is made of clay, tissue paper and tinsel. When the jar is broken, all the children scramble for the toys and candy which are inside.
- Alaska ----I am from Alaska. Children in my country parade around the big, colorful stars and lighted lanterns that are attached to poles. Everyone hands out gifts and candy to the marchers.
- Poland ----In Poland, we have a wierd beast would prance in the streets and people would toss apples into its open mouth to make it bow and dance. Of course it wasn't a real beast, only someone dressed up as one.
- Holland ----I am Holand. Children in my country fill their wooden shoes with hay and place them with a dish of water for Saint Nicholas' horse. And he would leave them candy and gifts.
- Norway ----I am from Norway. There a bowl of food is left for "Julenisse" on Christmas Eve. He is a small gnome who lives in the barn. As the legend goes: He will protect the family and livestock from harm all year...If he is kept happy.
- Maita ----Maita is an Island. On Christmas, the holiday is heralded by Tambour or Zakk players (a wind instrument of inflated dogskin) to represent the shepherds of Bethlehem.

THE CHRISTMAS CUSTOM MIX-UP

Props: Name tags for elves, 3x5 cards (2 for each elf) and a sign that reads "Time Passes"

Narrator: Come and join us as we peek into Santa's workshop during the Christmas rush and see the greatest customs mix-up in history.

Supervisor Elf: (with 3x5 cards in hand) O.K. elves, it's that time of the year again, so it's time to pass out your Christmas customs assignments. (drops cards on floor then bends over and scoops them up and as he reads each elf's name he hands them two cards)....



Elf Italy, Elf United States, Elf Russia, Elf Netherlands, Elf Dominican Republic, Elf Belgium, and Elf Switzerland

Now go out and do your thing. (as elves leave he sits in chair and falls asleep. Someone walks across stage with "Time passes" sign)

Narrator: The elves return all excited and wanting to speak to the Supervisor Elf.

Elf Italy: I don't understand it. Everyone got upset and called the police when St. Nicholas climbed into windows to leave gifts.

Supervisor Elf: All Right! What are the rest of your problems?

Elf Netherlands: I sent out Sinterklass and they ran him out of the country telling him that he was to come in a sleigh with reindeer and not on a white horse, and they wanted to know why he came 20 days early!

Elf Switzerland: Daddy Frost arrived with his Snow Maidens but nobody was ready with the town hall party and nobody recognized him!

Elf U.S.A.: They told the Three Kings to go away! They didn't even know them! What's going on!

Elf Russia: When Santa Claus arrived in his sleigh they laughed at Rudolph and asked why he had a red nose and why he was there.

Elf Dominican Republic: Oh no! Don't you see what has happened?

Elf Belgium: Yes! When Supervisor Elf dropped the cards he got of our assignments mixed up.

Supervisor Elf: OOOOPS!! Sorry guys. Guess I'd better try to get this straightened out.

One of the Elves: Hey, Boss, we're gonna ship you through customs and see if you get all mixed up!

(They all chase Supervisor Elf off stage)

THE WAY IT WAS

The narrator reads all verses, or each boy can read his own. Costumes can be kept to a minimum by using signs for each character and /or simple props to illustrate each invention.

CHARACTERS: Isaac Newton, Alexander Bell, Wright Brothers, Ben Franklin, Thomas Edison, Narrator.

SETTING: Each character enters as his verse is read. They all remain on stage to read last verse together.

NARRATOR: The horizons of our modern world
Might never, ever, have been unfurled,
If men before us hadn't tried
To answer questions that mystified. .
Their greatness we do not dispute,
But how they did it, we refute.
The legends we have learned, so great;
We want to set the record straight!



ISAAC NEWTON: (Enters with apple and/or tree branch)
Isaac Newton, sittin' in a tree, contemplating gravity,
Fell on the apple, not it on he.
Changed to protect his vanity.

B. FRANKLIN: (Enters with kite and key)
Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he like to fly kites out in the rain.

A. BELL: (Enters with toy telephone)
He invented the phone, as history books tell;
He was a man named Alexander Graham Bell;
But the reason he did .. the books are hazy;
His wife loved to talk .. nearly drove him crazy!

TOM EDISON: (Enter with large cardboard light bulb)
Young Tom Edison, we'll admit
Gets a lot of credit and deserves all of it;
But it's little known that he invented light
'Cause he tripped on the bed one dark, dark night!

WRIGHT BROS.: (Enter with toy airplanes)
The Wright Brothers got the first plane to go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady talk
And say: "Nothing ever happens at Kitty Hawk".

ALL: So, with inventions, you can see,
That although the Mother is Necessity,
It all would have been just too much bother,
If Accident hadn't been the Father!



THE GREATEST INVENTION

COSTUME SKIT

PROP: Large picture of lightbulb, telephone, car and television

CHARACTERS: Game host, contestant, and four inventions.

GAME HOST: Mr. Contestant, you will win one million dollars if you can tell me who is the greatest invention.

1st INVENTION: I am the greatest invention. I brighten up everyone's life. I am the lightbulb!

2nd INVENTION: I am the greatest invention. I help you in talking to other people. I am the telephone!

3rd INVENTION: I am the greatest invention. I help you get from one place to another! I am the car!

4th INVENTION: I am the greatest invention. I entertain you. I am the television.

GAME HOST: Mr. Contestant would you please tell us. Who is the greatest invention?

CONTESTANT: (Thinks for a minute) None of them!

GAME HOST: None of them! then who is?

CONTESTANT: I am! (point to self) I'm bright like a lightbulb, I can talk like a telephone, I can get from one place to another like a car, and I'm quite entertaining like a television. I am a boy, the greatest invention in the world!!!



GENIUS NIGHT

Frayed Knot

CHARACTERS: A waiter, four Scouts (each holding a long string or rope with a sign that says "string")

SETTING: The four strings are on the left side of the stage while the waiter is wiping off a table. Between the strings and table is a sign that says "NO STRINGS ALLOWED".

STRING 1: Look in there, doesn't that look like a great place to have lunch?

STRING 2: Yeah, I'm going to go in and eat. (He walks in determinedly)

WAITER: Wait a minute...aren't you a string? Get out of here, we don't serve your kind! (String leaves dejected, others laugh at him)

STRING 1: Watch me...I'll show you how it's done. (He puffs out his chest and marches into the restaurant) Give me a menu and be fast about it. (waiter begins to comply but stops... looks the string over and then pushes up his sleeves)

WAITER: Just a minute, you. You're a string aren't you...Get out of here...we don't serve strings here. (String leaves, dejected and other strings ridicule him)

STRING 3: You just don't know how to deal with people like this...watch me...(With this he puts on a pair of glasses that have a large nose attached he then walks into the restaurant)

WAITER: Whoa, whoa, whoa...just a minute there. (He walks over and looks the string over, studying the glasses and false nose) Say, you're a string aren't you? We don't serve strings...out with you and your phony disguise! (String leaves)

STRING 4: I guess I'm going to have to show you how it's done. First tie a knot in my middle. (They tie a knot in the middle of the rope he's holding) Now mess up both of my ends. (They unravel the rope from both ends until it is fuzzy) Now watch this! (He

strides confidently into the restaurant)

WAITER: Say...(Studying him closely)

You're not a string are you?

STRING 4: NO, I'M A FRAYED KNOT!!

How Does it Work?

CUB 1: Hey, George, what are you doing?

GEORGE: Mrs. J asked me to vacuum the den meeting room since I got here early. The problem is that the darn thing won't work.

CUB 1: Well, if it won't work, lets check the wheels. (They check the wheels and they work)

GEORGE: Mrs. J wants the den room vacuumed, but, we can't get the thing to vacuum.

CUB 2: Have you checked the vacuum intake? (All three boys turn the vacuum up and check the intake and agree it is OK)

CUB 3: You guys look like you have trouble. What's happening?

GEORGE: Well, Mrs. J wants the den room vacuumed, but, we don't seem to be having much success.

CUB 3: Well, I would suggest you try the switch. (All try the switch and agree that it is in the proper working order)

CUB 4: Hey, guys, what's happening?

GEORGE: We'll explain it later, right now we can't get the vacuum to vacuum.

CUB 4: Well, it's simple. You need to check the vacuum bag to be sure it can take all the stuff you have to suck up. (All the Cubs pinch and poke and squeeze the bag and agree that it is OK)

CUB 5: Hey, guys, what.....

ALL CUBS: We'll tell you later. We have to get this machine to work.

CUB 5: Well, have you tried to push it?

GEORGE: (Tries to push it and it works)

Well, we got it to do that much, but it still won't vacuum.

CUB 6: I see you are having trouble. What's wrong?

GEORGE: Well....your mother will explain later.

CUB 7: Hey guys, I can see what the problem is and I can fix it!

ALL CUBS: Sure you can fix it!!!

CUB 7: (Walks over the the wall and plugs in cord or pretends to plug in cord. All cubs look at each other then at Cub 7)

THE STORY OF SCOUTING

A pantomine skit with three scenes. Narration follows each scene.

Scene 1: Makeshift campsite. Artificial campfire. Boys in camp clothes. One man wearing uniform and campaign hat. Boys move around, getting in campsite, with man pantomining directions (curtain closes).

Narrator: The date: July 29, 1907. The Place: Brownsea Island, off England's southern coast. 21 boys and two men set up a makeshift camp which will be their home for the next two history-making weeks. One man was Lord Baden-Powell. The boys were from every part of England. They were the first Boy Scouts, but they didn't know it. Baden-Powell was testing his idea for a new organization for youth.

Scene 2: Street scene in London. Lamp posts. Foggy night. Man is walking down the street, glancing at a paper in his hand. Looking for the right address. He shakes his head, discouraged. A boy appears out of the fog. Pantomines questioning man. He leads man down the street, points out house. Man offers him money. Boy shakes head. Explains. Man inquires about Scouting. (curtain closes).

Narrator: The date: two years later. The place: A London street. The man: William D. Boyce, an American publisher in London on business. He is lost in the fog. A boy appeared out of nowhere and offered his help. After directing the man to his destination, the boy refused the offer of a tip saying, "Scouts do not accept tips for doing a good turn." Boyce inquired more about Scouting and his interest was aroused.

Scene 3: Steamship in background. Man is boarding. He carries suitcase. Sign nearby points to America. (curtain closes).

Narrator: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm to establish Scouting in America. He had interviewed Baden-Powell and had a suitcase full of ideas. On February 8, 1910, Boyce incorporated the Boy Scouts of America in Washington, D.C.

This was the beginning of a movement which has grown and grown over 75 years to a world force of more than 12 million members.

AND YOU WERE THERE!

MYSTERY BOX

A man is standing on a street corner when another man approaches him with a cardboard box that is sealed. He asks the first man if he would hold the box for him while he runs an errand. The second man agrees and takes the box. Standing alone, he begins to wonder what is in the box. He shakes it, turns it around, etc. Not finding out the contents, he then notices a small leak in the corner of the box. Taking his finger and tasting it he decides it tastes like peppermint. Another man walking by notices his actions and asks what he's doing. Explaining the situation, the second man also tastes it, but says it tastes like strawberry, not peppermint. As they argue, others walk up and join the group. Each tastes and gives a different answer. Finally, the man who owns the box returns and stops the argument by saying, "Thanks for holding my puppy!"

BLUE AND GOLD SKIT

Setting: The narrator, the spirit of Lord Baden-Powell is a Den Chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell. The founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future...the Cub Scouts of America.

(First boy enters in complete uniform.)

The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's "Jungle Book.")

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930. Indian themes were used.

(Third boy enters with a craft project of wood.)

Cub Scouting means fun. We have lots of fun. But most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy enters carrying a nature collection.)

Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

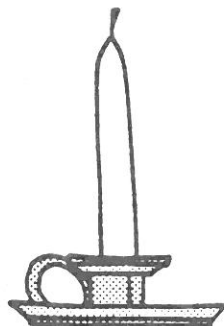
(Fifth boy enters carrying a buddy burner.)

Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy enters - the smallest Cub Scout - holding the American Flag.)

Cub Scouts are proud to be Americans. They are proud of their Flag. They are also proud of their pack flag (*points to it*) because it reminds them they are part of ___ years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".



A SHIP LIKE THIS

Scene: Aboard an ocean liner. Passenger sits and acts very nervous. and then another passenger enters.

1st Cub: (to the Cub sitting down in a chair) Good morning. How are you?

2nd Cub: Oh, oh, I just don't know.

1st Cub: May I sit down?

2nd Cub: Of course! Do whatever you wish. It doesn't matter to me.

1st Cub: (sits down and looks concerned) Did you sleep well last night?

2nd Cub: No, not a wink!

1st Cub: Were you sea sick?

2nd Cub: No, no, I wasn't sick.

1st Cub: Well, what is your problem?

2nd Cub: I'm afraid. (acts nervous and afraid)

1st Cub: Afraid of what?

2nd Cub: I'm afraid this ship will sink.

1st Cub: That's silly. A ship this size doesn't sink.

2nd Cub: Oh, yeah, I read about a ship that sank. Remember the Titanic!

1st Cub: Here comes the Ship's Steward. We'll ask him?

2nd Cub: Oh, alright.

(Steward walks in)

1st Cub: Pardon me, Steward.

Steward: Good morning. May I help you?

1st Cub: I hope so. We have a question, and maybe you can answer it and put my friends mind at rest.

Steward: I'll be glad to help, if I can.

1st Cub: Does a ship like this sink very often?

Steward: Oh, no (the passengers smile and breathe a sigh of relief)
(Steward smiles) A ship like this sinks only once!!!!

PIRATE APPLAUSE: Put hands in front of eye brows and say "Land Ho" or "A Vast You Land-Lubbers, Walk the Plank!"

BUCCANEER APPLAUSE: Hop on one leg and say "Yo Ho Ho and a Bottle of Pop"

RUN-ON: OCEAN

What's the difference between the land and the ocean?

The land is dirty and the ocean is TIDE-Y



"Mr. Magic"

Setting: Boy dressed as a magician stands on stage with a few magician props, i.e. table and top hat

Cub Scout: (walks up to Mr. Magic) Mr. Magic, can you pull a rabbit out of your hat?

Mr. Magic: I'd love to, but I just washed my hare and I can't do a thing with it.

2nd Cub : What you do Mr. magic if you lost your hare (holds up stuffed rabbit)?

Mr. Magic: I'd comb the area.

3rd Cub : What ever happened to the lady that you used to saw in half?

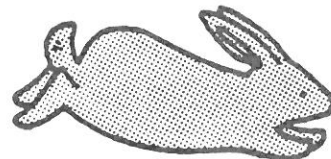
Mr. Magic: Oh, she's fine. She lives in St. Louis and New York.

4th Cub : Mr. Magic, I heard that you can turn a handkerchief into a flower.

Mr. Magic: That's right, kid.

4th Cub : Well, that's great, but I can turn into a candy store.

(Mr. Magic grabs hat and chases off Cub.)



"CUBNAC THE MAGNIFICENT"

Setting: The Den Leader, Den Chief, one of the Cubs or even the Cubmaster can play the part of Cubnac. It would play funnier if even Cubnac does not know what the questions are. They should just know the answer and the Cub who brings out the envelope should open and read.

Cubnac: A lawsuit.

1st Cub: What do you call a policemen's uniform?

Cubnac: Biplane

2nd Cub: What is the last thing a pilot says before he bails out?

Cubnac: Coincide

3rd Cub: What one does when it starts to rain.

Cubnac: Deliver

4th Cub: What is the food that the kids dislike the most?

Cubnac: A bulldozer

5th Cub: What do you call a sleeping bull?

Cubnac: A bald spot

6th Cub: What is an inverted mohawk haircut?

(Look to Boy's Life Magazine for more jokes to use)

LEGENDS OF TROLLS

Narrator: Folklore tells us that long before people came to dwell in the green forests or moss covered mountains of Norway and Scandinavia, these regions were inhabited by trolls. Tales of these mischievous and magical folk relate that trolls are as old and varied as the woodlands where they live. Now let some of our trolls tell you about themselves.

1st Troll: I am the Forest Troll. I perform magic and live in the trunks of the mighty pine trees.

2nd Troll: I am the giant Mountain Troll. I am very powerful and I live inside the mountains. I hate and fear sunlight because it will turn me to stone.

3rd Troll: (two boys share costume, so it appears they have two heads) I am the Mutiple-headed Troll. I am certainly stronger and of course louder than all of the other trolls.

4th Troll: I am the Night Troll. I am the most dreaded of the lot. I have been known to slip into villages under cover of night and kidnap people.

5th Troll: I am the Water Troll. I live under bridges and even in the sea. I like to play tricks on people and to frighten fish from fishing lines.

VIKING LANDING

Setting: Vikings on board ship. They are sitting and their Viking Chief is standing.

Props: Benches for the boys to sit on. Viking costumes

Viking #1: (he is seated backwards form the others) Chief, how far are we from land?

Viking Chief: OH, about 2999 miles.

Viking #1: We're that far away!

Viking Chief: If you turn around. we're only 1 mile.(Viking turns)
(Vikings row for a few minutes and then stop as Chief yells "Whoa".)

Viking Chief: Now it's time for us to go ashore.

Viking #2: I'll go first! (gets up and walks across floor)

(Viking Chief tries to walk and falls in. Each Viking gets up and walks across floor and each time the chief tries but falls in)

Viking #3: (after he crosses floor and the chief falls in for the last time, he nudges another Viking and ask...)
Do you we think we should tell him where the rocks are?

VOYAGE TO GREENLAND

- Characters:** Narrator, in Cub uniform
Prop Man, in Cub uniform
Eric the Red, wears red beard, ragged shorts, skin, metal helmet with horns and carries sword
Leif Ericson, in same costume as Eric
2-4 other Vikings, same costumes
- Setting:** The scene opens with a cardboard backdrop of a Viking ship, complete with dragon head, oars and shields along the side. Behind ship are chairs where the crew can stand or kneel during the skit.
- Narrator:** Ladies and gentlemen. We are about to witness the historical voyage to Greenland, made by Eric the Red and his son, Leif. It is a fine day in May. Eric and his family and crew gather at the long boat. (Cast gathers on stage beside cardboard boat. Eric pantomimes sailing directions to crew) Let us wave a fond farewell to these brave Vikings as they board their ship. (Narrator waves as Vikings go behind boat and stand or kneel on chairs so they are visible to the audience. They wave and pretend to row. Eric stands in bow of boat, facing his crew) Many days pass.....
- Prop Man:** (Walks across stage with sign saying "Many Days")
- Narrator:** The Vikings make their perilous journey, with only the stars to guide them on their way.
- Prop Man:** (Walks on stage and hands each Viking a cardboard star. They look at stars and throw them overboard)
- Narrator:** Icebergs pass their frail ship....
- Prop Man:** (Drags cardboard iceberg across stage while Eric makes frantic motions to crew to miss icebergs)
- Narrator:** (Dramatically) But at long last, their journey is at an end. Yes, I think I see it now.... Eric has sighted it... and his men seem to see it too. (Vikings put hands to eyes and look in direction of audience)
- Prop Man:** (Walks onstage carrying large piece of green cardboard, with big black letters painted "Greenland")
- Narrator:** Is this what Eric the Red and Leif have been searching for? Can this be Greenland? (All Vikings leave ship, brandishing their swords, and chase narrator off stage)
- Prop Man:** (Immediately runs back on stage and reverses "Greenland" sign, to show audience the back side which says "The End.")

BUGS AND THINGS

MEET PROFESSOR NATURE

Professor Nature: (any adult or Den Chief) He wears a sloppy suit and tie with an alarm clock in his jacket pocket. He needs a podium or small desk to stand behind and a comb.

The Webelo (or Den) Leader:

8 Cub Scouts: (More or less; you can add or delete lines as needed.) They are seated sideways to the audience.

LEADER: Scouts, you have done excellent work on our nature projects. As a reward, I've invited a guest to today's meeting. May I introduce the very well known, highly acclaimed teacher and nature expert, Professor Nature!

(Everyone applauds as the Professor enters, tripping over his own feet.)

LEADER: You may ask the professor any questions you have about the world of nature.

1ST CUB: (Stands) Professor, we have learned about the migration patterns of birds, but I never really understood why birds fly south in winter?

Professor: Birds fly south in winter because it's faster than taking a train. (He takes out a comb and carefully fixes his hair. When it's just right, he messes it all up again.)

2ND CUB: (Stands) We've also studied about different species which are in danger of extinction. Can you tell us which animals are in danger of extinction?

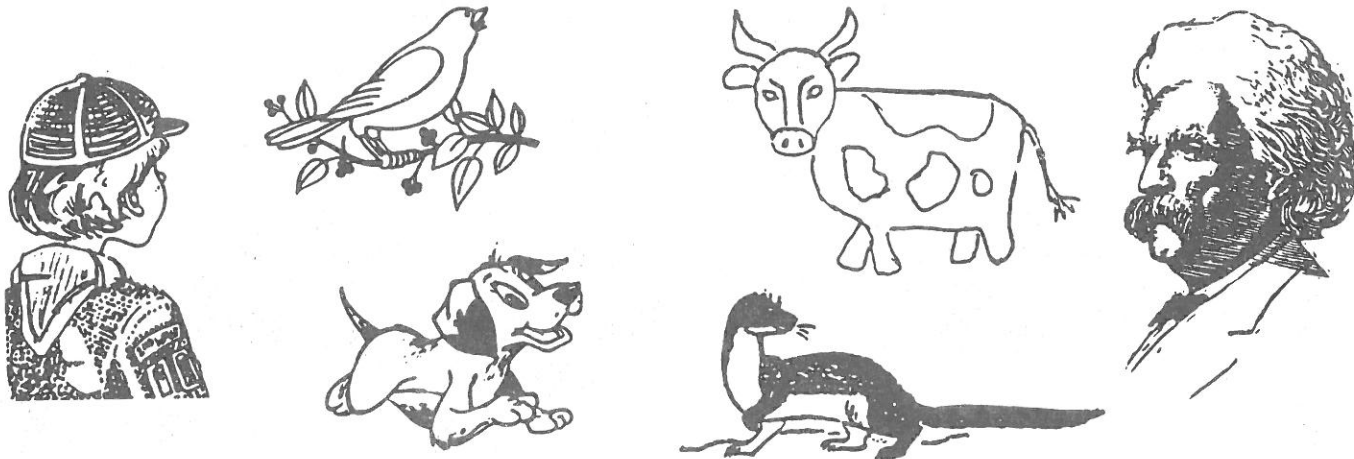
Professor: There is no danger of extinction. Any animal which is on fire would be happy to be extinguished. Just remove the fire extinguisher from the wall and put out the fire on the animal's fur. If the animal could, he would thank you for extinguishing him. You are misinformed. (He shakes his finger at the Scout until his other hand finally reaches up and halts the wagging finger.)

3RD CUB: (Stands) What is the strangest animal behavior you've ever come across?

Professor: One of my Collie puppies behaved very strangely. This collie would dig up watermelons and cantaloupes in the garden. But I recognized the problem. This pup was a little 'melancholy'. Very Strange.

4TH CUB: (Stands) Professor, my family raises cattle. What is the best way to keep a bull from charging?

PROFESSOR: Take away his credit cards!! (He slaps hand on the podium and must pull it away with his other hand.)



WATER SAFETY SEALS

Characters: Ringmaster, Clown, six seals (*all in appropriate costumes*)

Scene: A cardboard ring, about 2' high, large enough for all seals to stand inside. Paint it to resemble a pool. As the curtain opens, seals are in the pool, flapping their arms.

Ringmaster: And now, ladies and gentlemen, we present those barking aquanauts, those super swimmers of the sea, our very own Water Safety Seals!

Seals: (*Flapping arms and singing to the tune of Clementine.*)
In the ocean, in a home pool,
In a lake or in a tub;
Where there's water there is danger,
Even in a shower scrub.
If you plunge down to the bottom
Of the ocean, cool and green,
You must take some swimming lessons,
For you're not a submarine.

Seal 1: (*Clapping flippers*) Arf! Arf! You'll get a glad hand from us seals if you'll only swim where there is a lifeguard.

Seal 2: Arf! Arf! We'll applaud you if you always swim with a buddy. Never swim alone! (*Claps flippers.*)

Seal 3: Arf! Arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give artificial respiration.

Seal 4: We seals say, by all means, enjoy your swim!

Seal 5: But, be a smart seal. Stay out of water during thunderstorms!

Seal 6: Stay out of water when you have just eaten.

All: When you're in trouble, call for help, but only if you need it.

(*Seals flap arms and sing:*)

If you plunge down to the bottom
of the ocean, cool and green,
You must take some swimming lessons,
For you're not a submarine.

(*During the chorus the clown crosses the stage carrying a sign that says: "Don't be wet behind the ears!" At mid-stage he turns the sign over so it reads: "Don't clown in the water!"*)



BEEEEEE-CAREFUL SKIT

Have the Cubs come up to the front carrying large cut outs of bumble bees with the following on the back. Each Cub should take turns reading what is on the back of his bee.

- 1st Cub-- Be Careful around water. Never swim alone. Always with a buddy.
- 2nd Cub-- Be Careful in the kitchen. Hot pans can burn you, so don't touch the stove.
- 3rd Cub-- Be Careful in the car. Always wear your seat belt.
- 4th Cub-- Be Careful with fire. Never play with matches.
- 5th Cub-- Be Careful around animals. Some are not as friendly as they look, and can bite you.
- 6th Cub-- Be Careful around fires. If you catch your clothes on fire, you should STOP, DROP, AND ROLL.
- 7th Cub-- Be Careful with medicine. Take only what your parents give you. Never just take medicine from a bottle.
- 8th Cub-- Be Careful with the weather. Always dress right for the weather. Stay warm by layering your clothes.
- 9th Cub-- Be Careful in the playground. Watch out for others and don't show off.

TWO STORY FIRE

Setting: 3 boys seated at table, and two laying on cots. Fire hats and raincoats laying nearby. Telephone set on table. Telephone rings and one boy answers.

Fireman #1-- (talking in phone) Yeah, Okay, Yeah (hangs up phone)
(yells to others) Fire! Fire! It's a two story fire.

Fireman #2-- Let's go!

(all boys hurry and put on hats and coats and run out of room)

(boys return after a few minutes with black carcoal on their faces)

Fireman #3-- Boy that was a big on.

Fireman #4-- Yeah, I though we would never get done.

Fireman #5-- I thought we were never going to find the place. I thought you said it was a two story fire!

Fireman #1-- It was. The caller gave me two stories. One story was that the fire was on 6th and the other on Maple Street.

MOTHER GOOSE IS ON THE LOOSE!

Characters: Any number
 Props: Make simple cutouts for each of the rhymes or use what ever you have that would be appropriate.

NARRATOR: Old Mother Goose is on the loose,
 And between her screams and wails
 Her feathers got ruffled
 Her rhymes got shuffled
 And we've caught her by her tales!
 Some of the characters you know best
 Have changed their style a bit
 Without more ado
 We present to you
 Mother Goose plus our OWN wit!

RHYME 1:
 David had a little lamb
 With fleece as white as snow,
 And everywhere that David went
 The lamb was sure to go.
 He brought the lamb to school one day,
 Now all he does is sob
 (Cries loudly into handkerchief)
 For now the cafeteria
 Serves David's lamb sish-ka-bob!

RHYME 2:
 Little Jack Horner
 Sat in a corner
 Eating his Christmas pie.
 He stuck in his thumb,
 (Stick thumb into pie)

And pulled out a plum,
 (He pulls out thumb with a juicy plum)
 and said, "Yeech! This is disgusting!"

RHYME 3:
 Mister Harry, quite contrary,
 How does your garden grow?
 "I'm glad you inquired," he quickly fired,
 "It's true my garden's fantastic!
 It never needs weeding, watering, or seeding,
 Because all my flowers are plastic!"

RHYME 4:
 Humpty Dumpty sat on a wall.
 Humpty Dumpty had a great fall
 (He falls off wall)
 All the King's horses and all the King's Men said,

KINGS MEN: "Bring bacon - we've got scrambled eggs again!"

RHYME 5:
 Little Master Muffet
 Sat fat on his tuffet,
 Stuffing his face full of stew.
 Along came a spider,
 (Spider comes forward.)
 And sat down beside him.
 Said he, "Well, I'll just eat you, too!"

NARRATOR:
 That's all the rhymes we've got for you,
 We hope you all had fun.
 Now here's your chance to clap for those
 Whose jobs were so well done.

SKITS

DRAG-ON-AROUND

CHARACTERS: Dragon (with head boy and as many body pieces, as you need for the correct number of boys in the den, finishing with a tail piece.)

SCENERY AND PROPS: Cardboard bushes, Sword, flames, feather (large), marshmallow or wiener, red sock.

SETTING: Dragon comes on stage. Head boy stick red-socked hand out of mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes paper flames to back curtain, or brushes scenery as if it is being set on fire. All boys making up dragon sneeze together.

DRAGON: Oh, woe is me! Everybody hates me. Nobody likes me. (sneeze) I'm so miserable. I just keep sneezing and I can't help it. (sneeze) I just can't figure out what is wrong with me.....

SIR CUB SCOUT: (Enters, pulls out sword and waves it at dragon) All right, Dragon, if you have any last words, say them now. You have caused enough havoc.

DRAGON: (Sounding miserable) Oh, who are you? (sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat (sneeze). I can't sleep. I'm so tired.

SIR CUB SCOUT: I am Knight Sir Cub Scout and I have been sent from the Roundtable to take care of you. You ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else - with you setting everything on fire.

DRAGON: Well take care of me, then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze I breathe fire. I don't intend to do it.

SIR CUB SCOUT: I meant, I'm supposed to kill you. But I suppose it would not hurt if I could take care of your problem some other way. Lets see now (he looks over the dragon). Why here is the problem. (He pulls a large feather from dragon's nose.) Now, take a deep breath.

DRAGON: (Dragon breathes deeply.) How do you feel now? Oh, Sir Cub Scout, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

SIR CUB SCOUT: I do have an idea. (He puts the marshmallow or wiener on his sword and holds it out as if to cook it over the Dragon's flame.)

(CURTAIN)

Storytelling

Storytelling is an art, but you do not need to be born with "storytelling" talent. You can learn to tell an interesting story. The only requirements are a voice, willingness to try, a love for stories and a love for children.

What Is a Story?

- A story is a brief narrative about a main character and what happened to him.
- A story is **not** a sermonette, object lesson, report, or a series of events or descriptions.
- A story has **ONE** main character or hero--someone children can identify with, someone with a personality, can be a person, animal, machine, anything.
- A story has a plot. Something happens, there is a problem, a conflict, suspense, something to resolve. The details of the story move the plot along to the climax, where a single impression is made, all the loose ends are tied up and the story has a satisfying ending.
- Remember **ONE** --one character, one problem or conflict, produce one impression, teach one idea.

Where to Find a Story

- Books--Try single events from larger books, look for old books and rework the stories into today's language. Look for legends, folktales, children's story anthologies, exciting episodes in history, fables.
- Magazines--An issue that was published three or more years ago will probably be new to your listeners. Try nature magazines (for stories, not nature details or reports) like *Ranger Rick* and *National Geographic World*, some church youth publication, *Boys' Life*, children's magazine collection at the public library, and *Reader's Digest*.
- Scout stories--Mowgli, The Unknown Scout, etc. Look through the Leader Book and in Staging Den and Pack Ceremonies, old Pow-Wow books, etc.
- Biographies--Use a single event from the lives of famous and not-so-famous people.
- Newspapers & news reports on TV--Sometimes you can find the skeleton of a story and add details to it from these sources.
- You--Your own experiences and stories from the childhoods of your friends make super stories.

How to Craft a Story

- Choose your aim. Why are you telling this story?
- Find your viewpoint. Are you pretending to be in the head of the hero: (I felt myself hit the pavement.) or (Andy was angry. He hated to be treated this way.) or tell it from an outside viewpoint--no inner feelings relayed, just expressions, gestures, action: (I watched as farmer Joe ...) or (Jack ran down the busy sidewalk) or (The puppy looked adoringly at his master. He watched as Ben kicked the ball. --told from the eyes of the dog.)?
 - Don't shift viewpoints.
 - Don't insert your feelings and opinions into the story, i.e. That wasn't the right thing to do, was it?
- Choose your characters' names. Try not to use the names of children in your audience. Choose names you can remember.
- Outline your story:
 - Introduction
 - Action (plot, story line)
 - Climax
 - Conclusion
- Plan the introduction so that it will get your listeners' attention. Use it to introduce the main characters and the problem, give the setting, etc. Begin the story as close to the action as possible. You may want to present the hero and the problem and then flash back to give the setting. Be careful you don't give the climax away, i.e. My story is about Johnny and the time he saved his little brother from falling off the cliff.
- Plan the action. List the scenes and what happens in each. Make sure each scene supports the plot.
- Plan the climax. Make sure it solves the problems, explains all mysteries, etc.
- Plan the conclusion. This should release the tension and leave all loose ends tied up. You may need to briefly explain the meaning. The story should satisfy the child--save stories with unhappy endings for more mature audiences.
- Go back over the story visualizing each scene. See the color of the hero's shirt, smell the pine scent in the forest, etc. Choose descriptive words that paint pictures in the minds of the listeners. Peter frantically raced down the hallway NOT Peter ran down the hallway. Can you build suspense anywhere or put in a surprise twist? Add direct conversations. Have your characters talk. Use accents, change your voice, etc.



Learning the Story

- Plan to tell the story *freely*, not to read it. Also, don't try to memorize it word for word.
- Go over the story in your mind, in the book or source several times, visualizing the scenes. Memorize the sequence of events.
- Repeat the story to yourself using a brief outline as a crutch. Then try it without the outline.
- If possible, tell the story to someone else. Or tape yourself.
- If it is a story with a repeated refrain, where the wording is crucial, memorize the last part first, then the next to last and so on. Then you will know the ending the best and will not forget it. When you are nervous this really helps.

Telling the Story

- Sit or stand naturally. Don't jingle keys, coins, twist buttons, etc. Face the children.
- Speak loudly enough so that all can hear. If they have to strain to hear you, they will quit listening.
- Use voice to express emotion, suspense, etc. changing the volume and intensity to keep their interest. Try a simple pause to raise the suspense.
- Use gestures that fit the story. Keep them natural.
- Maintain eye contact with the children.
- Make sure your listeners are comfortable. Standing children are usually not listening children.

Storytelling Resources

Here are just a few of the many fine books that will help in your storytelling efforts. Check with your local librarian for more ideas, and Happy Storytelling!

"Children's Faces Looking Up"
by Dorothy DeWitt
1979 American Library Association

"Twenty Tellable Tales"
by Margaret Read MacDonald
1986 H.W. Wilson Co.

"Handbook for Storytellers"
by Caroline Feller Bauer
1977 American Library Association

Check Library for works by
Ernest Thompson Seton,
Julia M. Seton,
Rudyard Kipling

"Childrens Books"
Awards and Prizes
1985 The Childrens Book Council

Use old Pow Wow Books,
"Creative Campfires,"
"Staging Den and Pack
Ceremonies,"
other Scouting related
materials

SK 24
"YELLOW FINGERS"

Once there was a King who wanted to send a message of grave importance to the neighboring kingdom. Every time he sent one of his knights to deliver the message, the knight would meet up with the YELLOW Fingers and be Eaten. The YELLOW FINGERS was a monster who lived under the bridge that forged the river between the two kingdoms. The bridge was the only way to get across. The river was too deep and wide and very unsafe to cross. Anyone who tried to cross the bridge was grabbed and eaten by YELLOW FINGERS. Finally after several of his best knights had perished, he asked for volunteers. No one wanted to take him up on his offer, even though he offered a very handsome reward. Unexpectedly a young brave page offered to take the message to the neighboring kingdom. He said that he would do it even without reward. It was his duty to serve his King and his country. The King told him that if he were able to get the message though that he would knight him. Sure enough, the brave page was able to cross the bridge and safely deliver the King's important message and avoid a war with the neighboring kingdom.

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

WHY DOGS AND CATS HATE EACH OTHER

Once a Chinese dog and cat lived with a very old Chinese couple. They had a magic wishing ring which meant everything to them. But this ring had been stolen by robbers and they were very sad. It seems the robbers had gone across the river in a boat, and they were in hiding on the other side. So the cat said to the dog, "I cannot swim but if you will carry me across the river on your back, maybe we can find the robbers and get back the ring." At that time the cat and dog were very good friends. Therefore the dog answered, "Why certainly. We must get the ring back to our heartbroken masters." So he took the cat on his back and swam across. They soon found where the robbers were hiding, and they discovered the ring in a wooden chest. So the cat caught a mouse and asked the mouse to gnaw a hole in the chest. After they explained their story the mouse was eager to help. He gnawed a hole in the wooden chest and the cat's paw was small enough to reach in and get the ring. The dog then took the cat back across the river on his back. The cat was able to climb over the roofs of houses and reach the home of the old couple first. He gave them the ring, but failed to tell them what part the dog played in the recovery. The couple made over the cat and when the dog returned they scolded him for being away so long and for being muddy and wet. They took a broom to him and the dog chased the cat up a tree, and they have been enemies ever since.

THE CAMEL AND THE JACKAL

In the long ago when the animals talked there was camel and a jackal who were good friends.

Now the camel loved sugar cane and the jackal loved crabs. Just across the river was a fine field of sugar cane and near by in the river there were a lot of crabs and other delicacies that tickled the palate of the jackal.

"I cannot swim," said the jackal, "but how about taking me across the river on your back. There's plenty of juicy sugar cane over there for you." So the camel let the jackal climb on his back and away they went.

The jackal jumped off as soon as they were ashore and began to dig for the crabs. He was a fast eater and had stuffed himself with crabs and fish before the camel could get a good start on the sugar cane. Then the jackal began to jump and run around yelping and making a terrible racket.

Some men in the nearby village heard him and sounded the alarm. The men went running to the cane field. They couldn't catch the jackal but they did catch the camel and they beat unmercifully. When the men left the jackal came running back and said, "Let us go home."

"I guess we had better leave," groaned the camel. "Climb up on my back and we'll start back." When they had gotten where the water was deep the camel ask, "Why did you make so much noise before I had hardly gotten a mouthful of sugar cane?"

"Oh, that's a bad habit of mine. I always sing after I've been well fed," answered the jackal.

The water was getting deeper and deeper and soon the camel would have to swim. The camel said, "You know I feel like taking a roll."

"Oh don't do that," exclaimed the jackal, "I can't swim." "Please don't roll," begged the jackal, "Why in the world would you want to do that."

"Well, you see, my friend," answered the camel, "It is just an old habit of mine. I always like to roll after dinner."

And roll he did, and you can guess what happened to the jackal. Some say he drowned. Others say the camel pulled him out and left him exhausted on the shore, coughing up water.

HOW THE SUN, MOON, AND THE STARS GOT INTO THE SKY

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food cold and raw. They also had to live in darkness, because there was no light. There was no sun, moon, or stars in the sky. A great chief kept them locked in a box. He took great pride in the thought that he alone had light.

This great chief had a daughter who was very beautiful and he was also proud of her. She was beloved by all of the Indians.

In those days the raven had the power of magic, and he was a great friend of the Indians. He wondered how he might make life more comfortable for them.

One day he saw the daughter of the chief come down to the brook for a drink, and he had an idea. He would change himself into a pine needle on a tree that over reached the brook.

The next time the maiden came to drink, the pine needle fell off into the water, and she swallowed him along with the water.

As time went on, he was born to her as a son. The old chief was delighted and as the boy grew his grandfather became devoted to him. Anything he wanted, he could have.

cont.

So one day the boy asked the old chief for the box containing the stars. Reluctantly the chief gave it to him. The child played for a while by rolling the box around. Then he released the stars into the sky.

The Indians were delighted. This was some light, though not enough. After a few days the child asked for the box containing the moon. And again the chief gave in to his grandchild. Just as before he played with the box and then released the moon and flung it into the sky along with the stars.

The Indians were overjoyed, but there was still not enough light. And anyway the moon disappeared for long periods.

So finally the child asked for the box containing the sun. "No," said the chief, "I cannot give you that." But the boy wept and pleaded. So the old chief could not stand the tears and finally gave in to him. As soon as the child had a chance, he released the sun and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. So they order a feast and celebrated.

The old chief was happy. He had not known the sun, moon, and stars could mean so much for the comfort and happiness of his people. And for the first time he enjoyed them, too.

THE PIG'S TALE (A Flemish Folk Tale)

It was the last day of creation and there was a great hustle and bustle in Heaven. The angels had been working overtime. God sat on His throne and made the creatures, but the angels had to dress and decorate them. Soon it would be the Sabbath, the day of rest, and the angels were hurrying to finish on time.

Many animals had already gone down the ladder to the new earth, and everywhere the animals were showing off their finery.

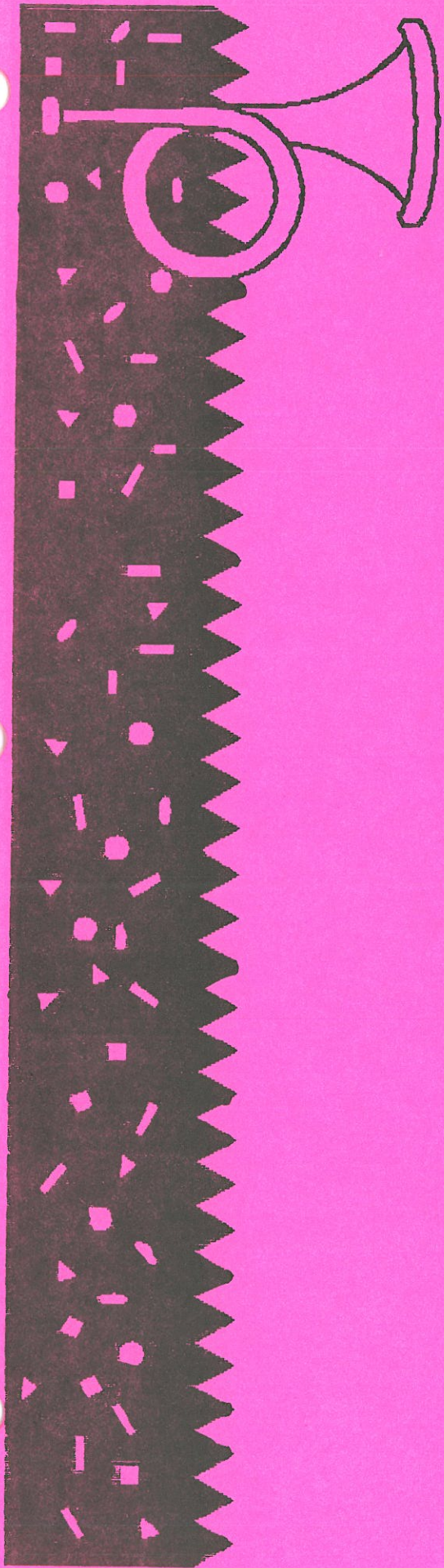
The last animal to come from God's hand was the pig. But when the angels went to dress him, there was nothing left. All the hair had been used on the monkey and the last feathers on the bird of paradise. The last of the paint had gone to the chameleon and the snakes had all the scales. They would just have to send him as he was. He did not know any better and was very happy to be alive.

But when he reached earth, the animals began to make fun of him. He began to feel sorry for himself and he sat and cried.

A big horned owl who had been watching told him that he had been cheated and he should go back and complain. So the pig returned to Heaven and found the angels all watching God make Adam and Eve. They asked the pig what he wanted and he asked them for one thing that he could be proud of. All the other animals say that I am naked. God heard the pig and turned around. "Didn't you take care of him?" He asked.

"There was nothing left," answered the angels. God asked them what they had in their hand. It was a curling iron and it was still hot from doing the poodles hair.

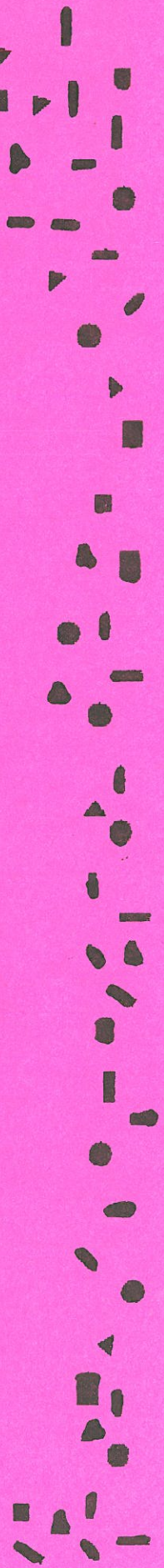
"Just the thing," said God. He took the pig's tail and put a great curl in it. The pig loved it and he proudly went back to earth. No one dared laugh at him and that is how the pig got a curly tail.

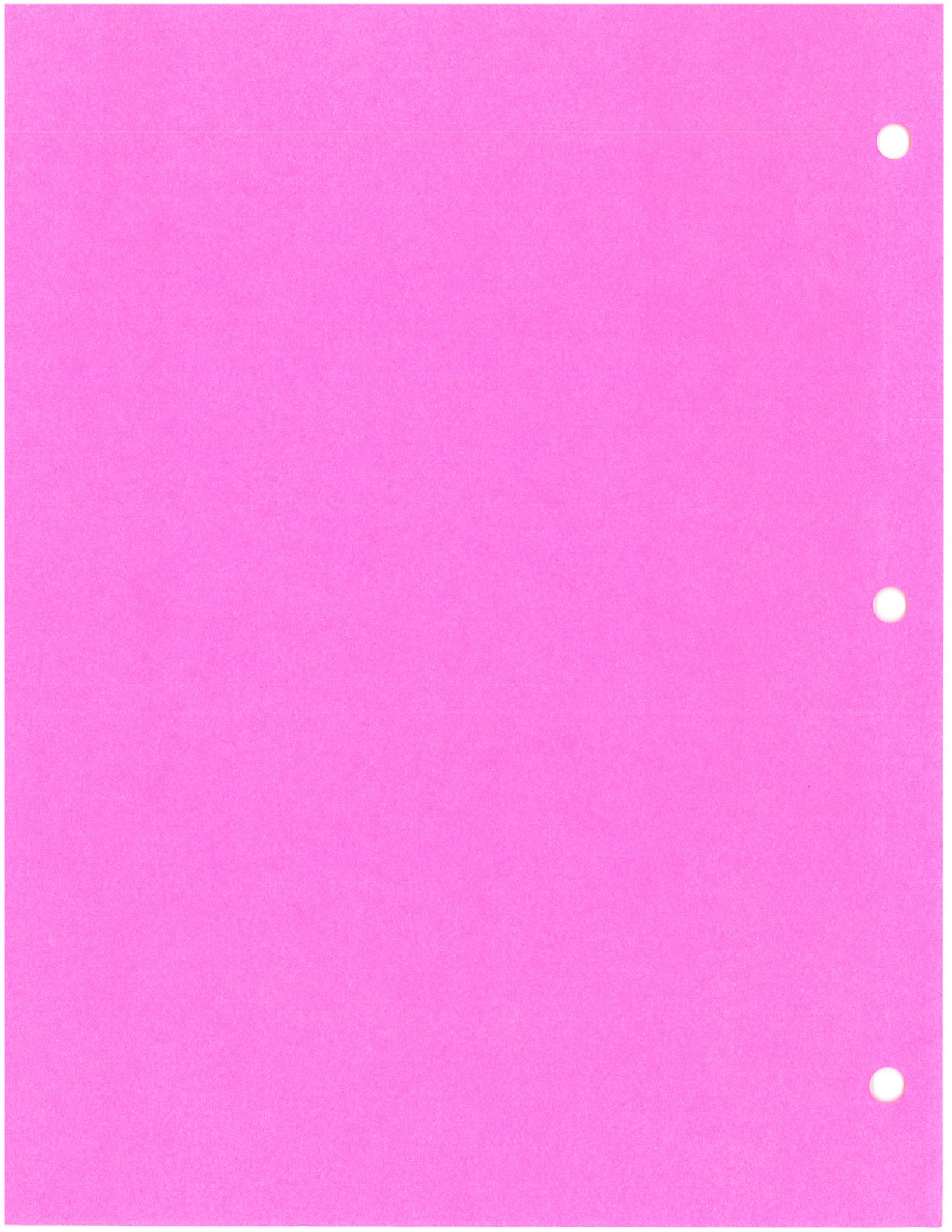


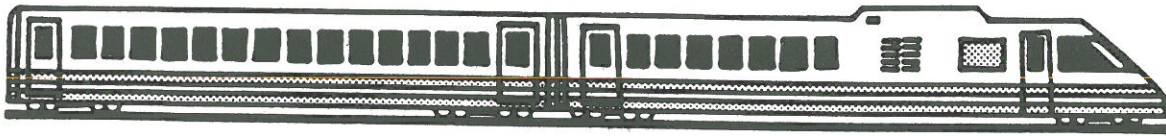
STUNTS



SPARKLERS







Audience participation - Cub Scout Railroad

CUB SCOUTS: "Yea Den 2"

BRAKEMEN: "All clear behind"

DEN LEADER: "Akela"

CONDUCTOR: "All aboard"

LITTLE RED ENGINE: "Toot toot"

FIREMAN: "Shovelin' coal"

ENGINEER: "Look out ahead"

TRAIN: "Clickety clack clickety"

Divide audience into 8 groups and assign one of the above lines to each group.

Narrator reads script. As names of parts are read, narrator pauses while each group says their lines.

One bright day, some years ago, a den of CUB SCOUTS... and their DEN LEADER... decided to take a trip on a TRAIN...that was going over the mountain to the next town. As the CUB SCOUTS.. and their DEN LEADER... were helped onto the TRAIN...by the BRAKEMAN...and the CONDUCTOR.... They waved to the FIREMAN... and the ENGINEER...who were in the cab of the LITTLE RED ENGINE...

The CONDUCTOR...and the BRAKEMAN...shut the door, the FIREMAN...checked the steam pressure of the LITTLE RED ENGINE... and the ENGINEER...opened the throttle, and the little TRAIN...moved down the track.

All was going well, when the LITTLE RED ENGINE...ground to a stop. The CONDUCTOR... and the BRAKEMAN... and the FIREMAN... and the ENGINEER... all stepped off the TRAIN...to help push a stubborn cow off the track. With this chore done,

the CONDUCTOR...stepped back on the TRAIN...the BRAKEMAN...shut the door, the FIREMAN...checked the steam pressure on the LITTLE RED ENGINE...and the ENGINEER...opened the throttle, but the LITTLE RED ENGINE ...would not budge, as the ENGINEER...had stopped the TRAIN...half way up the mountain. The load was too much for the LITTLE RED ENGINE...The CUB SCOUTS...eager to give goodwill, and the DEN LEADER...with the help of the CONDUCTOR...the BRAKEMAN...the FIREMAN...and the ENGINEER...pushed the TRAIN...with the LITTLE RED ENGINE...to the top of the mountain.

And so ends our story of the CUB SCOUTS...with their DEN LEADER...and their trip on the TRAIN...with the LITTLE RED ENGINE...manned by the CONDUCTOR...BRAKEMAN...FIREMAN...and ENGINEER...over the mountain to the next town, where their parents met them. Everyone was happy because working together had brought them safely over the mountain.

Applauses

Racers - Move hand like a racer and go "ZZZRRrrrooooooomm" three times.

Freight Train - This applause simulated a freight train in the distance, approaching the station, and then fading off again. Use a 4 beat hand clap with the first beat of each grouping of 4 loud and then the following 3 softer beats.. The train can speed up, slow down, stop, start, with varying tempo. Throw in a few train whistles for sound effect.

Satellite - Move right hand in a circle over the head, opening and closing the fist while saying high falsetto voice: "Gleep, gleep, gleep".

CHRISTMAS AROUND THE WORLD

TREE: Sparkle, Sparkle
 CANDLE: Flicker, Flicker
 ORNAMENTS: Glitter, Glitter
 STAR: Twinkle, Twinkle

CHRISTMAS: Merry, Merry
 SANTA CLAUS: Ho, Ho, Ho,
 FAMILY: God Bless Us Everyone

Most countries around the world celebrate CHRISTMAS, but their customs are all different. CHRISTMAS is also known Yule, Noel, and the Nativity.

SANTA CLAUS visits children in many lands. He is known by several different names. He is called St. Nicholas in Germany, England the Netherlands. In Italy, SANTA CLAUS is called Befana. In France, He is called Petite Noel. He is called St. Basil in Greece. SANTA CLAUS is Nisse in Norway, Hoteiosho in Japan, San Nicholas in Russia, Papa Noel in Brazil, Dun Che Lao Ren in China and in Switzerland, he is called Christindli.

The legend that SANTA CLAUS comes through the chimney comes from the early Norsemen. The Norse are responsible also for our custom of burning the Yule log.

In many countries, the FAMILY makes their own ORNAMENTS for the CHRISTMAS TREE. In Poland, the ORNAMENTS are made from paper. In Finland, they make ORNAMENTS from reed, straw, and wood. In Sweden, they are made from straw and balsa wood. The Norwegians make ORNAMENTS from wood shavings.

A lighted CANDLE in the window is a custom in Ireland, Denmark, Austria and Germany. Many years ago, CANDLES were used to light the CHRISTMAS TREE, but now electric lights are used because they are safer.

In Alaska, a large STAR is carried through the streets on CHRISTMAS Eve while carols are being sung. The custom of carrying the STAR is also found in Poland, Rumania and the Ukraine. Carolers in these countries carry transparent STAR with CHRISTMAS scenes on it. The STAR has a light inside which shines through the paper.

In all countries, CHRISTMAS is a special FAMILY time, celebrating the birth of Jesus. In most places, gifts are exchanged on CHRISTMAS. Gift giving represents the gifts which the Wise Men brought to the baby Jesus on the first CHRISTMAS.

Knock, Knock
 Who's there?
 Kenya
 Kenya who?
 Kenya go to the movies with me

Knock, Knock
 Who's there?
 Moscow
 Moscow who?
 Ma's cow give more than Pa's cow

HOW TO BUILD A THINGAMAJIG

For this audience participation stunt, select a capable narrator and four boys, each to impersonate one sound as it is mentioned in the story. Divide audience into four groups to make sounds as the object is mentioned or have the audience do all the sounds.

Object	Sound
DoodadsClickety Clack, Clickety Clack
DingfordWhiz, Bang, Boom
FreedistantWhoose, Whoosh
HygorickySnap, Crackle, Pop
ScatuhreekusAll Sounds Together

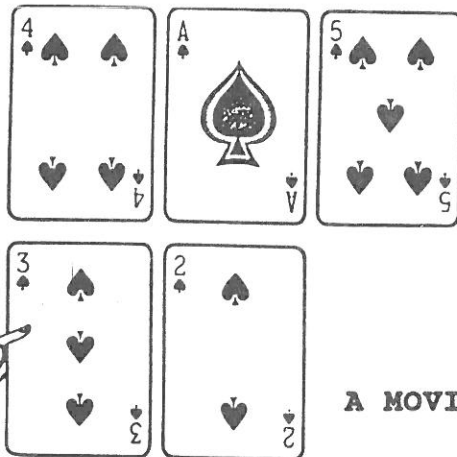
Very few families these days can get along without a thingamajig. While you can purchase them already assembled, in a wide range of sizes, shapes, and colors, they are relatively easy to put together yourself using one of the many kits available. Just follow these directions and you'll have your built in no time at all.

The DOODADS of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly DINGFORD to a FREEDISTANT. The assembly DINGFORD may be placed upon any corrugated doomaflatchy or FREEDISTANT to assemble your DOODADS. Carefully remove the plastic gizmo of the DOODADS from the FREEDISTANT and lay out the DOODADS on a clean acka-muhrackus. Learn the name of each DOODAD by comparing with the assembly DINGFORD and assemble the DOODADS in the order listed. You will need a dealy with a 3/16" gizflunky for the HYGORICKYS, and a pair of shirilloracks.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly DINGFORD and FREEDISTANT where each HYGORICKY goes. These whatnots are openings for the hoosis HYGORICKYS used to frammis the DOODADS together. Now frammis the chingus to the FREEDISTANT being careful to place the whatchamacallits catiwompas to the hootnanny and under the HYGORISKYS, as shown on the DINGFORD. If the chingus is reversed, chingadera for schmenahaws, the thingamajig will not function properly.

Tighten two fistareous valves underneath the FREEDISTANT using your delay. The fistareous valves are used to widget the thingamajig hickys from one DOODAD to another. Now glommis a jigger to the demesanti and the doorfunkey by the whatchamacallits. Put a dingus on each HYGORICKY and tighten to the DINGFORD. Be sure the chingus is loose enough so that the thingamabob can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and hit somebody in the doohinkey.

Now you're done and should have a smoothly operating thingamajig when you turn the scatuhreekus....

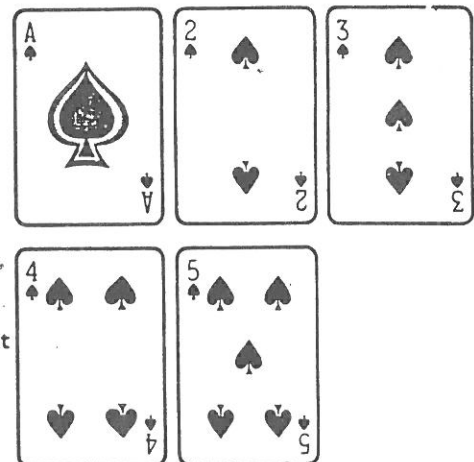


A MOVING NUMBERS GAME

You can play this game by yourself, on the floor, or on a table. You need only five playing cards -- an ace, 2, 3, 4, and 5. Lay the cards out just as they are shown in the picture at the top of this page.

To play the game, you move the cards, one at a time, until you get all the numbers in the right order -- the ace (1), 2, and 3 in the top row and the 4 and 5 in the bottom row. But you can't simply pick up a card and put it wherever you wish. You can only slide a card into an empty space that is next to it. For example, at the start of the game, there is an empty space at the end of the bottom row. You can slide the 5 down or slide the 2 across. But you can't move any other card because no other card is next to the empty space.

After you move a card into an empty space, you'll then have a new empty space into which another card can be moved. Each time you slide a card into a space, it counts as one move. It is possible to put all of the cards in order in only ten moves -- but it may take you a lot more! Try the game out for awhile.

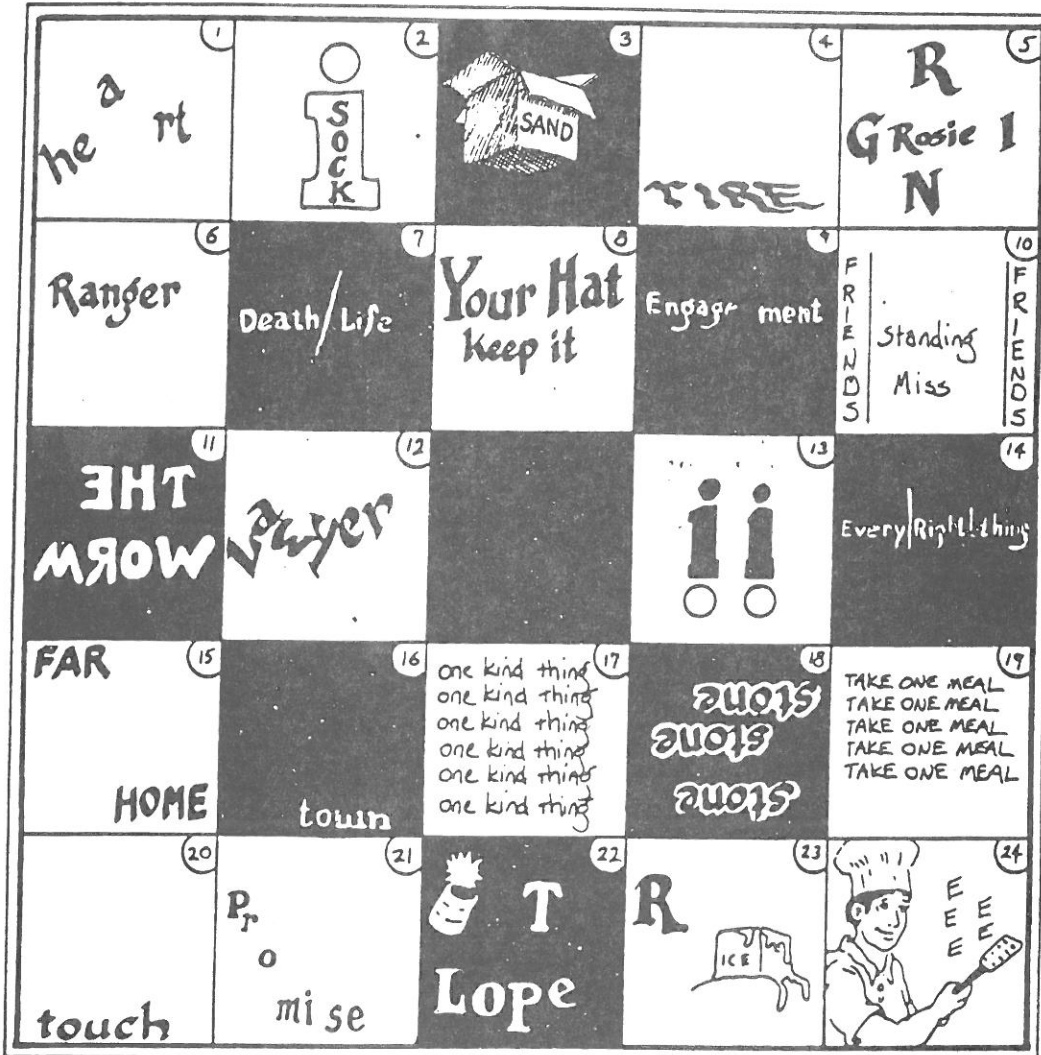


Answers:

- | | |
|---------------------------------|----------------------------|
| 1. Move the 2 to the right | 6. Move the 2 up |
| 2. Move the 3 to the right | 7. Move the 3 to the right |
| 3. Move the 4 down | 8. Move the 5 down |
| 4. Move the ace (1) to the left | 9. Move the 2 to the left |
| 5. Move the 5 to the left | 10. Move the 3 up |

WACKY WORDLES

Here are some WACKY WORDLES to figure out:



ANSWERS:

- | | |
|--|---------------------------------------|
| 1. Broken heart | 14. Right in the middle of everything |
| 2. Sock in the eye | 15. Far away from home |
| 3. Sandbox | 16. Downtown |
| 4. Flat tire | 17. One kind thing after another |
| 5. Ring around the rosie | 18. Leaving no stone unturned |
| 6. Lone Ranger | 19. One meal at a time |
| 7. Life after death | 20. Touchdown |
| 8. Keep it under your hat | 21. A broken promise |
| 9. Broken engagement | 22. Cantaloupe |
| 10. A misunderstanding between friends | 23. Rice |
| 11. The worm turns | 24. Cookie |
| 12. Crooked lawyer | |
| 13. Circles under your eyes | |

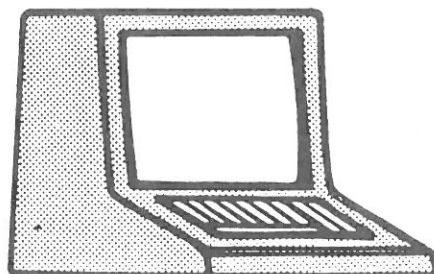
Time allotted for test: 15 Minutes

SCORE: 15 or more - GENIUS

10 correct - NORMAL
5 correct - IDIOT

8 correct - SUBNORMAL

1. If you went to bed at 8 o'clock at night and set the alarm to get you up at 9 o'clock in the morning, how many hours sleep would you get? _____
2. Do they have a 4th of July in England? _____
3. How many birthdays does the average man have? _____
4. Why can't a man living in Winston-Salem, N.C. be buried west of the Mississippi River? _____
5. If you had only one match and entered a room in which there was a kerosene lamp, an oil burner, and woodburning stove, which would you light first? _____
6. Some months have 30 days, some have 31, how many months have 28 days? _____
7. If a doctor gave you three pills and told you to take one every half hour, how long would they last you? _____
8. A man builds a house with 4 sides to it and it is a rectangular shape; each side has a southern exposure. A big bear wanders by - what color is the bear? _____
9. How far can a dog run into the woods? _____
10. What four words appear on every denomination of U.S. Coin? _____
11. What is the minimum number of active baseball players "on the field" during any part of an inning? _____ How many outs in each inning? _____
12. I have in my hand only 2 U.S. Coins which total 55 cents in value. One is not a nickel. Please bear this in mind. What are the two coins? _____
13. A farmer had 17 sheep. All but nine died. How many did he have left? _____
14. Divide 30 by $\frac{1}{2}$ and add ten. What is the answer? _____
15. Two men were playing checkers. Each played five games, and each man won the same number of games. No draws. How can you figure this? _____
16. Take two apples from three apples and what do you have? _____
17. An archaeologist claimed he found some coins of gold dated 46 B.C. Do you really think he did? _____
18. A woman gives a beggar 50 cents. The woman is the beggar's sister but the beggar is not the woman's brother. How come? _____
19. How many animals of each species did Moses take aboard the Ark with him? _____
20. Is it legal in California for a man to marry his widow's sister? _____
21. What word is misspelled in this test? _____
22. A plane crashed on the Canada-United States border, killing 75 people. Which country would be responsible for burying the survivors? _____
23. An electric train was travelling north at 75 miles per hour. The wind was blowing south at 40 miles per hour. Which way did the smoke go? _____



MILITARY GENIUSES

Sergeant is drilling a group of uniformed men, who are a pretty sloppy lot--shoestrings untied, shirt tails out, collars unbuttoned, hats at odd angles. They carry cardboard rifles. Sergeant drills them in a march, but they go in the wrong directions, trip while turning, and so on. Finally he has half of group marching left and half to right. He instructs them to reverse direction and they turn and march toward each other. Instead of passing between each other, they meet head on and fall down. Sergeant weeps bitterly into large handkerchief, steps among prostrate bodies and pretends to jump up and down on them.

EGBERT, THE BOY GENIUS

This stunt can be used as a pastime for a small group, and audience participation stunt, or worked into a skit, adding properties, if you wish. Divide the group into eight sections and assign one sound to each. As the story is read the appropriate sound is made after each word.

SOUNDS: Polish-Bubble, Bubble	Motor-Clicketa, Clicketa
Whistle-Whistle	Gears-Clap hands together
Brushes-Stamp feet	Hinge-Squeak, Squeak
Spring-Boing-g-g-g	Machine-All sound together, twice
Buzzer-Buzz, Buzz	

NARRATOR: Everyone in town knew about Egbert! Egbert was the Boy Genius of Brainville. Afternoon after afternoon, while the other boys were playing football or baseball, Egbert was in his basement working out the details of some new invention. Egbert did have one thing in common with the other boys, however--he hated to shine his shoes! And so his latest contraption was to be a shoe shine Machine.

First of all, Egbert mixed some water, some wax and some dye in a flask and boiled it to make the Polish. From the flask he arranged a glass tube with a device at the top that would Whistle when the mixture was ready. He set up a small Motor and fitted it with an arrangement of Gears. These turned two Brushes that would slap the shoes to shine them. Above the Brushes, the glass tube was connected with a valve and Hinge that opened to drop out Polish. A Spring kept them in position over the place where the shoes would be fastened. As a final touch, Egbert added a Buzzer which would sound when the shoes were completely shined.

When everything was assembled, Egbert looked at his Machine with satisfaction. The Polish was boiling and the Whistle sang out loud and clear. The Motor hummed smoothly, the Brushes revolved, and the Spring held fast. Only the Gears were a little noisy and the Hinge squeaked, but these were minor matters. The Buzzer control looked good!

Egbert disconnected the plug, ran upstairs and brought down his dirtiest pair of oxfords. Full of confidence, he clamped them under his contraption and plugged in the electricity. For a moment, everything ran beautifully, and he beamed at his Machine...And then, disaster struck! In his excitement, Egbert had neglected to remove the shoe strings, and one of them became twisted in the revolving Brushes. Across the room flew the Spring.

The Gears jammed as they chewed up the shoes, making the Motor burn out with a loud spitting sound. The whole liquid assembly shuddered. The Hinge stayed open and the Polish shot out all over Egbert. For some strange reason, only the Whistle, and the Buzzer continued to sound alternately--Whistle, Buzzer, Whistle, Buzzer, until poor Egbert's genius brain practically rattled. He looked around at the mess and promptly fainted! It was not one of Egbert's most successful Machines!

A VERY SPECIAL BIRTHDAY PARTY

Divide audience into four groups to respond with the following: DEN LEADER--"OH BOY"; CUB DEN 1--"OH BOY, OH BOY"; BIRTHDAY CAKE--"HAPPY BIRTHDAY TO YOU" (SUNG); BIRTHDAY PARTY--"YIPPEE".

This is a story of a DEN LEADER..., CUB DEN 1..., and a BIRTHDAY CAKE... One Thursday afternoon, as CUB DEN 1... was meeting at the home of their DEN LEADER..., Mrs. Reid, the boys overheard her on the phone, say "It will be a very special BIRTHDAY PARTY..."

BIRTHDAY PARTY?...they said, to each other, whose BIRTHDAY PARTY...is it? each asked the other---not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it's Mrs. Reid's, our DEN LEADER....!

Yeah, they chorused. I know, said Jimmy. Why don't we give her a BIRTHDAY PARTY... That's a neat idea, said Johnny. Let's have a BIRTHDAY CAKE..., said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY...for their DEN LEADER.

Den Meeting day dawned bright and sunny. At 3:30 all five boys arrived at their DEN LEADER'S...house. Mike and Ike brought a BIRTHDAY CAKE... Jimmy brought paper hats. Johnny brought balloons and Billy brought ice creams for the BIRTHDAY PARTY...

As they trooped in the door, they all yelled surprise! We're having a BIRTHDAY PARTY...Mrs. Reid, their DEN LEADER....looked shocked. My BIRTHDAY PARTY?..... Why it's not my birthday.

But we heard you talking about a special BIRTHDAY PARTY...on the phone last week, said Jimmy. Oh, said their DEN LEADER..., and smiled. It's Cub Scouting's birthday, she said. Cub Scouting is 64 years old, this month. But I think this is a wonderful idea. We'll just celebrate a little early.

And so they did. And that is how CUB DEN 1...and their DEN LEADER...had a very special BIRTHDAY PARTY!.....



PIRATE WATER

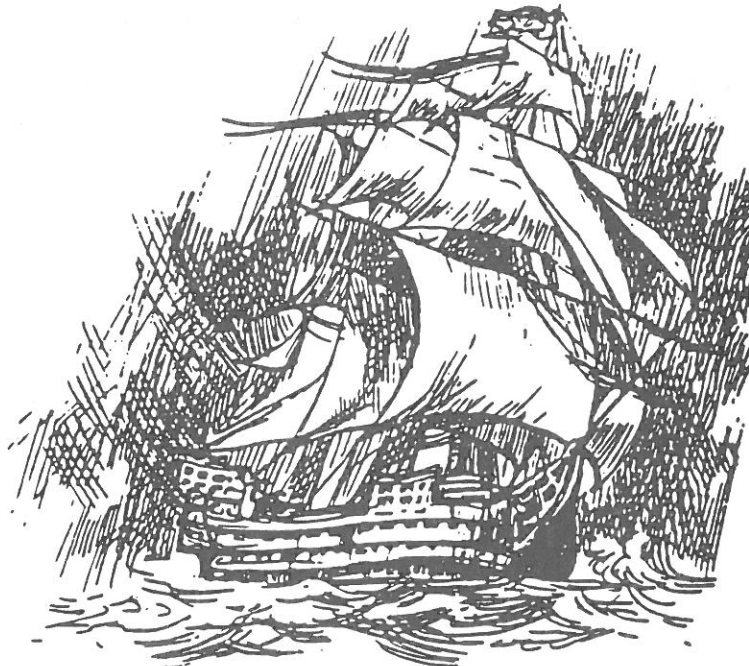
PEG LEG PETE'S PREDICAMENT

PIRATES: Yo-ho-ho
PEG LEG PETE: Clomp, clomp
TREASURE: Gold! Gold!
MAP: It's That-a-Way

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

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

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



AUDIENCE PARTICIPATIONFISHERMAN'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 April 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.

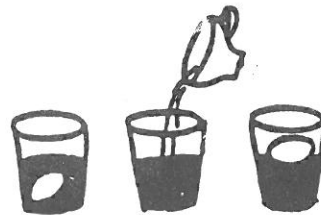
The FISHERMAN wound in the REEL, and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another WORM from the can on the hook and left his rod propped up on a stick again. This time when he came back, the FISHERMAN found the rod was bent over and he was sure he had caught 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!

TRICKS

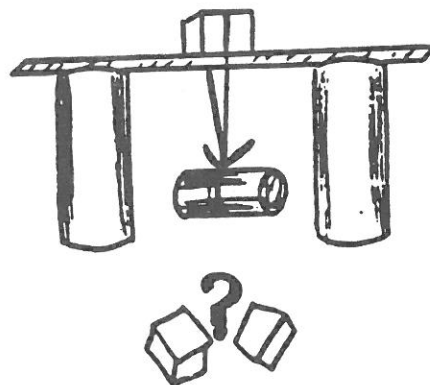
FLOATING EGGS

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg float. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



MYSTERIOUS ICE CUBE

You can't see a woman in half, but you can do a similar trick with an ice cube. Balance a ruler between two tall cans. Put an ice cube on it. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended. Soon the wire will pass through the ice cube, but the cube won't be in two pieces. Has it been split in half? Is it still in one piece?



LIPPERY TRICKERY

The audience may think it's impossible to lift an ice cube from a glass of water with thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice, sprinkle salt on it, and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.



BOUNCING BUTTONS

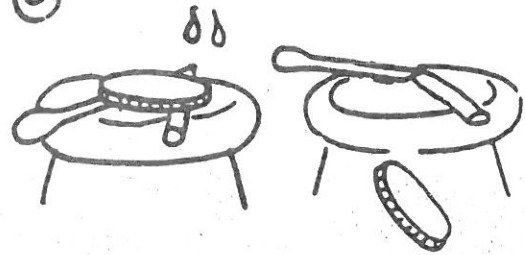
Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite a while. Add more vinegar when they slow down.



MAGIC DIME

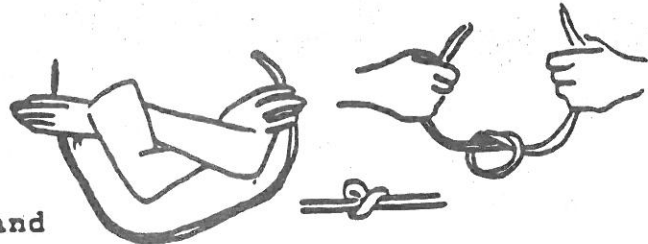
Partially break a wooden match. Lay the broken match over the mouth of a milk bottle. Place a dime on the match. Ask someone to make the dime fall into the bottle without touching coin.

(Solution: Place drops of water on broken part of match)



MAGIC KNOT

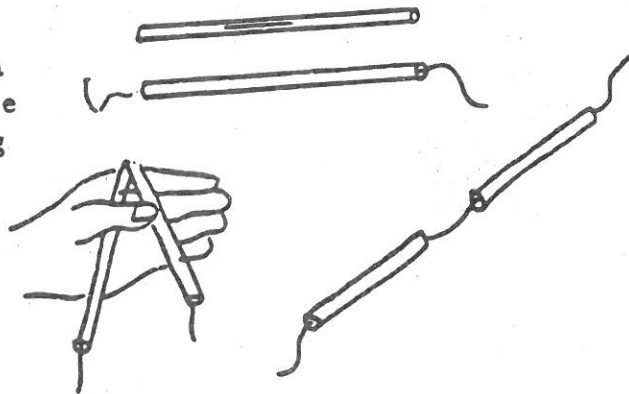
Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete overhand knot by uncrossing arms.



MAGIC STRAW

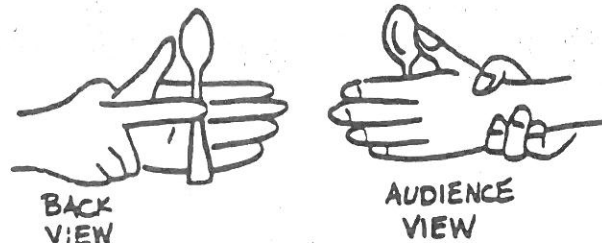
Cut slit in the middle of a straw. Thread a string through the straw. Tell the audience you can cut the straw in half without cutting the string.

(Solution: Bend straw. Pull string out slit. Cut straw)



MAGNETIC SPOON

Hold spoon pretending to magnetize it. Hold spoon as shown, so to audience, the spoon seems to stick to your hand.



BUTTONHOLE STRING TRICK

Tie the ends of a 2-foot-long string together and, without twisting, run the string through your coat or shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with thumbs pointing upward and fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

(Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without losing the string, draw your hands apart and near to your chest. Suddenly drop the left thumb out of the loop, releasing the string from the thumb, and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.

THE AGE OF VIKINGS

Viking/Vikings: Yo, Ho (raise fist up in the air)

Ship/Ships: Sailing, sailing (need to sing words)

Settle/Settled: This land is my land (need to sing words)

Over a thousand years ago, people known as VIKINGS lived in the Scandinavian countries of Norway, Sweden, and Denmark. VIKINGS were fine sailors and excellent builders of SHIPS. They were also farmers but the land was often too poor and too rugged to farm, so they turned to the sea for their fortune. VIKINGS had created the fastest SHIPS of their time, and so it seemed only natural for them to set sail to other lands.

VIKINGS set sail to lands all over the world in search of gold, silver, and other treasures. The VIKINGS sailed their SHIPS as far as Russia and the Middle East. Some of the VIKINGS even SETTLED in this area of the world. As you can see the VIKINGS were able to travel great distances in their well-built SHIPS.

When their homeland became crowded, the VIKINGS sailed their SHIPS to SETTLE in England, Scotland, Ireland, France, and the Netherlands. They also SETTLED Iceland and when it became crowded there, the VIKINGS looked westward. A VIKING by the name of Eric the Red again set sail on his dragon SHIP, called that because of the dragon head mounted on the front of the vessel. After many months these VIKINGS landed in Greenland and built homes and began a new life.

It is a short trip from Greenland to the shores of North America. Leif Ericson, son of Eric the Red decided to explore to the west. He took a SHIP and a group of VIKINGS and sailed to what is now called New Foundland. There he and the VIKINGS SETTLED, and this was 500 years before Columbus's explorations. The VIKINGS began to have some trouble with the Native Americans and they began to fight. The VIKINGS were finally driven out by the natives, never to return. This was about the end of the Age of VIKINGS. It had lasted nearly 300 years and opened up many lands for exploration. They carried with them traditions of their country, but they also adopted the traditions and religion of the lands they SETTLED.

BUGS AND THINGSCalomine Lotion

This is a song that is done with real emotion. It is the story of what happened when Johnny Cub Scout ran out of calomine lotion on a Webelos overnight, and how he solved his problem. Ask the boys if they know what calomine lotion is and what it is used for. If they do not know, tell them.

Start the rhythm with slapping the knees twice, and clapping the hands twice and repeat till the end. Audience repeats what the leader does.

LEADER: Fleas!
AUDIENCE: Fleas!

LEADER: Flies!
AUDIENCE: Flies!

LEADER: Fleas, flies, mosquitos.
AUDIENCE: Fleas, flies, mosquitos.

LEADER: Calomine, calomine, calomine lotion.
AUDIENCE: Calomine, calomine, calomine lotion.

LEADER: No more calomine lotion.
AUDIENCE: No more calomine lotion.

LEADER: Itchy, itchy, scratchy, scratchy,
Oooooo, I got one on my
backy!

AUDIENCE: Itchy, itchy, scratchy, scratchy,
Oooooo, I got one on my
backy!

LEADER: Zap goes the bug when you hit
him with the bug spray.

AUDIENCE: Zap goes the bug when you hit
him with the bug spray.

At this point, everyone draws the bug spray out of his pocket like a six-shooter, and simulates spraying bugs and makes a hissing noise.

Mosquito Applause

With hand slap yourself on the neck, arms, legs, while saying
"OOooooo....AHhhhh....OOooooo".

Giant Caterpillar

A group of boys are in a line bending over to represent a large caterpillar. Sheet or blankets are over them.

The explorer who has captured this monster tells the audience he would like to have them watch this phenomenal animal devour food. He sticks a box of fruit in the caterpillar's mouth - and it eats it (boys underneath shake tin cans filled with rocks, move up and down to give appearance of digesting food). Contents of the box are emptied and the boy in the rear tosses out the empty box.

Next, the explorer feeds the caterpillar a paper sack filled with food. The same procedure is followed, with the sack thrown out the rear in pieces.

Finally, the caterpillar grabs the explorer. After a great commotion, articles of clothing (which have been concealed under the sheets) are tossed out, giving the appearance of undressing the victim.

Group makes a hasty exit with the victim under the sheet.

Riddles

What bird is useful or essential when eating a Blue and Gold birthday cake? (Answer: A swallow)

What kind of insect is on the moon? (Answer: A luna-tic)

A BUGGY STORY

LITTER BUGS: "Trash, Trash, Everywhere"
 BUGGY BUGS: "Pick it up!"

There are two kinds of bugs among the human race: the Litter Bugs ___ who carelessly throw things everywhere and the Buggy Bugs ___ who constantly bug everyone to pick things up.

One day there was a large picnic held in one of our city's beautiful parks. Of course in attendance there were the usual Litter Bugs ___ and also the Buggy Bugs ___ who sort of helped to keep the trash and litter from becoming ankle deep because of the messy Litter Bugs ___.

One of these Buggy Bugs ___ named Tidy Ted came that day with his friend, Litterin Larry, who, as you've probably guessed from his name, was a Litter Bug ___. These two boys were great friends, but very different in their habits. In fact, they were complete opposites. Littering Larry was always throwing things right and left as all Litter Bugs ___ do, while Tidy Ted was continuously picking up after others and reminding them to be tidy as all Buggy Bugs ___ do.

On this particular day, littering Larry learned a big lesson which he was not soon to forget. As they were walking around the area where many games were taking place Tidy Ted noticed some pieces of paper floating around on the ground. Being the Buggy Bug ___ that he was, he bent down and picked them up. While he was busy doing this, Littering Larry was just as busy throwing down his candy and gum wrappers as he was walking along, leaving a trail behind him as all Litter Bugs ___ do.

In fact, he was so busy littering that he would not even listen to Tidy Ted who was trying to tell him that the papers he found on the ground were valuable because they said that whoever turned them in at the Prize Booth would receive a nice prize for helping fight litter. As hard as he tried, Tidy Ted, the Buggy Bug ___ could not stop Littering Larry, the Litter Bug ___ from throwing away his candy and gum wrappers on the ground, even though they were really valuable coupons for prizes. So Tidy Ted and the other Buggy Bugs ___ followed along behind Littering Larry, picking up the prize coupons.

At the end of the day, there were some sad Litter Bugs ___ when they saw the Buggy Bugs ___ leaving the park with their arms full of prizes. Finally Littering Larry realized what it was that Tidy Ted had been trying to tell him all day.

"The Litter Bugs ___ their duties shirk,
 While the Buggy Bugs ___ do all the work;
 But the Litter Bugs ___ are the ones who pay,
 They miss the extras that come the Buggy Bugs ___ way."



A LESSON FOR THE BIG BUGS

BEES:	Buzz-buzz	MOSQUITOS:	Bite-bite
FROG:	Croak-croak	ANTS:	Hup-two-three-four
WOODS:	All sounds together		

This is a story about Billy and his family and their adventures in the woods _____. One fine spring day, Billy's family decided it was a good day for a picnic in the woods _____ where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog _____. They heard some bees _____ gathering nectar, and watched some ants _____ busy at work. They even swatted some mosquitos _____ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods _____; the bees _____; the ants _____; the frogs _____; and even the mosquitos _____. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog _____ that hopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it!" she said, "The ants _____ seem to have taken over our lunch."

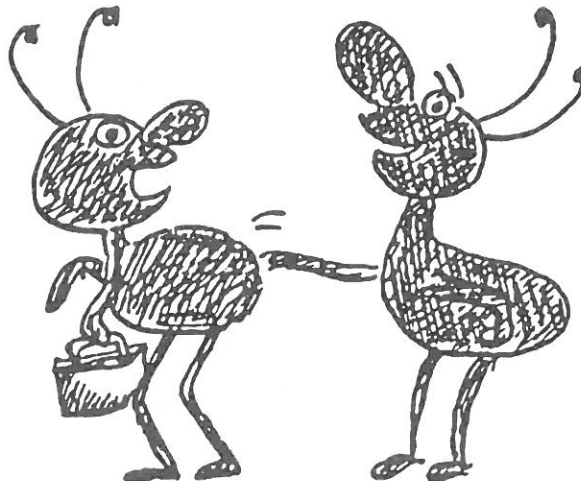
Dad stretched out for a nap and had just about dozed off when he heard Sister scream. She had been stung by a bee _____. Mom took care of her, so Dad tried again to sleep. But this time the pesky mosquito _____ would not leave him alone. Finally he announced they were all going home.

Billy said: "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we aren't wanted by the woods _____. We sure haven't been treated very well. The mosquitos _____ are eating me alive; the ants _____ took over our lunch; and a bee _____ stung your sister."

Billy said: "It seems to me that the woods _____ and the mosquitos _____ and the ant _____ and the bees _____ are trying to tell us something." "What's that?" asked Dad. "Well said Billy, "just look around us here and you will see that we haven't been very nice visitors in the woods _____. Look at all the trash we've thrown around. It seems that we're the worst bugs of all - litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods _____ listening to the sounds. They actually enjoyed the buzzing of the bees _____; the croaking of the frogs _____; and they even watched an army of ants _____ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a "litterbug".



HOW SWIMMING BEGAN

Swim/Swimming: Stroke, Stroke (make swimming motion)

Water: Splish, Splash (make splashing motion)

Stonehatchet: Look OUT!! (make chopping motion)

Swimming is quite general all over the world, but there was a period of time when, probably because of the fearsome monsters that lived in the water, humans kept out of the water and were afraid of it. This resulted in their losing their ability to swim.

One day when a family of cave dwellers by the name of Stonehatchet were traveling in the forest looking for berries and fruit, they heard in the jungle a terrible roar of a saber-tooth tiger. Now they were afraid of the water, but they were more afraid of the tiger. They began to run towards the water and they ran so fast that when the Stonehatchet family hit the water they kept on going and before knew it they were on the other side of the river.

After rest a bit, they waited to see if any of them got sick or died because of the water and getting wet all over. No one did, so the Stonehatchets decided to try the water again. This happened on Saturday and was the beginning of the custom, which seems to have taken root all over the world, the Saturday night bath.

Sammy Stonehatchet tried swimming by splashing his arms alternately in the water, but Susie Stonehatchet lay over on her side in the water and went swimming with her face on the side of the water. These became known as the crawl stroke and the side stroke. Mother Stonehatchet was so proud of her children that she fell backwards and then she began to thrash her arms in the water and this is how the backstroke was started. After the swimming was finished the Stonehatchets were no longer afraid of the water and went swimming at least once a week.



Add sugar or gelatin powder to get longerlasting bubbles. Bubbles burst when they dry out. These substances slow down the evaporation of water that causes the drying out. Try 1 part sugar or gelatin to 1 part soap and 6 parts water.

BUBBLE HINTS

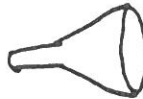
- Save clean jars of different sizes to hold various bubble mixes.
- Stir gently so as not to whip up soapsuds.
- Slowly pour water into detergent/soap.
- Let bubble mix stand for a day or two, if possible.
- Put the bubble mix in the refrigerator for a few minutes before using it. Your bubbles will last longer!
- For best results, blow bubbles on a rainy or humid day. Because there is moisture in the air, they will last longer.

MAKE YOUR OWN BUBBLE BLOWERS

There are many types of bubble blowers to be made from things around your house.

Try some of these:

- A frozen juice can with both ends removed.
- A cut away plastic bottle.
- A funnel.
- A soda straw.



You can blow two bubbles with one bubble blower by cutting 4 slits about 2/3" long at BOTH ends of a plastic drinking straw. Bend the cut strips outward. Make a small slit in the middle of the straw, and bend it at the slit. You have now created a two-ended bubble pipe. Dip one end into mix and blow into the middle slit. You'll get a bubble. Blow a second bubble by dipping the other end of pipe into the mix and blowing through middle again. Then seal the slit in the middle of the bubble pipe by covering it with your fingers. When you blow the second bubble, the first one gets larger and when the opening is sealed, the smaller second bubble gets even smaller while the first one gets still larger.

FUN WITH COLOR

Materials needed: a strip of paper towel or newspaper, a green felt tipped pen or a drop of green food dye, a jar or glass filled with 1" of water and a spring type clothes pin.

Make a spot of color about 2 inches from one end of the strip of paper towel. Hang the strip in the jar so that the spot is above the water and the end of the strip is in the water. Let it stand in the water for 15 to 20 minutes.

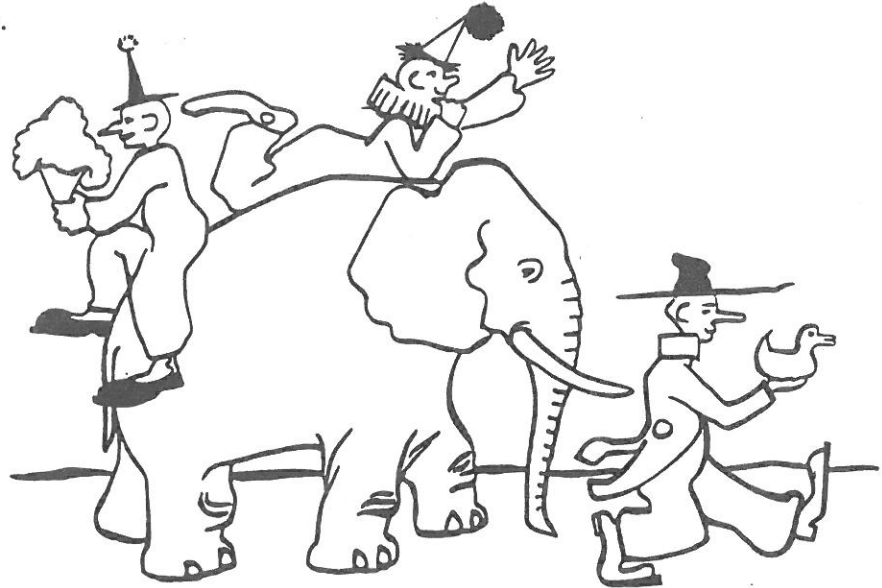
When you come back to it, you will see the green spot is gone but above the original spot the paper has turned blue, and above that the paper is yellow!



EZ DOES IT!

Can U read these? Some R very EZ and some R craZ!

1. IV, LC, LN, KT, and RT 8 canD B4 dinner.
2. LC wants 2 B N avE8R.
3. Cats N K99 R NMEE.
4. R U A N OT boy?
5. F U R MT, eat NapL.
6. POT oooooooooo grow big N IOA.
7. Who is this and where does he live?
Hill
John
Me
8. The restaurant owner said:
" I C U O o4 U 80"
9. XQQ me 4 Tsing U.

**ANSWERS:**

- (Ivy, Elsie, Ellen Kate and Artie ate candy before dinner.)
- (Elsie wants to be an aviator)
- (Cats and canines are enemies)
- (Are you a naughty boy?)
- (If you are empty, eat an apple.)
- (Potatoes grow big in Iowa)
- (John Underhill, Andover, ME.(Maine))
- (I see you owe nothing for you ate nothing)
- (Excuse me for teasing you)

COMMUNITY SNEEZE

While seated, the group is divided into three sections. The leader then asks the first section to say together "HISH" two or three times for practice. The second section "HASH" and the third section "HOSH". Then he asks the first section to add "EE" as in "HISHEE", the second section "HASHEE", the third "HOSHEE". The leader then tells the group to say their word in unison at his signal. The ensuing sound is like an enormous sneeze.

SAME SONG

Get partners. Have slips of paper paired, with names of familiar songs on them. Each person gets a slip and wanders around the room, humming or singing his song until he finds the other who is humming or singing the same song.



THE FIREMAN AND THE LADY

Divide the participants into the following groups:

FIRE TRUCK	Sound like a siren
WATER HOSE	Sound like a stream of water
POLICEMAN	Whistle
FIREMEN	"Jump lady, jump"
LADY	"Save Me, Save Me"
FIRE	"Crackle, Boom, Boom"
CROWD	"Ah-h-h-h"

Once upon a time there was a bright red FIRE TRUCK ___ with a brand new WATER HOSE ___. And for the FIRE TRUCK ___ there was a group of smartly dressed FIREMEN ___. The job of the FIREMEN ___ and the FIRE TRUCK ___, and the WATER HOSE ___ was to put out FIRES ___. To put out FIRES ___, the FIREMEN ___, the FIRE TRUCK ___ and the WATER HOSE ___ had practiced for many weeks.

One day a LADY ___ called to report a FIRE ___. The LADY ___ was hysterical. The FIREMEN ___ didn't know where to go. They called the POLICEMAN ___. The POLICEMAN ___ found out that the city hall was on FIRE ___. A CROWD ___ had gathered. The CROWD ___ had to move back. The CROWD ___ didn't like to move back. The POLICEMAN ___ made the CROWD ___ move.

The FIRE TRUCK ___ raced down the street. The FIREMEN ___ went to work. The tools were put to work and the WATER HOSE ___ was turned on. The CROWD ___ stood spellbound. A LADY ___ was trapped on the roof. The LADY ___ was terrified.

The FIREMEN ___ tried to reach her with the ladder but it was too short. The only thing to do was to get the LADY ___ to jump into the net. The FIREMEN ___ told the LADY ___ to jump. The LADY ___ screamed and jumped. The FIREMEN ___ braced.

The LADY ___ came hurtling down. Down, Down, down the LADY ___ came. The CROWD ___ grew silent. The CROWD ___ grew tense. With a loud thud the LADY ___ hit. The CROWD ___ gave a sigh and then a wail. The LADY ___ had missed the net.

The FIRE ___ was out. The CROWD ___ was gone. The FIREMEN ___, the FIRE TRUCK ___, and the WATER HOSE ___ had gone. The LADY ___ was no more; so the POLICEMAN ___ called the sanitary department to clean up the mess.



THE OLD WITCH IS DEAD

The leader ask several players to come and stand beside him or join him a circle.

The leader then turns to the player next to him and says "The Old Witch is dead." The player then ask, "How did she die?" The leader replies, "Trying to fly" and then he waves his left arm up and down and he keeps waving left arm as the player next to him repeats what the leader has done..This continues until everyone is waving their left arm.

Then the leader starts again with "The Old Witch is dead". The player next to him again ask "How did she die?" The leader replies "Patting her head" and he pats his head with his right hand (don't forget he is still waving his left arm). This continues as before until everyone is waving their arm and patting their head.

Leader: The Old Witch is dead

Player: How did she die?

Leader: Kicking up high. (kicks foot and adds to waving and patting)

Finally everyone is doing all three motions and the leader says loudly, "No wonder the Old Witch died. She died of laughter!"

THE JACK-O-LANTERN STORY



Village/villager: Here we are!

Children: Yea!

Mountains: Way Up!

Pumpkin: What a Face!

Evil Spirits: (make noise like wind-- Wooooooh) Jack: Quite a Guy!

Once upon a time, there was a remote little village at the bottom of some very high mountains. Often the men from the village would travel to other places to work, leaving the women, children, and the old people alone at home.

Sometimes when the men left the village, evil spirits from the mountains would swoosh down to steal the children. The stolen children were never seen again, so you can understand why the villagers were scared each time the men went away.

One year, a young boy called Jack had a clever idea. Before the men left the village to help with the harvest in a distant valley, he collected as many pumpkins as he could find. Jack scooped out the centers of the pumpkins and carved a horrible face in one side of each pumpkin. When the men left, Jack set a pumpkin in the window of every house in the village and placed a candle inside each pumpkin.

When the evil spirits swooped down from the mountains into the village that night, they were met by glowing, wicked faces that seemed to float in every window. The evil spirits were scared that they swept back up to mountains and never again came down to steal the children from the village.

Jack soon became known as Jack of the Lanterns and ever since then children have made Jack-o-lanterns to scare away evil spirits on Halloween.

HALLOWEEN STUNT

This is a good stunt for the parents to do at a Pack Meeting. It can be done by the boys, but they seem to enjoy their parents doing this one. Blindfold about 5 parents who volunteer and sit them in a line. Read the following poem while helpers hand the first one an object described in the poem, and they then pass it down the line. Another helper collects the object when it reaches the end of the line. Be sure to show object first to the audience. The reader needs to pause long enough for the object to reach the end of the line, before continuing the poem.

Once upon a time in this very town
 Lived a miserly man whose name was Brown.
 Alack and Alas, on a Halloween night,
 He was terribly murdered because of spite.
 And ever since then he has roamed the earth,
 To warn and to haunt the place of his birth.
 Tonight we have some of his restless remains,
 So we'll make you at once acquainted with his brain.
 (wet sponge or unflavored gelatin mold with cooked spaghetti)
 And now your shuddering touch will know
 The victim's hair has continued to grow.(wig or yarn)
 He heard to well the tinkle of gold.
 It's a powerful ear that you now hold.(dried apple)
 His hand is clammy, cold, and still
 No longer can it shoot to kill.(rubber glove with gelatin)
 His eyes were small, but very keen,
 Though the kind deeds of earth they have never seen.
 (peeled grapes)
 He talked a lot when he was young,
 Now you're feeling his tongue,(raw oyster or liver)
 The tendons which helped his strong right arm,
 We pass to you. Keep them from harm.(cooked spaghetti)
 The meals he ate were coarse and dry,
 So his teeth were strong. They'll never die.(kernels of
 corn or candy corn)
 When he ran, he was very fast,
 But without his toes, I fear he'll be last.(tips of carrots)
 But wait he comes and stands within.
 He's hunting for some friend or kin!
 Listen closely and above his moans
 You'll hear the rattle of his bones.

Someone moves slowly around the bunch of volunteers with several clothespins tied loosely together. And then exits with a moan.

THE FIRE OF THE DRAGON**CHARACTERS:**

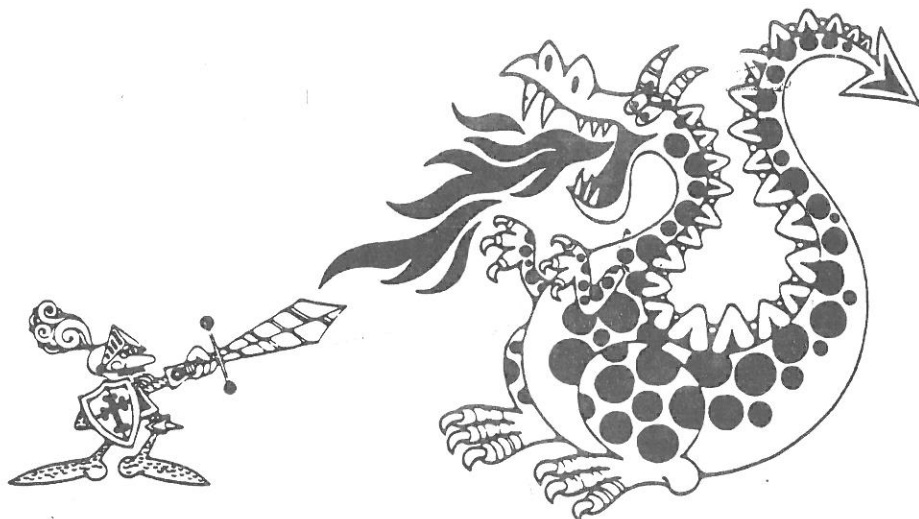
ORION (The Hunter)
PEGASUS (Winged Horse)
BIG DIPPER
LITTLE DIPPER
MILKY WAY
THE DRAGON

CHAR-R-R-GE
NEI-I-I-GH
DRIP-DRIP (Loudly)
DRIP-DRIP (Softly)
M-M-M-M-M-M-GOOD
FIRE AND BRIMSTONE

NARRATOR:

On a clear night in the winter months you can look up in the sky and see something happening if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of the story.

Once upon a time, on a very dark night a great hunter named ORION started out to hunt a DRAGON. Now everyone knows that a DRAGON can set almost anything on fire and ORION knew this, so he took along with him the BIG DIPPER and the LITTLE DIPPER and the MILKY WAY. As he mounted his horse, PEGASUS, he spilled the MILKY WAY and had to dismount and refill the BIG DIPPER and the LITTLE DIPPER. Once again he mounted PEGASUS and away they flew. For PEGASUS had wings and could fly through the sky... Now to find the DRAGON, thought ORION. He must be around here somewhere and just then he saw him. He was really hard to miss as the DRAGON was up to his old trick of breathing fire just to scare people. "Whoa, PEGASUS," said ORION. "We must sneak up on him or he'll burn us before we can put out his fire." PEGASUS stopped and ORION got off and took with him the BIG DIPPER and the LITTLE DIPPER. Very carefully ORION made his way toward the DRAGON then, just as he was about to pour the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him, the DRAGON turned and saw him and started spouting dreadful fire at him. When PEGASUS saw what was happening he flew over the DRAGON beating his wings, and at the same time, ORION threw the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him and put out his fire. The DRAGON, with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight and is known to us as "The Sun."



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A KNIGHT TIME STORY

Props should be placed where they will be used. When the play begins, the SUN will be lying on the floor, CURTAINS stand at the center, and the HOURS on either side of the stage. A sign marked STAIRS at the back of the stage, and a small pile of paper leaves is on the table. The Black Knight is seated at the table, and DARKNESS is standing in the center of the back of the stage.

PROPS: Table Chair Note Paper Stamps Rope Pitcher Iron
 Broom Matches Banana Whistle Whip Bucket(Pail)
 Salt Shakers Plant Stand Paper Leaves

SIGNS: Stairs 1,000 x No

Signs people wear: Sun Darkness Hours (2) Curtains (2)

(Story should be read by narrator slowly and distinctly. Players should carry out actions indicated by the underlined words)

The CURTAINS are parted (side-step slowly to opposite sides) and our story begins.

It was early in the morning and the SUN arose (stands up) and the Black Knight is sitting in his castle. He is pouring over his notes (with the pitcher) He whips them into shape (whips the note paper) and studies them hard that he seems to devour them (looks hard and then pretends to eat them).

He stands and cries, "Martha, come Martha," (puts hands over face and cries). Martha comes tearing down the STAIRS (tears up the stairs sign) and trips into the room. (trips as she comes toward Knight) "You called Your Grace," she said. "Yes, where is Lady Prudence?" he ask. "She is in her chambers," she answers. "Bring her to me," he demands. Martha flies (flying motion) to do her master's bidding.

He crosses (makes crosses on floor) the room and stamps (puts stamps on the bottom of his shoes).

Lady Prudence sweeps (sweeps with broom) into the room. The Black Knight ask, "For the last time, will you marry me?" "No, no a thousand times no," (sign that says 1,00 x no) she answers. "Then I'll lock you in the tower," he says, "Until you consent." She gets on her knees and makes an appeal (peels banana). "Your appeal is fruitless" (he takes fruit and eats it and hands her the peel), he snarls, (snarls at her) and leaves (takes leaf from table and leaves the room).

Lady Prudence turns a little pale (turns over bucket). She flew (makes flying motions) around the room with fear. Would her true love, Sir Lancelot, come to rescue her.

The HOURS pass (Hours move toward each other) but oh, so slowly (slow down), then suddenly she hears a whistle (blow whistle). "Lady Prudence throw me a line," (throw him a rope), he shouts. Sir Lancelot enters and tenderly presses (presses with iron) her hand. Just then the Black Knight appears and challenges Sir Lancelot to a duel. They begin to assault each other (run around and throw salt at each other) After a few minutes the Black Knights gives up the match (give match) and leaves (takes leaf off table and goes). The two lovers hug and he leads her from the room (leads with rope around her) and DARKNESS falls (falls down)

THE FAIR MAIDEN'S PLIGHT

Knights: "Clankety-clank"
 Maiden: "Help, help"
 Mean King: "Gr-r-r"
 Dragon: "Roar-r-r-r-r"

Back in the days of bold knights___ and fair maidens___ there lived a mean king___ with his daughter, who was indeed the most beautiful maiden___ in all the land. All those who passed by their castle would see this fair maiden___ sitting by the hour in the window longing to be set free.

It was told about the land that this fair maiden___ had a curse put on her by a wicked witch, that if a dragon___ which lived in the woods close by, were to look upon her, she would suddenly become the most ugly maiden___ who ever lived. That is why the mean king___ kept her locked within the castle.

Of course, after hearing this, all the brave knights___ for miles around came to that part of the land, hoping to kill the terrible dragon___, and thus save the fair maiden___ from a terrible fate. Night and day the brave young knights___ searched for that terrible dragon___ . Each one hoped to save the fair maiden___ and take her away from the castle of the mean king___ .

One day there came a gallant knight___ who was much wiser than all the rest. He decided that since the dragon___ was nowhere to be found that maybe there was another reason why the maiden___ didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the maiden___ couldn't find the door because the castle was such a mess, and that is why she hadn't come out.

The brave young knight___ bounded up the stairs and carried his fair maiden___ down and put her on his horse. They rode away from the castle of the mean king___ and left the other knights___ still searching for the terrible dragon___ which didn't even exist.

-Balboa Pow Wow Book 1969

KNIGHT APPLAUSE:

Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying "I dub thee Sir Knight."

SWORD APPLAUSE:

Pretend to have a sword in your hand. Swing it across your body 3 times saying "Swish, Swish, Swoosh!"

DRAGON APPLAUSE:

Roar, Hissssssssss, Poar, Hissssss, Roar!!!

APPLAUSE STUNTS

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

TURKEY APPLAUSE-Say, "Gobble, gobble, gobble" then rub your stomach while saying, "yum, yum".

SANTA CLAUS APPLAUSE-"Ho, ho, ho! Pull in reins and say "Whoa, Rudolph."

DAD'S GIFT APPLAUSE-Act as opening a gift, and when open say, "Oh boy, a new pair of socks!"

CHRISTMAS STOCKING APPLAUSE-Act as if emptying stocking, then put it on your right foot.

PIRATE APPLAUSE-"A vas you landblubbers walk that plank!" Then "glub, glub, glub."

SAILBOAT REGATTA APPLAUSE-Hold right hand palm up in front of face and blow across it with a series of puffs.

JAWS APPLAUSE-Make sound of Jaws theme. Put palms together and open and close like jaws as you "sing" the Jaws theme.

OVEREATER'S APPLAUSE-Looking uncomfortable, rub stomach and say slowly: "I can't believe I ate the whooooooooooole thing."

FLAPJACK APPLAUSE- Pretend to pry a spatula under a pancake, then throw it up into the air, nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

ALKA SELTZER APPLAUSE-"Plop, plop, fizz, fizz, oh what a relief it is."

MAN IN THE MOON-Circle face with hands and say "I eat green cheese."

NAIL-POUNDING-Start the nail, drive it in, and hit thumb, "OUCH!"

RACERS-Move hand like a racer and go "ZZRRrroooooommmmm" three times.

WOOD CHOPPER'S CHEER-"HOW HOW HOW; CHOP, CHOP, CHOP; TIMBERRRRRRRRR."

POLE VAULT APPLAUSE-Stand your two fingers of one hand on your arm (like legs) Have them run down the arm to the wrist and then leap high in the air, as you bring your hand down, CLAP!

LOOK

B L B CHEER

Give me a "B"... "B"
 Give me a "L"... "L"
 Give me a "B"... "B"
 Put them all together and what do you have?
 (Putting finger between lips, go 'BLB, BLB, BLB')



KNIGHT APPLAUSE-Kneel and place your right hand on your left shoulder, then your right shoulder while saying "I dub thee Sir Knight."

PAUL REVERE APPLAUSE- Pretend to be riding a horse, while moving up and down saying, "The British are coming, the British are coming, the British are coming."

BOW AND ARROW APPLAUSE-Make motion as if shooting an arrow and say "ZING. . .ZING. . .ZING." Pretend to release and arrow on each "ZING."

THE THINKER -While frowning, stroke your chin with your right hand and say, "HMMMMM MMMMMMMM!"

ALLIGATOR-With palms together, start opening fingers, keeping wrists together, then snap hands together very fast. Repeat 3 times

SEAL CLAP-Extend arms in front of you, cross hands at wrists, and clap several times, saying "AR, AR, AR."

TONY THE TIGER- Roar like a tiger and say, "IT'S GREAT".

TOURIST- Look around the room as if gawking in some tourist sight and say "Ooooooh and Ahhhh."

POPCORN-With one hand closed cover it with the other hand. Let the closed hand "grow" from under the other hand. The spring the fingers open saying: "Pop, pop, pop."

SPIDER-Walk all four fingers of one hand up the other arm and then scream, "Eeeekkk!"

BALLOON-Put hands to mouth and blow. As you blow, expand hands and fling them out with a "Bang."

MATCH-Pretend to strike a match on seat of pants. On second try it lights. Look at it, then shake and yell "Yeow!"

ROBOT- Walk stiff legged and stiff-armed saying "Does not compute. Does not compute."

TONTO-Leader says: "Where does Tonto take his garbage?" Audience yells in reply: "To de dump, to de dump, to de dump, dump, dump", to the rhythm of a running horse and in a sing-song manner while slapping hands on thigh.

APOLLO-Count down, "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, BLAST OFF!" With hand, gain orbit and say "Beep, beep, beep."

CLAM CLAP-Roll up sleeves. Double up fists and with left arm in front of your face and right arm over head, silently open and close your right fist.

A BIG HAND-Leader says: "Let's give them a big hand." Everyone holds up one hand with palm open.

ROUND OF APPLAUSE-Audience claps while moving hands in large circular motion.

INDIAN NEEDLE IN HAYSTACK- Grab back side, jump up and down and yell: "Yi. Yi. Yi!"

DESERT YELL- "Yucca, yucca yucca."

MOTORCYCLE-Raise foot and kick down 3 times. Make noises like a sputtering motor. Hold hands out like gripping handlebars. On third try, engine starts. Say: "Varr-oo-mm!"

JAPANESE- Bow head low three times and say: "Ah, so."

LOCOMOTIVE-Begin by slapping your left arm slowly with your right hand., Gradually increase speed, working down over left palm, peering into distance. Imitate train whistle: "Whoo-who!"

CHINESE- "Phoey. Phoey. Phoey."

FLAPJACK- Pretend to pry a spatula under a pancake. Then throw it up in the air. Three times nod head up and down as if watching flapjack flip, then catch it on spatula.

MOSQUITO- With hand, slap yourself on neck, arms, legs, while saying: "Oooh, aaah, aaah!"

BEE -Put arms straight out and pretend to fly while saying "Buzz, Buzz."

RUDOLPH-Put thumbs to head with fingers up forming antlers. Wrinkle nose and say: "Blink, blink, blink."

SATELLITE- Move right hand in a circle over head opening and closing the first while saying in a falsetto voice: "Gleep, gleep, gleep."

TYPEWRITER- Pretend to type, with fingers moving rapidly while saying: "click, click, click, ding. Click, click, click, ding."

TARZAN APPLAUSE-Beat chest and make the Tarzan call: "ahheeeehheeeeah."

PAUL REVERE APPLAUSE- Pretend to be riding on a horse while moving up and down and say, "The British are coming, the British are coming."

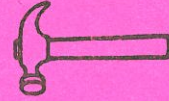


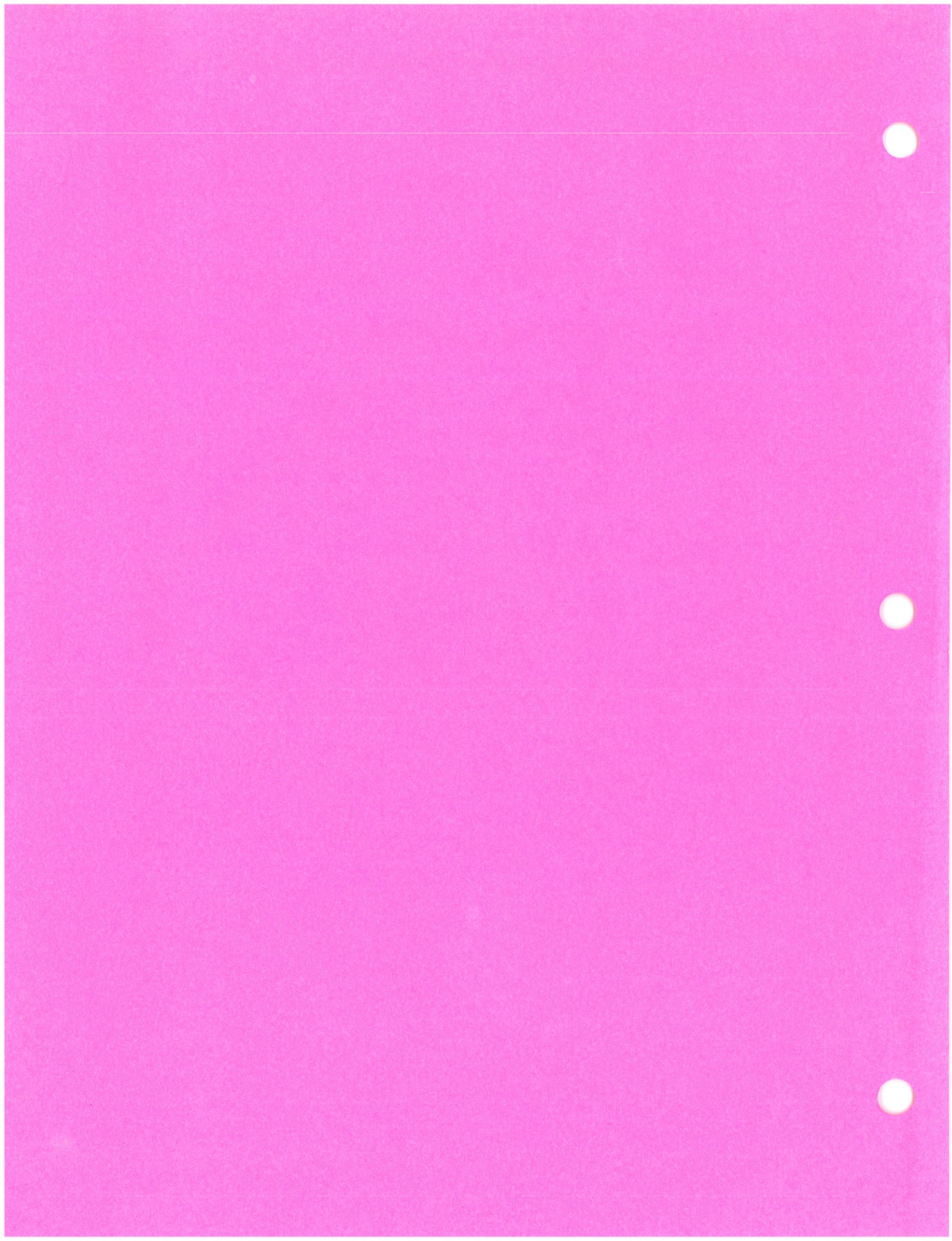
**DO YOU QUALIFY TO BE A
DEN LEADER ??**

**FIND THE AARDVARK
IN THE BACK OF THE
PICKUP TRUCK.**



CUB SCOUTING ISN'T SO TOUGH!!







WEBELOS PROGRAM

Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Webelos Den Leaders have two objectives:

Provide every Webelos Scout the opportunity to earn his Arrow of Light.

Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.

WEBELOS DEN LEADERSHIP

Webelos Den Leader - Should be interested and enjoy working with 4th and 5th grade boys and serve as a role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos Den Leader also provides regular coaching to the Den Chief related to the den's program activities.

Assistant Webelos Den Leader - Assists the Webelos Den Leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader.

Activity Badge Counselor - Various adults, often parents, who have knowledge of one or more activity badge areas. They are recruited by the Webelos Den Leader and help Webelos Scouts gain self confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach - In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos Resource Person - A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills, but equally important, should know where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos den(s).

KEEP IN MIND YOU DO NOT HAVE TO DO IT ALL YOURSELF. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.



THE TWO YEAR WEBELOS PROGRAM

The Webelos program is structured as a two year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances for each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second year boys.

SEPARATE DENS

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (*or dens*) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (*or dens*) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as second year badges. Keeping in mind, that Fitness is required for the Webelos rank, and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First Year

Aquanaut
Communicator
Craftsman
Family Member
Fitness
Forester
Handyman
Naturalist
Showman
Traveler

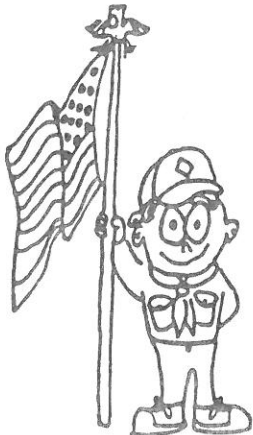
Second Year

Artist
Athlete
Citizen
Engineer
Geologist
Outdoorsman
Readyman
Scholar
Scientist
Sportsman

Other arrangements are, of course, possible.

Combined Dens

For small packs with limited membership and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2 year program. One way, is to run a combined first and second year program, alternating working on first and second year badges.



Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.



AQUANAUT

All boys like water unless it has something to do with keeping clean. Before you embark on this badge take the boys swimming just for a fun outing and evaluate their abilities in and around the water. You can use this opportunity to explain and practice safety and rescue methods. The Red Cross, Coast Guard and most libraries have information on these subjects. Make sure your boys know and understand the rules for safe swimming. Swim with a buddy, stay in shallow water. Be sure to have qualified supervision, a life guard on duty and a lookout.

DEN ACTIVITIES

1. Assign buddies and explain the importance of the buddy swimming system.
2. Have a demonstration of mask, fins and snorkel by an expert. People who have completed the scuba class at the YMCA would be good.
3. Take the den swimming. Classify boys according to swimming ability. Let them try to pass the 100 foot requirements and the surface dive optional requirement and the snorkel optional requirement.
4. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.
5. Have the boys learn the four basic rescue methods. Let them practice reach and throw methods.
6. Take boys to a swim meet or diving exhibition.
7. Make buddy boards.
8. Invite an expert to explain to the boys how to handle emergencies in the water. Three rules to remember: Don't panic - think - save your strength.
9. Learn about water pollutants in the lakes and rivers in the area. How do they affect water used for consumption and recreation?
10. Study the Safe Swim Defense Plan.

AQUANAUT

The games below can be used to teach swimming skills, as well as, having fun...

THAR SHE BLOWS

For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it....The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

GREASED WATERMELON PUSHBALL

Grease a watermelon. The width of a swimming pool or the shallow side of a lake shore. The field should not be more than twenty feet long. The game: the greased watermelon is deposited by the referee in the water midway between the two teams. Any number of players can play. The more the merrier. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. From then on its one grand tussle. Each team tries to get the watermelon deposited on its bank. The melon must be completely out of the water to count as a goal. After two out of three victories, the winner may cut open the melon and feast on it. They will probably share with the losers, and the losers clean up. A player holding the melon may be ducked until he lets go.

TURTLE FLOAT

Each boy pretends he is a turtle. Start by standing in a circle in waist-deep water. At signal, boys take a deep breath, grasp their ankles, and pull their knees against their chest. If the chin is kept on the chest, a boy will float with his back out of the water. Demonstrate for the boys and allow them to practice until they learn how to keep their bodies floating.

NIGHTSHIRT RELAY

Divide den into two teams, or play fathers against sons. Give each team an old-fashioned nightshirt (or pajama top or sweat-shirt). On signal, the first player on each team puts on the nightshirt and swims to the other end of the pool. When he takes it off, the next player puts it on and swims his lap. The team who finishes first is the winner.

ARTIST

The Artist Activity badge isn't intended to make an artist of every Webelos Scout, but instead, help him better understand how the artist works and what he is trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you should enlist the help of an experienced parent or an art teacher.

Planning your Artist badge around the time of your Blue and Gold dinner can help you complete several of your requirements. Such as , using your primary colors, constructing a mobile as your centerpiece, making placemats and invitations.

DEN ACTIVITIES

1. Attend an art exhibit or visit a museum.
2. Have each boy prepare a color scheme for his own room.
3. Make drawings from nature ... birds, animals, flowers, trees.
4. Study a color wheel and practice combining paints.

BAMBOO OR SEASHELL WINDCHIME

Materials: Bamboo pole cut into different lengths
(7" or 8")

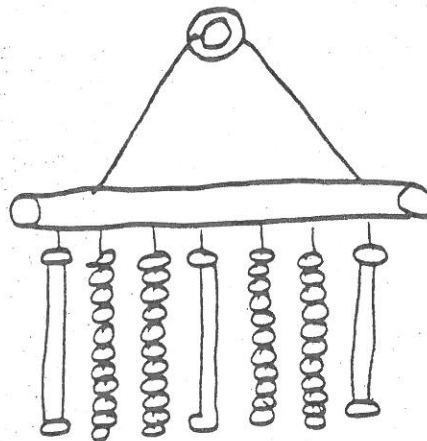
Seashells of different shapes

1 plastic or brass ring

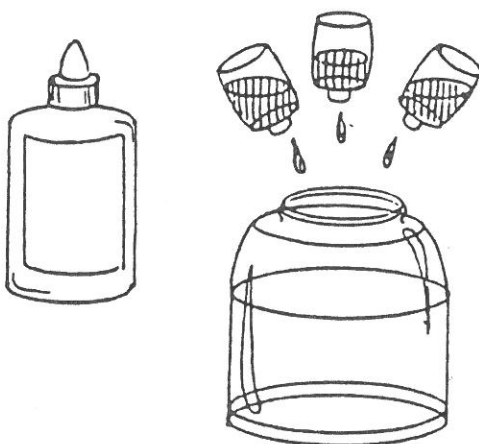
Heavy fishline for stringing

Drill

Drill seven holes evenly spaced through one piece of bamboo. Drill one hole only through the end of three more bamboo lengths. Drill a small hole through the center top of large seashells. Small shells need no drilling. To assemble string shells in 7 to 8 inch lengths varying types of shells. Again, using fishline, attach bamboo lengths and shells to bamboo pole with seven holes. Use fishline to attach plastic or brass ring. You can also use all bamboo or all shells if you desire.



ARTIST

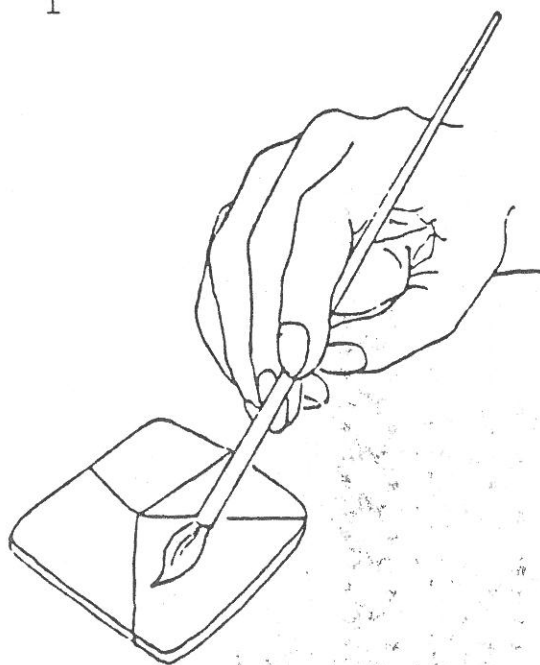
COLOR CHART FOR BLENDING COLORS

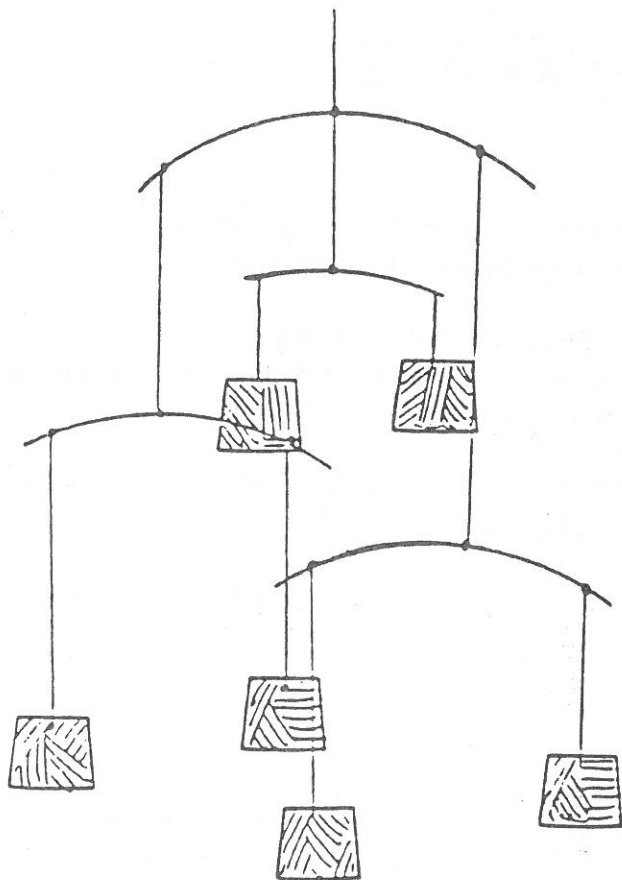
Desired color	Drops of food coloring			
	<u>Red</u>	<u>Yellow</u>	<u>Green</u>	<u>Blue</u>
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

PAINT

Paint a design on two mirrors, then glue trim around outside edge to hold together. Do not put glue on the back of mirror.

Use graphite on front of mirror and design for transfer.





STAINED GLASS MOBILE

Need:

Elmer's glue Wire
 Pattern Cord
 Glass blanks (1"x2" or 2"x4")
 Gold or silver spray paint
 Braid or colored tape
 Colored glue mixture

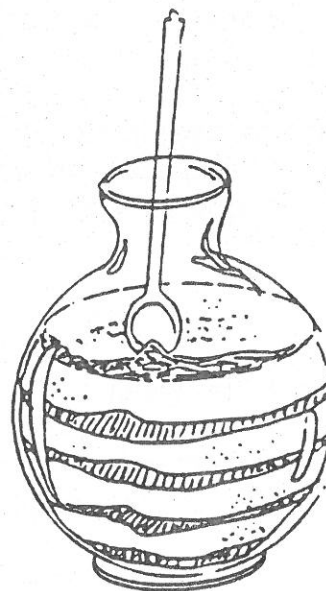
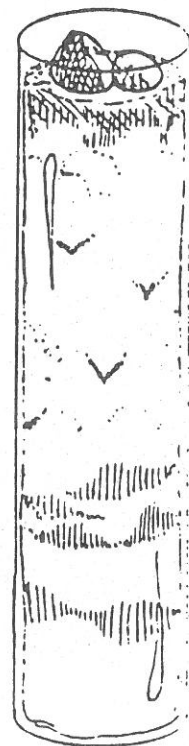
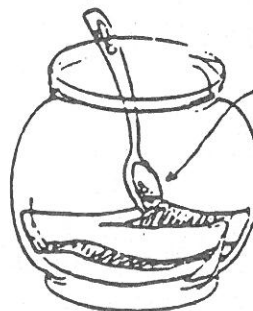
1. Place glass over the design and paint with colored glue mixture. Paint on mixture in even coats.

2. Glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.

3. Cut four pieces of wire in the following lengths: one 18", one 9", two 12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.

SALT SCENES

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.



ATHLETE

TIPS FOR SUMMERTIME WORKOUTS:

Avoid the dangers of summertime temperatures and humidity by following these tips. They will reduce your chances of suffering heat exhaustion or heat stroke.

1. Rest frequently between exercises. Take at least two minutes rest between running exercises... more if you need it. It's important to work hard at exercises, but don't forget to rest your body so it can recuperate from its loss of energy and liquids.
2. Drink small amounts of water to replenish the liquids lost in perspiration. Drink water supplemented with salt and glucose.
3. Try to schedule your workout in the morning or early evening to avoid the summer heat as much as possible.
4. Wear white clothing (to reflect heat) which is loose and comfortable.
5. Persuade a buddy to work out with you. Encourage each other to work hard and keep going when you feel like quitting.

SUGGESTED DEN ACTIVITIES

Read the Athlete section of the Webelos Scout book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.

Make physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4 inch pipe on the ends, embedded in 4-6oz. cans filled with cement. A bicycle inner tube is good for stretching exercises to build legs, arms, back and chest muscles.

Practice pull-ups and push-ups.

Practice 600-yard run (walk)

Plan a short physical fitness demonstration for pack meeting. For example: show proper techniques for doing front roll, back roll, push-ups, sit-ups, etc.

Practice light, loosening-up exercises to be done before strenuous exercises.

Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.

ATHLETE

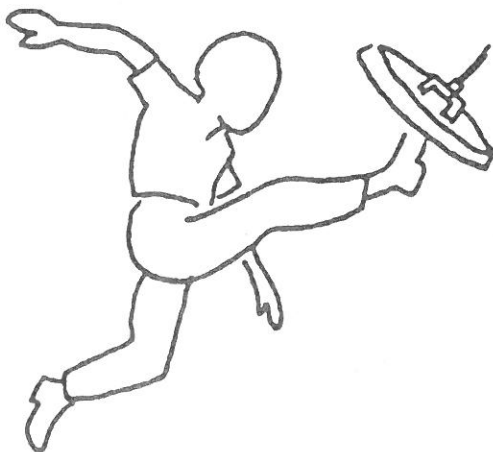
Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example: requirement #5 can be worked on along with Aquanaut badge; requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

HIGH JUMP TEST

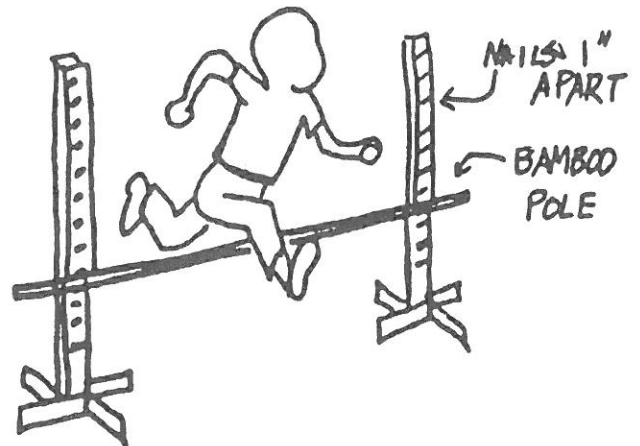
Tack a yard stick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

HIGH KICK TEST

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.



FITNESS PROGRESS CHART

Boys's name: _____
Date: _____

Sit-ups # _____
Pull-ups # _____
Broad jump(ft. in.) _____
50-yd. dash (sec.) _____
600-yd. run (min.) _____

Rating
E-excellent
G-good
S-satisfactory
P-poor

Retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information as a guide.

Rope is one resource that can be used for a variety of activities in doing this badge. You can use it to develop arms and legs, as well as, coordination; by teaching your boys to jump rope. Rope can also be used tied to a beam to teach grip and arm strength by having the boys climb it.

A rope with one end tied to a pail of sand and the other end tied to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.

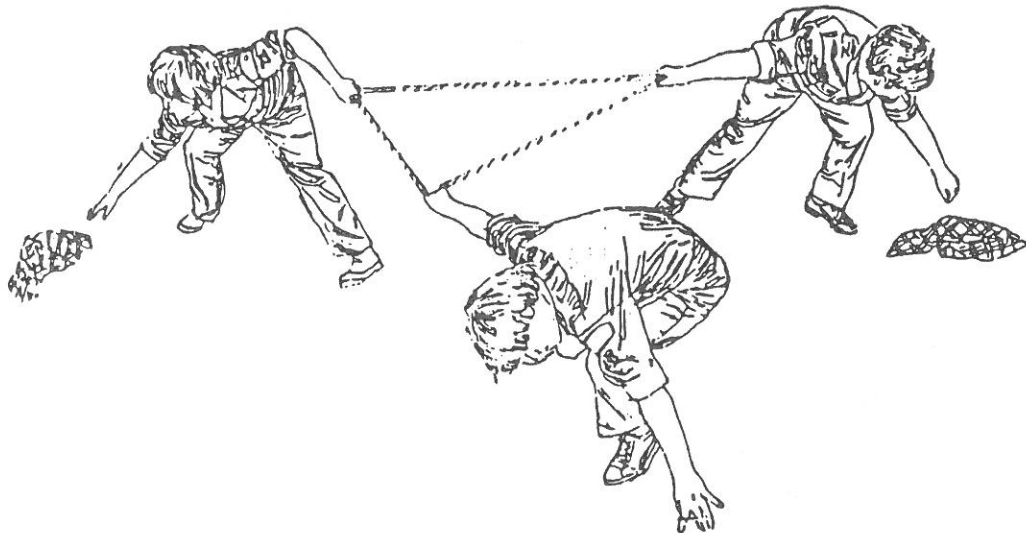


3 MAN TUG-OF-WAR

Take a rope approximately 5 feet long. Tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.

TUG-O-WAR

This activity is good exercise. It will help develop muscles in the shoulders, legs, back, arms, and stomach. Divide the den and have a contest with another den.



CITIZEN

CITIZEN RESOURCES— SERVICE PROTECT AREAS, FIELD TRIPS

LOCAL LIBRARY
 CITY HALL
 STATE CAPITOL BLDG.
 JOB CORP
 LOCAL POLICE DEPT
 RED CROSS
 SALVATION ARMY
 DEAF & BLIND SCHOOLS
 HOSPITALS
 VETERANS ORGANIZATIONS

POST OFFICE
 FIRE DEPARTMENT
 PEACE CORP
 LOCAL COURT
 CITY COUNCIL MTG.
 HIGHWAY PATROL
 JOB SERVICE
 IMMIGRATION & NATURALIZATION
 SENATORS
 REPRESENTATIVES

Test your knowledge about the flag and the pledge of allegiance

circle the best answer

1. The word "pledge" means a (promise) (bird)
2. When we pledge allegiance to the flag, we are promising to help keep our country (happy) (free)
3. Being loyal to our country means we are willing to help with our country's (problems) (presents)
4. Allegiance means being (kind) (loyal)
5. (Betsy Ross) (Abigail Adams) helped design and sew the first American flag.
6. The American flag has (20) (13) stripes.
7. The first American flag had the stars in a (triangle) (circle)
8. The American flag has one star for every (state) (country)
9. The pole on which the flag is hung is called the (staff) (state)
10. The blue part of the American flag is called the (field) (staff)
11. The American flag should be held (higher) (lower) than the state flag.
12. The flag should be raised (fast) (slowly) and with respect.
13. If the flag gets dirty it must be (burned) (laundered)

The American flag should be folded (in a triangle) (like a table cloth).

15. To respect the flag one should salute and (stand) (sit down) when the flag passes.

GOOD TURNS

The best expression of good citizenship that your den can make is a Good Turn.

Cooperate with your board of health. The den might distribute health literature, clean up vacant lots that harbor disease carriers, run a swat-the-fly campaign.

Aid the chartered organization or a local school. The den might handle spring cleanup of grounds, plant shrubbery or trees, do simple painting jobs, serve as ushers, form a safety patrol, keep lawns in condition, act as monitors in school corridors, take charge of raising flags in schoolyards.

Conservation - Build and set out birdhouses, maintain winter feeding station for birds, distribute conservation literature for state fish and game agencies, post woods where fire building is prohibited, plant trees and care for those already planted, make a local tree census.

THE RIGHTS AND DUTIES OF A CITIZEN

Your rights as a citizen

Every American citizen enjoys certain rights set forth in the Constitution of the United States and protected by law. These individual liberties distinguish our free society from the totalitarian systems.

Your rights under the law include:

The right to equal protection of laws and equal justice in the courts

The right to be free from arbitrary search and arrest

The right to equal education and economic opportunity

The right to choose public officials in free elections

The right to own property

The right to free speech, press, and assembly

The right to attend the church of your choice

The right to have legal counsel of your choice and a prompt trial if accused of crime

COMMUNICATOR

Every time you speak or write, you are a communicator. You communicate in other ways, too. When you yawn, smile, or frown, you are showing other people that you are sleepy, happy, or unhappy. You can also communicate by drawing pictures and by sign language codes.

Communications is a big field. You can sample that field as you earn the Communicator activity badge.

DEN ACTIVITIES:

1. Play the Body Language Game with your den
2. Tell how to use a telephone or Citizens Band (CB) radio properly
3. Invent your own den secret code and send one of your den members a secret message.
4. With your den, use a signal code to send a message of a few words
5. Visit a library and talk to a librarian. Learn how books are indexed to make them easy to find. Have the boys sign up for a library card if they don't already have one.
6. Visit the newsroom of a newspaper or radio or television station and find out how they receive information.
7. Find out about jobs in communication. Tell your den what you learn.
8. Invite a blind, deaf, or mute person to visit your den. Ask them about the special problems they have in communicating. See how well you can communicate with them.
9. Use a personal computer or terminal to access a computer database. Talk about what you discover.

OLD-FASHIONED TELEGRAPH SET

Need:

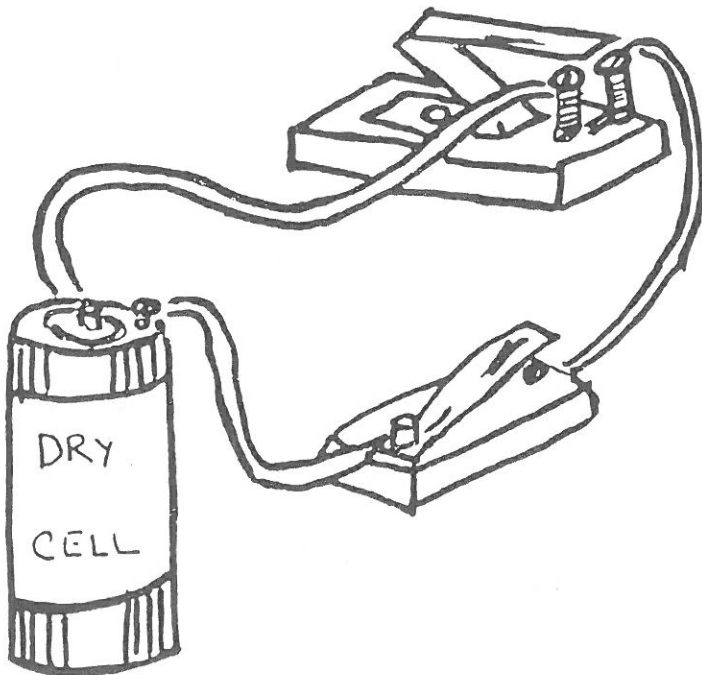
- Two wood blocks Three screws
- Two wires Two nails
- Two metal strips cut from a tin can
- One dry cell battery

Making this set will be a lot of fun and a good way of learning the method of transmitting sounds and impulses.

Assemble as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set they can have fun sending messages to each other.

You will also want to find a simple method of teaching them Morse Code.



Hobo Signs

BE QUIET	IN OUT	GO! MARCH ON!
VERY GOOD	DOUBTFUL	DON'T GIVE UP, DON'T BE DISCOURAGED
SPOILED	NOTHING	TELEPHONE
RAILROAD	JAIL	TROLLEY
GENTLEMAN	DOCTOR	DANGER
DOG	BAD DOG	YOU MAY CAMP HERE
BE GOOD (RELIGIOUS)	WEALTH	KINDHEARTED WOMAN
IF SICK, WILL CARE FOR YOU	SAFE CAMP	BE AFRAID

International Morse Code - Letters		
A ···—	J —··—	S ·····
B —····	K —··—	T —··
C —··—·	L —··—·	U —··—
D —··—	M —··—	V ···—·
E ···	N —··	W —··—
F ···—·	O —··—	X —··—·
G —··—	P —··—·	Y —··—·
H —····	Q —··—·	Z —··—·
I ···	R —··—	
Numerals		
1 —··—·	6 —··—·	
2 ···—·	7 —··—·	
3 ···—·	8 —··—·	
4 ···—·	9 —··—·	
5 ···—·	0 —··—·	

CRAFTSMAN

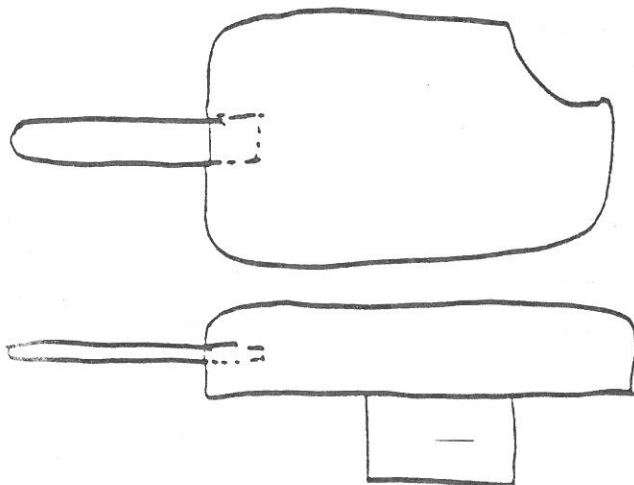
Some people use tools in their regular work. Others enjoy hobbies such as working with wood, leather, or clay. As a Cub Scout, you learned how to use tools. You have made things with them. Now, as a Webelos Scout, you should be able to make harder things.

DEN ACTIVITIES:

1. Using hand tools, make two objects to use in the home
2. Cut out four different things from wood. Use a coping saw or jigsaw for at least two of these projects. Put them together with glue, nails, or screws, and paint or stain them.
3. Explain how to safely handle the tools that will be used for this activity badge.

POPSICLE SLIDE

The popsicle is made of any soft wood, such a pine or poplar. The stick is a regular popsicle stick, cut down to size. Trace the drawings onto a piece of wood, and cut the outline with a coping saw. Round off the edges with a pocketknife and sand them smooth. Trace the popsicle stick outline onto a popsicle stick or any thin piece of wood. Cut a slot in the bottom of the popsicle, and insert the popsicle stick. Then glue or tack a loop of sheet metal, wood, or leather to the back of the slide. Paint the popsicle chocolate brown and white, where a bite is taken out. Use enamel or acrylic paints. The stick is left natural and glued in place.



NECKERCHIEF SLIDE HOLDER

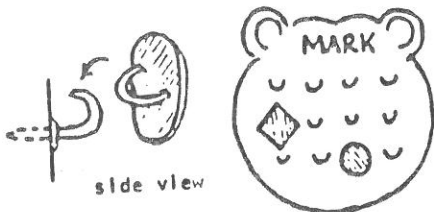
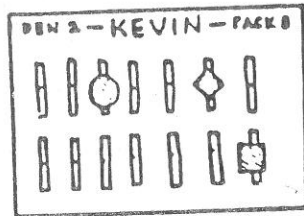
MATERIALS:

- 12" - 14" wood piece
- Stain, paint or varnish
- Metal cup hooks or wooden clothespins
- And glue picture hanger

Neckerchief slide holders are usually made from wood, but other materials can be used.

The boards shown are cut from 1/4" plywood, pegboard, or other similar wood. A 12" - 14" square is a good size for a beginner. Finish wood with stain, paint or varnish.

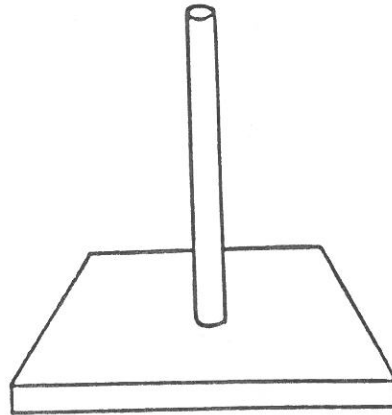
Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

TIE SLIDE TOTEM

MATERIALS:

- 5"x5" block of wood
- 3/8" dowel 12" long
- Glue

1. Drill a hole, big enough to hold the dowel stick, in the center of the 5" x 5" block.
2. Glue dowel into hole and let dry.
3. Paint or decorate.



Tie slide totem resembles a totem pole when filled with tie slides.

WHEN WORKING WITH TOOLS, BE SURE THERE IS ADEQUATE ADULT SUPERVISION. POWER TOOLS SHOULD ONLY BE OPERATED BY ADULTS.

ENGINEER

Perhaps one of the boy's parents, relatives, or friends is involved in construction. Ask that person to set up a visit to a construction site and view a set of plans.

Before the visit, familiar your Webelos with a few basic symbols used in blueprints. Some of the more common ones are on the following page. The boys may use them to draw their floorplan of their house.

After introducing the symbols to the boy's make a game of it. Draw two identical sets of flashcards. These could be 3x5 inch cards with the symbol drawn on one side and the meaning on the other. Run a relay game pitting one team against the other to see which team has mastered the symbol.

Line up each half of the den single file about 20 feet away from two judges, each holding one of the stacks of flash cards. At the signal, the first scout in each line runs to its judge. The judge shows the first symbol to the Scout; if he correctly identifies it, he runs back touching off the next contestant who repeats the action. Continue until all symbols have been shown and identified. Team finished first wins.

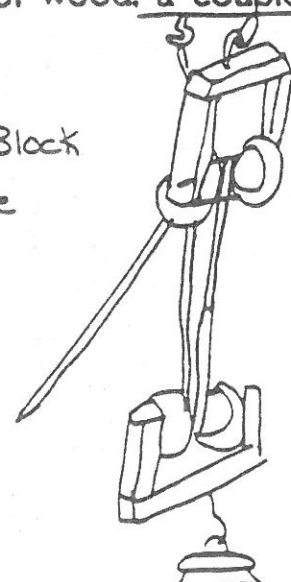
BLOCK AND TACKLE

The only materials necessary are a few small pieces of wood, a couple of hooks, a length of light rope, and two thread spools.

Single Block
Tackle



Double Block
Tackle



ENGINEER

Almost every Webelos Scout, not to mention fathers and leaders, can find an interesting area of engineering. All an engineer does is apply the laws of physics and chemistry to solve the problems of construction, industry and other areas.

In doing this, he uses essentially a combination of one or more of the six types of machines which have been known for thousands of years. These are the lever, the wheel and axle, the pulley, the wedge, the inclined plane, and the screw.

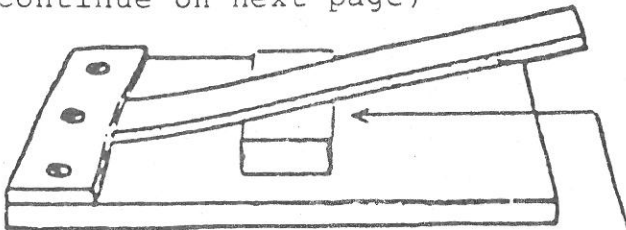
CATAPULT CATCH

Make a model catapult from scrap wood. The wood for the arm should be thin and strong so there will be a good spring to it. Follow the simple directions to put the catapult together.

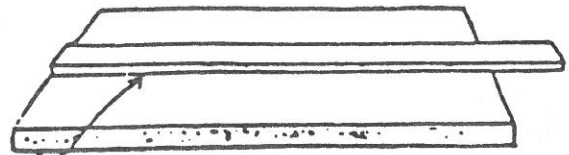
To use the catapult, place the button on the end of the arm (the rubber band will stop the button from sliding). With your thumb, press down the free end of the arm, then let it go. The button will fly.

With practice, you will find just how much to press the arm down to pop the button into the cup. You can also catapult the button over the cup on the arm and into another cup placed in front of the catapult.

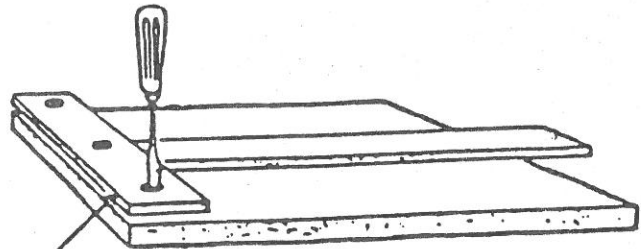
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Slide springer under center of arm.

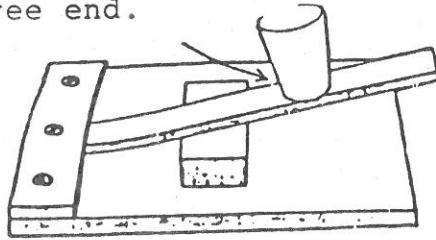


Lay arm across center of the platform, one end even with platform edge.



Lay deadman along same edge of platform and across end of arm. Drive a screw through center of deadman through arm into platform. Drive screw near each end of deadman into platform.

Tape a paper cup to arm about 4" from free end.



Roll rubber band 1" down from free end of arm.

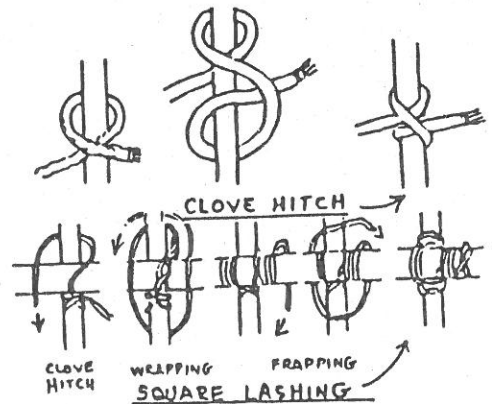
You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the cross-pieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.

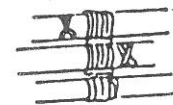
MODEL MONKEY BRIDGE

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope of walk on and two others as hand ropes.

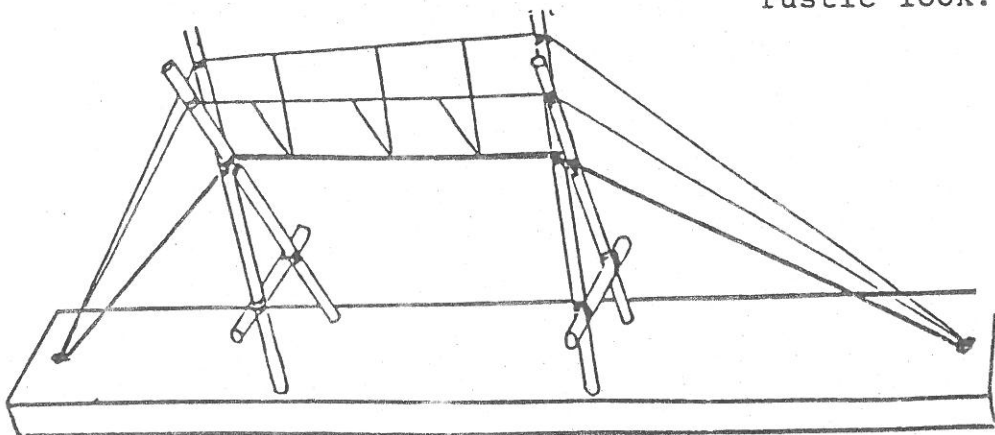
All the same knots and the same design are used in this model as are found in the full-sized version. The monkey bridge is often build in Scout camp as part of the Pioneering merit badge.



Stretch the cord between the supports and tack the ends in place. Add the hand ropes, and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.



SHEAR LASHING FOR TRIPOD



FAMILY MEMBER

The Family Member activity badge is a real incentive to encourage Webelos to continue in Boy Scouts because almost all the requirements, when completed, will aid in earning the Family Living Skill Award in the troop. Webelos should be encouraged to keep good records and notes in their notebook for future reference. If they were in Cub Scouts for the last two years, much of what is in this activity badge has been touched on while working in the Wolf and Bear books. The tasks are a bit more challenging for Webelos.

DEN ACTIVITIES:

1. Have the boys fix a snack for themselves
2. Prepare an outdoor meal and invite parents for an informal gathering.
3. Take your den grocery shopping just before a campout, have them prepare the menu and shopping list.

ACCIDENT PREVENTION IN THE HOME BE YOUR OWN HOME INSPECTOR

First, locate unsafe conditions and eliminate all hazards promptly. The following questions will aid you in making an inspection of your home.

1. Have you a strong, safe step ladder for reaching heights?
2. Are halls and stairways safe and well lighted?
3. Are means taken to prevent rugs from slipping, particularly on polished floors?
4. Is a rubber mat provided for the bathtub to prevent slipping?
5. Are metal boxes provided for storing matches out of reach of children?
6. Have you a screen for use in front of open fires
7. Are your furnace and stove pipes clean?
8. Are all gas pipes and fixtures tight, to prevent leaks?
9. Have you a cabinet, which can be locked, for storing poisons and medicines?
10. Are emergency numbers for police, fire and poison control handy by the phone?

FAMILY MEMBER



There is little danger of North America running out of water. But there is a danger that we will run short of **pure** water.

You can help prevent this by using only as much water as you need. If you study how much water you use now, you will be able to find ways to use less.

WATER YOU USE YOURSELF

Study the two charts below. Then keep this sheet with you for a day. Mark it each time you use water. You can use the back for figuring.

Remember this is an estimate, not an exact measure of how much water you use. Therefore you can use the **average** amount given in the second column when you do your figuring. For example if you get six drinks of water a day, you estimate $6 \times 1/4 = 1 \frac{1}{2}$ gallons. (note: the averages assume you let the water run to get hot or cold. You wouldn't, for example, drink $1/4$ gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold.)

how you use it	average amount for one use	put x below for each use	total
taking a bath	30 gallons		
taking a shower	20 gallons		
flushing a toilet	3 gallons		
washing hands or face	2 gallons		
getting a drink	$1/4$ gallon		
brushing teeth	$1/4$ gallon		
other	you estimate		



ECOLOGY BADGES

For the many projects done around the house, stick a badge on you chest or you family member.

Others:

- Litter Picker Upper
- Newspaper Recycler

FITNESS

DEN ACTIVITIES:

1. Have a dietician come to a den meeting and talk about a balanced diet
2. Have a doctor come to a meeting and discuss drugs, alcohol, tobacco and their effects on the human body
3. Visit a hospital
4. Have a coach visit a meeting and discuss the benefits of being physically fit. Have him suggest exercises boys might use
5. Have each boy bring a nutritious snack to share with others
6. Invite speakers to your meeting from Alcoholics Anonymous, American Cancer Society, Heart Association or state or local drug abuse centers

SEVEN RULES FOR HEALTH

- KEEP CLEAN
1. Body—Take baths often
 2. Hands—Wash before meals and after using toilet
 3. Teeth—Brush well every night. Whenever possible, brush teeth or rinse mouth after eating. See your dentist twice a year.

EAT PROPER FOODS

4. Drink plenty of the right kinds of liquids—water, milk, and fruit juices.
5. Eat different kinds of good food. Don't stuff yourself. Avoid too many sweets. Eat regular meals. Avoid between meal snacks.

KEEP FIT

6. Exercise— Lots of active play outdoors
7. Rest— Enough sleep at regular hours.

FORESTER

A forester deals with the care and growing of trees, and a Webelos Scout, working on the Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood, as well as how they live and grow. A forester does a great variety of things tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease.

DEN ACTIVITIES:

1. Bring a log to a den meeting and have the boys count the annual rings to determine the age of tree. See if they can tell something about the kind of weather dry or wet spells— through which the tree lived by looking at he rings.
2. Visit a lumber yard or sawmill. A local lumber dealer will help furnish wood samples
3. Plant a tree
4. Make tree life—history posters
5. Make a tree survey in your area
6. Collect leaves for identification
7. Teach the boys to measure tree height and diameter
8. Teach the difference between green and dry wood; tell which is best for campfires
9. Ask a forest ranger to talk to the boys about wildfire and how to prevent and control it
10. For a long term project , adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things
11. Attend Webelos Long Term Camp and earn the activity badge while at camp

FORESTER

A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and marking trees for harvesting. He must learn rules for conservation and how to protect the trees from fire and disease.

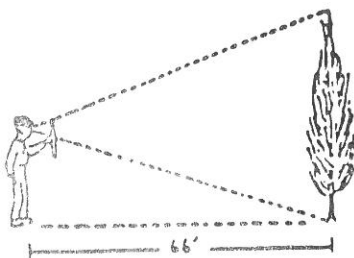
America is a land of trees--they grow almost everywhere in our country. At times it is evident that we forget all the products that come from trees such as lumber, rayon camera film, sporting equipment, etc.

Diameter Tape & Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

Tree Diameter

Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks every 3.14". Each mark on the tape equal 1" of tree diameter. To measure the diameter of a tree, wrap the tape around the tree about 4 1/2 feet off the ground. The diameter of the tree is the mark closest to where the tape overlaps the zero end.



Tree Height

Glue a strip of hard paper or cardboard on one side of a yard stick.

Begin at one end and make marks 6.15" apart with ink.

Number the marks starting at 1.

To measure tree height, stand 66 feet from the tree you wish to measure. Hold arm horizontal and the stick vertically at arm's reach (about 25" from your eyes). Slide stick up or down until the top of the stick is in line with the top of the tree. With moving the stick, sight the bottom of the tree (be sure the stick is still vertical) and note the mark on the stick that is even with the bottom of the tree. The nearest number is the number of 16' lengths in the tree. For example, if the figure is 2, there 2 16' lengths, so the tree is approximately 32' high.

Paraffin Coated Leaves

Melt paraffin in a double boiler. When it is melted, turn off the heat. Dip one leaf at a time into the melted wax. Shake off extra into the pan. Hold leaf until wax hardens, then lay it on waxed paper. Using this method you get preserved leaves in green or the colors of Autumn.



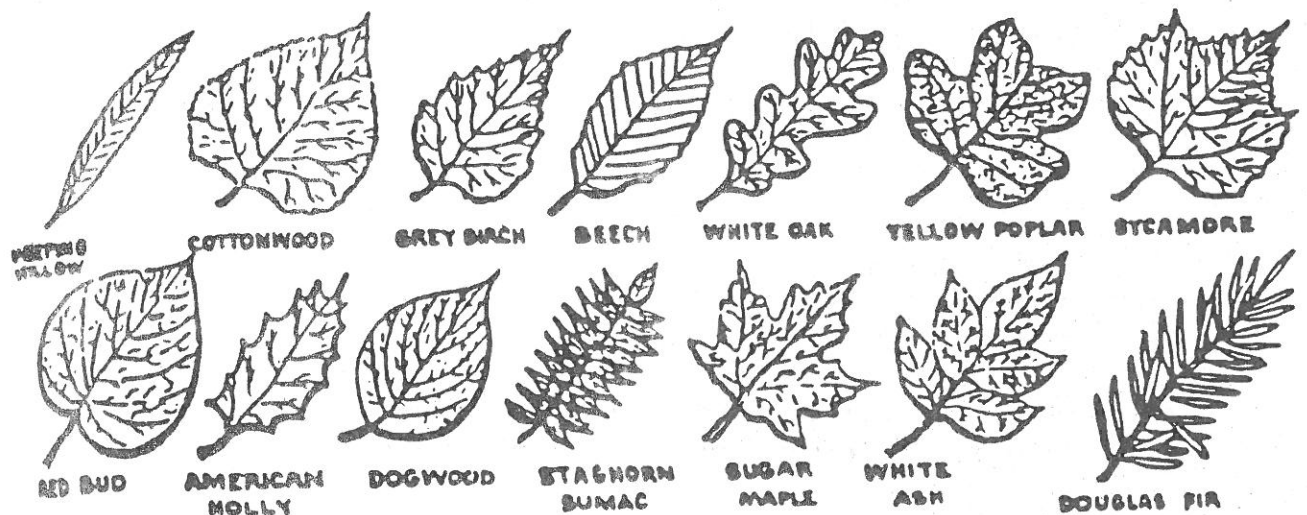
Three kinds of fire can destroy the forest:

A surface fire burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A ground fire burns on or below the forest floor. These fires are often started by lightning. They move slow and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the trees roots and any chance for life.

A crown fire moves faster than most people can run. These often start as surface fires, and are blown by the winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies: 1. **HEAT** 2. **FUEL** 3. **AIR**. The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil) weather (wind, moisture, and temperature) and slope.



GEOLOGIST

Those who live in the Milwaukee County area have two unique opportunities to learn about rocks and minerals. The excellent stone quarries in our area, such as Halquist Stone Quarry, can get guided tours plus collect a sample of many different kinds of rocks (bring an egg carton with you). The second opportunity you should take advantage of is the Milwaukee Museum. They have an excellent display of rocks and minerals, and understandable explanations of plate tectonics, with relationships to earthquakes, volcanoes and mountain building. Rock and mineral specimens can be purchased at the museum, as well as various rock shops.

DEN ACTIVITIES:

1. Take a treasure hunt for rocks, and minerals.
2. Tour a quarry, mine, or gravel pit
3. Visit a museum
4. Visit an industry that uses geological materials
5. Study causes and effects of earthquakes. Make posters
6. Make a volcano exhibit
7. Do a geyser demonstration

GEYSER DEMONSTRATION

Heat water and it will rise in funnel and bubble out. The action is similar to a real geyser in which underground water heated by magma shoots out the spout.

GEOLOGIST'S KIT

1. Streak plate - piece of unglazed tile
2. Magnet, or magnetized pocket knife blade
3. Matches, or small pocket lighter
4. Small hammer
5. Small bottle of dilute muratic acid (only one bottle, in possession of leader)
6. Copper coin (penny)
7. Pocket knife
8. Piece of glass or mirror; bottle glass preferable
9. Small quartz sample
10. Large nail - 12 penny size
11. Labeling equipment - marker; masking tape
12. Small notebook - to make notes of where sample was found
13. Small pouch for carrying equipment and samples
14. Newspaper, or paper towels, to wrap specimens

HANDYMAN

Just following the requirements for this activity badge can provide fun and exciting den meetings. Look for an auto mechanic in your den or pack parent group to help with car care and maintenance. Yard care and care of tools and simple home repair jobs can be done with parent help. Be prepared to offer assistance in the event a boy does not have facilities. Have boys bring their bicycles to a den meeting and cover requirements relating to it. Plan a den bike rodeo for one of the meetings using simple games found in the Cub leader how to book under games: Bicycle games. Woodworking projects could be accomplished as part of your meeting plans or done at home with a parents' help. Bring completed projects to be displayed at the pack meeting.

DEN ACTIVITIES:

1. Have the boys bring their bikes to the den meeting and have them properly inflate the tires.
2. Replace a light bulb in the room you hold your den meetings
3. Have the boys mow the lawn and dispose of the grass clippings for an elderly person in your neighborhood.
4. Show the boys how to check the oil level and tire pressure on your car
5. Have the boys lubricate the chain and crank on their bicycle
6. Show the boys how to replace a bulb in the taillight, turn signal, parking light, or headlight on your car.
7. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.

Bike Courtesy

Now that the bicycle is recognized as a vehicle and not a toy, every rider is a driver and is expected to conduct his actions as a good citizen should.

This is essentially the Golden Rule in action and can make cycling safer and more enjoyable for all thus helping bicyclists retain a favorable public image.

Show courtesy to fellow cyclists by:

- Not riding too close
- Giving hand signals
- Pointing out broken glass, grates, and other road hazards
- Aiding a cyclist having troubles
- Warning of your approach, for example, by saying "passing on your left"
- Not leaving novices behind

Ice Block Neckerchief Slide

Materials: Styrofoam square
Pipe cleaner (craft size)

Push pipe cleaner through the styrofoam until both ends stick out the other side. Twist to fit around the neckerchief.

Nut, Bolt, and Nail Holder for Dad's Shop

Take a piece of 1x4 pine board and paint it any color. Save up baby food bottles and nail the covers to the board then screw the bottle on the cover. Dad can put his shop supplies in each bottle and tape label on each side above his bench. This is a great gift for him on any occasion. Another nice gift is to take another board and drill holes in it to fit different tools and nails on the front to hang hammers and wrenches on.

Show courtesy to motorists by:

- Not hogging the road
- Obeying all stop signs and traffic lights
- Giving hand signals
- Riding in a straight line with other vehicles
- Giving motor vehicles a wide berth and not driving all over the road
- Getting all bikes off the roadway when you stop for a break

Show courtesy to the public by:

- Giving pedestrians a wide berth. Not blocking doorways or gas station entrances with your bicycle
- Not parking your bike against plate glass windows
- Not taking short cuts across lawns or private property
- Greeting people along the way with a smile and a wave and "Good morning" or "Good afternoon"

NATURALIST

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 that includes many things found in nature. The Naturalist Activity Badge is concerned mainly with plants and animals. This is an interesting activity to help your boys learn more about the world of nature and to develop an appreciation for it.

DEN ACTIVITIES:

1. Make bug zoos
2. Invite a conservationist to visit den meeting and talk about some phase of nature
3. Make aquariums or terrariums
4. Take a birdwatcher's hike. Identify birds
5. Take a nature hike and make plaster prints of animal tracks
6. Make a leaf collection and leaf prints
7. Make bird feeders
8. Learn to identify poisonous plants and reptiles
9. Take a trip to the zoo.
10. Collect tadpoles to keep in an aquarium and watch them grow.
11. Visit the Timberwolf Preservation Society
12. Check Nature centers for special hikes or animal programs
13. Earn the World Conservation Award

RESOURCES:

Audubon Society

Ranger Rick magazine

National Geographic World magazine

4H County Extension Office publications

NATURALIST

WINDOW ON THE INSECT WORLD

More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000 there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for forest products.

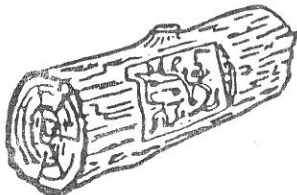
Every minute of the day and night billions of insects are busily chewing, biting, sucking, and boring away at our trees, gardens, homes, livestock, and agricultural crops. They destroy 10% of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark, leaf buds, leaves, or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds, or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect - the kind of trees it attacks, how much timber it kills or damages yearly, and what is being done to control it.

NATURE SCAVENGER HUNT - Divide group into pairs. Give each pair identical lists of natural objects to be found. No item should be one which would destroy or injure a plant, shrub, or tree. Set a time limit and boundaries for the hunt.

TREE INSECT ZOO

At little cost, an interesting and educational tree insect zoo can be had just for the fun of making it. Studying tree insects and what damage they do is an education in itself. Have a local forester or entomologist or landscape artist help identify local tree insects. Collect live specimens, placing each kind in separate glass jars. Carefully label each jar to identify the insect, the kind of trees it attacks, the amount of damage it may do locally if uncontrolled, and the methods of control used. This makes an attractive exhibit for public display.



NIGHT-TIME NATURE: "SPIDER SNIFFING"

by: W. C. Kuryla

First, this is not a "Snipe Hunt," it really works! At least it works for spiders on the ground.

Spiders have complex eyes that are excellent light reflectors. The way you can "sniff" them out at night is to put a narrow-beam flashlight to the bridge or end of your nose and look down the beam to where spiders are likely to be. A small bright green glint (reflection) will signal the presence of a spider. When you see this green glint slowly walk toward the spider, always keeping the glint in sight, to the point where you can actually see the full body of the "critter." You'll be surprised--it works and it's fun! You may even see a female wolf spider, with dozens of little "glints" on her back--which are the young she carries.

Don't try this when the ground has dew on it or is otherwise wet. The water droplets will reflect as well. If you are really lucky, you may even catch the reflective eyes of a mouse, deer, racoon, or a host of other animals.

IMPORTANT

Please, if you catch me and make me part of your backyard zoo....

FEED ME!!!

What do I eat? Well.....if I am a:

PRAYING MANTIS: feed me flies or small insects - raw meat on a toothpick in small pieces.

FIELD CRICKET: fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water, lettuce, and I'll even eat peanut butter.

CLICK BEETLE: I like soft-bodied insects and water.

GRASSHOPPER OR WALKING STICK: Grass sod in bottom of cage. Water grass from time to time and add a dish of water.

CATERPILLAR: always feed me the kind of leaves from where you found me.

TARANTULA: water and most any insect that are alive - I especially like small grasshoppers.

LIZARDS: most all insects and water.

MEAL WORMS: oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies. It becomes a beetle within three weeks.)

OUTDOORSMAN

Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Parent-Son overnight campout. This is not full-fledged Scout camping ... only a taste of what is to come when the boy joins a troop. After a boy becomes a Scout he will become proficient in handling himself in the woods. As a Webelos Scout he should not be expected to master any of these skills ... only to have a little fun in the woods.

DEN ACTIVITIES:

1. Make a tent
2. Make a den first aid kit
3. Have a den cook-out
4. Learn aluminum foil cooking techniques
5. Have a campout planning session with the boys. Make a list of items they will need for backyard camping
6. Practice camping in the backyard
7. Show boys how to make an improvised sleeping bag or bed
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters
9. Go on a parent-son campout

Your activities on the Outdoorsman badge should all point towards the parent-son campout. If you are working on this badge in spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking.

Making the Fire

There is a famous verse by Ernest Thompson Seton, the first American Chief Scout, that tells how to make a fire:

First a curl of birchbark as dry as can be,
Then some twigs of softwood, dead, but on the tree,
Last o' all some pine knots to make the kettle foam,
An that's fire to make you think you're settin' right at
home.

The first line deals with tinder, the second with kindling, and the third with fuel.

- | | |
|-------------|--|
| Tinder -- | Grapevines, cedars or birches,,
Young spruce tree sprouts,
Shavings from dead branches,
Cattail, milkweed, and goldenrod. |
| Kindling -- | Dead branches still on tree,
so called "squaw wood",
evergreen twigs. |
| Fuel -- | Hickory, oak, maple, and "buffalo chips" |

Types of Cooking Fires

- | | |
|-------------|--|
| Rock -- | Choose rocks of even sizes. Clear way a spot down to the bare dirt. Arrange the rocks in two rows, close enough together to support cooking pots. Build your fire inside a rock semi-circle to heat rocks. |
| Trench -- | Dig a trench wide enough to fit your pots and about one foot deep and as long as you need. Build the fire in the trench. This is very good on a windy day. |
| Hunter's -- | Use two logs on sides of the fire to support cooking pots. |

Knot Galore - Give the team captain a 24" length of rope. At signal, the captains tie a knot in one end of the rope. The second player ties a knot near the first, and so on down the line. There should be a knot for every player on the

team. After all the knots are tied and the number checked, it goes down the line again, with each player untying a knot until the rope is returned to its original shape. First team to finish wins.

READYMAN

There are several places you can check into for help with this activity badge. The American Red Cross, local fire departments, local police department, Explorer Post, Boy Scout Troops, or parents in the den and Pack who are in the medical profession.

This can be an excellent joint activity for a Webelos Den and a Boy Scout Troop. Older Boy Scouts may have already earned many Merit Badges relating to this activity pin. They can be instrumental in setting up some of the activities, and it can also help younger Boy Scout earn the related merit badges.

Always call a doctor.

FIRE PREVENTION - Safety Comes First!

Kitchen Fire Extinguisher

Materials: Glass bottle

Baking soda

Funnel (optional)

Red and black construction paper

Black marker, scissors, glue

Wash and dry the bottle. Cover the outside with red paper; glue ends. Draw extinguisher shape on front of bottle. Write the words with black marker.

Fill the jar with baking soda (the funnel helps, if you have one). Place next to kitchen stove. If there should ever be a stove fire, pour the baking soda on the flames to put them out.

General Directions for Giving First Aid - American Red Cross

- Keep the injured person lying down.
- Do not give liquids to an unconscious person.
- Restart breathing with mouth-to-mouth artificial respiration.
- Control bleeding by pressing on the wound.
- Dilute swallowed poisons and call the poison Control Center.
- Keep broken bones from moving.
- Cover burns with thick layers of cloth.
- Keep heart-attack cases quiet and give cardiopulmonary resuscitation (CPR) if it is necessary and if you have been trained.
- Keep a fainting victim lying flat.
- For eye injuries, pad and bandage both eyes.

POISONING PREVENTION

YOUNG CHILDREN WILL
PUT ANYTHING IN
THEIR MOUTHS

All Medicines, even Aspirin and Liniments, can cause poisoning. Keep Them Away From Children.

MANY COMMON HOUSEHOLD
SUBSTANCES ARE POISONOUS--

Examples:

Cleaning products, such as bleaches, detergents, lye and other caustics, polishes and waxes.

Kerosene, lighter fluids, fuel oils.

Paints, turpentine, paint removers and thinners.

Pesticides (including moth-balls), weed killers, fertilizers.

Cosmetics, including nail polish, hair sprays and permanent wave materials.

KEEP THESE PRODUCTS OUT OF REACH UNTIL YOUNGSTERS CAN BE TAUGHT THEIR PROPER USE. IN CASE OF POISONING:

1. Call your doctor or nearest hospital Emergency Room at once for advice as to the immediate care, vomiting, etc.
2. TAKE THE ORIGINAL CONTAINER OF POISON WITH YOU TO THE DOCTOR'S OFFICE OR THE HOSPITAL.

Physician's Telephone Numbers:
HOME _____ OFFICE _____

Wallet First Aid Kit

Need:

Two or three adhesive bandage strips
One 2"x2" sterile gauze
Soap leaves, or an anti-septic moistened towel

SOAP LEAVES--Soak a paper towel in a solution of 50% liquid dish soap and 50% water. Lay the towel on a cookie sheet and allow to dry. Cut the paper towel into 2"x3" strips and staple together. They can be used to wash up without having the messy wet bar of soap to put away. Simply pull a leaf from the pack and use it.

SCIENTIST

The Scientist Activity Badge offer opportunities for lots of fun, learning and a touch of magic. Boys who have inquiring minds will love it. Even those whose interests are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are suggested in the Webelos Scout book. Choose some experiments and enjoy an exploration into space with Webelos Scouts. Be sure to perform the experiments ahead of time and have the necessary materials on hand. The boys can use their scientific knowledge to astound the Cub Scouts at pack meeting with experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena learned in den meetings.

DEN ACTIVITIES:

1. Do the atmospheric pressure and balance tests in the Webelos book
2. Do the inertia experiment in the book
3. Make fog, using a gallon jug, stopper, water, and bicycle pump
4. Make a barometer using a milk bottle, straw, baloon, string
5. Visit an eye specialist and learn how the eyes work
6. Make an optical illusion and show how the eyes converge
7. Visit an airport and ask an expert to explain flight principles
8. Have a slow-motion bicycle riding contest to illustrate balancing skills
9. Invite a weather expert to talk to the den or visit a weather station
10. Make a chemical garden
11. Make crystals
12. Discuss the various branches of science and how they differ

TO MAKE A CHEMICAL GARDEN

Add laundry bluing and food coloring or Methylate to a small amount of table salt in a jar, set aside for about three days, and watch the amazing results.

CRUSH A FLATSIDED CAN

By boiling a half inch of water in it and corking the top. As the can cooks, a vacuum will form inside, collapsing the can.

AIR PROJECTS

Air is a mixture of invisible gases necessary for support of breathing and burning. Light a candle and cover it with a glass jar. The flame goes out.

Plants give off oxygen. Place a water plant from a tropical fish shop in a jar of water. Cover the jar and place it near a source of light. You can observe the plant releasing bubbles of oxygen.

Air contains moisture. Make a simple hygrometer and measure the moisture in the air (check with your school science teacher).

METRIC WORDS

Figure out these well-known sayings and quotes. In the original wording, each includes an English measurement like inch, mile, or cup. They have been updated to metric terms. Figure them out for fun.

1. Just 4.8061' milliliters of sugar helps the medicine go down.
2. 28.4 grams of prevention is worth .454 kilograms of cure.
3. Give them 2.54 centimeters and they will take 1.61 kilometers.
4. My .236 liters runneth over.
5. 2.54 centimeter worm.
6. Boy is it hot! It must be 37.7 celsius in the shade!

ANSWERS:

1. Just a spoon full of sugar helps the medicine go down.
2. An ounce of prevention is worth a pound of cure.
3. Give them an inch and they will take a mile.
4. My cup runneth over.
5. Inchworm.
6. 100 degrees F.

SCHOLAR

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, mathematics, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge.

DEN ACTIVITIES:

1. Discuss the history of education – how schools developed in America
2. Invite a member of the school board or a professional educator to talk to the boys on the value of an education.
3. Plant flowers or shrubs on school grounds
4. Help the custodian set up the meeting room for PTO meeting
5. Raise flag at school over a period of several weeks
6. Invite someone to come and discuss careers which are available in the field of education
7. Prepare a large chart of the school system, showing where the children fit in both as students and helpers.
8. Encourage the boys to talk about what is going on at school

SEVEN HINTS FOR STUDYING

1. Choose a regular time for study
2. Make it a habit
3. Practice reading for speed
4. Start each school term by working twice as hard as you thought you could
5. Listen carefully in class
6. On exams, do the problems that seem the easiest first
7. No radio, TV, or talking with friends while you're doing homework

Now suppose we try the following:

Happiness in three letters? (XTC)
 A funeral poem in three letters? (LEG)
 A poet's place of simple and quiet pleasure? (RKD)
 A small boy has lots of it-in three letters? (NRG)
 A drug in two letters and a number? (OP8)
 Fitness in five letters? (XPDNC)
 Describe a snake's eye in two letters? (BD)
 A foe in three letters? (NME)

GAMES

Scholar Toss - Cubs roll a set of children's blocks as dice. They each get three turns to make the letters in the word "scholar" turn up. They get 5 points for each letter they turn up.

Magic Number - Give each boy a piece of paper and a pencil. Write the number 1089 on your paper and show it to the boys. Now ask the boys to write any three digit number on their paper. Then have them to reverse the numbers so that the first digit is last, now the boys have two three digit numbers. Have them write the smaller of the two numbers on the bottom and subtract it from the larger number. After the boys have completed this, have them reverse the digits of their answer and add it to their answer. Their final answer should be 1089. (NOTE: There are a few exceptions such as 576 and 936 which don't work with this game.)

Brain Teasers

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle, divide by the number of inches in a foot of string, subtract the number of nickels in a quarter.

ANSWER: 20

Take the number of toes on both feet. Multiply by the number of pints in a quart, add the number of months in half a year, subtract the number of thumbs on two hands, divide by a dozen oranges.

ANSWER: 2

SHOWMAN

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various show or skits. Making the props also can be used as part of the Craftsman badge. The Showman badge offers, through its various requirements in puppetry, music and drama, the opportunity for a boy to develop his creativity and broaden his base of aptitudes.

DEN ACTIVITIES:

1. Invite a high school drama teacher in to explain and demonstrate make-up techniques
2. Attend a high school play or concert
3. Write a puppet play and make the puppets act it out
4. Put on an advancement ceremony for your pack meeting
5. Write a one-act play for a pack meeting
6. Go Christmas caroling in the neighborhood or at a nursing home
7. If one of the boys plays an instrument, have him bring it to a meeting and perform a short number
8. Discuss stage directions and what they mean
9. Use a tape recorder to tape the boys voices and let them hear how they sound
10. Ask a Shrine Clown to give a talk on clowning and give a demonstration
11. Visit a music store or school
12. Make instruments for a jug band

SHOWMAN

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

NEWSPAPER MAGIC - Tell the boys they are about to see a strange feat. Take an ordinary sheet of newspaper and lay it on the floor. Two people will stand on it, facing each other, yet they will be unable to see or touch each other. Make the claim come true by laying the paper in a doorway, with the door closed. One person stands on each side of the door.

TELL-A-STORY

Equipment: NONE

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

A MAGICIAN'S PATTERN

An important part of nearly every magician's act is his patter-- the things he says while doing the trick. Sometimes this is purely to amuse the audience; sometimes it misdirects the audience's attention while the magician is doing a bit of sleight of hand.

When your Cub Scouts have mastered a trick for the pack show, help them develop a line of patter to go with it. Some books of magic suggest patter for certain tricks.

SPORTSMAN

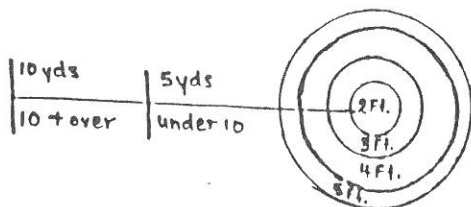
All boys can participate in sports and enjoy them if they are given the opportunity to participate. This is your responsibility as a leader. If your boys don't participate in city recreation, boys club, church or other organized leagues, you can get them involved in your own programs. Play can revolve around kickball, softball, volleyball, etc. Play with another den or organize a tourney in your pack. Obtain rulebooks from city recreation leagues, schools, libraries, coaches, or the Scout Sports program. Talk to good athletes in junior High or high schools and ask them to come and talk to your boys about training, rules, equipment and the signals used in their particular sports.

If you as a leader are not involved in or understand sports, get help from other boys parents. Parental participation in your program is probably the greatest single asset you have. If they don't want to become involved, they will find you someone who will or will know someone who can help.

As you are fulfilling the requirements for this badge, keep in mind other areas that you may be filling requirements for. An example of this was a group that decided to learn about archery. In doing this they were filling the requirements for one of the individual sports in the Sportsman Badge, earned their Archery Sports Belt Loop, and made an arrow that each boy could use when he earned the Arrow of Light.

Remember to use your imagination, use resources available, including scouts, neighbors, friends, and organizations involved in the area that you are working on.

Above all remember you are having FUN and the boys will too.



BULLSEYE

Played with five Frisbees. Draw course as shown. The object of this game is to throw for accuracy. Add up points after each boys takes his turn throwing the Frisbees.

MARATHON

Divide boys into teams of two players each. Draw two parallel line on ground ten yards apart. One member of each team stands behind each line. The judge will call "go" every ten seconds. If a team drops the Frisbee or has to step over the line to catch it, they are out of the game. Play continues until there is one team left.

TRAVELER

In earning the Traveler activity badge, you will learn how to help plan family trips. You will also learn how to use public transportation – buses, planes, and trains. Get the most out of every trip. Ask questions. Read signs about points of interest. Be an explorer.

DEN ACTIVITIES:

1. Take a bus or train trip
2. Visit a travel agency or motor club
3. Visit a bus terminal, train depot or airport
4. Have boys bring pictures, post cards, of places they visited and tell about it
5. Have the boys plan out a fantasy trip
6. Have the boys pack their suitcase based on the trip they planned

GAMES FOR THE ROAD

LICENSE PLATE WORD GAME

Using the letter on the license plates of the cars you pass on the road, think of as many words as you can which start with that letter. If a license plate has more than one letter, think of words which use all the letters in the same order as they're printed on the plate.

SIGHT SEARCH

Before you leave for your trip, make a list of things to look for while you drive along. Make some items and scenes common and some rare. Give a copy of the list to everyone. Check off each item as you see it.

TRAVELER

ALLITERATIVE TRAVELERS

The leader announces that everyone is going on a trip. They can do to any place they choose, but when they tell what they are going to do there, they may only use words beginning with the first letter of the place to which they are going. The leader says to some player: "Traveler, where are you going?" That person answers: "California." "What are you going to do there?" "Corn, cucumbers, carrots" or "Capture caged circus cats." If the answer is "Boston", it could be "Borrow big boots" or "Bring back Boston baked beans."

DO YOU KNOW YOUR CARS?

- | | |
|--|----------------|
| 1. A martyred president? | 1. Lincoln |
| 2. A crossing place in a river? | 2. Ford |
| 3. To evade? | 3. Dodge |
| 4. A well known river in New York? | 4. Hudson |
| 5. A famous rock? | 5. Plymouth |
| 6. Identified with Roman mythology | 6. Mercury |
| 7. What the woman asked when she bought a hen? | 7. Chevrolet |
| 8. An intoxicated breadmaker? | 8. Studebaker |
| 9. An Ottawa Indian chief? | 9. Pontiac |
| 10. Eliminate a letter and you have a deer. | 10. Buick |
| 11. Ancient, a letter and an Alabama city. | 11. Oldsmobile |
| 12. To compress tightly, a small piece of paper? | 12. Packard |

ROAD MAP ALPHABET - Give each boy a map. On the signal "GO!", each boy finds a city on the map for as many letters of the alphabet as they can find in 5 minutes. The boy with the most number of cities found on the map wins.

DEN TRAVEL MAP - Near the end of the month, mount a local map on a piece of cardboard. Make pennants from pins and paper triangles and put them on the map to show places the den has visited. The map can be used for a quiz game during the pack's big trip.

DEN TRAVEL MAP GAME - Have each den show its map marked with pins and ask other Cubs to identify the sites. Keep score to see which den identifies the most locations on other dens' maps.

SIGNS AND SIGNALS - Divide into small groups. Ask the boys to call out when they see and can correctly identify a traffic sign or signal.

GUIDE TO EMERGENCY ACTIONAUTO ACCIDENT

Move the vehicles well off the road. If possible, and turn off the ignitions.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

WARNING - Don't light flares near spilled gasoline.

Send for the police, and an ambulance, if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

HEADLIGHT FAILURE

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 mins. - enough time to escape if you keep your head.

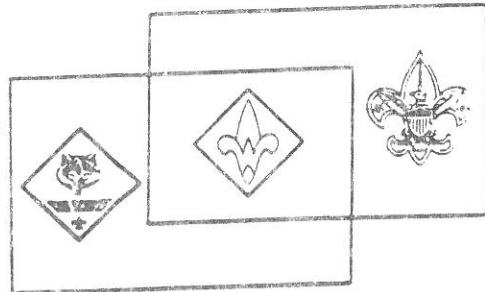
If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

WEBELOS TO SCOUT TRANSITION

HOW THE TRANSITION PLAN HELPS THE BOY

Webelos to Boy Scout Transition is one of the most, if not the most important job you have as a Webelos leader. It is your job to guide the boys through the Webelos requirements, their Arrow of Light ceremony, and on to Boy Scouts. Transition to Boy Scouting is not that difficult a task if you plan ahead. Planning is the key.



Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop. That is really the purpose of the Webelos-to-Scout transition plan, to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

You, as a Webelos leader, are the means for the boys transition to Boy Scouting. As a leader you supply the road which the boys must travel for successful transition to a Boy Scout Troop. If the road you provide is not well marked the boys will be fearful of what is around the next turn and they may never complete the journey. The boys' transition involves knowledge, understanding, and communication. Through your leadership and teamwork with other pack leaders, and with the Boy Scout Troops in your area you can supply the necessary road map for your Webelos to follow.

Preparing your Webelos to become Boy Scouts actually begins early in the first year of the Webelos program. As Webelos the boys learn about outdoor skills, about more challenging tasks through activity badge requirements, through greater independence and leadership. As second year Webelos your boys should be exposed to Boy Scout Troops in your area. In their second year they should be learning the Boy Scout Oath, Motto, Slogan, Sign, Salute and Handshake. They have been camping as a den and might have gone to a Webelos Long Term Summer Camp. If all this has been done then the transition has begun and the Webelos you lead are ready to visit troop meetings and camp with the Boy Scouts as guests.



BOY SCOUTS OF AMERICA

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop oriented activities.

YOU AND THE TROOP LEADERS WORK TOGETHER

When the Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and campouts with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship of a permanent basis.

Your unit commissioner can help you make a list of nearby troops, with leaders' names and phone numbers. If a unit commissioner is not available, either the Cubmaster or the Webelos den leader will need to take the initiative to get things going.

OVERVIEW OF THE BOY SCOUT PROGRAM

Like Cub Scouts, a Boy Scout Troop is structured with a chartering organization, a charter representative, a committee, and adult leaders, in the case a Scoutmaster and Assistant Scoutmasters. The boys are divided into patrols, rather than dens, and are boy led. The Senior Patrol Leader fills the position of the troop's boy leader.

The chartering organization provides a meeting place and helps the troop in any way it can. The representative acts as liaison between the troop and the sponsor. The committee insures the troop is following BSA policy, helps conduct boards of review for rank advancement, and considers the troop's means of finance.

The Scoutmaster and his/her assistants carry out the program with the boys and have the closest exposure to the troop as a whole.

The Senior Patrol Leader (SPL) not the Scoutmaster, conducts the troop meetings. The SPL is an elected position, determined by regularly scheduled elections and voted on by the boys in the troop. The SPL is not picked by the Scoutmaster or the committee. Patrol leaders are also elected by the boys within each patrol. The SPL, his assistants, and the patrol leaders comprise the Patrol Leaders' Council (PLC). The PLC meets generally once a month to plan and review the troop's progress. With the assistance of the Scoutmaster the PLC determines the troop's program.



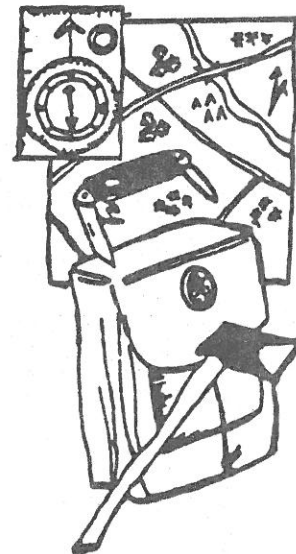
The Patrol Leader conducts the individual patrol meetings with the assistance of an adult Assistant Scoutmaster. The Patrol Leader leads the patrol in planning for campouts, other activities, Scouting skills, games, advancement, etc.

As members of a patrol the boys work as a unit, and individually. As a unit they camp, work on patrol service projects, and carry out troop assignments together. As individuals they work on merit badges, rank advancement and self-improvement.

THE OUTDOOR ADVENTURE

The outdoor program is an integral part of the Webelos adventure. To many boys it is THE adventure. Without the outdoor experience your program cannot be a success. After all, what do most people think of when Cub Scouting and Boy Scouting are mentioned? Camping, hiking, nature, forestry, etc. And what was one of the first questions your Webelos asked you? When can we go camping?

The outdoor program for Webelos is not just camping though. It is the end product of the program, and comes after gradual exposure of the boys to the outdoor environment through use of field trips, outdoor games, outdoor meetings, neighborhood hikes and day hikes. Yes, the boys are very anxious to go camping, and yes many Webelos leaders want to expose their dens to camping right away, but waiting until the den is late in it's first year is the right thing to do.



Although many new Webelos leaders seem reluctant to take the boys outdoors to do anything more adventuresome than a field trip, a few others, who at one time were Boy Scouts or who are seasoned campers, go to the other extreme. They want to take their boys camping Boy Scout style the first year. There are several reasons why this practice should be avoided. **FIRST**, many times the boys are not mature enough physically, socially or intellectually to fully grasp the concepts and skills more properly left to older boys. Such practices could jeopardize a young boy's safety. **SECOND**, by introducing these skills too early, the overzealous Webelos leader can spoil a younger boy's future Boy Scout program. Learning to work together as a patrol and depend on themselves is a cornerstone of the Boy Scout program. The most important method used to achieve this goal is learning to provide the basics of food, water, shelter, clothing, warmth, and personal hygiene and safety in the outdoors away from the dependent environment of the home. If you expose the boys too early to some of these skills, they may get bored with them in Boy Scouting before they have learned the art of working together as a social unit and depending on one another for specific outcomes. Thus, you will be cheating them out of exploring the roles of leadership and committed followers which is one of the core benefits of the entire Boy Scout program.

Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting boys ideally master those skills and move out of car camp to the frontier of true wilderness travel. If they go on to Explorers, they may join a post where they will become expert outdoorsman and wilderness travelers capable of coping with any environment for which they have been trained on earth. Your Webelos outdoor program could be the beginning of one of your boy's long, long journey to eventually realize this exciting reality. Please realize that the process of getting there will take years. Skills must be learned gradually and safely. The pages that follow should help define the policies, scope, dos and don'ts of the Webelos program.

OUTDOOR PROGRAM POLICES

As in the rest of the Cub Scout program, the Webelos program is centered around the home, neighborhood and family. This policy is very important in the outdoor program. In reference to the outdoor program parental involvement is mandatory. Parents must be involved not only to help provide proper transportation, but to also aid in control of the boys when your meeting is away from your home or the normal meeting place. The BSA national office has guidelines for parental involvement, transportation, field trips, and Webelos camping. A brief summary of BSA national regulations for Webelos outing are as follows:

- Tour permits should be filed at the local Scout office before your outing occurs if travel by motor vehicle is involved.
- If traveling by motor vehicle all drivers must be 21 years of age or older, be properly licensed and insured, and be approved by the pack committee.
- If a truck is used, boys are permitted to ride in the cab only, using proper seat belts. No riding in the truck bed is permitted.
- All passengers should be provided with and use a seat belt. Set the example.
- Proper medical forms should be in your possession whenever you and your boys are together.
- There should be no camping in route to the destination. Stay in hotels, motels or private homes.
- Cub Scout groups are permitted to visit military installations, but overnight stays are not permitted.
- If camping, no adult except parent or legal guardian may under any circumstance share a tent with a boy other than the boy under his/her guardianship.





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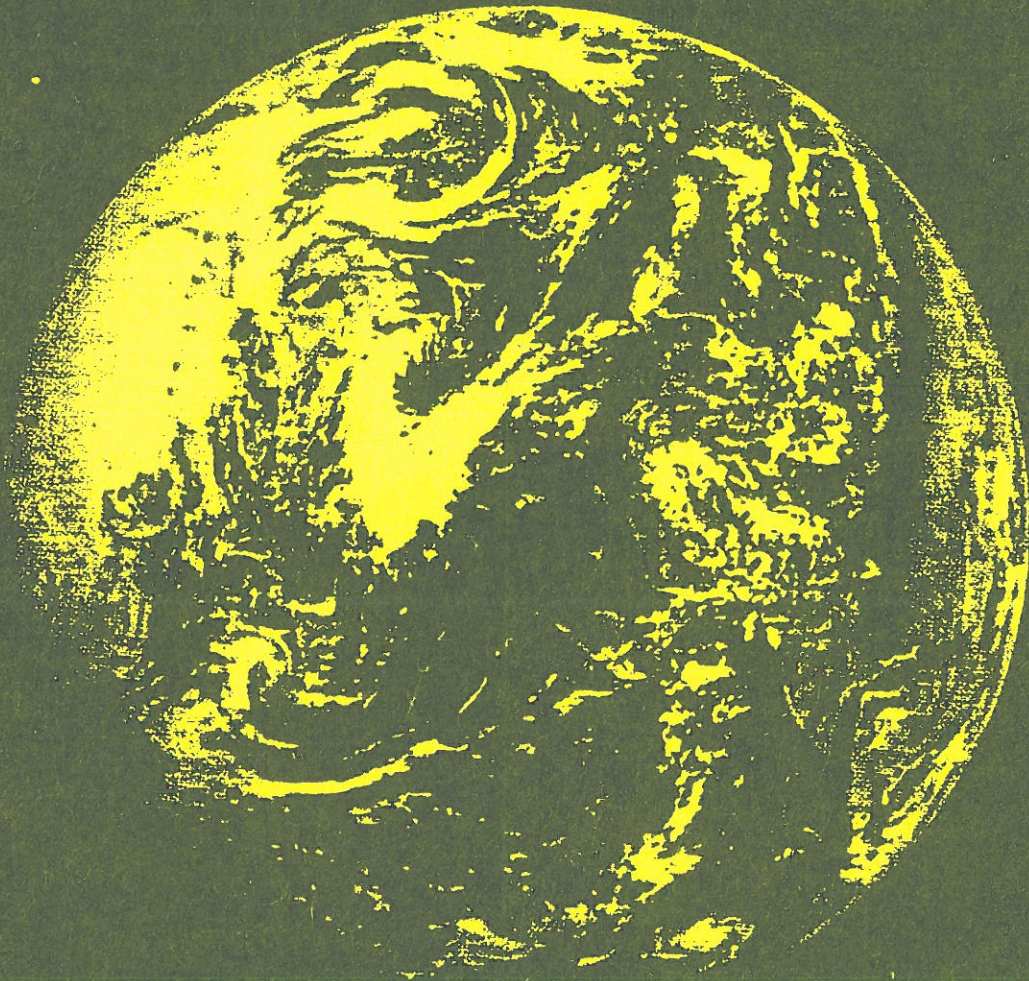
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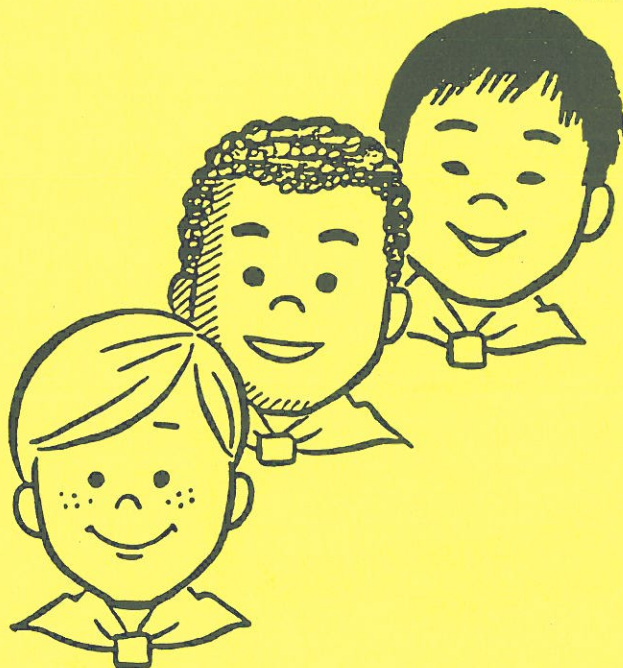
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Please use the attached order form to place your order, enclosing payment for the number of admission tickets you require, or charge your order by phone at 366-7508, and ask for the Scout Days Coordinator. Tickets will be mailed to you in advance via U.P.S. Please order your tickets at least seven days in advance of when you plan to visit. Tickets are valid in any combination on any available Scout Days.

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Lincoln Heritage Council Scouting Information

Troop/Pack: _____ Estimated Attendance Date _____

Contact Person _____

Street Address _____

City _____ State _____ Zip _____

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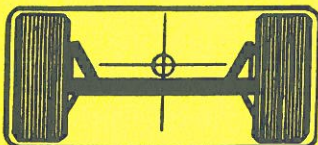
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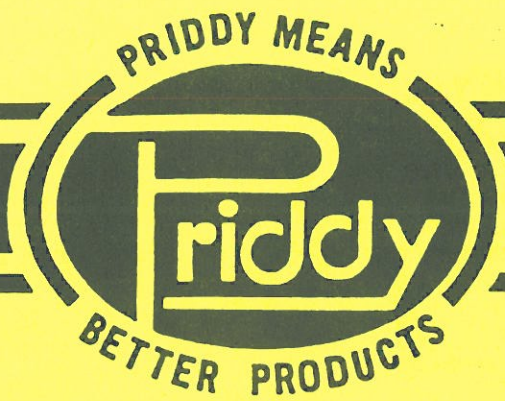
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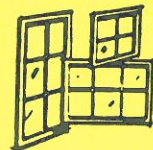
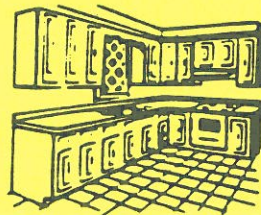
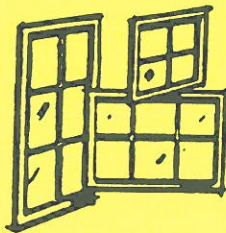


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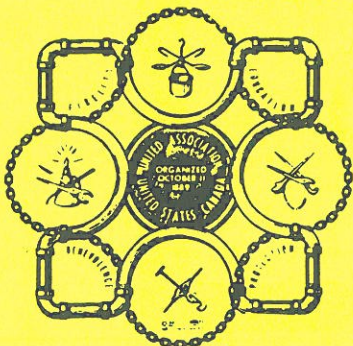
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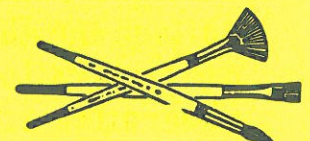
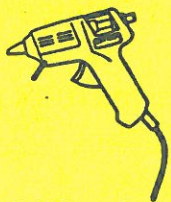
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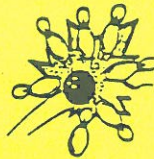
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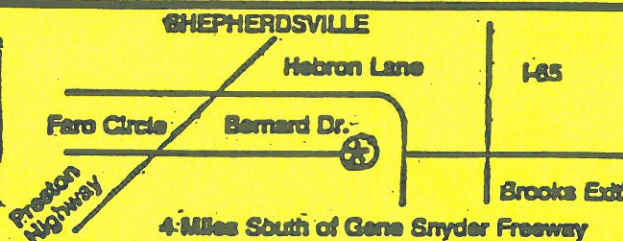
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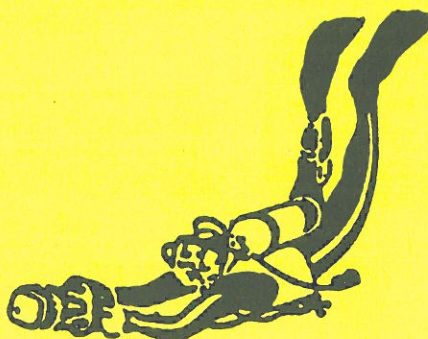


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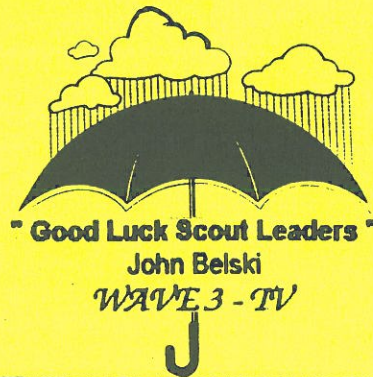
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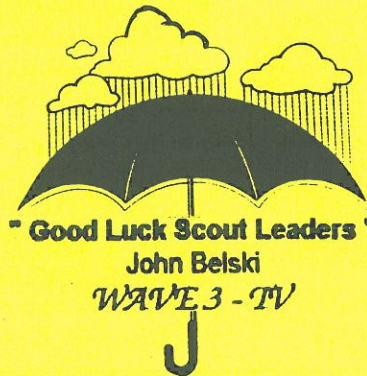
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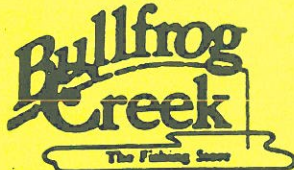
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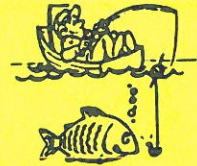
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