

Indian Nations Council
BOY SCOUTS OF AMERICA



November 12, 1994

Dear Scouters:

Welcome to the 1994 Indian Nations Council Pow Wow. This very special event is the flagship of Cub Scout leader training in our Council. You have the opportunity to gain valuable knowledge from our best and most experienced volunteers. I hope you will take the program ideas back to your pack and dens and provide exciting meetings that will attract and hold the interest of your boys. It is only when we have your son and his friends participating can you use the ideals and the values of Scouting to have a positive influence on their development.

You are part of a movement that is rich in tradition. This tradition can only survive and grow when it's volunteers are dedicated and trained in how to use Scouting. Thank you for taking this time and making this commitment.

Yours in Scouting,

A handwritten signature in black ink, appearing to read 'Kent'.

Kent Caraway
Council Executive

UNITED STATES OF AMERICA

DECLARATION

I, the undersigned, being a resident inhabitant of the State of Mississippi, do hereby certify that the following is a true and correct copy of the original of the same as the same appears in the records of the office of the Secretary of State of the State of Mississippi.

Witness my hand and seal of office this 1st day of January, 1901.

Secretary of State

Notary Public

Notary Public

Notary Public

Notary Public

Notary Public

Notary Public

[Handwritten Signature]
Notary Public

CUB SCOUT LEADERS'
Pow Wow '94
"Catch a Dream Make a Memory"

12 November 1994

Welcome to the 40th anniversary of Pow Wow in the Indian Nations Council. We are confident that you will find this to be a most unique, informative, day of training and fun.

Our theme is based on the storybook lives of two young boys from the town of Hannibal, Missouri. Yep, you guessed it, Tom Sawyer and Huckleberry Finn. Celebrated author Mark Twain wrote about the adventures of these lads as they grew up along the Mississippi River. What fun they had as they would "*Catch a Dream and Make a Memory*".

As pirates on a wood raft, exploring McDougal's Cave, or searching Jackson's Island, they were always dreaming of adventure. Sometimes playing hooky from school, and ultimately telling that little white lie, would result in some extra chores, like painting Aunt Polly's fence. And what boy can live by a river that is alive with steamboats, who cannot dream of someday being a riverboat pilot. You bet these boys made memories with every new adventure!

People sometimes tease us about our continued active participation in Cub Scouting. Maybe it's because our hair is turning a little grey, or that our knee socks and short pants don't quite fit as well, or because we're just looking more "mature". Or maybe, since our sons are no longer Scouting age, that used-to-be Scout parents would lose interest.

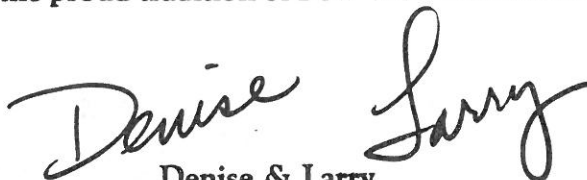
It is said that a child's value system is literally programmed during the first ten years of his life. What better time for us to bring a boy's dreams to reality by providing for him a positive, fun-filled, life-enriching Cub Scouting program.

Our kids were fortunate to have the opportunity to capture the excitement and adventure of Scouting because of dedicated, caring, volunteer unit leaders and family involvement. The memories that our sons, SCOT, MARK, and ROBERT collected while following the footsteps of Akela toward the Arrow of Light, and then on the trail to the Eagle, will remain forever in their hearts.

That's why we're still here, and that's why we dedicate this Pow Wow to our sons, and to your son too. And to our daughter, LORI B., who often stood on the sideline while we worked with the boys.

We will never be able to return the favors and support given us by the many Scouters, Office Staff, and Scouting Professionals who worked on the '94 Pow Wow project. To each of you, "Thanks!".

We'll not forget: the dedication of Danny & Susan Martinez and Dalton & Eileen Wiley in publishing a fantastic 23rd edition of the Pow Wow Book; the creativity and perseverance of Kim & Larry Snead in promoting Pow Wow; the imagination and resources of Suzie and James Cate in building a marvelous Midway; and the guidance and shoulders to cry on from Kathy & Dwight Hyams. We're confident that the proud tradition of Pow Wow will continue forward as Ray and Jim begin the second forty years.



Denise & Larry
'94 Pow Wow Chairmen

"River Song"

**Oh a river's gonna flow,
'cross the land, 'cross the land.**

**Oh a river's gonna flow,
to the sea**

**And a boy is gonna grow,
to a man, to a man.**

**Only once in his life
is he free !**

**River runs warm
in the summer sun,
River runs cold
when the summer's done,
But a boy's just a dreamer
by the river side ...
'Cause water's too fast,
and the water's too wide.**

**Then the world turns a-round
and the boy grows tall;
He hears the song
of the river call.
The river song sings;
"Travel on, travel on !"
You blink a-way a tear
and the boy is gone.**

**Oh a river's gonna flow,
'cross the land, 'cross the land.**

**Oh a river's gonna flow,
to the sea**

**And a boy is gonna grow,
to a man, to a man.**

**Only once in his life
is he free !**

**Only one golden time in his life
is he free.**

from **TOM SAWYER** (United Artists 1973)

MGM/UA Home Video (1990)

Music & Lyrics by: Richard M. Sherman & Robert R. Sherman

Performed by: Charlie Pride

"Catch a Dream . . . Make A Memory"
POW WOW, 1994

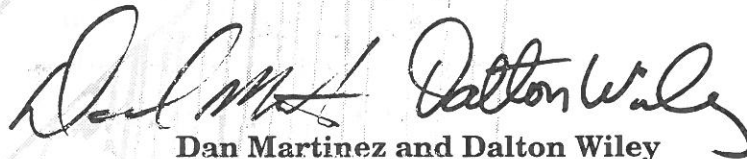
Fellow Scouters:

We put this book together to help you, the Cub Scout Leader, with the program that you deliver to the boys in your pack or den. We believe that it follows the KISMIF (Keep It Simple, Make it Fun) principle. We certainly had a lot fun doing it, we hope you have fun in using it.

Just like Tom Sawyer painting the fence, we had a lot of help in getting this job done. To our wives, Susan and Eileen, who put up with late nights, typed, called, cajoled and hauled, our deepest thanks. We simply could not have done it without your help and support. A lot of people pitched in but an extra helping of appreciation must go to Jim Denny, Dwight & Kathy Hyams, Mike Hallenbeck, Pam Parrish, Cindy Brown, Teresa Kiss, Denise Thomas, Kim and Larry Snead, Craig Warne and Rebecca Schmidt for their willingness to share of themselves and their skills.

The spirit of Scouting truly is infectious; our illustrator, Lawrence Randall, is not a Scouter, but nonetheless shared our vision of Huckleberry Cub. We believe that you will enjoy his work, we know that we are sincerely thankful for his efforts.

We dedicate this book to all of you, the Cub Scout Leaders of the Indian Nations Council, for your commitment to improving the lives of the young men in your care. It is our greatest hope that you can use it to help your boys to *Catch their Dreams while Making Memories.*



Dan Martinez and Dalton Wiley

Dan Martinez and Dalton Wiley
1994 Pow Wow Book Editors

POW WOW TRADITION



Indian Nations Council has a legacy of presenting Pow Wows that are regarded among the very best in the country. This reputation is not easily earned. It comes through the vision and dedication of the chairmen who take on the obligation of leading each year's Pow Wow. Indian Nations Council is proud to recognize the chairmen of past Pow Wows.

| | | | |
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| 1970 | Bill and Dottie Elliot | 1987 | Rommie and Barbara Gorrell |
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| 1973 | Bill and Doris Payne | 1990 | Jim and Barb Denny |
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| 1977 | Jack and Jennifer Hanson | | |



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1994 CUB SCOUT LEADERS POW WOW

TULSA, OKLAHOMA ★ NOVEMBER 12, 1994

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The printing of this book was made possible by the generous donations of our Corporate Sponsors who are **“Doing Their Best”** to Support Scouting.

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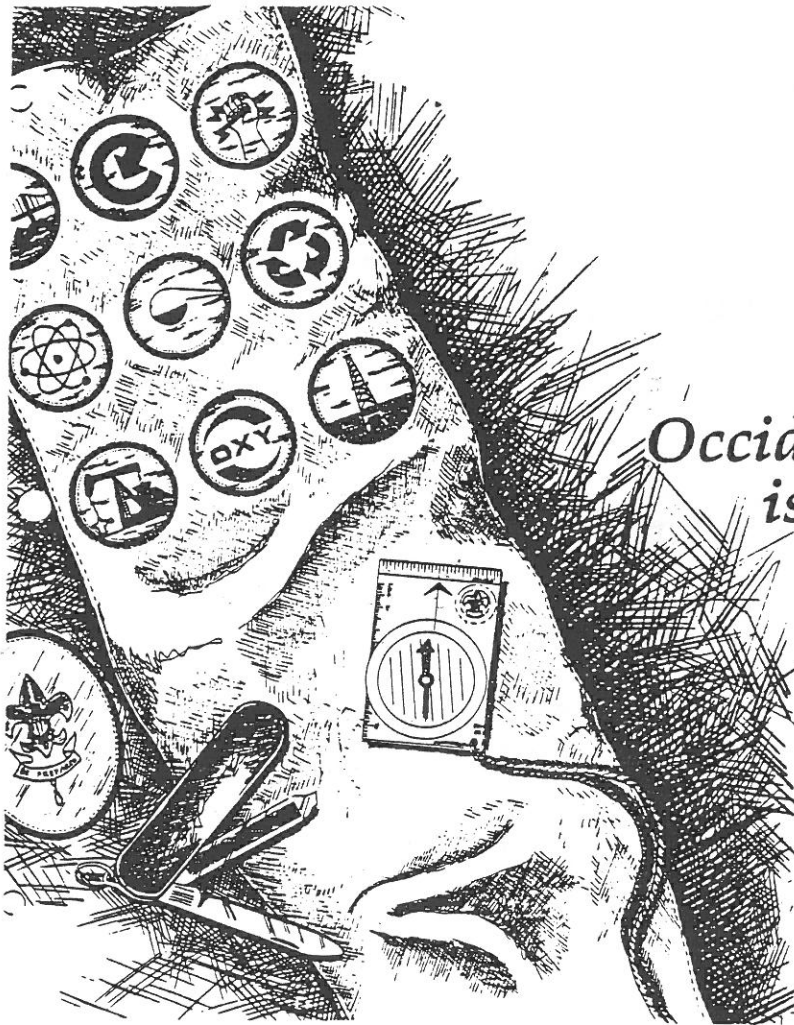
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The one to call on.

ONE O'CAT

Equipment: A bat and ball

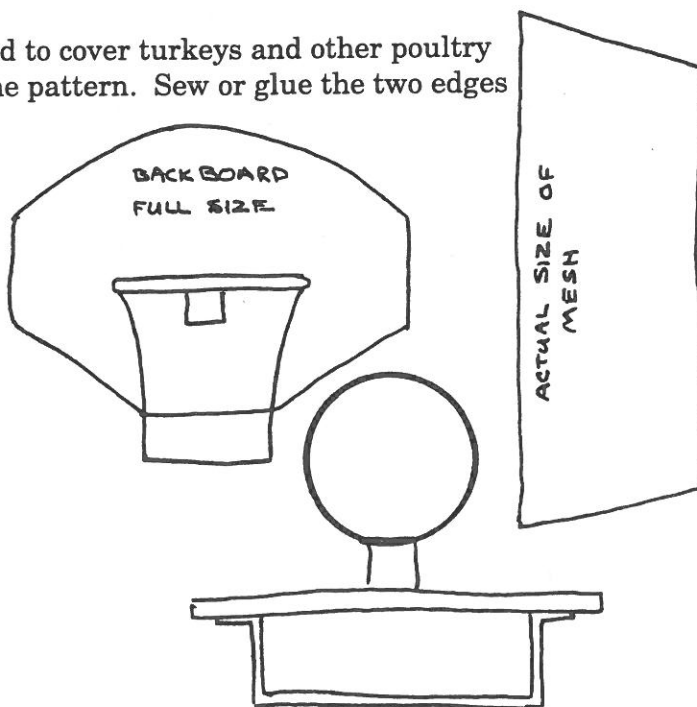
Home plate and first base are set up. One player is batter, the others: catcher, pitcher and fielders. The batter is out when he makes three strikes or when a fly or foul ball is caught. When he make a hit, the batter must run to first base and return home before the ball is returned to the catcher, who must touch home plate to put him out. When the batter is put out all players move up in rotation. The better moves out to right field. If a player catches a fly, he replaces the batter.

REC-ROOM BALLOON VOLLEY BALL

Use a stripe or rope as a net an have the boys sit or kneel. Play as in volleyball with rules adapted to fit the size and shape of the room.

Basketball Net Slide

1. Trace the backboard outline onto a piece of wood about 1/8" thick, such as scrap paneling. Cut it out and sand off rough edges.
2. Make the hoop with wire, wrapped around a one-inch diameter rod. To attach the hoop to the backboard bend a small piece of sheet metal so it fits through a slot in the backboard. Bend it over on the other side (see illustration). Use epoxy or modeling glue to hold the hoop and metal strip in place.
3. Make the net from plastic mesh (the type used to cover turkeys and other poultry products is perfect). Cut a piece the size of the pattern. Sew or glue the two edges together as shown.
4. Carve the basketball out of pine and make it a little smaller than the hoop (you might find a small wooden ball among decorative turning in a lumber store). Paint the ball orange and add lines with a marking pen. Attach the net to the hoop with thread and glue.
5. Paint the hoop orange, the background white, and the net gray-white. Glue the ball in place and glue a sheet-metal loop to the back of the backboard for a slide.



TRAVELER



Almost everybody loves to travel. Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving the area. They will use this information in planning trips. They will learn the comparative costs of rail, bus, and air transportation. They may take some trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning the Traveler badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of a trip and to learn more about this great country.

Travel from one place to another used to take day, weeks, months, even years -- depending on distance, mode of transportation, and terrain. NOW great distances can be traveled in a matter of hours. Today's society is a mobile one. Travel can be for many reasons: business, relocation, family visit, or just for fun. In the future, the youth of today will be more mobile than ever. Greater distances will take even less time. As a Webelos Scout does requirements of traveler activity badge, he will become aware of the advanced planning needed for a trip. Items such as timetables, costs, and maps will be familiar to the Webelos Scout.

DEN ACTIVITIES

1. Take a bus or train trip.
2. Make car first aid kits.
3. Make a map of your neighborhood showing main points such as churches, stores, or other points of interest.
4. Invite a Boy Scout to bring his backpack and show how to pack one.
5. Take a field trip and make slides, movies, or pictures of the den trip and have an oral report of the trip and give it at the Pack meeting.
6. Show how to use a fire extinguisher. Show how to check to see if the fire extinguisher is in proper working order.
7. Show how to place, light and use road flares. Show when to use them.

PACK ACTIVITIES

Exhibit or display: and enlarged map of the area showing points of interest; snapshots from trips; travel log books; show slides or movies taken on a den trip -- with commentary.

Give an oral report on a trip.

DO YOU KNOW YOUR CARS?

Each of the definitions below describes a type of car. Can you identify them?

Answers:

- | | |
|--------------------------------------|----------------|
| 1. Our 14th President | Lincoln |
| 2. River in New York | Hudson |
| 3. First colony in New England | Plymouth |
| 4. Indian Chief | Pontiac |
| 5. Theater in which Lincoln was shot | Ford |
| 6. Wild animal in cat family | Cougar, Jaguar |
| 7. A wild horse | Mustang |
| 8. A spotted horse | Pinto |
| 9. A venomous snake | Viper |
| 10. A stinging insect | Hornet |
| 11. A shooting star | Comet |
| 12. A birds' claws | Talon |
| 13. French tourist spot | Riviera |
| 14. Prince Ranier's country | Monaco |
| 15. A Roman mythical god | Mercury |
| 16. Tall building in New York | Chrysler |
| 17. Deep sea creature | Stingray |
| 18. A solar event | Eclipse |

STATE MATCH UP

Match each of the states listed below with its state capitol. This is a good game. Any number of states could be used.

- | | |
|---------------|-------------------|
| 1. Utah | a. Helena |
| 2. Washington | b. Carson City |
| 3. California | c. Topeka |
| 4. Delaware | d. Santa Fe |
| 5. Montana | e. Atlanta |
| 6. Nevada | f. Olympia |
| 7. Kansas | g. Frankfort |
| 8. Georgia | h. Sacramento |
| 9. New Mexico | i. Dover |
| 10. Kentucky | j. Salt Lake City |

Answers: 1. j; 2. f; 3. h; 4. i; 5. a; 6. b; 7. c; 8. e; 9. d; 10. g

STATE LICENSE BINGO

Make a list of about 30 states. Cut shirt cardboard in half and mark them into squares -- five across and five down. Print the name of a state in all squares except the center one that is free. Make several cards, with no two alike. While on a car trip, each player takes a card and puts a small check with a pencil when he sees a license plate from that state. The first to complete a row across, down, or diagonally wins.

| | | | | |
|-------------|------------|----------|----------|------------|
| MISSISSIPPI | GEORGIA | FLORIDA | OKLAHOMA | TEXAS |
| ALABAMA | LOUISIANA | ARKANSAS | NEBRASKA | NEW MEXICO |
| NEVADA | CALIFORNIA | ARIZONA | KANSAS | TENNESSEE |
| UTAH | MICHIGAN | OREGON | COLORADO | KENTUCKY |
| OHIO | ILLINOIS | MISSOURI | INDIANA | IDAHO |

WEBELOS TRAVEL “POSSIBLE KIT”

Travel has changed rapidly in the years since our country began, but one thing has stayed the same. Wise travelers have always known that special situations can arise on the road. The early travelers had an answer to the unexpected and they called it a “possible kit” or “possible bag”. They figured out the possible emergencies they might meet on their treks into the wilderness and prepared for them.

Kit Carson’s “possible bag” might have included items for trade with the Indians, emergency rations such as jerky, extra flints for fire making, and a packet of tinder wrapped in oil cloth against a time of wet and cold when he might need a fire in a hurry. Today’s traveler doesn’t need emergency rations or rifle flints, but a “possible kit” still has its place, particularly if you travel by automobile. Such a kit can be tucked into the glove compartment or kept handy in some corner of the car.

What are the “possibilities” that can occur on an automobile trip? Suppose you skin a knuckle or get some other minor cut or a scrape? A couple of small adhesive bandages might come in handy. Of course, every car should have a first aid kit, and the “possible bag” is not intended to replace the standard first aid materials.

A needle and thread can be very useful for sewing on a button that comes off during the course of travel. A few small safety pins are also a practical addition to your possible kit.

Another small item that has many possible uses is a notebook. A note pad and pencil or crayon has numerous uses, from jotting down a reminder to entertaining small children.

If you snack in the car, it is a good idea to include a few of those commercially packed paper wash-up tissues in your "possible kit". They will come in handy.

A large plastic trash bag will come in handy -- if it rains you can use it as a poncho -- or you can store the trash from your trip.

Finally, there is an item for your "possible kit" that is much like one carried by the trappers of more than a century ago. Wind about 50 feet of fishing line on a small oblong block of wood. Attach a cork bobber about 18 inches from the end of the line, a split shot about a foot below the bobber, and tie on a number six hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are ready to take advantage of a rest break near a small stream or lake. No telling what prize you might capture. Remember, if you are under 14 years of age, you probably won't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

GAMES

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 five minutes. The boy with the most number of cities found on the map wins.

PACKING RELAY...Be sure each boy wears a bathing suit under his uniform this day.. Have the boys divide into two teams, with an empty suitcase for each team. On the signal, the first boy runs to the suitcase, takes off his clothes, folds them and packs the suitcase properly (the Webelos Leader can approve). If done properly, he may then dress and tag the next boy in line. The first team to finish wins. A variation of this game is to have identical sets of clothes hanging in two different locations on a clothes line. The first boy for each team runs to the clothes line, takes the clothes off the clothes line, folds and packs them (the Webelos Leader approves), runs with the suitcase to the starting line, runs back (with the suitcase) to the clothes line and hangs the clothes back up on the line, and then races back to tag the next team member.

ROAD MAP LOCATION GAME...Divide the boys into two teams (or if you have enough maps and ingenuity, have each boy work independently). The boys are to see where they would end up if they correctly followed your instructions. You should have the same number of tasks for each of the teams (or boys). They could start at the same point or different points, take the same route or different locations. The first to correctly identify their destination wins.

One variation of this game is for the boys to locate the shortest route from one location to another or the one that has the fewest turns. (This can be done using city maps, state maps, or even maps that include several states.) Another variation is to give the boys a starting point (street address), a destination address in a city in

another state, the appropriate state and city maps, and let them plan the trip. The first team to finish with a correct answer wins.

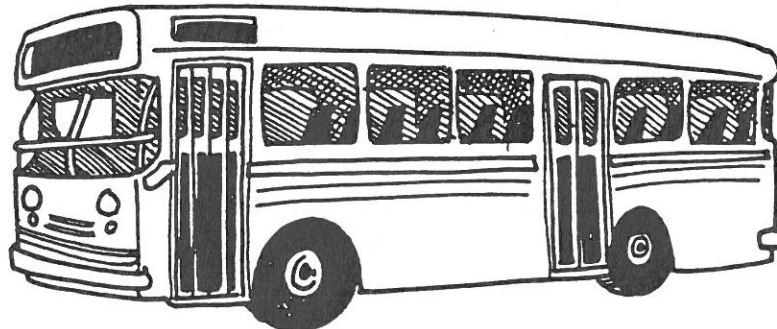
If you have a very sharp group of boys you could even try having them use different modes of travel and give them the appropriate timetables. (i.e., They could take the city bus to the bus station, the bus to another town which connects with the train, the train to a city in another state, a city bus in that city to a rental car distributorship, and then a car from there to another location.

AIR ROUTE...Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for the plane from Oklahoma City to Boston." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement.

AIRLINE GAME...On a piece of paper write the name of an airline (i.e., United, Delta or American). Give each of the boys a piece of paper and a pencil. Have them see how many new words they can form out of the name of the airline. Set a time limit. The one with the most words at the end of the time limit is the winner.

GAS STATION...Have each boy in turn name something that is found in a gas station. If a boy can't think of anything else or repeats something that has already been said, he is "out of gas" and out of the game until only one person is left and you can play it again.

MAP SYMBOLS RELAY...On separate 3 x 5 inch cards, paste road map symbols taken from a standard road map. (Or enlarge them by copying.) On smaller cards, write the proper meanings. Divide the den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team. On signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time.) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time. The second team then does the same. Deduct one second for every improperly matched set. The winning team is the one with the faster corrected time.

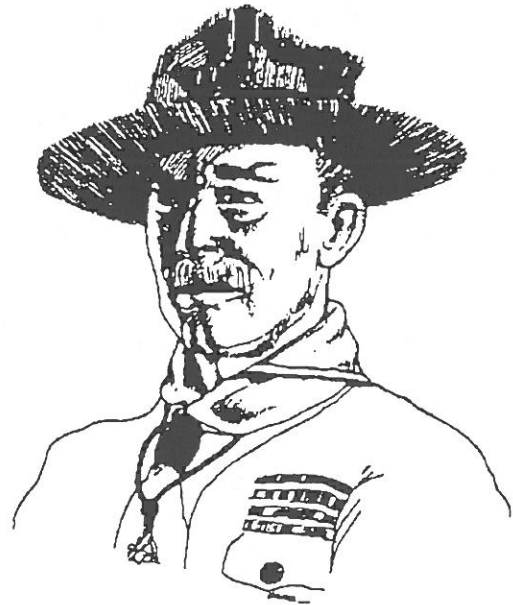


HISTORY OF CUB SCOUTING

Cub Scouting began in the United States in 1930. The Cub Scout program was carefully built as a direct answer to demands of millions of boys of Cub scout age and their parents who started as early as 1911, clamoring for a program of their own

Wolf Cubbing began in England in 1914 when Baden-Powell started to experiment on a program for younger boys based on Kipling's Jungle Tales. In 1916 he made a public announcement of this program and since that time it has spread with very little change into other European countries.

At the first National Training Conference of the American Scout Executives in 1920, the needs of young boys were emphasized, but the National Council felt it wise to defer action until they had more objective evidence. 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. His recommendation indicated that boys of nine, ten and eleven years responded even better to leadership and program efforts than older boys.



In 1926 the Executive Board authorized the Chief Scout Executive to proceed with a plan for raising \$50,000 for a thorough scientific study of the whole younger boy matter. In 1927 an Advisory Committee was appointed, composed of the top specialists in their fields in child psychology, family life, etc., to cooperate with the Boy Scouts of America in developing this program. At the time, the Laura Spelman Rockefeller Foundation made available the \$50,000 necessary to carry on the basic study in order to develop a plan and produce the required literature. Dr. H. Hurt was employed to serve as the Research Executive to carry on this project.

At this time the Executive Board approved a plan of experimenting in a limited number of communities, and on August 1, 1929, the first demonstration units were started. During the next three years, a close study of these experimental groups was made, in order that definite experience might be used as a basis for the final development of a program. By 1933, it was felt the time had come for promoting Cub Scouting as a part of the Boy Scout program throughout the country. In 1935, Mr. William C. Wessel was appointed as the first Director of Cub Scouting.

For more than a decade, the English Wolf Cub plan had been tried here in America along with a score of other program efforts. these efforts met with difficulty in keeping their activities different from those of the Scout troop, and so found themselves trespassing upon Boy Scouting, which took the edge off the boy's later experience.

The United States Cub Scout program corrected this condition. It is different from the younger boy programs of any other country in the world, because it is home and neighborhood centered and is built around den and pack activities.

The program suggests a wide range of attractive things for the Cub Scout and his natural neighborhood play group to do, with the encouragement of parents and neighbors. It suggests that youngsters enjoy doing themselves when not under adult supervision. These activities are particularly suited to the boy of Cub Scout age and must be kept quite different from those he will encounter at 11 and 12 years of age as a Boy Scout.

Cub Scouting in our country has drawn from the dramatic lore and lure of the Native American for program background. The Promise and Law were built with the advice of educators who are specialists in dealing with these ages. Many handicrafts were developed in recognition of this period as an opportune time to develop skills. Original creative efforts were stimulated. The aim is not technical skill, but rather through exploratory efforts to help boys discover hobbies. The health checkup was developed to meet known physical needs of this age American boys. The emphasis on safety was introduced because accidents are the primary cause of death at these ages.

The system of Electives was instituted to force practice in making decision as well as to gear into the individual differences among boys. Its final objective was through its advancement plan and program to deliver a graduating Cub Scout, stimulated and prepared to participate in their Boy Scout program.

The program was brought up to date and released in the field in the fall of 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 boy in today's world, to be relevant and meaningful in these changing times. If you were a Cub Scout of 20 years ago, you will notice that improvements have been made, just as your son will. The beginning of the expanded Cub Scout program that we use today got its start in 1986. As a result of the expanded program, The Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character development, citizenship, and personal fitness.



WHAT CUB SCOUTING DOES FOR BOYS

Cub Scouting offers boys the opportunity to experience lots of fun activities like singing, playing games, hiking, biking, fishing, and eating.

Cub Scouting gives boys the opportunity for new experiences. A visit to a museum or a local business will expand their view of the world they live in.

Cub Scouting enables boys to learn new skills. They are exposed to a wide variety of ideas, tools and materials that are used in craft projects.

Cub Scouting gives boys a chance to live, dramatize and capture a sense of history by participating in den skits.

Cub Scouting give the boys the fundamentals of teamwork as they share with one another. Self-discipline and self control make it possible for everyone to have a better time.

Cub Scouting teaches boys responsibility, for their actions, their appearance, and their own achievement.

Cub Scouting teaches citizenship through service by taking part in den and pack service projects.

Cub Scouting prepares the boys for a new and greater adventure.....Boy Scouts.



PURPOSES OF CUB SCOUTING

For more than 50 years the Boy Scouts of America has helped younger boys through Cub Scouting. When a boy learns The Cub Scout Promise, The Law of the Pack and the Cub Scout Motto, it is the start of two of the three purposes of the Boy Scouts of America; character development and citizenship training. The third purpose of the BSA is physical fitness.



The nine purposes of Cub Scouting are:

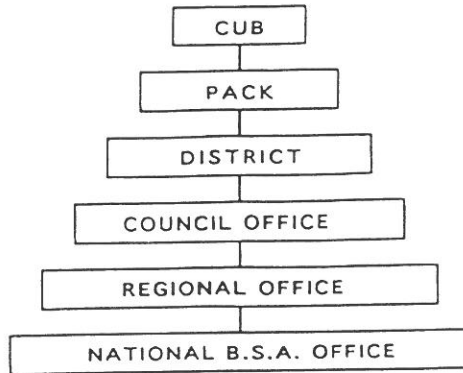
1. Influencing the development of character and encouraging spiritual growth.
2. Developing habits and attitudes of good citizenship.
3. Encouraging good sportsmanship and pride in growing strong in mind and body.
4. Improving understanding within the family.
5. Strengthening the ability to get along 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.

To be an effective leader you need to be familiar with the points of these purposes and to include them into your program. Don't forget the most important purpose and that is to have fun. These may seem like lofty goals that cannot be achieved, but by following the Cub Scout program you will be helping a boy grow into a responsible and confident young man.



CUB SCOUTING IN THE USA

When you join the Boy scouts of America you join more than just a pack. The den and the pack are just a part of the Scouting organizational structure.



NATIONAL

The Cub Scout program is administered by the National Cub Scout Committee, which is a standing committee of the National Executive board of the Boy Scouts of America. The National Committee has seven sub committees dealing with specific tasks, such as regional relationships, age grouping, training, literature, uniforming etc.

The National Boy Scouts of America is located at:

1325 West Walnut Hill Lane
Irving, Texas 75002-1296
(214)-580-2000

The Chief Scout Executive for the Boy Scouts of America is Jere B. Ratcliffe

REGION

The Boy Scouts of America is divided into four regions. Each region has a Cub Scout Committee headed by a regional chairman. The Indian Nations Council is part of the Southern Region which is made up by thirteen southern states below.



COUNCIL

The council is a volunteer association of citizens, including representatives of organizations which are chartered by the Boy Scouts of America to promote the scouting program within a specific geographic area. The mission of the Indian Nations Council is to provide service, leadership, management and overall direction to the districts, in support of packs, troops, and exploring units.

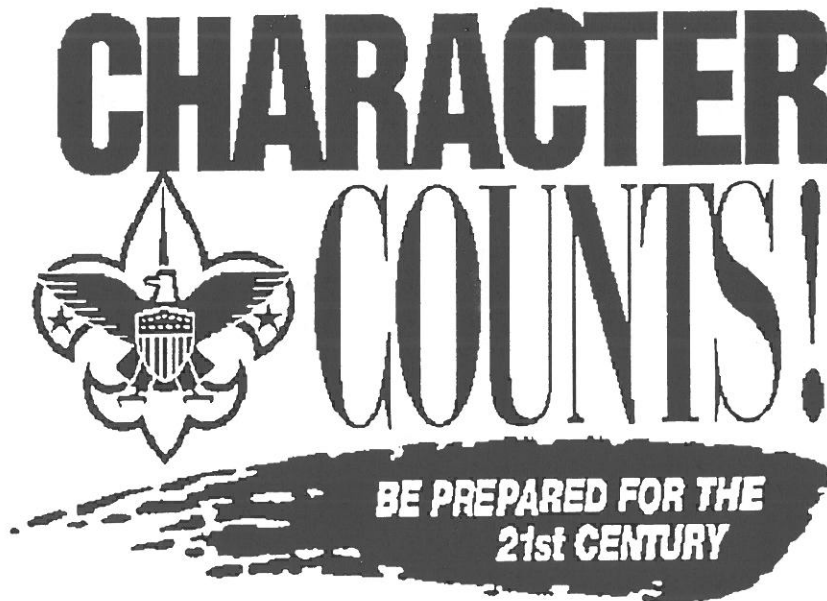
The Almond Cochran Memorial Service Center (our service center) is located at:

3206 South Peoria
Tulsa, Oklahoma 74105

Phone 918-743-6125

DISTRICTS

The district is a geographic location of the council. Its purpose is to organize and support successful Scouting units which will result in more young people receiving a better program. the council guides and supports the districts in these goals.



SCOUT TALK

Cub Scouting is filled with a variety of fun things to do, and the language and terminology is just as varied. If you are new at this game you may think that some of the "aged old veterans" are speaking an entirely different language. But with a little time and this handy dandy dictionary you'll be well on your way to speaking Cub Scoutese.

achievement. The name given to a major requirement in the Cub Scout program. There are 12 achievements for each of the Wolf and Bear ranks.

activity badge. One of 20 specialized recognitions earned by Webelos Scouts.

activity badge counselor. An adult who counsels a Webelos Scout on one or more of the activity badges.

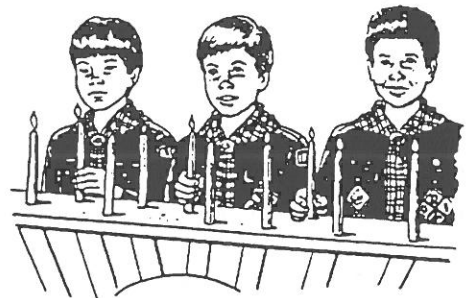
advancement. The process by which a member meets certain requirements and earns recognition.

Akela. A title of respect used in Cub Scouting. Any good leader is Akela. The name comes from Rudyard Kipling's Jungle Book,

Arrow of Light Award. Highest rank in Cub Scouting.

arrow point. See "Gold Arrow Point" and "Silver Arrow Point".

Assistant Cubmaster (ACM). A person 18 years or older holding this position in a Cub Scout pack.



Assistant den leader. A person appointed to help the Cub Scout den leader. See den leader.

assistant denner. A Cub Scout or Webelos Scout elected by his peers to help the denner. See denner.

Baden-Powell, Robert Stephenson Smyth. Founder of the worldwide Scouting movement. Born in London, February 22, 1857. Appointed a baron in 1929. He is referred to as Lord Baden-Powell of Gilwell, Chief Scout of the World. Died January 8, 1941. Also known as B-P.

Baloo. A leader and a friend. Based on Rudyard Kipling's Jungle Book, a bear who taught young wolves the Law of the Pack. A title of respect used in Cub Scouting.

basic training. Formal introduction to the Cub Scout program, purpose, ideals and procedures. A necessary step for a volunteer to function with the ease and confidence that come with knowledge. It is required to receive a leadership recognition award.

Bear. Rank awarded to the third grade Cub Scout for completing 12 of 24 achievements.

blue and gold banquet. A birthday dinner for Scouting held by Cub packs in February.

Bobcat. The first rank for all Cub Scouts.

Boy Scouts of America. A nationwide organization founded February 8, 1910, and chartered by the U.S. Congress June 1916. Also known as BSA

Boy's Life. The monthly magazine for all boys published by the Boy Scouts of America.

BSA Family Camping. An opportunity for the whole family to go camping and participate in outdoor activities both on and off BSA property.

buddy system. One part of the Safe Swim Defense plan. Swimmers of like ability are paired, check in and out of the water together, and stay within 10 feet of each other during the swim. The buddy system is used also in other activities such as hiking and field trips for safety reasons.

campsite. A den or pack's outdoor home for activities at Cub Scout day camp or resident camp.

charter. Formal permission from the Boy Scouts of America allowing a pack to organize.

chartered organization (or partner). The sponsoring organization of the pack This organization may be a religious, civic, fraternal, educational or other community based group. Monthly pack meetings are usually held in a building owned by that organization.

charter renewal. An annual meeting attended by the Institutional Representative, pack leaders and unit commissioner for the purpose of completing the charter application and making plans for the charter presentation.

commissioner. A volunteer Scouter who works with packs, troops, and/or teams to help units succeed.

Compass Point patch. Award earned by Webelos Scouts as they advance in the Webelos program. This cloth patch is hung by a loop from a button on the boy's right shirt pocket. Metal pins are added to the patch and attached at compass points (North, East, South, West) as the boy advances by earning activity badges .



council. Headquarters for Scouting in a specific geographic area. The country is divided into more than 300 local councils. We are part of the Indian Nations Council.

council office. See council service center.

council service center. The business center for the local administration of Scouting within the council. The professional Scouting staff has their offices there. A retail Scout Shop is also located there, fully stocked with everything available from the BSA catalog.

Cubmaster (CM). An adult, 21 years of age or older, who holds this commission in a Cub Scout pack. The pack leader and Akela for the pack. Serves as Master of Ceremonies during monthly pack meetings.

Cub Resident Camp. A four day, three night camping experience for Cub Scouts and their leaders.

Cub and One Weekend. An outdoor camping experience for Cub Scouts and an adult partner.

Cub Scout. A boy who is registered with a Cub Scout pack.

Cub Scouter. A registered adult leader of a Cub Scout pack.

Cub Scout day camp. An outdoor activity conducted on council or district basis for Cub Scouts. (see Day Camp)

Cub Scout handshake. Used by Cub Scouts and Cub Scouters. The right hand is used. It is given like an ordinary handshake except the index and middle fingers are extended toward the other person, touching his wrist.

Cub Scout motto. "Do your best."

Cub Scout Program helps. An annual publication of the BSA to help den and pack leaders plan their meetings by using monthly themes. It includes an annual pack planning sheet; list of advancements for each theme; and suggestions for each den meeting.

Cub Scout Promise-

I, (name), promise to do my best
To do my duty to God and my country
To help other people, and
To obey the Law of the Pack.



Cub Scout Salute. A hand salute made by Cub Scouts and Scouters with the fingers of the right hand held in position as for Cub Scout sign, except that the index and middle fingers are held together. The tips of the fingers touch the right eyebrow or the Cub Scout hat.

Cub Scout Sign. A sign made by raising the light hand straight up high over the head with the palm forward. The first two fingers are wide apart and pointing up as in a V. The thumb covers the nails of the fourth and little fingers.



Day Camp. Summertime fun for all registered Cub Scouts. This daytime program is usually held for 3 to 5 consecutive days, involves an entire district, allows boys to interact with boys from other packs and keeps boys and adults active in the Cub Scout movement.

D.E. (See district executive.)

den. Small group of Cub Scouts who meet once each week in the home of a den leader or in a place provided by the Chartered Partner. They work on projects, learn games, songs, tricks and skits to be presented at monthly pack meetings.

den chief. A Boy Scout, Varsity Scout, or Explorer who has been appointed to help direct the activities of a Cub Scout den.

den chief training conference. A 1-day or weekend training conference held by the district or council. Basic training for den chiefs.

den doodle. Advancement record using beads, spools or markers hung on string, lacing or yarn, by each boy to represent his advancement. It is displayed at monthly pack meetings.

den leader (DL) The adult on-the-scene supervisor of a Cub Scout den. A registered member of the pack who attends basic training.

den leader coach (DC). A Cub Scouter who is responsible for working with and helping den leaders in the pack.

denner. Cub Scout who helps the den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.

district. A geographic administrative unit of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region and all regions belong to the national organization of the Boy Scouts of America.

District Award of Merit. A council award given by districts. It is presented to those Scouters who render outstanding service to Scouting at the district level. Those honored are chosen by their peers and it is a meritorious award. A silver knot on a dark blue field is worn by those having received this award.

district committee. A group of registered adult scout volunteers responsible for carrying out the council program within their district.

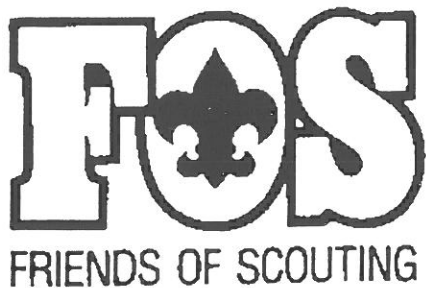
district executive (D.E.). A professional salaried Scouter who works with the volunteers under the direction of the Council Scout executive.

district roundtable. A monthly district level meeting where den and pack leaders learn new ideas on monthly themes, receive information on district and council activities and a general exchange of ideas. It is part of the supplementary training program.

"Do Your Best!." The Cub Scout motto.

elective. A part of the Cub Scout advancement program. There are electives in both the Wolf and Bear books. For every 10 electives completed a Cub Scout earns an arrow point.

fast start. The first level of training for all new adult Scouters. It is required before an adult leader can receive a leadership recognition award.



friends of scouting. (FOS) Many people in the community, who may not take a leadership role, but who support the local scouting program with money and resources.

Gold Arrow Point. An award given to a Cub Scout who has completed the first 10 elective projects beyond the rank for his grade.

Good Turn. A distinctive feature of Scouting is its emphasis upon service to others. The Good Turn habit is one that all Scouts endeavor to acquire.

graduation. A ceremony usually at the end of the scouting year when each Cub Scout is recognized for that year's accomplishments and formally moves into a den working on the next rank.

grand howl. A special Cub Scout yell to recognize a leader or a Cub Scout's achievement.

Insignia Control Guide. Publication of Boy Scouts of America, providing both written instructions and illustrations governing the placement of all uniform insignia (patches, badges, pins, etc.)

Instant Recognition Patch/Progress Towards Rank Patch. Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads awarded in the den.

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.



Mom and Me Weekend. An outdoor camping experience for Cub Scouts and their mothers.

National. Headquarters for the Boy Scouts of America, located in Irving, Texas.

National Summertime Pack Award. An award earned by the pack for conducting a summer program consisting of at least one pack event per month.

Outdoor Code. A pledge for proper outdoor conduct which should be followed by all Cub Scouts and leaders.

O.W.L. Outdoor Webelos Leader Training. An overnight training experience to acquaint Webelos leaders with outdoor activities aimed at helping Webelos Scouts earn activity badges and advance in rank.

outdoor program. The total scope of outdoor programs offered by the Boy Scouts of America, including unit outings, camporees, Cub Scout day camps, long-term Scout camps, council and national jamborees.

pack. The unit that conducts Cub Scouting for the chartered (sponsoring) organization. Usually consists of 2 or more dens and conducts monthly meetings.

pack committee. A committee of concerned parents and leaders, approved by the chartering organization to administer the affairs of the pack.

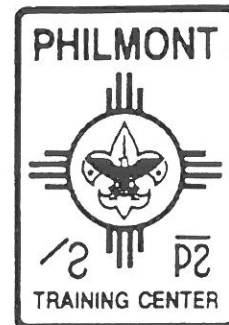
pack committee chairman. An adult, 21 years of age or older. The executive officer of the committee, who works with the Cubmaster to assure that the pack provides the Cub Scout phase of the Scouting program.

pack meeting. Monthly meeting of Cub Scouts, adult leaders, committee members and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs and other entertainment should be performed by dens.

patches / badges. Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, or Webelos books, Den Leader book, or Insignia Control Guide for specific placement information.

patch vest (brag-vest). Red vest worn by Cub Scouts. Patches, ribbons, and other awards are displayed on this vest.

Philmont Scout Ranch. National Training Center and High Adventure Base. Located in Northeast New Mexico. Philmont offers a variety of advanced training for Scout Leaders.



pinewood derby. A pack activity that involves making and racing model cars on a track.

Pow Wow. All-day learning experience for Cub Scout leaders covering a wide variety of subjects with some hands-on experiences. It is part of the supplementary training program.

Prepared for Today. A program consisting of six skill areas that parents and children, ages 6-11, work on together, to enable the children to cope with being home alone.

Quality Unit Award. Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth.

region. One of four large geographical administrative units of the BSA. The Indian Nations Area Council is located in the Southern Region.

rally. See round-up.

Ranger. Professional Scouter who is in charge of a Council Camp and its facilities.

roundtable. See district roundtable.

round-up. A time when each District enrolls new Tiger Cubs, Cub Scouts and Webelos. This is done each Fall, usually in September.

Safe Swim Defense. A plan for safe swimming.

School Night for Cub Scouting. A one night event in neighborhood schools where boys and parents gather to hear how Cub Scouting operates and how they can join

Scout Shop. A retail outlet licensed to sell uniform parts, camping equipment, and supplies, program materials, advancement recognition and all other merchandise offered by Boy Scouts of America.

Scouter. A registered adult member of the Boy Scouts of America.

Scouting. The official magazine sent to all registered Scouters.

service star. Worn on the uniform above the left pocket to denote years of service in the Scouting program.



Silver Arrow Point. An award given to a Cub Scout who has completed 10 elective projects in addition to earning the Gold Arrow Point for his Cub Scout rank. He may earn any number of Silver Arrow Points for his rank.

Silver Beaver. A National recognition presented annually by Councils to registered Scouters for noteworthy service to youth.

Sports program. A program in which Cubs can earn recognition while learning the rules and participating in a wide variety of sports.

Summertime Pack Award. See National Summertime Pack Award.

Sustaining Membership Enrollment (SME). An annual opportunity for Scouters and interested people in the community to be identified with the local or national council through their financial support and influence in the expansion of the council program.

Temporary patch. Any patch that is not considered a permanent part of the uniform; day camp patches, anniversary patches, camporee patches, etc. To be worn on the right pocket. Only one temporary patch may be worn at a time. Others are worn on the patch vest.

tenure. A term used to describe the length of service and membership in Scouting.

Tiger Cub. A first grade boy registered with an adult partner in the Tiger Cub Program.

Tiger Cub group. Four to eight Tiger Cubs and their adult partners.

Tiger Cub Motto. "Search, Discover, Share".

Tiger Cub organizer. An adult who assists in planning the first gathering, coordinates Tiger Cubs' participation in the pack's blue and gold banquet and makes arrangements for the Tiger Cubs graduation into Cub Scouting.

Tiger Cub partner. The adult member of a Tiger Cub team.

Tiger Cub Program. A one year introduction to Scouting for first grade boys. Adult partner must join with boy. Uniform is a T-shirt and hat; meetings are round-robin in parents' home.

Tiger Cub Promise. "I promise to love God, my family and my country and learn about the world."

tour permit. Permit designed to assist units in planning safe, healthful and enjoyable trips and to ensure that proper procedures will be followed in case of emergency.



training awards. Special awards available for Cub Scout leaders who complete their fast start and basic training and fulfill certain tenure and performance requirements. These awards are made by the council, usually at the district roundtable.



trained leader emblem. A cloth emblem awarded to each leader who completes the basic training appropriate to the position. It is worn on the left sleeve of the uniform immediately below and touching the badge of office.

training progress record. A pocket size record kept by the leader. All tenure, training, and performance requirements are recorded on this card. The card is turned in to the district training chairman upon completion. After approval by the council, the award is presented.

tri-colors. Three woven ribbons (one gold, one green, one red) attached to a metal bar with the word "Webelos" on it. It is worn on the right sleeve of the Webelos uniform directly below the U.S. flag. The Webelos Activity Badge pins are displayed on the ribbons.

two-deep leadership. The concept of having at least two adult registered leaders at every meeting or den outing for the safety and welfare of the Cubs.

uniform inspection. A feature of a unit meeting when members of the registered unit are given an opportunity to demonstrate their uniformed appearance.

unit. A term used to designate any one of the following: pack, troop, team, post, or ship.

volunteer. Individual who donates services, time, and/or funds to support the program of the Boy Scouts of America.

volunteer service. The work of a great body of men and women who make Scouting available to youth by their leadership of units, all done without pay. The voting members of the council are volunteer Scouters.

Webelos Badge. A rank earned by a fourth or fifth grade boy which is part of the requirements for the Arrow of Light.

Webelos Colors. See tri-colors.

Webelos den. A group of Webelos Scouts who meet weekly under the supervision of a Webelos den leader.

Webelos den leader. The adult on-the-scene supervisor of a Webelos Scout den. A registered member of the pack who attends basic training to learn how to fulfill the job of a Webelos den leader.

Webelos resource person. A registered member of the troop committee or an assistant Scoutmaster who serves as liaison between the troop and the Webelos den.



Webelos resource person. A registered member of the troop committee or an assistant Scoutmaster who serves as liaison between the troop and the Webelos den.

Webelos Scout. A Cub Scout who has completed the third grade and belongs to a Webelos den. He works on activities in the Webelos book which are suited to his age. He will be exposed to more challenging outdoor experiences including camping.

Wolf. A rank earned by a second grade Cub Scout when he completes 12 achievements in the Wolf book.



Wood Badge. Advanced training session (open by invitation only) for Cub Scout Leaders who are serving in a leader training capacity.

World Conservation Award. An award for Cub Scouts emphasizing the importance of our natural resources and our interdependence with other countries in fulfilling our mutual needs.

World Friendship Fund. A fund to which Scouts and Scouters in the United States of America may contribute to provide material help to Scouts and Scouting around the world.



“Training is everything. The peach was once a bitter almond; cauliflower is nothing but cabbage with a college education.”

Samuel Clemens, 1894

ADVANCEMENT

Advancement is one of the methods used to achieve Scouting's aims of character development, citizenship training and personal fitness. Advancement is a process by which a boy progresses from badge to badge learning new skills as he goes. We should remember that it is the effort and learning that takes place while earning the badge, and not the badge itself that is the true reward.



Cub Scout advancement is not competition among the boys. Each Cub Scout is encouraged to "do his best" by advancing steadily and setting his own goals with guidance from his family and Cub Scout leaders.

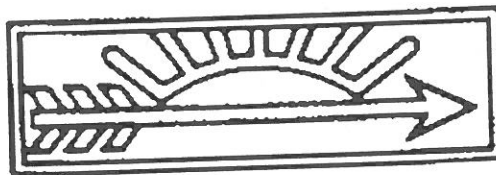
Chapter 11 of the *Cub Scout Leader Book* gives detailed information regarding advancement responsibilities from the boy all the way to the pack committee. It also contains a handy advancement checklist.

RANKS

There are five ranks in Cub Scouting Bobcat, Wolf, Bear, Webelos, and Arrow of Light. These are earned by completing requirements outlined in the Boy's handbook for each rank. The requirements are related to the boys age and each rank is more challenging than the last. The ranks and badges are outward recognition, but the real prize found on the road traveled to achieve that badge.

IT IS IMPORTANT THAT ALL BADGES ARE EARNED , AND NOT JUST GIVEN.

Chapter 11 of the *Cub Scout Leader Book* gives more detailed information on each rank.



UNIFORMING

The Cub Scout uniform is the single most visual sign that links a boy and his leaders to a world wide organization. The Cub Scout uniform sets us apart from other youth organizations that pattern themselves after the BSA. Wearing the uniform is a means of identifying ourselves openly with the principles to which we as Scouters are committed. The uniform symbolizes:

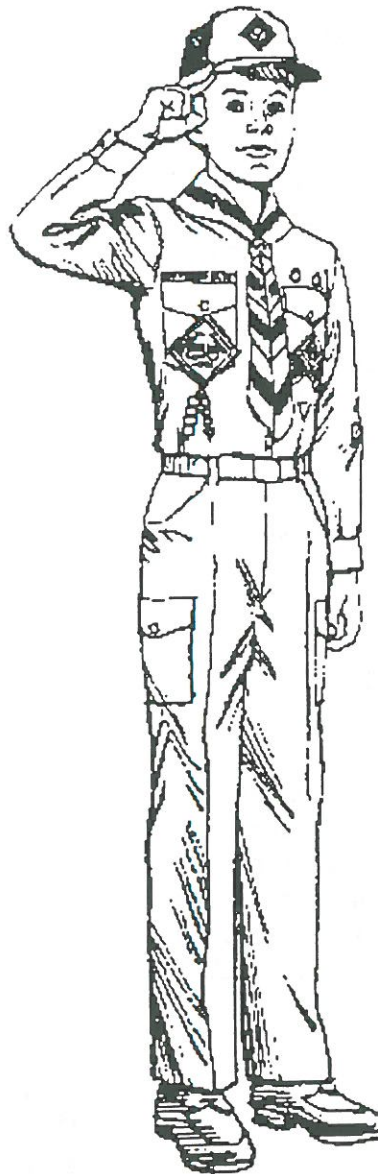
Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, ethnic, political and geographical differences together in the Scouting tradition.

Identification - It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good.

Achievement - What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

Personal Commitment - A constant reminder to every Cub Scout, Boy Scout, Explorer or adult leader of the commitment to the ideals and purposes of the Boy Scout of America.

Pride - A cub Scout doesn't become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the complete and correct uniform on all occasions.



An Insignia and Uniform Committee, made up of volunteer Scouters from around the country, is charged with the responsibility of setting the standards for the uniform. Article X of the Bylaws of The Boy Scouts Of America sets out the requirements and any changes in the uniform or badges comes only as a direct result of approval of this national committee. There is a correct place on the uniform for each badge, patch and insignia. For more accurate information refer to the *Cub Scout Leader Book*, chapter 14, or the *Insignia Control Guide*, both of which are available at the Scout Shop.

UNIFORM POLICY

The official uniform is intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall **NOT** be worn:

- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in local council approved money earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Trails End popcorn, but may not be worn to sell candy or lightbulbs as a pack money raising project.)
- When engaging in a distinctly political endeavor.
- When appearing professionally in any entertainment without specific approval of the Executive Board.

Chapter 14 of the *Cub Scout Leader Book* has more details on uniforming.



LEADER DEVELOPMENT

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

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



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

If you are reading this book, you probably have attended one of the best development opportunities for leaders. This Pow Wow is put on by the Indian Nations Council of the Boy Scouts of America and its volunteers. You as a leader should make good use of all resources available. Read SCOUTING and BOYS LIFE magazines and keep updated on program changes. The Program Helps, published both separately and in a condensed version as a centerfold to SCOUTING magazine, is a good place to search for ideas.

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

Maintain your enthusiasm. You will find that if you are enthusiastic about your leadership role and your program, it will effect other leaders and, more importantly, prospective leaders. Know what your program is about, and what Cub Scouting has to offer. If you convey this successfully and with enthusiasm, others will join in that enthusiasm. Cub Scout leaders are expected to "Do Your Best", the same challenge that we give to the boys.

BEING AN EFFECTIVE LEADER

Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is intended. A trained leader ensures that the goals of Cub Scouting are met. Training helps leaders understand the aims and purposes of the Scouting program, improves ability to work with other leaders and boys, teaches Cub Scout skills and shows how to plan an effective Cub Scout program for the boys.

A CUB SCOUT LEADER'S ATTITUDE TOWARD OTHERS

- ⇒ **Cooperative:** Knows how to work with older adults, as well as boys.
- ⇒ **Sympathetic:** Is sensitive to difficulties of others. Not absorbed by self-interest.
- ⇒ **Considerate:** Takes into account all factors involved in the other person's behavior. Doesn't jump to conclusions quickly, but is inclined to give the benefit of the doubt to others.
- ⇒ **Unselfish:** Doesn't crave the spotlight. Remembers that it's the boy who counts.
- ⇒ **Patient:** Corrects mistakes without losing temper and without embarrassing the person at fault.
- ⇒ **Encouraging:** Encourages and reinforces boys and other leaders by words of praise, commendation and thanks.
- ⇒ **Believing:** Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative. Believes they have capacity and ability.
- ⇒ **Ambitious:** Not self-satisfied



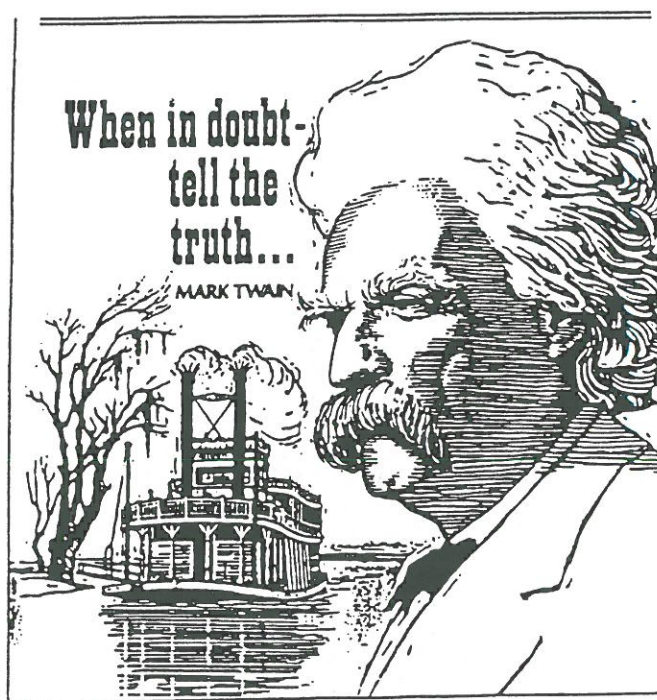
CODE OF ETHICS FOR VOLUNTEERS

As a volunteer, I realize that I am subject to a code of ethics similar to that which binds the professionals in the field in which I work. Like them, I assume certain responsibilities and expect to account for what I do in terms of what I am expected to do. I will keep confidential matters confidential.

I promise to take to my work an attitude of openmindedness; to be willing to be trained for it; to bring to it interest and attention. I realize that I may have assets that my coworkers may not have and that I should use them to enrich the project at which we are working together. I realize also that I may lack assets that my coworkers have, but I will not let this make me feel inadequate, but will endeavor to assist in developing good teamwork.

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give, but no more, I realize that I must live up to my promises and, therefore, will be careful that my agreement is so simple and clear that it cannot be misunderstood. I believe that my attitude toward volunteer work should be professional, believe that I have an obligation to my work, and to those who direct it, to my colleagues and to those for whom it is done, and to the public.

Being eager to contribute all that I can to human betterment, I accept this code of ethics for volunteers as my code to be followed carefully and cheerfully.



THE ABC'S OF BEING AN EFFECTIVE LEADER

- A - **Attitude:** Accent the positive ... attitudes determine effectiveness.
- B - **Boys:** Remember the program is for them.
- C - **Communications:** Help keep the lines open.
- D - **Diplomacy:** Be a diplomat ... always put your best foot forward.
- E - **Effort:** You'll get out as much as you put in.
- F - **Flexibility:** To be able to change and adapt.
- G - **Guide:** Guide, but don't force.
- H - **Harmony:** You can help maintain this in your pack.
- I - **Interest:** Keep interest high by KISMIF. (Keep It Simple, Make It Fun.)
- J - **Joy:** Spread it ... pass it on.
- K - **Knowledge:** Cub Scouts depend on you for this. Stay informed.
- L - **Listen:** With understanding.
- M - **Morale:** Keep your spirits high.
- N - **Nobody:** Is a nobody in Cub Scouting.
- O - **Organized:** Set goals and reach them.
- P - **Problems:** There are none ... just look at them as unresolved opportunities.
- Q - **Quandary:** Keep yourself out of this state.
- R - **Resourceful:** Know where to get materials and ideas.
- S - **Scout:** Our goal is for every Bobcat to become an Eagle Scout.
- T - **Training:** Be sure to keep yourself up-to-date.
- U - **Uniform:** Promote the uniform and set a good example by wearing it.
- V - **Volunteers:** That's most of us in the Cub Scout program ... try to recruit others.
- W - **Wisdom:** This includes perseverance, tolerance and tact.
- X - **Xtra Special:** Each Cub Scout is definitely that.
- Y - **Year:** Cub Scouting is year-round. Plan your program that way.
- Z - **Zest:** Perform your job with it.

HOW DO I RATE AS AN EFFECTIVE LEADER?

1. Do I understand my responsibilities as a leader and the responsibilities of those with whom I work?
2. As a leader, do I involve others or do I like to run to show and try to do it all myself?
3. Do I really listen to other people when they are speaking or am I just waiting for the opportunity to get in my two cents worth?
4. Do I willingly accept the advice of others?
5. Do I have a good relationship with other leaders and parents?
6. How do boys and adults respond to my leadership?
7. Do I encourage free expression of ideas and feelings from the boys and other adults?
8. When I am criticized or found to be wrong, do I honestly admit my failing or do I attempt to cover up by making excuses?
9. Can I accept others just as they are or do I judge m according to a set of standards that suits me?
10. Am I calm, confident and clear thinking or do I overreact to situations, become overwhelmed, nervous or insecure?
11. Do I have a positive image about my own abilities and talents and am I humble in using those gifts? Do I have my act together?
12. Things are changing more rapidly today than ever before. How do I react to change? Am I flexible about new ideas and methods in Scouting?
13. Do I have real trust and confidence in the people with whom I work?
14. Am I really sensitive to the needs and thoughts of the boys with whom I work?
15. Am I willing to study and take further training to help me better understand myself as a leader and to understand those with whom I work?
16. Do I appreciate and understand the thinking of today's young people?
17. Do I make effective use of the skills and talents of other leaders, parents, boys and others in the community?
18. Do I make good use of all available resources in planning a program that meets the needs and interests of the boys? Do I put the boys first?
19. Do I believe in the objectives of Scouting and work hard to meet those objectives'?
20. Does my example before others lead them toward the three aims of Scouting, citizenship training, character development and personal fitness? Do I really believe my example should be followed by others?

YOU THE LEADER

Blessed is the leader

Blessed is the leader who has not sought the high places, but who has been drafted into service because of his ability and willingness to serve.

Blessed is the leader who knows where he is going, why he is going and how to get there.

Blessed is the leader who knows no discouragement, who presents no alibi.

Blessed is the leader who knows how to lead without being dictatorial.

Blessed is the leader who seeks the best for those he serves.

Blessed is the leader who develops leaders while leading.

Blessed is the leader who has his head in the clouds but his feet on the ground.

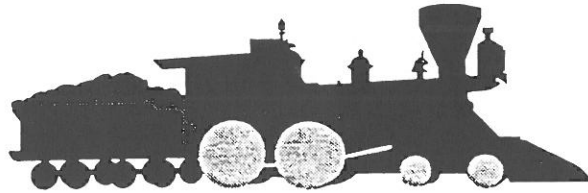
Blessed is the leader who considers leadership an opportunity for service.

Blessed is the leader who leads for the good of the many, not for the personal gratification of his own ideas.



TRAINING IS FOR EVERYONE

Training helps leaders acquire knowledge, develop good attitudes and team skills which are necessary to make the contribution to boys worthwhile. It shows how to use the many resources available to provide the best possible program for the boys and it gives confidence to carry out the program.



Fast Start: Pamphlets and video used by trainers and experienced leaders to use in coaching new leaders. This is a temporary help until new leaders can receive Cub Scout Leader Basic Training in group sessions or by personal coaching. The Fast Start tape should be viewed before attending basic training.

Basic Training: This is a job-oriented training. Each leader attends the training session which relates to his/her job. Group training dates are listed in our council newsletter, *SMOKE SIGNALS*. Sometimes personal coaching is available to leaders who can not attend the district group training sessions. Leaders are encouraged to attend basic training before (or shortly after) assuming job responsibilities so they will be qualified to conduct the program.

Roundtable: A monthly district meeting of leaders to provide program ideas on the next month's theme and activity badge, which can be used in den and pack meeting. District and council announcements may be made at this gathering. It is also an informal sharing of ideas and experiences.

Workshop: Your district may offer a specific workshop, which is usually functionally oriented. Topics for workshops might include Blue and Gold Banquet, individual Webelos activity badges, crafts and chartered organization representative training.

Pow Wow: A "don't miss it" opportunity for training, Pow Wow offers a wide variety of classes for a single day experience. In depth and hands-on training, an exciting midway and motivating opening and closing make this once-a-year event very special.

D.O.E.: (Den Leader Outdoor Experience) offers an overnight outdoor training focused toward Wolf and Bear den leaders. This experience will give the leader confidence to take Cub Scouts into the outdoors. District or Council sponsored, D.O.E.'s best calling card is that it's FUN!

W.L.O.E: (Webelos Leader Outdoor Experience) is the second part of basic training for Webelos leaders and is required for the basic training for Webelos leaders to be complete. Outdoor skills and planning Webelos campouts are among the topics covered in this fun-filled training. Also referred to as **O.W.L.** (Outdoor Webelos Leader Training).

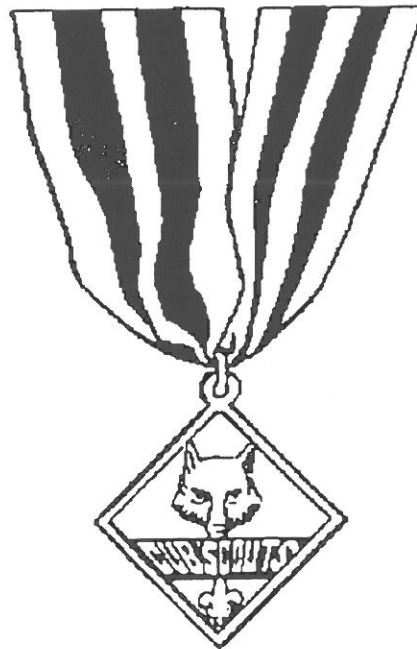
CUB SCOUT LEADER TRAINING AWARDS

The Purpose of the Cub Scout Leader Recognition Plan is to provide recognition for the leaders who produce quality units through a program that accomplishes the nine purposes of Cub Scouting. Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. Awards consist of both a Cub Scout medallion and an embroidered square knot. The square knots are representative of the medallion and are designed for greater convenience of the wearer. There is no wearing sequence for the embroidered square knot on the uniform. They are worn above the left pocket in rows of three, with the order of wearing at the discretion of the wearer. Generally, when a square knot is worn, the medallion is not worn. The medallion is usually worn on formal occasions or when an embroidered square knot is not on the uniform.

Awards need to be presented in a dignified manner at an occasion befitting with a "Cub Scout Leader Recognition Plan". Awarding the certificate is regarded as one of the highlights of the event.

APPLYING FOR AWARDS

The application for award is the completed "Progress Record" for the position award. The application is reviewed by the pack's committee and, if approved, is signed by the pack committee chairman, Cubmaster or unit commissioner. Then the application is turned in by the district to the council service center to receive the recognition.



The most successful leaders not only attend basic training but take advantage of continuing training opportunities. For additional information on training, talk to the district executive, unit commissioner or district training team members.

MAKING THE PACK GO

PACK ADMINISTRATION

There is a proverb that states that a house built on sand cannot stand; a house built on rock will last forever. This applies to Cub Scouting too. The better the foundation, the better the program. Pack administration is that foundation. It is the cohesive that holds all the pieces of the pack together because the committee, especially the committee chairman is involved directly or indirectly with every aspect of the pack from den organization to program planning (and especially) to communications. Here are some important things to remember:

THE PACK COMMITTEE

The necessary members and their qualifications and responsibilities are listed in detail in Chapter 4 of the *Cub Scout Leader Book*. This chapter also has a helpful diagram showing the structure of the pack. The one member and function that is omitted is the fund-raiser chairman and the responsibility of raising capital for the pack. This topic is briefly discussed in Chapter 10 of the *Cub Scout Leader Book*. Some packs decide to have a member of the committee take responsibility for the fund-raiser planning and execution. The entire pack must support this effort as the entire pack will benefit.

To ensure effective leadership, the pack committee should follow these seven important elements:

1. **ORGANIZING:** See that each pack leader understands their responsibility and authority. Understand how the pack fits into the total Cub Scouting picture. See that each pack leader understands how they fit into the total pack picture. See that proper equipment and material are available for use. Boys and leaders need to be promptly registered. See that the pack budget program is in operation.
2. **PLANNING:** Make effective use of resources (people, places, things and time). Plan ahead for an entire year. Work with a written plan. Plan for manpower and material. Schedule regular pack committee meetings and den leader coach-den leader meetings. Set realistic but challenging goals for the pack. Have a planned recruiting, advancement and graduation program. Plan an annual goodwill or service project. Use the boys, leaders' and parents' suggestions.



3. **COMMUNICATING:** Encourage leaders and parents to express ideas. Keep informed on how pack leaders think and feel about things. Listen with understanding. Keep pack leaders informed. Express appreciation for jobs well done (see the recognition section of this book). Make effective use of the meeting.
4. **RELATIONSHIPS WITH OTHERS:** Encourage cooperation between leaders. Encourage cooperation with district and council personnel. Carry out the Cub Scouting program enthusiastically. Always back up your leaders.
5. **UTILIZING:** Inspire in pack leaders a willingness to work toward pack goals by example. Make full use of the abilities and skills of all the people. Use your resources, inside and outside of the pack. Deal objectively with the program, keeping the boy foremost in mind.
6. **MEASURING RESULTS:** Evaluation is discussing the activity with other leaders and family members, thinking about it independently and deciding where the program was strong and where it was weak. Evaluation is an important step in planing future meetings and activities. Careful planning results in a good program; evaluation results in a better program.

Are the boys advancing? Evaluate the program and activities and adjust future programs accordingly. Does variety, action, purpose and fun measure success? Prepare an annual report from the pack committee to the chartered organization. Do you have good parent participation? Is there good attendance at pack and den meetings? Are your Webelos dens active?

7. **DEVELOPING PACK LEADERS:** Select the most qualified person available for the job to be done. Keep pack leaders informed of opportunities for training experiences and continuing development. Encourage attendance at roundtables and Pow Wow. Insist on two-deep leadership. Make sure your den chiefs are trained. Set a good example.

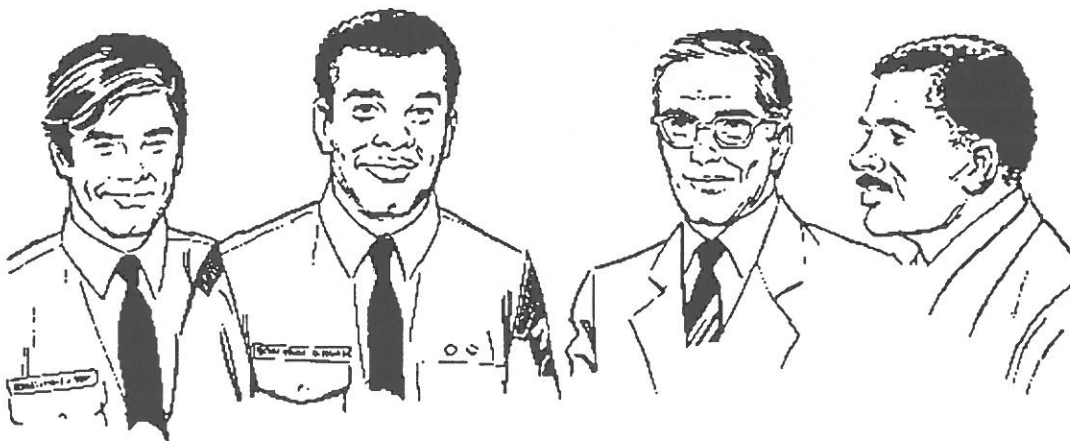


SAMPLE AGENDA OF PACK LEADER MEETING

1. Pack 30 Committee Meeting, December 2, 1994
2. Committee ties up any loose ends and confirms assignments for next pack meeting.
3. Den leaders turn in den advancement reports to the advancement chairman for next month's pack meeting.
4. Den leaders turn over den dues to pack treasurer and receive receipt.
5. Pack committee reports on pack needs, problems, and progress.
6. Detailed plans and assignments are made for next month's pack meeting.
7. Any final business or comments.
8. Meeting adjourned.

The end result is:

- The pack leaders meeting is a time saver for adults. Insted of hit-or-miss routine of phoning, buttonholing, getting together at the last minute, and floundering in details, one meeting a month takes care of this at one time.
- It encourages teamwork and is an efficient way to pool talent. When all leaders are brought together regularly, there is bound to be an exchange of ideas and abilities.
- It makes a pack strong and healthy. This is one of the most important meetings for the pack.



Listed are some of the resources that will be of value in effective pack administration. Chapter 4 of the *Cub Scout Leader Book* is a necessary resource for the basics of pack administration.

- #3220 *Cub Scout Leader Book*
- #4263 *Pack Job Description Sheet*
- #3212 *Staging Den & Pack Ceremonies*
- #3122 *Group Meeting Sparklers*
- #3222 *Cub Scout Songbook*
- #3831 *Cub Scout Leader How To Book*
- #3234 *Wolf Book*
- #3228 *Bear Book*
- #3235 *Webelos Book*
- #3853 *Webelos Den Activities*
- #7259 *Cub Scout & Webelos Scout Program Helps*
- #70-278 *Scouting's Library of Literature Scouting Magazine*
- *Boy's Life Magazine*
- *Scouting Magazine*

Many problems in pack administration arise when leaders decide to go their own way without at least considering the book way. Believe it or not, the book way works and works well. Usually what appears to be a deviation from the accepted way of doing things is based upon thorough knowledge and experience of the book methods; rather than a deviation, it is an embellishment. Read the books and follow them. It's hard to go wrong.



PACK POLICY

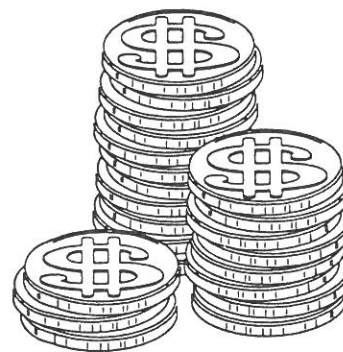
Every pack should maintain a record of the policy type decisions that are made from time to time by the pack committee. These policies should be printed, dated and a copy furnished to the parents of each new boy when he joins the pack. It may even be a good idea to date each item to show just when it was passed by the committee and became effective.

The following is a partial list of subjects that may be established as pack policy. These are only suggestions and may be altered, deleted or enlarged.

1. Collection and handling of den dues.
2. Pack money making projects.
3. Things that the pack will buy and furnish to the Cub Scouts (badges, books, Boys' Life, etc.).
4. Requirement for service to the pack by parents of the boys.
5. Requirement for permission slips to participate in pack outings.
6. Pack insurance.
7. Time and place of pack meetings.
8. Policy on organizing dens and assignment of boys to them.
9. How a boy becomes "inactive"; penalties for inappropriate behavior; activities for which inactive boys are not eligible; and how to regain active status.
10. Requirement for at least one adult to accompany the Cub Scout to pack meetings.
11. Wearing of uniform to meetings and acceptable composition of the uniform for the pack.
12. Time and place of committee meetings.
13. Membership of pack committee.
14. Campouts for Webelos.
15. Den and pack discipline of Cub Scouts.
16. Pack meeting attendance award.

FINANCING THE PACK

A very thorough outline of this subject can be found in Chapter 10 of the *Cub Scout Leader Book*. This chapter covers who pays for Scouting, the pack budget plan, planning the pack budget, collecting the dues, handling the money, financial records, pack money-earning projects, World Friendship Fund and tax deductions.



The outlined program encourages pack leaders to allow the boys to handle their dues, as opposed to parents paying a lump sum at registration time. This teaches the boys financial responsibility and its importance.

PROGRAM PLANNING

Successful program planning involves good leadership and exciting program activities. Throughout the program planning process, leaders should remember that their prime objective is to provide a high quality year-round program to each boy. It must achieve the purposes of Cub Scouting while being fun and exciting for the boys.

Program planning provides direction for the program, a sense of satisfaction for those participating and a feeling of accomplishment in seeing boys grow in knowledge, skills and expanded interest. Planning also helps make the best use of time and resources available.

Basic Concepts

- Cub Scouting is a 12 month program.
- The pack that has a 2 year general plan will add more variety by not repeating every year special events like Pinewood Derby, Cubannapolis, Space Derby, etc.
- Cub Scouting must meet the needs and desires of any boy, any place.
- The Cub Scout program is built around a monthly theme.
- Webelos dens use activity badges for their monthly program.
- The Cub Scout program should have variety, action and purpose.
- The program must be FUN for all.

Program Resources-good leaders use:

- *Scouting Magazine & Boy's Life Magazine*
- Cub Scout Helps & Webelos Scout Helps
- Leaders' handbook
- Boys' handbook
- Pow Wow books
- Cub roundtables
- Local libraries
- Other Cub Scout literature
- The experiences of other leaders

The four steps in the planning process are:

1. **Annual Planning Conference**-long range look at all program possibilities for the year (and beyond for added variety)
2. **Monthly Pack Leaders' Meeting**-to outline general plans and assign responsibilities.
3. **Den Leader Coach/Den Leader and Webelos Leader Coach/Webelos Leader Meeting**-help plan den meetings and outings
4. **Den Chief/Den Leader Meeting**-prepares the den chief to assist den leaders with their den meetings.

See Chapter 6 in the *Cub Scout Leader Book* for more information on program planning.

Boys don't join Scouting to have their character developed or to become better citizens. They join because it's FUN. With the right people providing leadership, we run the very best show in town. Remember, if you fail to plan, then plan to fail.

PEOPLE TO KNOW

District Executive: The district executive is a full-time Scouting professional in your 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. Your district executive may be contacted at the Indian Nations Council Service Center at 918-743-6125. Ask for the district executive for your district.

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: assistant district commissioners, roundtable commissioners and unit commissioners.

District Training Chairman: The district training chairman oversees all district-wide training programs for Cub Scout and Boy Scout leaders. The district training chairman is not only a good resource for answering questions but also is the person who can give details about dates and descriptions of training programs and how to sign up for these training events. The names and phone numbers of your particular district's chairman, commissioner and training chairman are available from your district executive.

Unit Commissioner: The unit commissioner provides a unit with meaningful service that brings about on-time charter renewal, quality unit awareness, membership growth and the delivery of Scouting ideals to boys. The unit commissioner is a volunteer whose main responsibility is to give service to the pack. The commissioner helps the pack by:

1. Being a friend who helps the pack to be successful.
2. Being a representative of the Boy Scout of America and ensuring that its ideals are upheld.
3. Ensuring that a unit operates within the rules and regulations of the Boy Scouts of America.
4. Helping to solve problems and offering suggestions.
5. Watching for signs of severe weakness in a unit and knowing when to call for additional help.
6. Providing for information flow between the district and the council.
7. Promoting unit participation, unit recognition and leader recognition.
8. Assisting at pack meetings, uniform inspections and other pack activities as needed.



9. Providing practical support, such as people, equipment, materials.
10. Visiting pack leaders' meetings, when invited, and assisting wherever possible.
11. Helping to establish and maintain a good pack/troop relationship.
12. Acting as a source of inspiration to unit leaders, boys and parents through his example of enthusiasm, dedication and selfless service.

The charter review meeting and presentation highlights the year of work with a unit. On time charter renewal and the Quality Unit Award for all packs is the goal of a good commissioner staff.

An effective commissioner will know about and promote the following:

- | | |
|----------------------------------|---|
| -Monthly pack meetings | -Cub outdoor programs |
| -Webelos-to-Scout transition | -Advancement |
| -Weekly den meetings | -Good chartering organization relationships |
| -Quality Unit Award | -Use of council and district programs |
| -Summertime Pack Award | - <i>BOY'S LIFE MAGAZINE</i> |
| -Pack budget plan | -Leader recognition |
| -Record keeping | -Uniform inspection |
| -Annual pack planning conference | -Charter renewal |
| -Training opportunities | -Year round program planning |
| -Parent participation | -BSA purposes |
| -BSA policies | -Fast Start training of new leaders |

The pack helps the unit commissioner by:

1. Asking for assistance before the problem becomes too large.
2. Inviting the unit commissioner to pack meetings and activities and to occasional pack leaders' meetings.
3. Inviting the unit 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 helpful observations which can strengthen the pack program.

The name and phone number of your unit commissioner may be obtained from your district commissioner.

*Don't walk in front of me - I may not follow. Don't walk behind me - I may not lead.
Just walk beside me and be my friend.*

THE CHARTERED ORGANIZATION

Every Cub Scout pack, Boy Scout troop, Varsity Scout team 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.

Chapter 13 of the *Cub Scout Leader Book* provides detailed information on the relationship between the pack and the chartered organization.

The Chartered Organization Representative or COR, previously called the Scouting Coordinator, is a member of both the pack and the chartered organization. The COR is the liaison between the pack and the chartered organization. Chapter 4 of the *Cub Scout Leader Book* lists the qualifications and responsibilities for the COR.

CHARTER RENEWAL

Each chartered organization is issued a charter by the Boy Scouts of America (indirectly by Congress) to operate a Cub Scout pack for one year. The charter year is not necessarily the same as the calendar or program year. The unit commissioner plays a big role in the re-chartering process.

Chapter 10 of the *Cub Scout Leader Book* lists in detail the steps required in the charter renewal process. Information on the annual membership inventory, the charter renewal meeting, the charter renewal application and the charter presentation ceremony are also presented.

RECRUITING

There are different methods for recruiting scouts, leaders and den chiefs. The recruitment of new scouts is a step-by-step process that is outlined in Chapter 10 of the *Cub Scout Leader Book*. This process is fairly easy to accomplish as most boys are eager to become Cub Scouts. Parents need on-going training with regard to participation beginning at the time of recruitment. Before accepting a new boy's application the pack leaders should review the parent agreement on said application. Further topics for review with new parents at recruitment time are listed in Chapter 9 of the *Cub Scout Leader Book*.



If a Cub Scout recruits a new boy into the program, he may wear the Recruiter Strip described in Chapter 14 of the *Cub Scout Leader Book*.

Recruiting leaders is the one area of Cub Scout leadership that many current leaders shy away from, yet recruiting is vital. The main obstacle the recruiter must overcome is fear of being told no. Recruiting is an objective of the pack, not a personal objective of the recruiter; therefore, if a person declines it is not to be taken personally by the recruiter and should not discourage the recruiter from further attempts.

The second thing to remember is to begin planning the recruitment very early. Think about the adults in the pack to draw upon for leadership positions. Consider also other adults who do not have sons in the pack; for example, senior citizens and others from the community. Visualize them filling those positions. Decide what strengths each will bring to their position.

The actual recruitment should be a private conversation in which neither party is distracted. The recruiter should tell the recruit that he has noticed the strengths that the recruit has and the recruiter should specifically name these strengths (i.e. organizational skills, attention to detail, good rapport with the boys, etc.) Follow up with telling the recruit that the pack would be strengthened if he or she were to fill such a position. Tell him or her the specific duties required and be honest. Ask the person to please give it some thought.



MAKING THE DEN GO

Having a smooth running den is not as difficult as you may think. Keep your activities geared to the boys age and level of interest, keep things interesting by doing different things at your meetings. And most important keep it fun. Basic training and the *Cub Scout Leader Book* will give you all the particulars on administration within your den, this Pow-wow book will provide you with a years worth of activities and ideas.

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

Use the Cub Scout Sign, don't raise your voice! If you use the sign consistently, the boys will respond. 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.



Use a conduct candle. A conduct candle is lit at the beginning of each den meeting, when the boys behavior becomes unacceptable the candle is extinguished. After several weeks of good behavior the candle burns down and the boys have earned a special treat

Make a marble jar. The marble jar works on the same principle as the conduct candle. The boys are each given three marbles at the beginning of the meeting, if a boy displays unacceptable behavior he has to give up one marble. At the end of the meeting the boys place any marbles that they have left into a jar, when the jar is full they have earned a special reward.

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.

Have a special opening and closing ceremony. The opening can set the tone for the meeting as well as signal the boys that the meeting is officially open. Your closing can reinforce the encouragement you have been trying to give them and can give them something to look forward to for the next meeting. The ceremonies can be very simple, but be sure to give them dignity and respect.

Know your boys. Knowing them will help you understand them better. Remember, every boy is different.

Let the 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. 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 uninterrupted.

Make sure your projects are well suited. Each project should fit 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, if you had trouble making your sample, you can be sure it will be too hard for the boys. In conjunction with this, it might be a good idea to have some extra puzzles or pencil games on hand for the boy or boys who are first to finish. This will keep them occupied and out of trouble while you are helping the others to finish.

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

Deal calmly and reasonably. 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 the rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

Be aware of your limitations. As a den leader you may never know what a profound 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.

Give them LOTS of positive feedback. (Don't forget your assistant and den chief, too!) Make it a point to say at least one good thing about each boy at every meeting. Don't give undeserved compliments but genuine praise. Build your Cubs up every chance you get. Remember: "It's better to build boys than to repair men!"

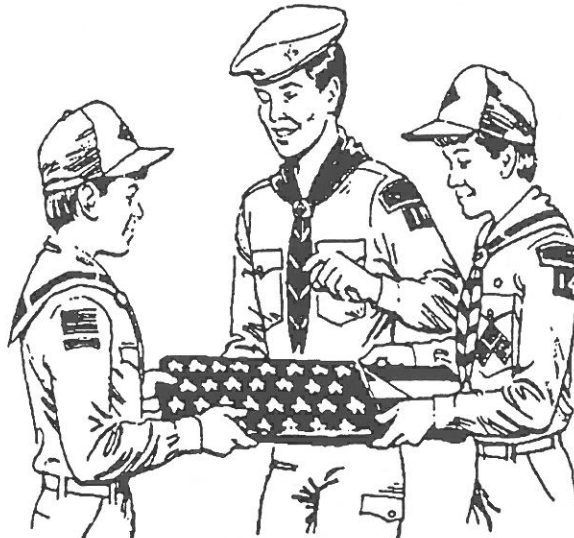
Hopefully, by using some of these techniques, you'll make your den a fun and enjoyable place to be. The boys just might have more fun being rewarded for their good behavior than getting into trouble for their bad behavior. You'll enjoy it more, too!



SAMPLE DEN RULES

1. Obey the rules.
2. Bring dues weekly.
3. Bring your Cub Scout book to every meeting.
4. Be quiet when the sign is up.
5. Bring supplies when asked.
6. Respect other's property and feelings.
7. Follow leader's & den chief's instructions.
8. Don't interrupt when someone else is talking.
9. Wipe off feet before entering meeting place.
10. Go straight home after the meeting-
11. If called down twice in the den meeting, the boy is sent home. If sent home two meetings in a row, in order to return to the following den meeting, he has to bring one of his parents with him.
12. When a boy misbehaves on an outing he will be left at home on the next outing. The next time he will be included if he can follow all the den rules.

Remember! A boy will push as far as he can, and each time a leader gives in, he'll push a little farther. There is no excuse for a group of Cub Scouts tearing up a house or furniture, and a set of rules, enforced and followed, helps prevent the possibility of destruction of property and nerves.



Den Chief: A den chief is a older Boy Scout (usually a former Cub Scout), a Varsity Scout or Explorer Scout who is selected by the Boy Scout troop unit leaders, in conjunction with the Cubmaster. A den chief is used in the Cub Scout and the Webelos dens. He is considered a troop officer. This office can be used for the requirements for Star and Life rank in the Boy Scout program. A key element in the den leadership team and as a Boy Scout, he is looked up to by the Cub Scouts in the den. He is the person whom the Cub Scouts will most likely want to follow. He should most importantly be a friend to the boys in the den.

The den chief's responsibilities include:

- See that den activities do not include Boy Scout activities that would take away from the boy's future experience in the troop.
- Attend the district Den Chief Training Conference.
- Meet as needed with adult leaders from pack or troop.
- Encourage Cub Scouts to become Webelos Scouts or Webelos Scouts to become Boy Scouts.
- Meet regularly with the den leader to review den and pack meeting plans.
- Assist the den in its part of the monthly pack meeting program.
- Help Cub Scouts achieve the purposes of Cub Scouting.
- Help the Cub Scouts on advancement requirements.
- Attend annual pack program planning conference.
- Serve as the activities assistant at den meetings.
- Set a good example by attitude and uniforming.
- Know the importance of the monthly theme.
- Know the purposes of Cub Scouting.
- Be a friend to the boys in the den.

The Cub Scout leaders' responsibility to the den chief include:

- Use him. Include him in planning meetings. Assign him specific responsibilities for den and pack meetings. Give him a copy of the schedule to be followed. He can be an important help to a den leader but only if given the opportunity.
- Let him know what is expected but let him use his own resourcefulness.
- Give him responsibility and authority according to his position. He will show how well he can handle it.
- Remember that the den leader takes the lead but the den chief is a part of the leadership team. Train him as a team member.
- The den chief should be encouraged to think, talk and act as a Boy Scout, in order to set a good example. He should be reminded to lead Cub Scout, not Boy Scout, activities.
- Encourage the den chief to help Cub Scouts with craft projects but he should not do one of his own.
- Encourage the den chief to talk about Boy Scouting. It could make the difference in motivating younger boys to join.
- Avoid placing too much responsibility on the den chief. This is as bad as giving him too little responsibility.
- Treat the den chief with respect. Cooperate with him and he will most likely cooperate in return.
- Four important words to remember: OBTAIN, TRAIN, USE, PRAISE.

The Den Aide: The need for youthful assistance to the den leader was recognized in 1930 when the role of the den chief was developed. Many times a troop is unable to provide den chiefs to a pack, so in 1983, the den aide, a new leadership role, was approved by the Boy Scouts of America.

The den aide is usually a teenage boy or girl, age 14-17, who helps a den leader succeed in bringing the benefits of Cub Scouting to the members of the den. Den aide leadership is optional with the pack and used where needed and wanted. This is a non-registered, non-membership position to be considered as a supporting role. The den aide is a substitute for a den chief or assistant den leader where neither are available.



Den aides may be recruited from a variety of sources. The most natural source is a relative or neighbor of a leader in the pack. Den aides may be brothers, sisters, cousins, sons or daughters of pack leaders. Den leaders must be involved in the selection of the den aide they will be working with but the final approval must be made by the pack committee. The den aide works under the direction of the den leader, assisting the leader in most aspects of successful operation. Packs that have den aides usually do not find it necessary to recruit den chiefs. In dens that have both a den chief, and den aide, the den leader defines the duties of each. The den leader, den chief and den aide work as a leadership team.

Den aides are effective in:

- Providing a positive, caring older brother/ sister type relationship.
- Keeping records of attendance and advancement.
- Setting up and helping to clean up after a meeting.
- Leading an activity before the den meeting starts.
- Providing individual help with craft projects.
- Helping Cub Scouts with achievements
- Helping maintain order at meetings.
- Leading games and songs.
- Getting props for a skit.
- Serving refreshments.
- Collecting den dues.

SURVIVAL HINTS FOR DEN LEADERS

What is your image of Cub Scouting? Do you see boys having fun? Do you see boys in uniform? Do you see a action-packed den meeting, or a pack meeting? Do you see families enjoying Cub Scouting together? Whatever you think Cub Scouting is -that's what it is! You CAN be a den leader and enjoy it. You have taken care of your own son for eight years and you are still fairly normal, so adding five or six or seven more boys to the roost isn't all that bad.



- The first rule is; be optimistic and grin a lot. And be prepared at least an hour before they are due to arrive, with everything in your meeting room. One enthusiast in the group always comes early. Don't feel you are copping out if you use the Cub Scout program help 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 project. You are not likely to get their undivided attention again.
- Good den leaders know where to look for supplies - they scour their garages, attics, trash barrels and neighbors' trash cans. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 8 projects the night before the pack meeting.
- Cub Scouts love to hammer, but, after your husbands favorite dinner, get him to do most of the sawing in advance. Remember to keep patient; keep I -inch bandages on hand; decide what you will do about unsavory words that might follow after the boys bang their fingers with the hammer a few times. Even if it's a bird house that has to be painted, have them use washable paint. And never leave the room full of Cub Scout all alone with the paint buckets.
- Cub Scouts love to wait their turn to use supplies or tools- it gives them time to explore your closets, to test each others' endurance to punches and pokes, and leaves time for a racing and shouting contest. Get together with the boys' mothers and make up a tool box with each boy's tools in it.
- Send a note home pinned in his shirt pocket with a corner peeking out. It's very difficult to read once the shirt has been laundered.
- Always make it clear that everyone left in your house after the meeting must take a hot bath and then clean out your garage. This spurs the Cubs to have their mothers pick them up right after the meetings and saves you driving them home.

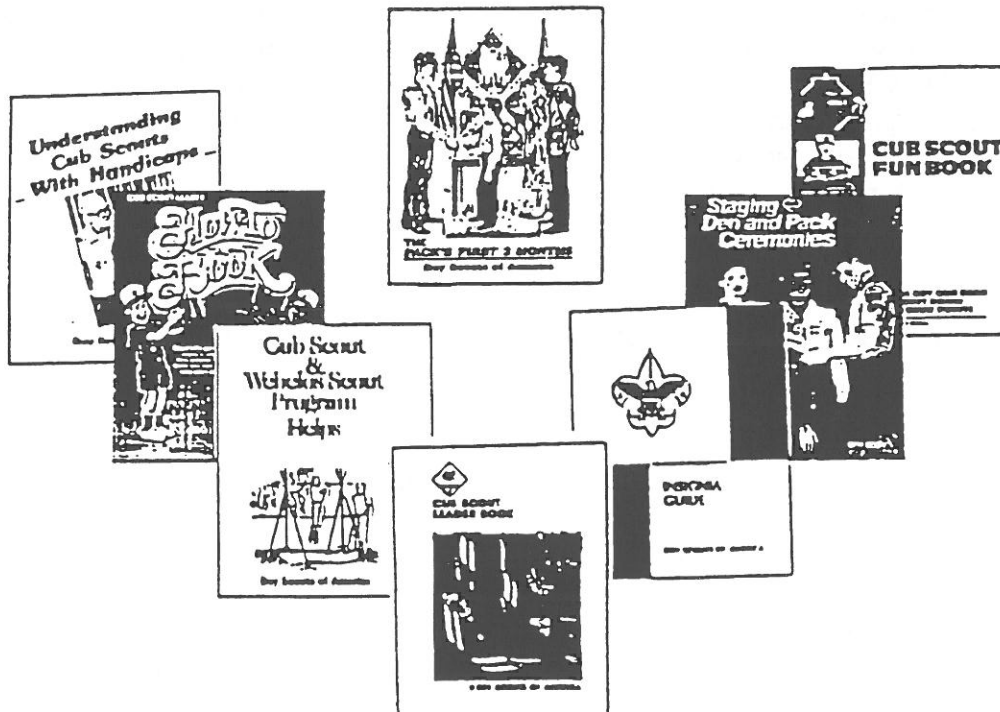
- Den leaders gain some very useful knowledge through their service. They learn that their son is quite typical and normal. He may even behave better than some other boys.
- From the beginning, establish some den rules. Let the boys help make them. Start with the ones you consider essential and let the boys add the ones they feel are important. Then post them where the boys can see them.

MANAGING RESOURCES

Where can leaders obtain the materials that are needed for den and pack activities? Who can help provide these materials? How do leaders use what has been obtained? Resources are everywhere! The creative use of resources can strengthen the Cub Scout program in the den and pack and help keep the program inexpensive. In dealing with specific resources, it is more manageable to split them into categories... people, places, and things.

Each leader should establish their own resources list on file. It is a good idea to write it down, then keep them in a specific place, in an orderly fashion. One means of keeping resources well organized is 3 X 5 cards filed in a recipe-type box. Individual leaders may make their own files or the pack committee may make a large, combined file to be available to all leaders and committee members. The den leader coach needs a well organized resource file to help the den leaders plan and execute the program.

The Boy Scouts of America publishes a wide variety of material to help the leaders plan the Cub Scout program.



PARENT/FAMILY INVOLVEMENT

The Boy Scouts of America has a deep interest in the strength of the family. Its own aim to develop boys, young men and women into participating citizens possessing good character who are physically, spiritually, and mentally fit, demands that the movement have an active concern for the family.

A child's attitudes, personality and the foundation for emotional stability are formed at a very early age. The influence of the family is primary, not only in the sense that it precedes the influence of others, but also in the sense that it is of greatest importance.

The world changes and social norms change. Social pressures come from different directions. The family faces problems today that are far different from those faced by a family only two generations ago. The Boy Scouts of America is continually examining its relevance and effectiveness so that it remains useful as a support resource for the family.

TODAY'S FAMILY

In our new and changing times the role of the family has changed drastically. Where once the family worked together and played together, family values were automatically transferred to the offspring by just being in close contact. Cub Scouting has been based on the traditional family but now is faced with a great variety of family forms. We must pay attention to the fact that a great percentage of our Cub Scouts come from non-traditional families. Types of families include adoptive, cohabitive, communal, extended, foster, same sex, shared, single parent and household headed by grandparents, aunts, uncles or siblings. This is not the scenario of the typical Beaver Cleaver household. However, as far as Scouting is concerned, whoever a boy lives with is his family.



The family, whatever the structure it is, still provides the base of security for today's youth. The caring, sharing, loving and the sense of belonging are what make good relationships. Along with the basic needs families face, they also must develop wholesome and strong personalities. It is with this in mind that Scouting helps the boy grow.

See Chapter 9 of the *Cub Scout Leader Book* for more insight into what a family is and what Cub Scouting does for families. This chapter will also include such topics as the family's responsibilities to the Cub Scout, the den, the pack, and the den/pack responsibilities to the family.

WHAT DO WE MEAN BY "FAMILY 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 ... we didn't say parent cooperation, we said participation... and the two are entirely different things. Too many times we simply send our children to someone away from home to let others worry about them. But this is not true in the Cub Scout program because the entire family participates.

Family participation is important to the success of the 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 you, the pack leader. 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 Cub Scout Program.

It isn't fair for leaders to expect cooperation and participation unless they have made it clear just what is expected. Families should know about these responsibilities before, not after, you have accepted the boy's application to join.



THINGS TO REMEMBER

1. Families will be hesitant to accept responsibilities until they "learn the ropes", so to speak. Expect them to start out slow and be especially specific when asking for assistance.
2. Make sure den leaders are aware of the family situations. This should include custody arrangements, to avoid releasing the boy to the wrong parent in extreme cases.
3. Provide for significant other adult or adoptive parent for boys of single parent families when either "Father/Son" or "Mother/Son" activities are planned.

Remember that many pack involvements need not be full time jobs-parents may only give an hour a month, perhaps to a phone chain or bake sale. Others may want only to participate in a special project for the pack such as Blue and Gold Banquet. Cub Scouters need to be creative and understand in helping all types of families to participate as fully as possible in the program. The leader must recognize that not all families can participate to the same degree. An active Scouter who feels anger about which family is participating to which degree is detrimental to the pack.

Activities should be "parent-friendly". Make sure that a couple of outgoing adults are near the door to greet everyone to make sure that families feel welcome and comfortable. Name tags are a big help. Thank families for coming. Make sure that siblings are made welcome also. If some parents seem to feel awkward about joining in, ask them to do some small task such as passing out name tags, passing out fliers, serving refreshments. In this way, they become part of the group.

MORE IDEAS TO INVOLVE FAMILIES

- Parent/guardian meetings for the pack. Consider one before the annual program planning meeting to secure input on what activities they would be interested in attending and supporting.
- Den leaders/family meetings. Den leaders should hold meetings with their Cub Scouts families to get to know them and to let them know what is expected for the den.
- Use family induction ceremonies for new families. (Ideas can be found in the "Coronations and Fancy Doins (Ceremonies)" section of this book.)
- One of the all time favorites, if used correctly, is the parent talent survey sheet. The correct way to use it is for a leader of the pack to survey the parent on a one-on-one basis.
- Another thing to insure family involvement is successful communication in the pack. See the section on Creative Communication in this chapter.
- Give parents a specific job in the den and/or pack. A request to do a specific job will get better results than a vague, "I'll be needing your help some time." Some leaders are concerned when parents do not offer to help in some way. The parents are probably just assuming that if their help is needed, you will ask for it. So don't hesitate to ask.
- Promote Cub/family outings. A group that plays together stays together-an old cliché but it really works.

- An incentive award offered to a Cub Scout's family can be used to encourage attendance at a pack meeting. This can take the form of a ribbon for- the den flag, a jar of cookies or candy for the winning den, or it can be a "cubby" award of some type.

Chapter 9 of the *Cub Scout Leader Book* has complete details on meetings with families, ideas for the "Cubby" award and information on calculating pack meeting attendance.

FAMILY RECOGNITION

Be sure to recognize families for their contributions, no matter how small or large. Ideas for types of recognitions can be found in the "Coronations and Fancy Doins (Ceremonies)" chapter of this book. Whether it be a special bead, a certificate or- plaque of some type, the important thing to remember is this recognition is very important to the individual and most important, to the boys who have a great deal of pride from their families involvement. BSA provides a Cub Scout Family Award. The certificate is available at the Scout Shop or make your own. The pack can determine the criteria for awarding it such as:

- Family represented at all pack meetings and the Cub Scout having advanced during the year.
- Family served on at least one pack project during the year.
- Family assisted on pack sponsored activity.

RELATED SCOUTING LITERATURE

"Prepared For Today" is a resource available as an instructional aid for the family in coping with today's modern situations such as:

Prepared to be home alone.
Prepared to fix something to eat.
Prepared for home safety.
Prepared for problem solving.
Prepared to feel good about yourself.

"The BSA Family Book" details a program where families are encouraged to work, share and play together, while accomplishing fun projects in order to meet the goals of Scouting.

ETHICS IN ACTION

WHAT IS ETHICS IN ACTION?

Ethics in Action is an activities program for Cub Scouts that is designed to reinforce the character building goals that have always been a part of the Boy Scouts of America. The Ethics in Action program consists of 14 activity modules that 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 part of growing up. The activities also try to enhance boys' respect and concern for others by helping them see things from different points of view. Above all, Ethics in Action activities are fun.

WHY AN ETHICS IN ACTION PROGRAM?

Our Cub Scouts today are growing up in a very complicated world. They are faced with conflicting messages that are often hard to sort out. Some peer pressure may provide boys with the positive support needed to help them do the right thing. But, on the other hand, some peer pressure may work the other way and urge boys to act in or do the wrong thing which contradicts the positive values that parents are trying to encourage.

Boys need to make good decisions based on sound values. Ethics in Action for Cub Scouts was created to do this. The 14 activities enhance character formation, which is the development and reinforcement of the qualities that are part of the Cub Scout Promise and the Law of the Pack.

The Ethics in Action activities are designed to help boys' ability to sort out values. Cooperation and communication is stressed between adult Scouters and boys, as well as the Cub Scouts themselves. Ethics in Action activities help Cub Scouts develop skills, as well as confidence in and respect for self and others. The activities also help boys understand that their actions may effect others, as well as themselves.

USING ETHICS IN ACTION

The Ethics in Action activities are introduced so leaders can fit them into the regular den schedule. The activities take little preparation and can be managed by first-time as well as experienced leaders. Training is available to introduce and explain new material. Some activities will be discussed at roundtables throughout the year.

The Ethics in Action program has been designed specifically for boys of Cub Scout age and take into account typical age related patterns of physical, mental, social and moral growth during middle childhood. The activities are challenging and relevant to youth.

THE ETHICS IN ACTION PROGRAM

The 14 activity modules in the Ethics in Action Program are each built around a single theme.

The themes are:

1. **Be a Friend.** Promotes discussion of what friendship means, and how friends act towards each other.
2. **Be Aware and Care - 1.** Discusses physical handicaps with an emphasis on blindness.
3. **Be Aware and Care - 2.** Discusses (their physical handicaps, suggests ways to prepare for getting to know elderly people.
4. **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.
5. **Consumer Alert.** Helps boys analyze commercial messages on television and in printed advertisement.
6. **Differences.** Explores attitudes towards differences in people.
7. **Fire! Fire!** Explores the responsible use of fire and deals with the kinds of decisions regarding fire that the Cub Scouts and Webelos Scouts are likely to face.
8. **Hard Lesson.** Shows boys what it is like to have learning disabilities and underscores the need for understanding problems faced by children and adults with learning disabilities.
9. **Kindness Counts.** Stresses responsibility to animals, both at home and in the wild.
10. **Peace is ...** Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.
11. **Saying Hello, Saying Good-bye.** Provides ways to help boys who are joining or leaving the group.
12. **Saying No!** Helps reinforce information that boys already know about personal safety, drug use, etc., through production of a public service announcement.
13. **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.
14. **What We Say.** Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.

RESOURCE MATERIAL AVAILABLE:

Ethics in Action for Cub Scouts Book No. 3015.

Cub Scout and Webelos Scout Program Helps (annual) No. 34267

Understanding Cub Scouts with Handicaps No. 3839A

Scouting for the Hearing Impaired No. 3061

'Prejudice' A book by David Shiman

'If You Have a Duck ... Adventures to Help Children Create a Human World' A book by Jean Kelty (1982 George Whittell Memorial Press)

Cub Scout Leader Book No. 3220A

Cub Scout Leader How To Book No. 33831 Chapter 11

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 teen-agers. 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 Boy Scouts of America. When you suspect a child had 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 law enforcement at 911 or your local police department.

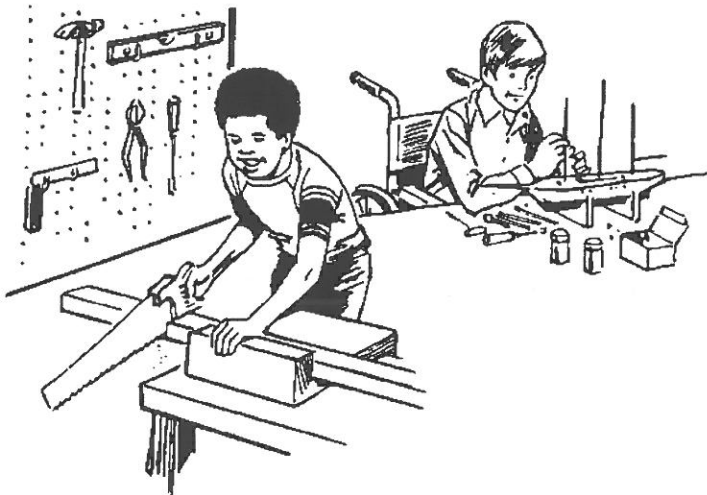
BOYS WITH DISABILITIES

A boy who has a disability is more like other boys than he is different. Scouting can give the boy a sense of worth and dignity. Anything that a leader does to separate him and make him unnecessarily different is a mistake. Being like other boys is important. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as disabled and different. The main thing is to provide the boys with fun and enjoyment.

Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. This gives him a self-confidence so many times found lacking. Use the books available, go through the achievements and allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

By belonging to a group of boys in a den, he feels acceptance. He develops feelings of being needed, independence, confidence and friendships with peers and adults.

Scouting activities helps him to develop creativity, attention span, increased verbal abilities, motivation, learning and understanding.



Scouting teaches him to compete to the best of their ability, plan start and finish a project, develop leadership and following skills, recognize others' achievements, try new things, respect differences in others, play fair and have fun and to develop and maintain friendships.

Scouting provides social activity and fun with others which is necessary for the integration of those with disabilities into society. The goal is for all to understand that a person with a disability is just that and not a disabled person.

Advancement requirements should not be watered down or eliminated for boys with disabilities, although the speed at which they are completed and the means of explaining those requirements may need to be adjusted and simplified. It may take longer for a boy with disabilities to earn his awards, but he will appreciate them even more by knowing that he made the effort. There is one exception. A Cub Scout who is physically disabled 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. It is best to include the parents in this process of determining substitutions since they are most familiar with their son's abilities.

For example: *Prepare a meal for your family.* Cub Scouts can accomplish this achievement through a variety of ways. If a Cub Scout is not able to physically prepare the meal, have two Cub Scouts or another member of his family be his hands. The Cub Scout would have to direct their assistant(s) on how to plan, prepare and cook the meal.

Planning is paramount to any successful program. Of equal, if not greater, importance when working with special needs Scouts is patience. Also, do not overestimate the boy's handicap and do not underestimate his determination to succeed and to be like others. Be careful of using labels when working with the mentally retarded. They sometimes break all the barriers in Scouting and accomplish more than they were thought capable of accomplishing.

Even if the Cub Scout is unable to participate directly, get him involved. If he can not run a relay race, 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 short hikes, with the other boys taking turns as pushers.

Much of the concern of a leader is aimed at the boys with disabilities, but it is important to remember that not too much distinction should be made between him and the other boys. The other boys in the den can become a discipline problem if their needs are not met.

Explain the "buddy" system that the den will use: One boy each week will be asked to help the Cub Scout prepare for next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the Cub Scout must be patient - not only because of the disability but because he is a Cub Scout.

If a disabled Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that you expect him to answer for his own behavior.

Suggestions for leaders working with special needs Scouts include:

- Expect problems but don't consider them overwhelming.
- Accept the boy as a person and show him respect.
- Let the boy know you care.
- Demonstrate personal discipline regarding dignity, punctuality and dependability.
- Cast aside preconceived ideas.
- Maintain a good sense of humor.
- Give directions slowly and one at a time
- Remember that repetition and review are very important for special needs boys
- Push special needs boys as far as possible. Do not pamper them because discouragement come easily.
- Remember all boys need praise but that boys with special needs may need more!

TYPES OF DISABILITIES

Blind or Visually Impaired

The term "blind" usually means that a person needs special aids or help in order to go about everyday work and play. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Visually impaired" means that a person has an impairment which can be corrected sufficiently so that it is not a disability.

Physically Disabled

"Physically disabled" concerns those who are disadvantaged or limited because of an impairment or disability that hampers psycho-social, physical, vocational and community activities.

Emotionally Disturbed

Emotional disturbances are usually due to neurological impairment. For example, hyperkinesia, hyperactivity, learning disability, perception, etc. are side effect of "negative" feedback causes the individual to perceive a poor picture of himself, thereby leading to emotional disturbance.

Epilepsy

Epilepsy is not a disease not is it a form of insanity or mental retardation. It is, in simplified terms, a malfunction of the manner in which the cells of the brain release energy.

Muscular Dystrophy

This is a general designation for a group of chronic diseases whose most prominent characteristic is the progressive degeneration of the skeletal or voluntary musculature.

Cerebral Palsy

Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to the brain, and "palsy" to muscular disorders.

Postlingually Deaf

Those who have lost their hearing at age 5 or after.

Prelingually Deaf

Those who were born deaf or lost their hearing in early years before acquiring speech and syntax. They are 95 percent of the school-age deaf population.

Mental Retardation

A mentally retarded person is one who, from childhood, experiences unusual difficulty in learning and is relatively ineffective in applying whatever he has learned to the problem of everyday living.

Mildly Retarded

A person who is limited in his potential for advanced academic achievement, but can usually be brought by educational techniques to a state of self-sufficiency as a adult.

Moderately Retarded

A person who shows a rate of mental development that is less than half of that normally expected, but who can learn to take care of his personal needs and perform many useful tasks in the home or in a sheltered workshop situation.

Severely Retarded

A person who can learn self-care, but whose potential for economic productivity is limited.

Profoundly Retarded

A person who responds to training in basic self-care and who profits from special training in such areas as behavioral control, self-protection, language development and physical mobility.



SUGGESTIONS FOR DEALING WITH CUB SCOUTS WITH DISABILITIES

Mentally Retarded

Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes

Use a variety of different activities to hold the boy's interest.

Keep instructions brief and demonstrate as you teach

Try to stimulate the program with pictures, stories, colorful equipment and visual aids.

Coordinate physical activities with art and music activities

Use attractive names for the games or activities

Repeat games and activities from meeting to meeting, to reinforce the boy's learning process.

Impaired Vision or Blindness

Circle and line formations are useful in keeping the group together

Counting and clapping help keep the blind in touch with each other

The leader should indicate where he is at all the time and should inform the group what the others are doing

Rattles and bells should be put inside balls to help the blind follow their movement

A totally blind boy should be paired with a sighted or partially sighted one, if possible.

Balls for the partially sighted should be soft, larger than normal and painted white.

The leader's voice should be loud enough to guide the group

Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

Impaired Hearing or Deafness

Speak moderately and slowly to allow for lip reading

Gestures, sign language and demonstrations should be use when giving instructions

The first activity should be something the group knows or has done before

The leader should stand where light falls on his face so that his lips can be easily read

Physical Disabilities

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backward. A wheelchair should be taken up curbs forward and down curbs backward.

In rainy weather or on wet terrain, it may be more practical and safer to use wheelchairs for those persons who normally get about with crutches.

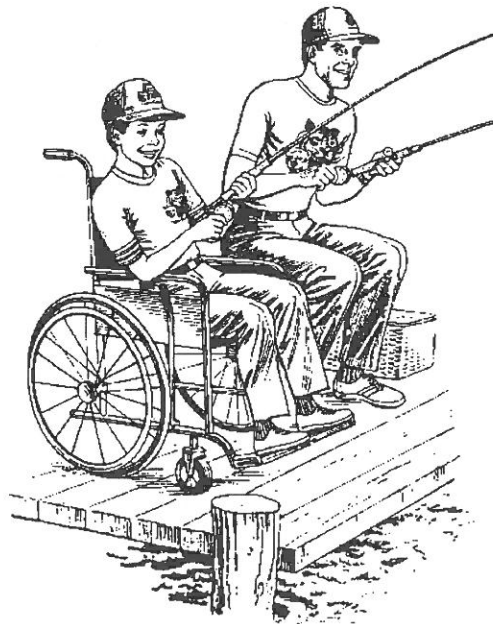
When a disabled person falls, he may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from disabled people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have crutches grabbed immediately after sitting down, leaving the individual stranded.

DEN ACTIVITY

THE MULTI-DISABLED OBSTACLE COURSE

Each den member is "disabled" by one of the following: Earplugs and blindfold, one arm tied by body, one foot tied to back of leg and on crutches, mouth taped with adhesive and earplugs. Boys then assist each other in completing an obstacle course of balance beams, walking through tires lying on the ground crawling through barrel on the ground, and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problems.



BOOKS AVAILABLE THROUGH BSA

- #3008 Scouting for the Emotionally Disturbed
- #3039 Scouting for the Physically Handicapped
- #3058 Scouting for the Mentally Handicapped
- #3061 Scouting for the Hearing Impaired
- #3063 Scouting for the Visually Impaired
- #3094 Scouting for the Handicapped Resource Book
- #3839 Understanding Cub Scouts with Handicaps
- #3900 Family Action Book
- #3901 Bobcat Action Book
- #3902 Wolf Action Book
- #3903 Bear Action Book
- #3904 New Scout Action Book

ORDER FROM EDUCATION RELATIONSHIPS SERVICE BSA

- 12-217 Thursday's Child (Mentally Handicapped)
- 12-218 Classroom Cub Scouting (In-school Scouting)
- 12-119 Books for Scouts Who have Learning Disabilities
- 12-170 We Stand Ready to Help the Mentally Retarded Boy
- 12-220 Cub Scouting is for All Boys (In-school Scouting)
- 12-226 Kiwanis - Special Kind of Scout
- 12-228 A Classroom Bonanza
- 12-230 Sign Language for the Deaf
- 12-230 Puppet Programs
- 12-234 Scouting Programs for the Handicapped

AUDIO VISUALS

- AV-462R On the Road to Light, Let None be Left Behind (record)
- AV-562F On the Road to Light, Let None Be Left Behind (filmstrip)
- AV-916 Handicapped Awareness Trail (filmstrip)
- AV-816C Handicapped Awareness Trail (cassette)
- AV-816R Handicapped Awareness Trail (record)

HELP! ADD BOY IN DEN!

DEFINING ATTENTION DEFICIT DISORDERS (ADHD)

Attention deficit disorder is a syndrome characterized by serious and persistent difficulties in the following three specific areas:

1. attention span
2. impulse control
3. hyperactivity (sometimes)

ADD is a chronic disorder that can begin in infancy and extend through adulthood, having negative effects on a child's life at home, school, and within the community. It is conservatively estimated that 5 to 10% of our school-age population is affected by ADD. That means if you have 50 children in your pack, you potentially have 5 with ADD. If you have 10 in your den, you are likely to have at least one with ADD.

The most common treatment for ADD in children is the use of a stimulant medication such as Ritalin. In many cases, the use of medication can provide dramatic differences in behavior and attention span. The use of a stimulant medication would seem to be contrary but in the ADD patient, the medication increases focus and does not provide the effects that are not normally associated with stimulants. In fact, over medication of the ADD patient with stimulants may well result in drowsiness.

There are two types of attention deficit disorder, the first of which is:

ATTENTION DEFICIT HYPERACTIVITY DISORDER (ADHD)

To be diagnosed as having ADHD a child must display, for 6 months or more, at least eight of the following characteristics prior to the age of 7:

1. fidgets, squirms, or seems restless
2. has difficulty remaining seated
3. is easily distracted
4. has difficulty awaiting turn
5. blurts out answers
6. has difficulty following instructions
7. has difficulty sustaining attention
8. shifts from one uncompleted task to another
9. has difficulty playing quietly
10. talks excessively
11. interrupts or intrudes on other
12. does not seem to listen
13. often loses things necessary for tasks
14. frequently engages in dangerous actions

The second type of Attention Deficit Disorder is:

UNDIFFERENTIATED ATTENTION DEFICIT DISORDER (ADD)

In this form of ADD the primary and most significant characteristic is inattentiveness; hyperactivity is not present. Nevertheless, these children still manifest problems with organization and distractibility, and they may be seen as quiet or passive in nature. It is speculated that undifferentiated ADD is currently underdiagnosed, since these children tend to be overlooked more easily in the classroom.

CAUSES OF ADD

In 1987 a report to Congress prepared by the Interagency Committee of Learning Disabilities attributes the probable cause of ADD to "abnormalities in neurological function, in particular to disturbance in brain neurochemistry involving a class of brain neurochemicals termed 'neurotransmitters'." ADD is related to biological factors and may be genetically transmitted..

We are just beginning to appreciate the debilitating and possibly handicapping role attentional difficulties can play on the course of a child's personality development. Some of the areas affected are:

1. Parent/ child attachment
2. Development of accurate internal representations of the world
3. Acquisition of internal structures relating to empathy, self-soothing and self-regulation,
4. Construction of a positive self-esteem system capable of providing assurance that one is wanted, worthwhile, and resilient,
5. Development of age-appropriate values and competencies
6. Obtainment of effective learning and organizational strategies.
7. Mastering age-level social skills and experiencing pro-social fun, and
8. Development of a family role that increasingly recognizes responsibility, mutuality, change and ability to successfully resolve conflict.

How can something as minor as a "little attention problem" reap such havoc? The answer is both complex and simple. Attention is at the very heart of the learning-and motivation processes. A smoothly flowing attentional stream is critical to successful adaptation. To cope well, one must attend well. Patterns of poor listening, high-strung mood, unpredictable behavior, withdrawal, lack of cooperation and failure to profit from experience bring a steady supply of feedback colored by fatigue, frustration and worry. Though it appears that parental (and other adult) feedback goes through one ear and out the other, the child does store bits and pieces of the input. Over time, this information, primarily the emotional components, gradually establishes the internal frameworks of self including: self-in-relation-to-others, self-esteem, self-image, self-control, self-gratification, self-skills, self-knowledge and self-in-relation-to-learning. The feedback ADHD children receive comes from a variety sources including their own problem solving efforts and from teachers and peers.

When negative feedback is abundant, pockets of hurt, anger, negativity and anxiety are left which will characteristically be played out in relation to authority, cooperative tasks, and specific learning contexts.

Of great concern is the development of failure expectations. Instead of approaching learning situations with expectations, of at least some success, ADHD children are often emotionally signaled by shots of anxiety and associated thoughts of alarm which warn that they cannot handle a certain task, are going to fail, or once again will look dumb or ridiculous. The response to the anxiety is invariably some form of task withdrawal, be it direct avoidance (e.g., "It's boring, forget it,") irritability (e.g., "why are you making me do this?"), distractibility, escape into daydreaming or an impulsive outburst. The bottom line for many ADHD children is that some vital forms of learning become aversive or punishing and are to be avoided at all costs.

Attentional deficits can interfere directly with auditory information processing, task approach (trying), incremental learning (the learning curve), persistence, learning from trial-and-error, sequential thinking, cause-and-effect reasoning, social understanding, judgment, acquisition of an adequate social skill repertoire (including a sense of being socially embedded and impulse control) and integrated personality functioning.

PROBLEMS ASSOCIATED WITH HYPERACTIVITY IN CHILDREN

| <u>GENERAL AREA</u> | <u>SPECIFIC PROBLEMS</u> |
|---------------------|---|
| BEHAVIORAL | short attention span, distractibility, restlessness, poor impulse control, destructiveness/noisiness |
| SOCIAL | poor peer relations, poor social problem solving skills, aggression/lying/stealing, poor self-control/high risk-taking, belligerent and disrespectful language, noncompliance to command |
| COGNITIVE | immature self-speech (internal language), lack of conscience, low average intelligence, inattention/distractibility, poor perspective on future |
| ACADEMIC | underachievement for intelligence, specific learning disabilities |
| EMOTIONAL | depression, low self-esteem, excitability, excessive frustration unpredictable/variable moods, immature emotional control |
| PHYSICAL | immature physical size, immature bone growth enuresis/encopresis, increased upper respiratory infection increased frequency of otitis media, increased frequency of allergies greater number of minor physical anomalies underreactive central nervous system, short sleep cycles high pain tolerance, poor motor coordination |

The list above is a long list of possible problems that an ADD child might experience. Each child exhibits his own particular combination of difficulties with varying degrees of severity. In social situations, such as Scouts, which are usually less structured, ADD children's energy level appears boundless and they seem untiring, creative, zestful, and somewhat reckless. Their impulsive nature and short attention span may cause them problems in structured play activities where concentration and cooperation are required and turns are taken with others. They are often seen as bossy, selfish and immature.

GIVING INSTRUCTIONS TO BOYS WITH ADD

- Maintain eye contact during verbal instruction
- Make directions clear and concise.
- Simplify complex directions. Avoid multiple commands.
- Make sure the boys comprehend the instructions before beginning the task.
- Repeat instructions in a calm, positive manner, if needed.
- Help the students feel comfortable with seeking assistance (most children with ADD will not ask for help).

MODIFYING BEHAVIOR AND ENHANCING SELF-ESTEEM

- Remember that temper and anger is a way of dealing with fear and humiliation. Remain calm, state the infraction of the rule, and avoid debating or arguing.
- Have preestablished consequences for misbehavior.
- Administer consequences immediately and monitor proper behavior frequently.
- Enforce rules consistently.
- Make sure the discipline fits the "crime," without harshness.
- Avoid ridicule and criticism. Remember, boys with ADD have difficulty staying in control.
- Monitor closely on field trips.
- Many ADD children have a low tolerance for stress. If the child's excitability level accelerates, he may be given the chance to remove himself for the opportunity to "regroup" away from the source of stress. If this can be detected early, don't "wait and see" but intervene early. Just a glance or quick verbal reminder may suffice.
- Provide ample physical activity.
- Physical contact can be used positively in getting and maintaining a child's attention. Caution should be taken to maintain this as a positive reinforcement, avoiding it's use when scolding or reprimanding.

PROVIDING ENCOURAGEMENT

- Reward more than you punish, in order to build self-esteem
- Avoid nagging, coercion and over-indulgence or ridicule. Avoid a ceaselessly negative approach such as "don't" or "stop." Praise immediately any and all good behavior and performance
- Change rewards if they are not effective in motivating behavioral change
- Provide the child extra privileges and responsibilities when appropriate.
- Teach the child how to cope with mild frustrations in allowing them time to ventilate their feelings.
- Be sure all that is asked of the child is well within the child's ability.
- Teach the child to reward himself. Encourage positive self-talk (e.g., "You did very well cooperating in the den meeting today. How do you feel about that?" This encourages the child to think positively about himself. (ERIC digest, 1989)

SUGGESTIONS FOR DEN ACTIVITIES

The setting for the den meeting should have definite boundaries. Activities should be at a specific location. They should not be told to just find any place, but told exactly where to work. There should be no free time. The Scouts should be guided from activity to activity. There should be a consistent schedule that is followed at each meeting. If a child leaves the boundaries of a den meeting, it works best if he is physically guided back to the proper location.

A few characteristics which may suggest that more structure is needed: short attention span... like to be active- constant movement...need a lot of physical space... do not know how to function in a group or discussion...incapable of thinking through a problem and may guess or let it go... try to test the rules often... work only for peer approval (class clown)... seeks leader's approval and work well for positive reinforcement-praise... does not readily express own opinion and frequently needs the leader's assistance...confused by choices...wants to be told what to do and seeks leader attention-praise... needs consistency and gets upset when there is change in the classroom-likes sameness

The "marble jar" method of reinforcing behavior works well with boys with ADD because it makes each person responsible for their own behavior, but also acknowledges the efforts of the group. 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.

SUGGESTIONS FOR PACK MEETINGS

These children need individual attention during a pack meeting to keep focused. The best way to handle this is to designate someone to be with these Scouts. This could be a den leader, assistant den leader, den chief or another adult.

LEARNING DISABILITIES

Many children with ADD also have learning disabilities. A learning disabled child is a child who has at least an average IQ but has difficulty learning in school. Current statistics indicate that 6-10% of children in the U.S. have some type of learning disability. That means if you have 50 children in your pack, you potentially have 5 with learning disabilities. If you have 10 in your den you are likely to have at least one with a learning disability.

If you take five children who are not functioning in the classroom, you may find:

- The child who is mentally retarded or impaired in some way.
- The child who is emotionally disturbed.
- The child who has not had the opportunity to learn.
- The child who may be deaf or blind.

The one remaining is the child with learning disabilities.

Children with learning disabilities exhibit a wide range of symptoms. These include problems with reading, mathematics, comprehension, writing, spoken language, or reasoning abilities. Hyperactivity, inattention and perceptual coordination may also be associated with learning disabilities but are not learning disabilities themselves. The primary characteristic of a learning disability is a significant difference between a child's achievement in some areas and his overall intelligence. The number of symptoms seen in a particular child does not give an indication as to whether the disability is mild or severe.

Learning disabilities typically affect five general areas:

- Spoken language: delay, disorders, and deviations in listening and speaking.
- Written language: difficulties with reading, writing and spelling.
- Arithmetic: difficulty in performing arithmetic operations or in understanding basic concepts.
- Reasoning: difficulty in organizing and integrating thoughts
- Memory: difficulty in remembering information and instructions.

While learning disabilities does present some challenges in Scouting, in the end, your mission as a leader is to minimize the impact of these disabilities on the boy's Scouting activities. In the end, what counts are human qualities. A person's sense of himself, his feeling of comfort with himself, and thus his ease with others are what matters.

How many adults do you know whose knowledge of spelling or trigonometry makes any difference to you? Does it matter how good your friend's handwriting is or how many historical facts he can recite? Is it Important that your friends be athletic and very scholarly as well as talented in some artistic field? The chances are that you want to be with a person who is fun and caring. You want a friend who laughs with you, not at you, who can share your worries as well as your pleasures. You want someone you can count on whose word is good, and who comes through on promises, who doesn't keep score on favors given and received. To be a good friend, to be a fine mate, to become a good parent... these are crucial roles in our society and goals of Scouting. These are the behaviors, values and beliefs that Scouting must teach all boys.

SUGGESTION FOR DEN ACTIVITIES

Keep some perspective as to the real purpose of Scouting and the activity involved - Do Your Best - not a mythical best but each boy's best.

When memorizing the Cub Scout Promise and the Law of the Pack, utilize visual aids and practice it out loud as a group.

Make reading and writing activities a cooperative and non-competitive effort. Pre-gathering puzzles are a good example of a non-competitive activity.

If the child has difficulty writing, have a parent or leader write in his book what the child dictates.

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The ADD Hyperactivity Workbook for Parents, Teachers, and Kids., Parker, H., Impact Publications (1988). Plantation, FL.

CHADD

Children with Attention Deficit Disorder
1859 North Pine Island Road
Suite 185
Plantation, Fl. 33322
(305) 792-8100

KEEPING THE PROMISE

Have you really sat down and read the Cub Scout Promise? Do you know what it means? What does it say? Every time that Cub Scout says the Promise aloud, do that young lad and YOU know just what he is saying? In this section, the Promise will be examined and explained so that your boys and YOU will understand just what is being said.

I PROMISE

A promise is your word. It's not right to make a promise and not do your best to keep it. When you break your word to someone, they might not trust you the next time you promise something. You would like for people to think of you as a person of your word. When we cannot fulfill a promise to someone, we feel bad. If you can start that Cub Scout down the right road, it will help build a firm foundation for his future.

TO DO MY BEST

This means just what it says. Do your best! You must also remember, that one person's best, might not be another's best. Everyone has limitations! These limitations can be physical, financial, mental and spiritual or even all four. The leader must consider each of those limitations. You must strive to let each boy do HIS OWN best and not compare him to others. No two boys are alike and no two boys have the same capabilities and skills. If a record is to be broken, let it be his own personal record, NOT someone else's record. If he does better than he did before, then, and only then, did he do his best

When a boy asks: "Is this good enough?", he knows it isn't.

TO DO MY DUTY TO GOD

One way for each of us to do our duty to God is to go your own house of worship, whether it be a Church, Synagogue or Temple. We must remember to thank God for everything that we have, such as friends, our family, our health and the world around us.

The Boy Scouts of America does NOT tell you what defines a belief in God or how to practice your faith or what Church to attend. Rather, it provides programs and ideals that support and compliment the practice of one's faith. The support is mutual, religious organizations are the largest sponsor of packs, troops and posts.

If a pack is sponsored by a religious organization, NO member shall be required, because of their membership in that unit, to take part in any religious ceremony. The BSA does not define what constitutes belief in God or the practice of religion. Nor does it require membership in a religious organization to be a member of the BSA, BUT it does strongly encourage, membership and participation in the programs of a church, synagogue or any religious association.

As a leader, we must respect another person's religious beliefs, even though different than our own.

If we can help boys to understand that there is a Supreme Being, who is guiding us daily, taking care of us, someone that loves us, then we just may have planted a seed that will grow and mature and that he will carry within him throughout his life. Just remember these three basic rules:

1. Reverence toward God
2. Faithfulness in their religious convictions
3. Respect for the convictions of others in their customs and religions

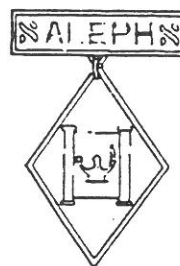
RELIGIOUS AWARDS

From the very beginnings of the Scouting movement, members have been encouraged to be faithful in the practice of their beliefs. The Cub Scout Promise, the Scout Oath and the Explorer Code, call for the Scout to pledge their duty to God.

All major churches and other religious bodies in the United States have programs to recognize Cub and Webelos Scouts who demonstrate faith, observe their creeds or principles and give service. Shown below are some of the awards that both Cubs and Webelos Scouts can earn. Please note that this is not a complete list of all religious awards for boys. More information is available at the Council Service Center, Religious Relationships Service, BSA, 1325 Walnut Hill Lane, P. O. Box 152079, Irving, Texas 75015-2709 or the addresses shown with the awards.

Here is a sample of awards for the Cub and Webelos Scouts:

Aleph (Jewish) For Cub Scouts and Webelos who have earned the Bear rank or five activity badges and have been a registered Cub Scout for at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage and Israel (*Information available at the Council Service Center.*)



Parvuli Dei (Catholic) For Cub Scouts and Webelos. Requirements cover understanding Christian love, knowledge of the Church, the home, parish and service. (*Information available at the Council Service Center or diocesan Scout office.*)

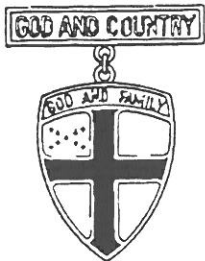
Silver Crest (Salvation Army) For Cub Scouts with at least six months active service. Requirements cover Salvation Army doctrines and history, prayer, Bible readings, and service. (Contact the Salvation Army Hdqrs. 120 W. 14th. St. New York, NY 10011)



Metta (Buddhist) Designed to help Cub Scouts and Webelos of the Buddhist faith to deepen their faith and further their knowledge and practice of Buddha. Earned by Cubs with at least three months active service, the Metta Provides deeper understanding of the Buddhist shrine, Buddhist holidays, the childhood teaching of Buddha. (Contact the Buddhist Churches of America, 1710 Octavia St., San Francisco, CA 94109)



Dharma (Hindu). For Cub Scouts and Webelos. (Contact the North American Hindu Association, 43805 Hanford Road, Canton, MI 48187)



God and Family (Baptist, Episcopal, Lutheran, Protestant) The requirements for each of these is similar. For 9 and 10 year old Cubs, under the supervision of their pastor, with parents and/or guardians as counselors. (Information available at the Council Service Center.)

Faith in God (Church of Jesus Christ of Latter-day Saints) For Cub Scouts and Webelos who have earned the Bear rank or five activity badges. (Contact the Church Distribution Center, 1999 West 1700 South, Salt Lake City, Utah 84104)



For Adults:

If you earned a religious award as a boy, you can wear an emblem on your adult uniform. The adult award earned as a boy is silver on purple.

There are also religious emblems for adult Scouters which are presented for exceptional service to boys through Scouting. Information is available from Religious Relationship Service, BSA, 1325 Walnut Lane, P. O. Box 152709, Irving, Texas 75015-2709. Some of the adults emblems are:

Shofar (Jewish) This to recognize outstanding service by adults in promotion of Scouting among Jewish youth.

St. George (Catholic) This is presented to adults for outstanding contribution in the spiritual development of Cub Scouts in the programs of the BSA.

Salvation Army Scouter's Award (Salvation Army) For Salvationists who give outstanding service to the moral, spiritual, and physical development of boyhood through or in the Scouting program of the Salvation Army.

Good Shepherd (Baptist) For outstanding service by Baptist lay persons and Pastors leading toward the physical, mental, spiritual development of Scouts through service to the church and the Scouting program at all levels.

Lamb (Lutheran) For recognition of lay people and Pastors who give outstanding service to the Scouting program.

"What YOU are is God's gift to you. What YOU make of yourself is your gift to God."

CUB SCOUT PRAYERS

Prayer can be a part of your den and pack activities. Please remember that when you pray, that all denominations beliefs must be considered. Simple prayers that give thanks to God and ask for direction and assistance are always appropriate. Below are a some prayers that you can use.

*We thank you, God, for all the happiness you give.
Teach us to thank you by the way we live;
To work and play with happiness and zest;
And all the time, to do our best. Amen.*

*Help us dear God, to love thee day by day,
To do our duty, and enjoy our play;
To keep our Cub Scout Promise the best we can;
And to do our best to help our fellow man. Amen*

O, help me keep my Promise, God, and teach me to obey. Amen

Dear Lord, Help us to understand our world more and more and know how we can help take care of the things which you have made, and keep them beautiful as you meant for them to be. Amen.

We thank you God for our pack; and for all the boys and families who are touched by Scouting. Make us strong as we work together and help other people, and as we do our duty to you and our country. Help us to remember to live by the Law of the Pack and the Cub Scout Promise. Amen.

*Dear God,
Bless all the Scouts around the world. Help us remember that we are working together to make our world a better place. Guide our words and our actions so that we can set the kind of example you would want us to set. Amen*

At Philmont Scout Ranch in Cimarron, New Mexico, Scouts and Scouters use a simple prayer to give thanks before each meal. This simple prayer is known as the "Philmont Grace."

*For food, for raiment,
For life, for opportunity,
For friendship and fellowship,
We thank thee, O Lord
Amen*



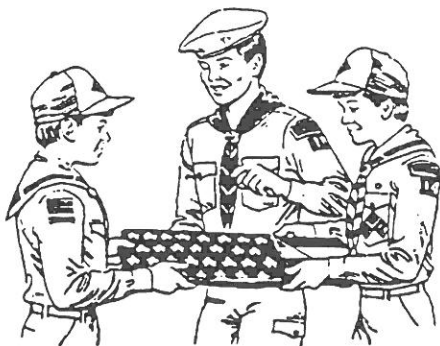
TO MY COUNTRY

Would everybody please stand proudly as Den 2 presents the colors of this great country! Hand salute, Two, Post colors! Whether its a group of Cub Scouts, or an Honor Guard from the local Armory, when you see the colors go by, I do hope that the hair on the back of your neck stands up. It should! WE, as a nation should never get complacent about what that flag has been through. The flag of the United States of America is a symbol of freedom, bravely fought for and hardily won. The flag is also a symbol of the duty of all citizens to serve in time of need, to speak out for what each considers right and help correct that which it considers wrong. It also symbolizes the duty of all its citizens to serve in time of need. When you and your Cub Scout salutes the flag, you are saluting the whole country.

FLAGS AND CEREMONIES

SOME DOS AND SOME DON'TS!

Just having a flag hanging around your den meeting is not enough. You must use that flag properly. Here are a few simple do's and don'ts on flag etiquette. Proper handling of the flag is based on common sense.



The flag is the symbol of the United States of America, known around the world, and should be treated with respect. There are many books or pamphlets available that teach flag etiquette, they are freebies, like from the American Legion or VFW, or even the local military facilities. Your local library will also have lots of information on the flag.

When a Cub Scout salutes the flag he is showing respect and courtesy to his country. The universal Cub Scout salute is made with the right hand, with the first two fingers touching the tip of the hat or forehead if NO cap is worn. Cub Scouts in all lands, use this salute. Didn't I say it was universal?

When in uniform, always stand at attention and salute the flag with the Cub Scout salute, using the right hand. When not in uniform, stand at attention, and put the right hand over the heart. If the boys (adults too!) are not in uniform and are wearing any kind of hat or cap, they should take the hat off and place it over the heart.

When the National Anthem is being played, always stand at attention. Remind your boys not to horseplay during the anthem. If anything, encourage them to sing out as it is being played. It's a nice song.

What if the flag can't be seen? No problem, just face the music. Turn to the direction that the music is coming from. It is a pretty safe bet that that is where the flag is. If your boys play baseball, tell them they should take their ball caps off and place it over their hearts. They might be the only one at the time, but after awhile, they all will. Especially after they find out that it looks pretty neat doing it. Contrary to popular belief, the last two words of the National Anthem are NOT "PLAY BALL!!"

What about at a parade? Should you salute the flag as it passes by? You bet!! Salute the flag when it is about 12 feet in front of you and drop the salute when the flag is about 12 feet past you. If there is a flag draped coffin, the flag demands the same respect as if it were on a staff. If "Taps" is sounded, it is also customary to render a hand salute.

What about when the flag is being retired for the day? When do you salute? Easy, as the flag starts down the flag pole, you start the salute and as soon as the flag is gathered up, you drop the salute.

Examine the flag periodically! Look at the ends that flap in the breeze. They will fray and as soon as they start to get frayed, the flag will deteriorate quickly. Take the flag and trim the frayed ends and then sew it. There is nothing wrong with re-hemming the flag. This will extend the life of your flag and both you and the flag will like it.

Always hoist the flag briskly, and lower it slowly. If you are raising the flag to half mast, raise the flag to the top and then lower it to half staff.

Never let the flag touch the ground.

How long can we display the flag? The flag should be flown from sunrise to sunset. If you display a flag at night, it should be lighted.

What days should you display the flag at home? Here are 17 ideas for you to ponder!

New Year's Day

Easter Sunday

Flag Day

Columbus Day

Inauguration Day

Loyalty and/or Law Day

Memorial Day

Constitution and/or Citizenship Day

Christmas Day

Lincoln's Birthday

Mother's Day

Labor Day

Veteran's Day

Washington's Birthday

Armed Forces Day

Independence Day (4th of July)

Thanksgiving



FLAG FACTS

Do you know what a halyard is? Have you heard of the union Jack? Some terms you can use when you talk about the flag and how to treat her.

- The **halyard** is the rope used to raise and lower the flag.
- The **jack** is the blue portion of flag with the stars on it. On ships and boats, the jack is flown on a mast up forward of the vessel, and the flag is flown over the fantail or stern of the boat.
- The **staff** is the pole that the flag is flown on.
- To **furl** a flag is to wrap it tightly when storing it.

THE ANSWER IS--BETSY ROSS!!!!

And for \$300, what is the question? OK Alex, Who made the first flag? That's correct. But can we prove it? No, not really, but it is a good story. Checking the National Archives, it does say that Elizabeth Ross was employed by the government as a flag maker. Tradition does tell us that George Washington and Robert Morris called on Betsy Ross to make the first flag which they had designed. They kept the 13 stripes from the first Colonial flag, but replaced the Union Jack with a field of blue with 13 stars. As the story goes, it was Betsy Ross that came up with the five pointed star. Did you know that Betsy Ross's House is still open in Philadelphia and it is a National Shrine?

June 14th is celebrated as Flag Day, as this being the day that Congress passed a resolution that the flag of the thirteen United States be of thirteen alternating red and white stripes, that the union be thirteen stars on a field of blue, representing a constellation.

Do you know the significance of the colors? They are defined as

- **White** signifies Purity and Innocence
- **Red** signifies Hardiness and Valor
- **Blue** signifies Vigilance, Justice and Preserving

"Where liberty dwells, there is my country."
-Thomas Jefferson

FLAG CEREMONIES

If the flag is carried from the back of the cafeteria or in a parade, here are some simple rules to follow that will make your ceremony look great and be proper.

THE AMERICAN FLAG IS ALWAYS ON THE RIGHT !!!!!

The bearer is the guy carrying the American flag. Wherever he is, he should be to the right. In other words, if he is in the back of the room, waiting to bring the flag up to the stage, he is on the right hand side of the room, and the Pack flag is to his left. When he turns to face the rest of the Pack, the flag must be to the right of the audience (or the speaker's right if there is a podium).

THIS IS WHY THEY ALWAYS CROSS IN FRONT OF ONE ANOTHER WHEN THEY REACH THE FRONT OF THE ROOM.

Did you ever wonder why they did this???? Here's why! When crossing in front of the group, **NO OTHER FLAG SHOULD COME BETWEEN THE PEOPLE AND THE AMERICAN FLAG.** This means that when the flags criss-cross in the front that the Pack flag goes around to the outside.

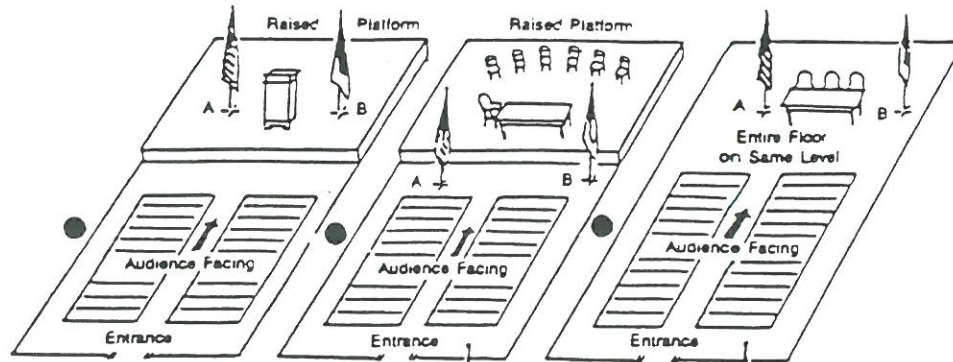
RULE OF THUMB-If you are carrying an odd number of flags, the American flag **ALWAYS** goes in the middle, but with even numbered flags, the American flag **ALWAYS** goes to the right.

OPENING IDEA

Have your Cub Scouts bring a flashlight to the Pack meeting. Stress to them that you need fresh batteries. At the Pack meeting, have a fairly large box fan off stage or behind a curtain. Turn the fan on so that you have a nice breeze blowing across the flag, **from left to right**, and when it comes time for the flag ceremony, have everyone stand, turn their flashlights on and point them toward the flag. Turn off the lights in the auditorium and then sing the National Anthem, or God Bless America, or America, the Beautiful. It really looks nice and sounds great. Oh yes, then have the flashlights put away or the Cubmaster will have lights in his eyes for the rest of the meeting.

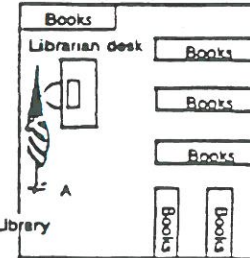
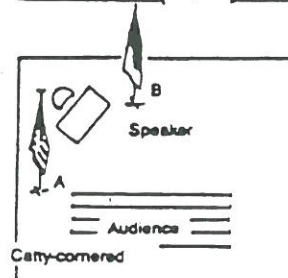
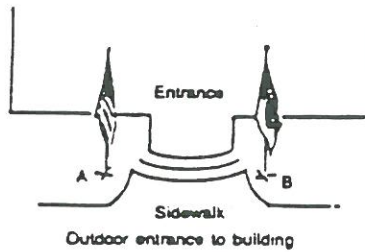
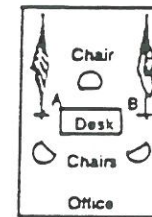
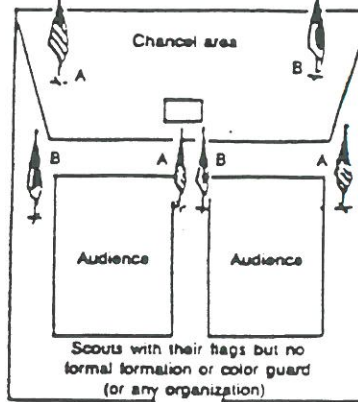
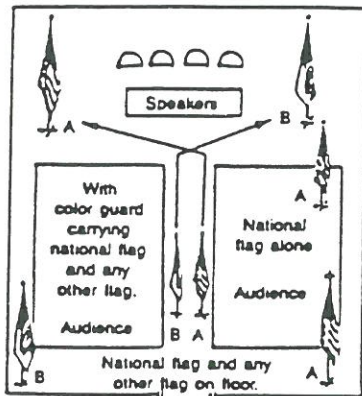
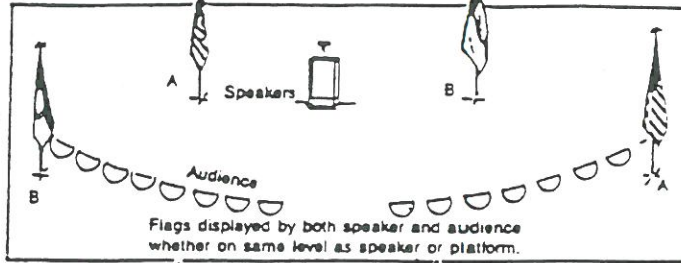


FLAG POSITIONS



Note: A stands for the national flag, B stands for any other flag.

Diagrams 1-2-3-4 apply to lecture halls, classrooms, club rooms, churches, auditoriums, etc.



A FLAG CEREMONY

"NOT JUST PIECES OF COLORED CLOTH"

PROPS: PIECES OF RED, BLUE AND WHITE CLOTH or PAPER, LARGE ENOUGH FOR THE AUDIENCE TO KNOW WHAT THEY HAVE IN THEIR HANDS. A LARGE BOX WITH ANOTHER BOX INSIDE IT.-AMERICAN FLAG IN THE SMALLER BOX. 3 to 5 Cub Scouts.

Have a large cardboard box, painted all one color (it looks better!) and inside the box, have another box, and inside that box is a folded American flag, with the corners up so that the flag can be picked up. The box can be on the floor, on a chair or on a table.

Have one den member walk up to the box, and drop **BLUE** colored strips into the box.

The Cubmaster recites, The color blue is from the sky of America, the blue of loyalty and truth in American hearts.

The second Cub walks up to the box, and drops in the **WHITE** strips.

Cubmaster says, The color white is for purity of heart and service to America.

Now the third Cub walks up to the box. And drops the **RED** strips in the box.

Cubmaster says, The red is for the blood shed during America's history and the proud glory of our flag.

Now two Cubs walk up to the box and slowly lift up the flag, while the Cubmaster says, Together these bright colors and the things for which they stand, combine to make the pride of our hearts, the Flag of the United States of America.

FYI- Any dialogue here is proper. Use your imagination.

Remember, when you have your opening at the Pack meeting, you are NOT locked into having the flag brought up from the back of the room, saluting the flag and reciting the Pledge of Allegiance. Try singing, "America, the Beautiful" or "God Bless America".

PLEDGE OF ALLEGIANCE

Do you know who wrote the pledge? Ah ha, Think about it like this,---**For \$400, the answer is!.....Francis Bellamy.** I know the answer Alex, **Who wrote the Pledge of Allegiance?** In 1892, on Columbus Day, it first appeared in the "Youth Companion". Mr. Bellamy was also the one who got President Harrison to sign a bill that the American Flag will fly over every school in the country. This was done as to impress upon our youth the patriotic duties of American citizenship. In June of 1954, President Eisenhower approved amending the pledge to include the phrase "Under God".

The following is a means of explaining the meaning of the Pledge of Allegiance. It can be used as an opening. Red Skelton got the idea from a schoolteacher. He first broadcast it in 1969.

RED SKELTON'S PLEDGE

| | |
|-----------------------------|--|
| I | me, and individual, a committee of one |
| PLEDGE | dedicate all of my worldly goods and give without self-pity. |
| ALLEGIANCE | my love and devotion. |
| TO THE FLAG | our standard, Old Glory, a symbol of freedom, wherever she waves there is respect because your loyalty has given her a dignity that shouts "FREEDOM IS EVERYBODY'S JOB". |
| OF THE UNITED | that means that we have all come together. |
| STATES OF AMERICA | individual communities that have united into 50 great states. Fifty individual communities with pride and dignity and purpose; all divided with imaginary boundaries, yet united in a common purpose - love for country. |
| AND TO THE REPUBLIC | a state in which sovereign power is invested in representatives chosen by the people to govern . . . and government is the people; and it's from the people to the leaders, not from the leaders to the people. |
| FOR WHICH IT STANDS | |
| ONE NATION UNDER GOD | meaning, so blessed by God. |
| INDIVISIBLE | incapable of being divided. |
| WITH LIBERTY | which is freedom and the right to live one's own life without threats or fear of retaliation. |
| AND JUSTICE | the principle or qualities of dealing fairly with others. |
| FOR ALL | which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine. |

TO HELP OTHER PEOPLE

When a Cub Scout speaks this, do you think he knows what it means? How often has he helped other people? Helping Mom and Dad around the house is not exactly what this means. The roots to helping others starts at home, but anytime a person can spread a little kindness around, it sure is nice. Hopefully he has already helped out at home, taking out the garbage, raking the leaves in autumn, or helping to wash the family pet, all without grumbling, before, during and after he has done that chore. Now it's time to branch out. To help other people!

As a good leader, this is where you come into the picture. You will suggest to the committee of a nice project, or they might have an idea as to a good project that the Pack can do. It may be going to a nursing home at Christmas time to sing carols, or maybe just taking some Christmas cards to people in a nursing home.

Is there an elderly person or couple in your neighborhood? How about raking leaves in the fall. Or cleaning the snow off their walk all way up to their front door. If the snow is really heavy get the parents to help out. This could give the adults in the Pack some warm fuzzies to do something for someone less capable.

Say here's a good idea!! At the local mall, the local TV station here in Tulsa, has set up a Christmas tree with little paper angels on it, with a child's name, age and gender written on it. They ask that you buy a gift, wrap it, place the tag on it, and take it back to the mall. That gift is given to a child that will have nothing at the holidays. This would be a good way to have your Den recognize how fortunate they are.

"Those who bring sunshine to lives of others cannot help but bring it to themselves"

PACK AND DEN PROJECTS

Ask your chartered organization if they have anything that young boys can do! See what type of work needs to be done. Is your chartered organization the Kiwanis Club or another service group? Do they salute the flag before their meeting? Maybe the boys can do the flag ceremony.

Plant trees around Arbor Day. The Extension Service at OSU will donate some saplings to the Den for planting. It will also provide some nice fresh air for you and the boys.

How about a contribution to the World Friendship Fund? or the World Scouting Fund? Or how about collecting food for the local food bank?

Don't get locked into just these ideas. There are many worthwhile service projects available that can teach the boys the importance of duty to their community.

CUB SCOUT WORLD CONSERVATION AWARD

If your Pack or Den has participated in a conservation project you have completed the major requirement for the World Conservation Award. Details on the award are in the back of the boys books. Worksheets are available at the Council Service Center. Briefly, the requirements are:

WOLF: must do the Wolf Conservation Achievement and complete all the arrow points in two of the following electives PLUS take part in a Den or Pack conservation project:

- 13-Birds
- 15-Gardening
- 19-Fishing

BEAR: must do the Bear Wildlife Conservation achievement and complete all arrow points in two of the following electives PLUS take part in a Den or Pack conservation project:

- 2-Weather
- 12-Nature Craft
- 19-Water and Soil Conservation

WEBELOS: must earn the Forester, Naturalist and Outdoorsman activity badges in addition to taking part in Den and Pack conservation projects.



AND TO OBEY THE LAW OF THE PACK

The Cub Scout follows Akela

Akela is leader. (AH, kay lah) To the Cub Scout, Akela can be many people, Parents, Grandparents, Guardians, Den Leader, Cubmaster, Teacher, a Religious leader or Law Enforcement officer. These people all take on the position of Akela. The story of Akela, the wolf, is in the Wolf Scout Book, share it with your boys, they will enjoy it. In the Cub Scout leader book it says that in order to be a good leader you must first be a good follower. This is what the Cub is doing when he says the Law of the Pack.

The Cub Scout helps the Pack go

Without boys there is NO Pack. If the boys are not kept busy with a fun den meeting and Pack meeting, the boy will become disenchanted, and go elsewhere. They will find some place that is fun. You need them as much as they need you.

The Pack helps the Cub Scout grow

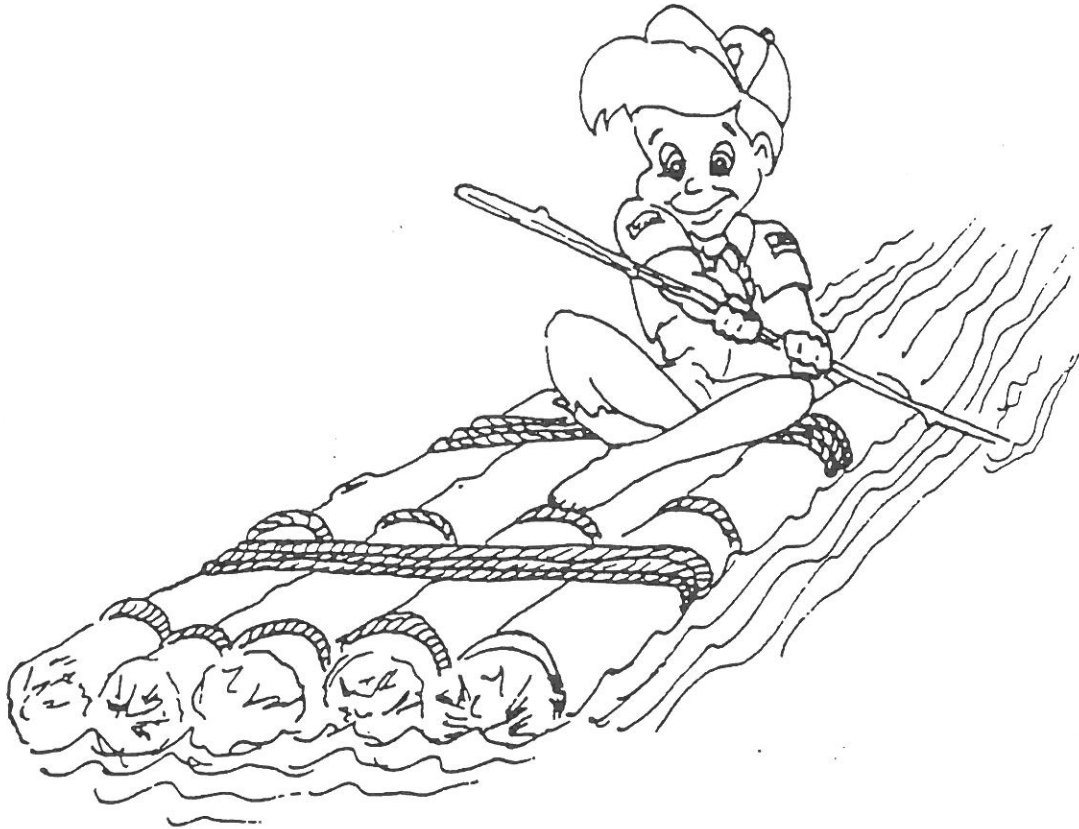
Have you heard about the Pack that had dull meetings?. They just didn't have any spark? IT WAS BORING!!!! The den meetings were dull too!!! The Pack meeting was just some guy standing up front talking for about an hour, and handing awards to the Cubs. That Pack didn't last very long or it never got any bigger.

If you have good den meetings, and exciting Pack meetings, you will have to bolt the doors shuts to keep the whole neighborhood from crashing your doors trying to get to YOUR meetings. Does this concept boggle the mind? It's just the way it works!!!!

The Cub Scout gives goodwill

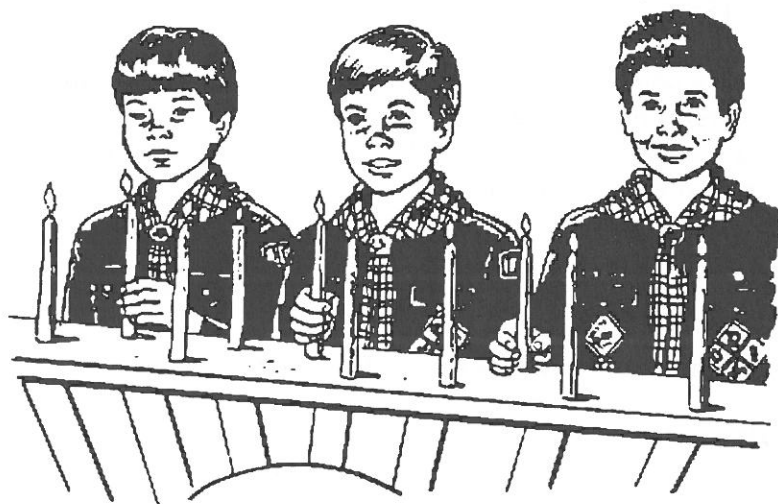
This goes hand in hand with what was mentioned earlier, TO HELP OTHER PEOPLE. You as a leader, show the boys just how to give back something. It is a good feeling when a Cub does what he is expected to do, but it's an even better feeling when he does more than he is expected to do. You, as a leader should help these boys look for ways to make others happy. The small things are just as exciting as the larger. Goodwill is anything that makes life a little easier and more pleasant for someone else. Remember, the operative word here is "GIVES".

"Life is like an echo....what you send out comes back."



“You give but little when you give of your possessions. It is when you give of yourself that you truly give.”

Kahlil Gibran, The Prophet



CEREMONIES

The high point in men's lives have always been marked by CEREMONIES. The most important things have been marked by ceremonies your graduation from high school or college, your wedding, joining the church, or christening of your children. SO IT IS IN SCOUTING... the highlights are marked by CEREMONIES.

In Cub Scouting, we use 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 by awarding Wolf and Bear badges, Webelos Arrow of Light, activity badges and arrow points and recognizing parents at the same time.
- To honor pack leaders by recognizing the den chiefs, den leaders, Cubmaster, assistants, Den Leader Coaches, Webelos den leaders and pack committee.
- To make visitors and guest welcome by making them 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, 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.

A GOOD CEREMONY IS:

- ⇒ Short, simple and to the point. Don't use fancy words the boys will not understand.
- ⇒ Audible. Make sure everyone can hear,
- ⇒ Rehearsed. It does not have to be word perfect if the general idea is still there.
- ⇒ Varied. Don't use the same ceremony too often.
- ⇒ Presented in a dignified atmosphere.
- ⇒ Dramatic. Use props and costumes when necessary, and keep them simple.
- ⇒ Focused. Make the people to be recognized the center of attention.
- ⇒ Animated. Includes plenty of action
- ⇒ Meaningful. Uses symbolism, as it appeals to the imagination.

CEREMONIAL PROPS

A few attractive props helps set the scene for an impressive Pack Meeting. A little "showmanship" along this line shows the boys and their parents that your Pack really cares that they came to the meeting and that you are prepared for it. Many props can be made from scrap material and need not be expensive. Below are some suggested props and ways that they can be used.

1. Cub Scouts can be used to form a human bridge or passage for graduation ceremonies (Tiger Cub to Cub Scout, Cub Scout to Webelos or Webelos to Boy Scout).
2. Candles always lend an air of dignity to an advancement ceremony. They can be mounted in a special advancement prop or hand held using aluminum muffin cups to protect hands from hot wax.
3. Artificial campfires can be created by use of artificial logs made of cylinders of brown poster board or construction paper. Fashion a tent or tepee of these logs and then place them beneath a string of independently blinking red, orange and yellow cool Christmas lights and you will have an impressive artificial campfire. Line the inside of the logs with aluminum foil to enhance the effect.
4. Costumes and theatrical props can add drama to your pack ceremonies. An indian costume, knight's costume or patriotic costume can emphasize a theme or remind the Cubs of qualities that represent good leadership.
5. Oversized replicas of the Bobcat, Wolf, Bear, Webelos and Arrow of Light badges are great ways to enhance your advancement ceremonies. These can be homemade if you have an artist in your pack or can be purchased at the Scout Shop.
6. Den Chiefs in their Boy Scout uniform are great ceremonial participants. Using Den Chiefs in ceremonies gives them a feeling of usefulness and reminds the Cubs of their own eventual goal of becoming Boy Scouts.

Props can be as simple or as elaborate as your time and money will allow. Remember always that the purpose of any ceremony is to impress, assist or recognize the Cub Scout and not to stage a major production.

TIGER CUB CANDLELIGHT INDUCTION CEREMONY

Personnel: Cubmaster, Committee Chairman, Den Chief, Tiger Cubs

Procedure: Tiger Cubs wait outside room with Den Chief. Table is placed at front of room holding large Cub Emblem and three candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stands behind the table.

CM: Who wishes to enter this meeting room?

DC: Den Chief _____ with Tiger Cubs to join this Pack.

CM: What are the names of the Tiger Cubs?

DC: (Gives names of all Tiger Cubs)

CM: Bring the Tiger Cubs inside.
(DC brings Tigers into room and leads them to the front of table. He then takes a seat.)

CM: (To Tiger Cubs) You have entered from the darkness into the light symbolizing Scouting. This candle (lights one) stands for the Spirit of Scouting. You will learn a great deal, you will have a chance to help others and you will have fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me. (Lights candle representing the Promise) (CM gives the Cub Sign and begins Promise)

CC: The Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.
(CC gives sign and leads the boys in the Law)

CM: Remember well the Promise and the Law of the Pack and use them as your guide for personal conduct in the years to come.

And now, we ask that the parents of these Tiger Cubs come forward to receive the patches and certificates for their sons.

(CM presents patches and certificates to parents, who in turn give them to their sons.)

You will work with your sons on their achievements and electives. You will find that you will learn as well as your sons and have fun with him.

(To boys) Congratulations! And good Scouting to you all (Salutes)

BOBCAT INDUCTION CEREMONY

- Personnel: Akela (Cubmaster); Asst. Cubmaster; Bobcat candidates and parents
- Equipment: Webelos candle board with Arrow and seven candles on arc and one candle in front as Spirit of Cub Scouting; Bobcat pin

Bobcat candidates are out of the room with Asst. Cubmaster. They are let into the room which is lighted only by the Spirit of Cub Scouting candle.

- AKELA: Who comes there?
ACM: Boys in search of the joys of Boy Scouting.
AKELA: Whom do you seek?
ACM: Akela, the great Spirit of Cub Scouting.
AKELA: Are these boys wise in the ways of the Bobcat?
ACM: They are, Akela.
AKELA: Show me.
(Candidates repeat Cub Scout Promise and Law of the Pack)
AKELA: Cub Scouts, you have passed the test necessary for your entrance into the great game of Cub Scouting. You have repeated the Promise and the Law of the Pack. You have assumed responsibility that is not light; and have agreed to do your best, to help other people and to obey the Law of the Pack. These tasks are not always easy, but they are ones from which you will get much pleasure and satisfaction.

The totem before you represents the flight of time (the arrow) and the rising sun (the semicircle). The seven candles across the top represent the spirit of Cub Scouting. These seven candles also have another meaning. The first candle means "I promise to do my best" (lights candle); the second means "to help other people"; the third means "to obey the Law of the Pack"; the fourth means "the Cub Scout follows Akela"; the fifth means "the Cub Scout helps the pack go"; the sixth means "the pack helps the Scout grow"; and the last "the Scout gives good will".

Notice the brightness of things about us. The totem now represents a boy who is living the Cub Scout Promise and obeying the Law of the Pack. When a Cub Scout does not obey the Promise and Law of the Pack, it is very noticeable, just as this darkness. (snuffs out candles)

When the Cub Scout does his best, the pathway is brightened again. (re-lights candles) You will notice that it is the Spirit of Cub Scouting that helps us keep the Promise and the Law.

We welcome you to Pack _____. May your Cub Scouting light brighten the way for your mother and dad, who will now come forward and present you with your Bobcat pin.

WOLF & BEAR TRAIL ADVANCEMENT CEREMONY

If your father were an Indian Chief and your mother were an Indian Squaw, you would learn all the secrets of the great forest by going into it yourself. You would have to follow the tracks of the Wolf and the Bear to learn their habits.

On the trail you would see and learn many things. You would see how the beavers work together to build their mighty dam. You would watch the strong-winged geese in flight, following and obeying their leader. By a stream you would watch men of your tribe gathering birchbark, and building a big war canoe. Yes, working just like beavers, and following their leader just as the strong-winged geese do.

Each day you would venture a little farther into the forest, follow the tracks another mile or so. Each day you would jump across a wider stream or climb a taller tree. You would be getting stronger and stronger as you learn more and more about the rocks, trees, birds and animals. You would become braver, too, because your wider knowledge and greater strength would make you braver.

Your adventure would not always be in the woods. One day it might be at the side of the arrow-makers, where you would learn to make arrows. You might learn to weave a blanket or build a wigwam another day.

Each night you would tell the story of your adventure to the Chief and to your Mother. They would praise you, or give you helpful suggestions so you would be prepared for greater adventures tomorrow.

You may be thinking, "But, I'm not an Indian boy!" Well, that is true. However you have teachers in school to help you learn many things it would take you a long time to find out for yourself. Your mother can help you learn to do many useful things around the house. Your father, though he may be a Big Chief in his job, will be glad to take you fishing.

"But, I can't follow the trail of the Wolf or the Bear like the Indian boy" you say. Oh yes, you can, and there are lots of people ready to help you. That is what Cub Scouting is. Your leader, the Cubmaster, will show you the way. Your Den Mother will help you learn the skills like the arrow-makers; and teach you to jump like a deer, run like the fox and build like the beaver. Just follow the Wolf trail through the pages of your Wolf book and you will get all the fun and thrills the Indian boy had when he first ventured into the weird, twisted underbrush of the Great Forest.

Each night you have done something described on any page of your Wolf book, go to your Mother or Dad or both, and show or tell them what you have done. One of them will sign your book, showing they think you have done your Achievement well.

Tonight we have boys who have completed all 12 Achievements to earn the Wolf and Bear badges; and others who have completed elective requirements to earn arrow points. They have come a long way up the Cub Scout trail. (Call boys and their parents forward to receive awards)

WEBELOS INDUCTION CEREMONY

Personnel: Webelos Den Leader, Webelos Den Chief, Cub Scouts, Parents.

Equipment: Webelos Den Flag, Webelos Colors, Webelos Cap, Webelos Neckerchief, Webelos Scout Book.

Positions: Webelos Den Leader and Webelos Den Chief stand at front of room. Webelos Den Chief holds the Webelos den flag.

LEADER: Tonight, boys name(s) is/are attending his/their last Pack meeting as a Cub Scout. Will these boys and their parents please come forward.
(CUBS AND THEIR PARENTS COME FORWARD)

LEADER: (Shakes hands with boys and parents) We're happy to welcome you to our Webelos den.

DEN CHIEF: Please grasp the den flagpole with your left hand and give the Cub Scout sign with your right hand. Will you promise to do your best as a member of the Webelos den?

CUB SCOUTS: I promise to do my best.

DEN CHIEF: (Pin colors on shoulder seam of Cub Scouts)

LEADER: As you earn your activity badges, you will pin them on the Webelos colors which have just been presented to you. Webelos Scouts also wear a new neckerchief, a different cap, and will be meeting requirements for badges that are very different from Wolf and Bear.

(Present with cap, neckerchief, book, if Pack policy ... if not Pack policy, tell them where they may be obtained).

Parents your role will be a little different now. Your son will pass most of his tests with me from now on, but we still need your interest and help.

CONGRATULATIONS!! On becoming Webelos Scouts. Join your new buddies in the Webelos Circle.



WEBELOS DEN INDUCTION

Equipment: Webelos neckerchief and/or handbook

CUBMASTER: (boy's name) of Den , a Bear Cub Scout, is now 10 years old and is eligible to advance into the Webelos Den. (boy's name) , do you know the secret meaning of the word 'Webelos'?

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

CUBMASTER: Webelos is a very exciting part of Scouting. It is a chance for a boy to have adventures in the outdoors. It is a chance to go on over-night campouts with his dad and other Webelo Scouts ... to fix his own meal .. to be with his dad. It is a chance for adventure in developing his skills by working on 15 different activity badges such as Geologist, Scientist, Engineer, Athlete, Citizen, and others.

This is a big step towards Boy Scouting. Congratulations! (Places Webelos neckerchief on Cub.)

WEBELOS GRADUATION

Equipment: Rustic Bridge

CUBMASTER: Cub Scouting is the younger brother part of the great Scout movement, where boys are grouped together in dens. During the last part of Cub Scouting, a boy learns the requirements for the Arrow of Light Award. Then when he reaches the proper age, he graduates into Boy Scouting. Tonight's meeting has special meaning for some of our boys, for this is their graduation night. The night they cross the bridge from Cub Scouting into Boy Scouting. (Calls forward graduates and parents)

CUBMASTER: Three years ago you boys became Cub Scouts. On that night a whole new world of opportunity opened to you through Cub Scouting. You have been loyal to your den and to your leaders. You have learned to share, to assume responsibility, and to discipline yourselves. Being a Cub Scout has helped you to understand the importance of being a member of a team. You have now reached another bridge in your life .. the end of Cubbing ... the beginning of Boy Scouting. I congratulate you in deciding to become a Boy Scout. Someday one of you may return to us as a Den Chief, to help other Cub Scouts learn to become Boy Scouts. We will miss all of you in your den and pack meetings, but we know you'll be having lots of fun and adventure in your Boy Scout troop.

You have earned the Arrow of Light award, which is the only Cub Scout badge which may be worn on the Boy Scout uniform. I'd like to congratulate you on a job well done. This is the last time you will give the Cub Scout salute (they exchange salutes). Now I'm happy to introduce you to Mr. _____, your Scoutmaster, who will meet you with the Boy Scout salute (they exchange salutes on the other side of the bridge).

CROSSING THE BRIDGE CEREMONY

Personnel: Cubmaster, Graduating Webelos Scouts, Parents, Scoutmaster(s)

Equipment: "Crossing Over" Ceremony Bridge

Arrangement: Cubmaster, Webelos and Parents go to near end of bridge. Scoutmaster crosses the bridge and is introduced to the graduating Webelos and his parents.

CM: _____ you have contributed much to your Den and Pack and we will miss you and your parents. Now you are leaving us to enter the Scout Troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendship.

An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our Pack and Cub Scouting, will you please remove it and give it to your parents.

Your new Scoutmaster will very soon place about your neck the neckerchief of the Troop you are joining.

SM: _____ will you and your parents please cross the bridge with me. And, as we do so together, we remind you parents of your continuing responsibility to support your son in all his activities in the Boy Scout program.

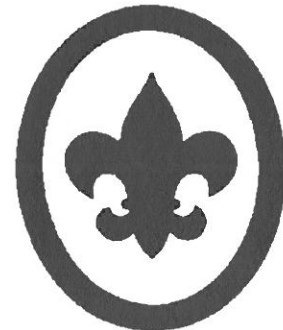
(SCOUTMASTER, GRADUATING WEBELOS & PARENTS CROSS THE BRIDGE)

SM: As Scoutmaster of Troop _____, I welcome you and your parents into the Troop. _____ I want to introduce you to _____, our Senior Patrol Leader, who will be your guide as you begin your career in Boy Scouts. (Introduce Senior Patrol Leader)

It is now my pleasure to present you with the neckerchief of our Troop. Wear it with pride as many have before you. (Scoutmaster places neckerchief around New Scout's neck. Scoutmaster turns to Cubmaster)

Webelos Scouts of Akela, we thank you for helping this scout prepare himself to enter the council ring of our Troop.

CM: Scouts of Troop _____, until we meet again.



ARROW OF LIGHT CEREMONY

Personnel: Webelos Leader or Cubmaster, Webelos Scout, Parents

Equipment: Arrow of Light Ceremony Board

Arrangements: Room is in darkness. Leader introduces Webelo Scout(s) who are receiving Arrow of Light and explains they have met the requirements to receive the highest award in Cub Scouting.

LEADER: The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat (turns on the first light). Before becoming a Bobcat, he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and salute. The rank for second grade Cub Scout is Wolf (turns on second light). Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is in the third grade.

Twelve achievements are also required for the Bear badge (turns on third light). You can see that as a boy progresses in Cub Scouting, his way becomes brighter. After receiving his Bear badge, he works on Arrow Points until he is in the fourth grade.

Now he is a fifth grader and a Webelo Scout (turn on fourth light). Webelo Scouts do not earn cloth badges, they wear the Webelo tri-colors on their sleeve and work on Activity badges. Webelos is the secret name for "We'll be Loyal Scouts" and it is the name of the Indian tribe of which Akela is the chief. He works on the Arrow of Light Award (turns on fifth light). To receive this award, he must earn the Citizen Activity badge and at least two more of four specific badges (turn on sixth light).

He learns the Scout Oath, Scout Law, Motto, Slogan, Salute and Handclasp. He learns the parts of the Scout badge and understands and supports the Outdoor Code. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn (turn on seventh light).

Now his path has been fully lit on his way to Scouting. Now we review his path to Scouting (all lights out). This is what his path looked like before he entered Cub Scouts. (Turn on all lights) This is what his path is like now that he has advanced through the ranks of Cub Scouting to the ARROW OF LIGHT.

GOOD-BYE CUB SCOUTSHELLO SCOUT.



DEN CHIEF RECOGNITION CEREMONY

Personnel: Akela (Cubmaster); a Cub Scout; new Den Chief, An older Den Chief; Den Leader

Equipment: Two 8 ft. lengths of rope made of yarn, one blue and one yellow; table; scroll; copy of Den Chief's denbook

Arrangement: Cub Scout stands on Akela's right holding blue rope. Other Den Chief stands on Akela's left holding yellow rope. Book is on table.

AKELA: Cub Scouts and friends of Pack _____, we wish to recognize a new leader who will serve as Den Chief of Den # _____. I, Akela, Chief of the Webelos, pondered long into the night who should lead the young Cub Scouts of our pack. An important council meeting was held with the Scoutmaster, Chief of our older brothers, to choose this important leader. Now, we call to our council, the chosen one, Scout _____ of Troop _____.

The blue rope (points to it) represents the Cub Scout pack with all its boys, leaders and parents .. and also the Cub Scout promise and Law of the Pack.

The gold rope (point to it) represents the Boy Scout Troop, its leaders, the Scout Oath and Law. You will notice the ropes are made up of many strands, representing all the boys in the troop and pack. Let us now bind together these ropes into a bond of friendship. (The Cub Scout and the older Den Chief each grasp an end of the two cords and twist them in opposite directions) Now you can see that these ropes represent the Den Chief's badge of office, the Den Chief's cord. Notice that our new Den Chief is wearing this shoulder cord encircling his right sleeve. This was presented to him in his troop in recognition of his new position.

And now (speaking to new Den Chief) in recognition of your high office, we of the pack would like to present you this Den Chief's denbook.

When Akela was a boy, he was taken on trips by his Chief to learn the ways of the braves to prepare him for the day he would become the chief. You have now become a chief in Akela's pack to lead the younger ones so that they shall become mighty hunters and honorable Webelos. Your Den Leader will be with you to lead the Cub Scouts of your den along the Cub Scouting trail. Mr(s). (name of Den Leader) will you come stand beside your new Den Chief as we give him the Grand Howl of welcome.

(The den or pack gives the Grand Howl. All return to their places, Den Chief sits with his den)

December, 1994 - Customs of Other Lands

OPENING

Narrator: This month the dens have been learning about customs of other countries. They have played games and made crafts from different lands. They have learned other customs and found out about Scouting in other countries. Please stand as Den ____ brings in the flags from around the world.

____ (name) carries the flag representing our country (America)
____ carries the flag representing the East (Germany)
____ carries the flag representing the South (Mexico)
____ carries the flag representing the West (Japan)
____ carries the flag representing the North (Canada)
____ carries the flag representing Scouting (Pack flag)

(Have flags from other countries flanked between American and Pack flag when on stage.
DO NOT POST COLORS AT THIS TIME)

CUB #2 - From the East where the sun rises in the morning,
CUB #3 - From the South where the birds fly for winter,
CUB #4 - From the West where the sun sets at night,
CUB #5 - From the North where the star is the brightest,
CUB #6 - From our Pack full of happy Cub Scouts,
CUB #1 - And from America the land of the free.

Please repeat the Pledge of Allegiance with me!

(As the Pledge of Allegiance is being repeated, all other flags are slightly lowered and attention is given to the American flag.)

Narrator Post the colors. (Pack flag and American flag are left at the front of the stage. The other flags are taken to the back of the room for display)

CLOSING

Boys are holding up cards with flags of different countries and are wearing costumes of different countries. As each card is turned around, the word America is spelled out.

1st CUB: Here is a recipe that we all should live by: 1 cup friendly words
2nd CUB: 2 heaping cups of understanding
3rd CUB: 2 cups of human kindness
4th CUB: 2 heaping tablespoons time and patience
5th CUB: 1 dash gentle humor
6th CUB: 1 pinch of spice of life
7th CUB: 1 drop warm personality

Narrator: Measure words carefully. Add cups of understanding to milk of human kindness. Sift together time and patience. Cook very slow and keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. We are free in America to worship our own God, vote for whoever we want to. In some countries these freedoms are not possible. In some countries being a member of Boy Scouts is forbidden. Here in America we are free. And I'm proud to be a member of the Boy Scouts of America. And I hope we can all live with this recipe.

ADVANCEMENT

TWAS THE NIGHT OF THE PACK MEETING

Twass the night of the Pack meeting and all through the place
Not a boy was stirring, anticipation on each face.

It was time for Advancements and they all turned an ear,
So when their name was called, they would hear it loud and clear.

The Cubmaster was checking his list, not once but twice
To see which boys had worked hard and earned awards this night.

First come the Bobcats, all new to the Pack
Akela is ready with guidance and experience they lack.

Come up our new Cubs, you're our Bobcats tonight
Your final step as a Bobcat is to do a good deed,
And you must do it right. (PRESENT BOBCAT AWARDS)

Second are the Wolves, experienced that's true
But there is still much to learn, Akela's not through.

Come up all our Wolf Cubs, you are wolves to be praised
Achievements and electives you've done, so with Wolf badge and arrow points,
In rank you are raised (PRESENT WOLF AWARDS)

Third are the Bears, most experienced so far,
Akela's teachings they have heeded, they're way above par.

Come up our Bear Cubs, your work and learning is applauded
For completing achievements and electives, tonight you're awarded
(PRESENT BEAR AWARDS)

Last are the Webelos, but not least to be sure
Akela's lessons they've learned, now Boy Scouts is their lure.

Come up all our Webelos, your activities are harder,
Your accomplishments you wear proudly on your shoulder
(PRESENT WEBELO AWARDS)



January, 1995- Invention Convention

OPENING

- Staging: Seven Cub Scouts with appropriate pictures on posters with sayings on the back of the posters.
- Cub 1
(Helicopter poster) I am Ivan Sikorsky, whenever you fly, remember me, I invented the helicopter and other aviation related inventions.
- Cub 2
(Computer poster) I am Robert Noyce. My inventions in electronics led to the computers we use everyday.
- Cub 3
(Light bulb poster) I am Thomas Edison. I invented motion pictures, sound recording and the light bulb.
- Cub 4
(Telephone poster) I am Alexander Graham Bell. My genius gave you the world of communications.
- Cub 5
(Parachute poster) I am Leonardo da Vinci. I invented many things that were not built until many years after my death.
- Cub 6
(Wheel poster) I am the unknown genius of men and women of science in the past. I invented all those things that make your lives easier day by day.
- Cub 7
(? poster) I am the inventor of the future. You cannot begin to imagine what I will develop.
- CUBMASTER: We welcome our famous inventors, their friends and families to INVENTION CONVENTION. We have many young inventors with us tonight who will share with us some of their accomplishments, to date, during the course of our meeting.

CLOSING

- 1st CUB: Everyone cannot be brilliant, everyone cannot be smart,
I may not be a genius, but I can guild a neat go-cart.
- 2nd CUB: 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.
- 3rd CUB: I can't solve a chemical equation or lecture on Newton's rule,
But I can make a peanut butter sandwich that will really make you drool.
- 4th CUB: I don't know much about flowers, but smelling them is a joy,
I don't think I'm a failure. I can invent a million ways to be a boy.

ADVANCEMENT

Props: Artificial campfire, black pot with electric light in it, a candle in a self-contained holder, a camp-light, a regular electric lamp. (Have awards placed at each station)

CUBMASTER: Cubbing is a way of life. Let us compare Cubbing with this month's theme "Invention Convention" using one comparison "Artificial Light".

(Lights out. Turn on artificial campfire)

CUBMASTER: When man discovered fire, he also discovered lighting. His campfire and burning knots were his first light. In Cubbing, the first light is BOBCAT.

(Lights black pot)

CUBMASTER: Light progresses and the boy progresses. Someone discovered that a rag in animal fat makes a better and more lasting light. Our boy becomes a WOLF and the lasting light compares with the ARROW POINTS he can earn.

(Light the candle)

CUBMASTER: Lights are getting bigger and better. Our boy is growing. We can mold animal fat around a string and get a better light. We can mold a boy and get a better BEAR.

(Light the camp-light)

CUBMASTER: Petroleum was discovered in this country, and the kerosene lamp was developed. Now we have a better light and WEBELOS.

(Light the electric lamp)

CUBMASTER: Thomas Edison put two wires in a vacuum tube and watched them glow into light. Our boys prepared to become Scouts.

(At this point, turn on all the lights and the actual award are presented.)

CUBMASTER: Any genius will tell you that he is absolutely useless without a greater power. We, as Akela's for these boys, are a guiding light toward the great power that lies in darkness in their minds. We congratulate these Scouts for coming out of the darkness and growing brighter at each Scouting function. As they grow, so does the world.

February, 1995 - Great Events in Scouting

OPENING

Narrator: We're gathered here tonight,
To honor the Blue and Gold,
And pay a tribute to Cub Scouting,
Which is 65 years old.

Now, as we look all about us,
Great Events in Scouting,
That bring fun and adventure,
As Baden- Powell meant it to be.

Let us join together,
As our programs we start,
By pledging allegiance to our flag
With our hand over our heart.

ADVANCEMENT

The Scouting fire in the United States was sparked when a young scout provided William Boyce with directions when he was lost in a thick London fog. Many great things begin with a small step or good deed. Tonight we honor these young men for their steps along the Scouting Trail.

The first step is the Bobcat. These young men have just begun the Scouting adventure and many future opportunities await them. Will _____ and their parents please come forward? (Present boys and parents with the awards).

We have others who have grown from Cubs to Wolves. They have learned many things from Akela and have grown in wisdom. Will _____ and their parents please come forward? (Present boys and parents with the awards).

The Bear is known as one of the strongest of the animals. We have young men who have become much stronger in their Scouting knowledge and have earned the symbol of the Bear. Will _____ and their parents please come forward? (Present boys and parents with the awards).

The name Webelos means "We'll be loyal Scouts". These Scouts personify that slogan. They have learned and practiced their Scouting skills and earned the fleur de lis that is the symbol of the Webelos. Will _____ and their parents please come forward? (Present boys and parents with the awards).

CLOSINGLORD BADEN-POWELL'S FAREWELL MESSAGE

CUBMASTER: This letter was found among Baden-Powell's papers after his death in 1941. He meant it as a message to all Scouts. Please listen carefully - the message that he left is just as applicable today as it was then.

Dear Scouts,

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have the time to get it off his chest. It is much the same with me, and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich nor merely from being successful in your career, not by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

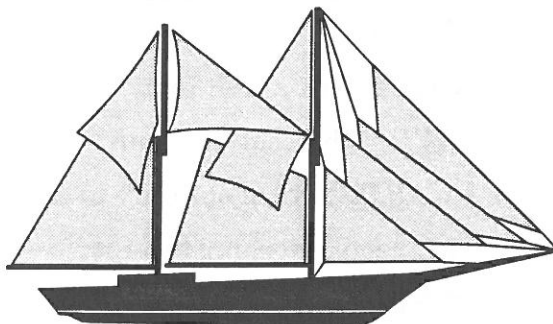
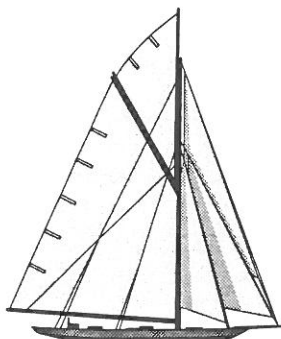
But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it; and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be prepared" in this way to live happy and to die happy - stick to your Scout promise always - even after you have ceased to be a boy - and God help you to do it.

Your friend,

Baden-Powell

CUBMASTER: I believe that Baden-Powell did leave this world a much better place - we should "Do our Best" to follow his example. Good Night!

March, 1995 - Sea Adventures



OPENING

- Setup:** 6 Scouts hold large cardboard cutouts of ships, on which have been printed the following words: SCHOLAR-SHIP; FELLOW-SHIP; FRIEND-SHIP; SPORTSMAN-SHIP; WORKMAN-SHIP; STATESMAN-SHIP.
- CM:** Tonight, Den ____ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty ... ships that will last forever.
- 1st CUB:** SCHOLAR-SHIP This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence and Application. Her flag bears the symbols of the letter "A" and the plus sign.
- 2nd CUB:** FELLOW-SHIP This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high - the flag of Scouting.
- 3rd CUB:** FRIEND-SHIP This is the most handsome ship of all. It is true blue and its flag is golden - since friendship, itself, is golden.
- 4th CUB:** SPORTSMAN-SHIP This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- 5th CUB:** WORKMAN-SHIP This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- 6th CUB:** STATESMAN-SHIP This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.
- CM:** And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

CLOSING

Thirteen Cub Scouts, each with a large card. On one side of each card the following letters and on the other side is the accompanying saying. Each Cub turns his card over to reveal the letter as he reads the saying.

- S** = is for **SCOUTING**, a well rounded activity.
- E** = is for **EACH** Cub Scout doing his best all the time.
- A** = is for **AWARENESS** of our duty to God and Country
- A** = is for **ALL** people working together
- D** = is for **DEPENDABLE**, which we always are
- V** = is for **VIGOROUS**, what we are at work or play
- E** = is for the **EXCITEMENT** of our activities
- N** = is for our **NATION**, of which we are all proud
- T** = is for **THOUGHTFUL**, which a Cub Scout strives to be
- U** = is for **UNITED**, as we all work and play together
- R** = is for **RECOGNITION** for jobs well done
- E** = is for the **ENTHUSIASM** we have for our daily good turns
- S** = is for **SERVICE** to our communities

ADVANCEMENT

Props: Captain's hat and jacket for Cubmaster. Flute or bell to pipe or ring as each rank is recognized.

The sea has always been a place for adventure. Columbus and his men ventured out into the unknown seas and found the new world. Thor Heyerdahl crossed the great Pacific on a small raft. Even today, we continue to find new things and treasures beneath the oceans that cover our world. The sea will always hold mystery and adventure for us. These young men that we recognize tonight are not yet adventurers of the sea but they have been on voyages to the lands of Bobcat, Wolf, Bear and Webelos.

Will each Cub Scout sailor please come aboard with your parents as I call your name. (Either play flute tune or ring bell to bring them aboard to present the badges.)

(Repeat for Wolf, Bear and Webelos badge presentations).

There will be many voyages ahead for these Cubs. I am sure that their compass will be true and the wind will be strong so that they may journey safely to their destination.

April, 1995 - Cub Scout Magic

OPENING

Eight Cub Scouts, each with a large card. On one side of each card the following letters and on the other side is the accompanying saying. Each Cub turns his card over to reveal the letter as he reads the saying.

- C = is for **COMRADESHIP** as we learn to get along
- U = is for **UNITY**, together we are strong
- B = is for **BOYS**, wild and wooly but always polite
- M = is for **MERITS** which we always have in sight
- A = is for **ADVENTURE**, what we are always looking for
- G = is for **GROWTH** to open every door
- I = is for **INTEGRITY** for all the world to see
- C = is for **CUB SCOUT** which we all are glad to be

CLOSING

Personnel: 2 Cub Scouts, Cubmaster, person to cut off house lights.

Props: Cape and magic wands for Cubs, flashlights

1st Cub: We shown you the magic of Cub Scouting and how we can make many things.

2nd Cub: We've abra'd and cadabra'd till our wands are weak.

1st Cub: But we've got just a bit of magic left.

2nd Cub: So everyone wish real hard for the thing that they want most.

(House lights are shut off, Cubmaster runs off stage, Cubs swing flashlights around wildly, then house lights come back on.)

1st Cub: It seems that we all wished the same, that Cubmaster _____ would disappear till next month. So Good Night and Good Scouting!!



ADVANCEMENT

Personnel: Cubmaster and assistant (Any adult will do.)

Props: Cardboard top hat to hold awards.

Cubmaster: We are here tonight to see some amazing feats of magic. These boys have learned many skills and accomplished great things. And now, I, the Amazing MasterCub will turn them into Bobcats, Wolves, Bears and other strange creatures.

Will the following boys and their parents please come forward? (Bring all new Bobcats and their parents up). You have learned the ways of Cub Scouting. Are you ready to be transformed into Bobcats? (Boys and parents answer yes). Then as I say the magic words, Dobum Yobum Bestum, you will become Bobcats. (Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

Another amazing transformation awaits. Will the following boys and their parents please come forward? (Bring all new Wolves and their parents up.) You have all been Bobcats for the proscribed time and have demonstrated your skills and knowledge of the ways of the pack. Are you ready to become Wolves? (Boys and parents answer yes.) Then as I call on the spirit of the great magician, Akela Houdini, you will be Wolves. Onay Youray Honoray. (Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

Whew! Was that not incredible? But there is more work to do. Will the following boys and their parents please come forward? (Bring all new Bears and their parents up). You all have followed the trail of Baloo the Bear and have become strong and wise. Are you ready to join your brother the Bear? (Boys and parents answer yes.) Now as my assistant, the great HelperCub, waves the wand over the magic hat, please repeat the magic words after me. Helpet Otheret Peopleet!! Shazaam!! You are now Bears! (Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

Amazing, simply amazing. Helpercub, are there more to be transformed? Yes? Will the following boys please come forward? (Bring all Webelos activity pin awardees up). You are moving along the trail to the goal of the Webelos and are not yet ready to transformed. However, I the amazing MasterCub, have signs of your progress towards that goal for you. Beum Prepareum. (Cubmaster reaches into top hat for awards. Boys return to seats.)

Now I have my strength back. It is time to try the most difficult magic trick of all, the changing of a boy into that mythical creature, the Webelos. Will the following boys and their parents please come forward? (Bring all new Webelos and their parents up). You all have climbed the mountain and earned the required pins. Are you ready to become Webelos? (Boys and parents answer yes.) Then, We-ek Be-ek Lo-ek Yal-ek, Sc-ek Out-ek, abra cadabra, you are now Webelos!! (Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

May, 1995 - Viking Discoveries

OPENING

Seven Cub Scouts, each with a large card. On one side of each card the following letters and on the other side is the accompanying saying. Each Cub turns his card over to reveal the letter as he reads the saying.

- V = is for **VISION** as we learn to see the future.
- I = is for **INDIVIDUAL**, a member of the team.
- K = is for **KATASTROPHE**, since we could not think of anything with a K.
- I = is for **ICELAND**, a land that the Vikings visited.
- N = is for **NEW** things that we have learned.
- G = is for the **GREAT** things that we will accomplish.
- S = is for **SCOUTING** which we all love to do!

CLOSING

Cubmaster: The Vikings were great explorers and made many discoveries. They sailed across the seas, came to strange new places, learned new things and returned to their homeland. Cub Scouts are a lot like that. They journey to different places, find out about new things they can do and return to their homes full of excitement. Let's all be Vikings and continue to make discoveries all our lives.

ADVANCEMENT

Props: Several Raingutter Regatta racers or other toy boats, washtub full of water, awards in baggies with weights so they will stay on the bottom, towel.

Cubmaster: The Vikings were seafarers and made many difficult journeys across the oceans. These young men have made difficult journeys and have made great discoveries. We honor those journeys and discoveries tonight with the badges that they have earned as symbols of accomplishment.

(Bring awardees and parents forward in groups, Bobcats, Wolves, Bears, Webelos activity pins, Webelos Badges. Present awards to boys and parents and have them return to their seats.)

The Vikings were a simple people. They worked together to accomplish difficult tasks, they were brave in facing the unknown and after discovering new lands, they returned to their homes, leaving the new lands alone. We could do no better than to be Vikings ourselves.

June, 1995 - Bugs N' Things

OPENING

- 1st Cub: There are flies and fleas, ticks and chiggers.
2nd Cub: There are mosquitoes, ants and scorpions.
3rd Cub: There are spiders, crickets, cockroaches and more.
4th Cub: And they are all creatures of this great earth.
5th Cub: Believe it or not, they were all put here as part of God's great plan.
6th Cub: And Mom and Dad, there are days when you think that we are all as big a pest as they.
All Say: So tonight we ask that you think of us as part of that Godly plan and love us all.

CLOSING

- Personnel: Leader in uniform, song leader
Equipment: U. S. Flag, copy of Outdoor Code for each Scout and parent
Arrangement: Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor code as a responsive reading, with the Pack giving the response. All sing "God Bless America" as flag is held aloft.
- Leader: As an American, I will do my best to be clean in my outdoor manners - -
Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods and roadways.
- Leader: Be careful with fire - -
Pack: I will prevent wildfires. I will build my fire in a safe place and be sure it is out before I leave.
- Leader: Be considerate in the outdoors - -
Pack: I will treat public and private property with respect, I will remember that use of the outdoors is a privilege that I can lose by abuse.
- Leader: Be conservation minded - -
Pack: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities:
- Leader: Let us close by singing "God Bless America:."

ADVANCEMENT

Equipment: A three foot high tree limb with several branches, set as if it were a tree, in a can of plaster of paris. Green paper leaves (made out of a thin wire and wire stem sticking out) with Cub Scouts' names, awards, badges and arrow points.

Personnel: Cubmaster, Webelos Den Leader, advancing Cub and Webelos Scouts and parents.

Cubmaster: This little tree is a symbol of natural beauty of our land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancement from rank to rank; so do his parents which help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

(Call forward boys and their parents, who are receiving Wolf badges and arrow points, give them awards and have them put one leaf for each award on the tree. Then award the Bear badges and arrow points, putting their leaves on the tree. Have the Webelos leader call the boys and parents forward for activity badges, Webelos badges and Arrow of Light awards. They then add those leaves to the tree. After all awards are presented and leaves added to the tree, the Cubmaster speaks.)

Each of you have helped to nurture this tree. Just as trees endure for many years, so the values gained from working on achievements, electives and badges will last a lifetime. May you always stand strong and tall like a tree - and be a beautiful resource for our land.



July, 1995 - Water Carnival

OPENING

Arrangement: 4 boys dressed in Indian costume, carrying artificial torches. Artificial campfire which can be lighted by connecting an electrical cord - light bulb is inside campfire and covered with red cellophane.

CUBMASTER: (Dressed as Indian Chief) Let the North Wind enter.

(One of the boys enters carrying torch. He stands by campfire and says his line. Others do likewise as they are called in.)

NORTH WIND: The North Wind that brings the cold, builds endurance.

CUBMASTER: South Wind, enter.

SOUTH WIND: The South Wind brings the warmth of friendship.

CUBMASTER: East Wind, enter.

EAST WIND: The East Wind brings the light of day.

CUBMASTER: West wind, enter.

WEST WIND: The West Wind from the direction where the sun sinks, brings night and stars.

CUBMASTER: The Four Winds will light our council fire.

(All four boys touch their artificial torches to the fire at the same time. At this moment, electrical cord is connected offstage, lighting bulb.)

CLOSING

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by Cubmaster (dressed as Indian Chief) with hands raised before audience.)

ADVANCEMENT

Props: Small bottle of water for each advancing Cub Scout.

Cubmaster: Water is a wondrous thing. We use it for recreation, bathing, cooking, to replenish our bodies and in hundreds of other ways. A hot shower or a cold glass of ice water are things that we certainly appreciate. The majesty of the oceans, the awesome beauty of a glacier and the quiet solitude of a quiet forest stream are some of the ways that God has provided water for us. As we honor these young men tonight, please remember how precious water is to life and we should conserve it.

Bring forward each group of boys and parents and present their awards. Give each boy a small bottle of water and ask that he keep it as a reminder of how precious water is to us all.



August, 1995 - Fiesta

OPENING

Six Cub Scouts, each with a large card. On one side of the card is one of the letters listed below, on the other is the saying. As each Cub turns his card over to reveal the letter, he reads the saying. When finished the cards should spell the monthly theme - **F I E S T A**.

- F** = is for the **FUN** of the fiesta atmosphere we'll have all year long.
I = is for the **INDIVIDUAL** Cub Scouts to see their own achievements.
E = is for **EAGER** Cub Scouts to know the importance of his own worth.
S = is for the **SATISFACTION** of jobs well done.
T = is for **TOGETHERNESS** as we go through our daily tasks.
A = is for **ALL** - all for one and one for all.

CLOSING

Cubmaster: One of the most beautiful things to learn in life, is to put forth your best effort when doing anything. That is why we have the Cub Scout motto. As a member of this pack, I hope that you will put forth your best effort each and everytime you are doing something. Good night and I want to see all of you next month.

ADVANCEMENT

Equipment: Piñata, party streamers, whistles and noisemakers.

Narrator: The theme for this month is Fiesta. Fiesta is the Spanish word for party or celebration. There are many opportunities for celebration and we have a fine one tonight. We can celebrate the accomplishments of these young men as they are recognized for their progress on the Scouting advancement trail.

Bring each group forward and present the awards. Give each boy and parent a streamer, whistle or noisemaker. After each presentation, lead the entire pack in a period of noisy celebration (Complete with shouts of OLE).



September, 1995 - Dial 911

OPENING

Arrangement: Six Cub Scouts in uniform. They enter stage one by one, saying their parts. All remain on stage to sing with audience at the end.

- 1st CUB: Another year is starting,
And we'd like to welcome you
And tell you what our purpose is,
And what we hope to do.
- 2nd CUB: The Cub Scouts is a group of boys;
It helps us grow up strong
It teaches us to do what's right,
And fight against what's wrong.
- 3rd CUB: It shows us how much we can do,
If we work as a team,
Then we'll have fun, and jobs won't be
As hard as they first seem.
- 4th CUB: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown,
And not make any blunders.
- 5th CUB: And we'll be shown in many ways,
That each man is our brother;
And we will see the joy there is,
In helping one another.
- 6th CUB: We'll learn to be good citizens
And, hopefully, we'll see
That laws are made for all men,
So each man can be free.
- ALL: To do this, the Cub Scouts need
Good leaders - that is true.
That means we need the help of all
Of you - and You - and YOU!
- And now to start our year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner".

(Audience rises. All sing.)

CLOSING

- Personnel: 3 Cub Scouts
- Props: Fireman's Hat. Policemen's Badge, Stethoscope
- 1st Cub: Tonight we have shown you how we have learned what to do in emergencies.
- 2nd Cub: For fires, for trouble, for injuries, just **Dial 911**.
- 3rd Cub: Help can be on the way - don't forget 911 is the number for all whenever trouble calls..
- All: Emergency, Emergency, Dial 911!!!!!!!

FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used after the normal Bobcat awards ceremony.

- Personnel: Cubmaster, 4 Pack leaders or committeepersons, Committee Chairman and parents of new Bobcat.
- Equipment: Candleholder with four candles.
- Arrangement: Pack leaders stand on one side of candles, parents on the other.
- Cubmaster: (To parents) I welcome you and your son to Cub Scout Pack _____. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in the pack, we offer a challenge. As leaders of the pack light the candles, hear the challenge.
- 1st Leader: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Boy Scouting.
- 2nd Leader: (Lights candle) Learn to live together better . . . as a Cub Scout in a den, as families, as neighborhoods and as a nation.
- 3rd Leader: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security, moving with your son into Scouting upon his graduation from Cub Scouting.
- 4th Leader: (Lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.
- Chairman: We welcome you and your family into the pack. There is a place for you in the leadership of the pack. Good Luck and Good Scouting with your son.

October, 1995 - Land of Make Believe

OPENING

Props: Black paper mache witches' kettle; colored and white spotlights; a long stick for a ladle; two or more witches costumes; a sheet for Cubmaster; ingredients for witches' brew listed below.

Arrangement: Colored spotlight is on Den Leader witches as one witch stirs the pot and other witches add ingredients to the brew. The witch attending the pot recites this poem:

Take one dark night, without a star; Add one thin cat, as black as tar,
Turn on a wind, to shriek and groan, Stir in a ghost, with wail and moan.
Stuff three pumpkins with witches' bane, Top with a slice of moon on the wane;
Flavor with bats, and things unseen; Boil and serve chilled. It's Halloween!

Cubmaster, covered with sheet, enters from side and recites:

There are queer things you may meet, On Halloween upon our street.
Witches, goblins, spooks you dread, Silent ghosts without a head.
Don't be frightened, for you see, Underneath are friends like me!

(At last line, Cubmaster pulls off the sheet and welcomes audience)

CLOSING

The Den Leader witches are back at their pots of brew. One of them recites:

We've put a lot into this stew;
And we came out with a pretty good brew.
The parents have had a chance to learn
The ranks attained and badges earned.
Everyone will return a month from now
To attend our meeting and find out how
Each boy has fared, advancements made;
For on his merits, each Scout is weighed.

Spotlight switches to Cubmaster: "I want to thank each of you for attending our pack meeting. Remember Scouts, our witches brewed up quite a few extra badges in their pot. So everyone work hard this month and earn a new badge for our next meeting."

ADVANCEMENT

Awards are taped to the inside of the witches' pot with masking tape. The Den Leader witch calls out the award; another witch pulls it from the brew and hands it to the Cubmaster for presentation.

November, 1995 - Knights of the Roundtable

OPENING

Characters: Merlin, Sir Tiger, Sir Wolf, Sir Bear, Sir Webelos, Page

Page enters and blows a flourish (can use a toy horn with a recorded bugle flourish). Page (could be second scout) reads the following proclamation:

Hear ye! Hear ye! Lords and Ladies of Royal Pack ____, by royal decree of his majesty Cubmaster _____ we declare that this Royal Pack begins.

Page plays another flourish. The knights enter youngest to oldest in costumes that depict their scouting rank. They carry shields that represent their den flags. Recorded music, i.e. "Camelot", plays as they enter. They peel off to each side of a table. When they are in place Merlin enters. Merlin comes in throwing stage glitter into the audience. He continues to do this until he reaches the table. On the table is a shallow dish with a bowl in the center. The bowl contains an American flag. The shallow dish contains dry ice. As he sprinkles water over the ice he enchants the following:

Many times the sun in the sky has set
Since last these brave knights have met.
For God and country, family and friend
They give their all.
For the Law of the Pack, they answer the call.
Before this festive gathering begins this night,
Let us pledge our honor to our banner so bright.

At the end of this the music from "Sorcerer's Apprentice" plays. Merlin throws water on the dry ice and pulls the flag out with a flourish. He then leads them in the Pledge of Allegiance.

The knights can represent the whole rank (one Tiger, one Wolf, etc..) or you can have a representative from each den.

CLOSING -THE KNIGHT'S CODE

Be always ready with your armor on, except
when 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 are working, try to win honor
and a name for honesty.
Never break your promise.

CLOSING

From Lord Baden Powell's "Scouting for Boys"

The Knight's patrol used to stick to him through thick and thin, and all carried out the same idea as their leader namely:

- Their honor was sacred,
- They were loyal to God, their King, and their country.
- They were particularly courteous and polite to all women, children and weak people.
- They were helpful to everybody.
- 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 keep themselves strong and healthy and active to be able to do these things well.

You Cub Scouts cannot do better than to follow the example of the Knights.

ADVANCEMENT

Ladies and Gentlemen, you are about to see a Parade of Knights like you have never seen before. The Knights that I speak of are from royalty in the Boy Scouts of America.

(BOBCATS) For our first group of Knights, I would like _____ names _____ to please don their armor and parade about the room one time and come up here for the ceremony of Knighthood. Will the parents of the new Knights please come forward and help me present them with their awards.

(WOLVES) Now our second group of Knights. I would like _____ names _____ to also parade around the room and return up here where we would like to present them with their honors. Will the parents of these Knights please come forward and help me with their Knighthood.

(BEARS) To prepare for Knighthood, each stage of the royal roundtable consists of achievements and electives that are slightly harder to accomplish than the previous. Now I would like to Knight _____ names _____ for their endeavors. Please parade around the room and return to the front for your Knighting. Will the parents of these Knights please come forward to help.

(WEBELOS) There are no Knights more important than another, since it has taken different levels to reach their Knighthood goals. But, some have been around longer than others and have come to the time when they have reached their last stage as a Knight. I would like these Knights to parade around the room for their final walk as Knights. _____ call names _____, and will the parents please come forward to assist me with these honors.

I wish to thank everyone who has been Knighted this evening and their parents for helping them achieve this rank. Will all the Knights please come forward for a final appearance.

(After boys come forward, have them parade around the room single file one more time.)

PATRIOTIC CEREMONIES

OPENING - OUR HERITAGE OF FREEDOM

Personnel: Narrator and six or more Cub Scouts
Equipment: American flag, record player, record (such as "America the Beautiful" or "This Is My Country"), Pack flag

Arrangement: The color guards advance the flags in the normal manner while patriotic music is playing. They come to the front and stand at attention, facing audience while narrator reads the ceremony. The music volume may be turned down for background music during narration.

Narrator: The heritage of freedom that is ours today was won on the battlefields of yesterday by men who pledged that future generations of Americans might live unshackled by the bonds of the past; that they might walk, head erect, in a new world... with new ideas... new remedies for ancient ills... and in a climate free from fear.

"We hold these truths to be self evident..." wrote Thomas Jefferson, "that all men are created equal..." Those were words destined to ring down the corridors of time, words which would stir the conscience of mankind.

Life, liberty, and the pursuit of happiness.. no other charter or treaty has ever before included that last word... happiness. It was like a fresh breeze blowing from Philadelphia that hot day in July, 1776.. brushing away the cobwebs of intolerance and servitude.

But somewhere along the way that "fresh breeze" became an ill wind, for a document, however noble, is only a scrap of paper if the people for whom it was written, abandon the principals it promises, or turn away from the obligations of good citizenship and ultimately reject reason and embrace hate.

It is for us, therefore, as Americans, young and old, to rediscover the time-tested values which have made this country great... to rededicate ourselves to preserving this heritage of freedom .. to make the dream work. We must never abandon our faith in America.

OPENING - OUR FLAG AND US

- Equipment: American flag, spotlight, piece of cloth with loose threads to be pulled.
- Arrangement: 5 Cub Scouts in horseshoe formation (open end toward the audience) with Cubmaster, Narrator, and flag in center. House lights out. Spotlight on flag.
- Narrator: Today as we gather, let's all keep in mind our flag and the meaning it has for all of us.
- 1st Cub: The red is for blood of Americans true, who gladly would give up their lives for you.
- 2nd Cub: The white is for purity, in both thought and deed; a rule of conduct we all might well heed.
- 3rd Cub: The blue is for justice, for all, not one .. a tenant we fought for and so dearly won.
- 4th Cub: The stars are a symbol of God's guiding hand, over the Union in this mighty land.
- 5th Cub: There isn't a one our flag won't protect. Don't you think we could show it greater respect?
- Cubmaster: Cub Scouts, did you ever think of just what makes up our country's flag? Yes, there are stripes, a patch of blue, and some five-pointed stars .. but they are just a piece of cloth. However, when the 13 stripes of alternate red and white, representing the 13 original states, are put together and the field of blue is in place with the stars .. all securely held together by thousands of stitches .. then we no longer have pieces of cloth and patches, but the flag of the United States .. the emblem of our Country.

I think that all those stitches represent US .. "we, the people" .. and that every one of us is represented in the flag by a stitch holding the flag together. Just as long as we are strong, holding steadfastly to our job of being good American citizens, worthy sons of America, our Country will remain "one Nation under God, indivisible, with liberty and justice for all".

All of you know what would happen to a flag if some of the stitches failed to hold. The flag would fall apart or unravel like this piece of cloth. (Holds up piece of cloth with loose threads to show hoe it ravel) Cub Scouts, that is exactly what can happen to our Country if we, the citizens of America, do not try to be good Americans. Our America can lose its "oneness".

But I'm sure you are thinking "We will not let that happen. We will, all of us, on this day and every day, continue to do our best and show by our actions that we are worthy to be citizens of our Country".

- Narrator: Please join me in the Pledge of Allegiance to our Flag.

OPENING - I AM AN AMERICAN

Arrangement: Flags are presented in the usual manner. 12 uniformed Cub Scouts have speaking parts.

1st CUB: My country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.

2nd CUB: My country means love of freedom, faith in democracy, justice and equality. I am an American.

3rd CUB: My country believes in the moral worth of the common man. I am an American.

4th CUB: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.

5th CUB: My country has the best form of government. It is our duty to keep it that way. I am an American.

6th CUB: My country promises life, liberty and the pursuit of happiness. I am an American.

7th CUB: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.

8th CUB: My country is and always shall remain the land of the free and the home of the brave. I am an American.

9th CUB: My country offers a living Americanism which demands an informed, intelligent and active citizenship. I am an American.

10th CUB: My country meets any need or suffering with its abiding love and loyalty. I am an American.

11th CUB: My country is the servant - not the master. I am an American.

12th CUB: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.

OPENING

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

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, and I am your 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 the 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's what I am most people free people you!

DIFFERENT VOICE: Let us all rededicate ourselves to our duty to keep America great and free. The pledge of allegiance.

OPENING

Arrangement: Colors are advanced in normal manner. The flag speaks:

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

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

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

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

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

"Cactus" Jack West

OPENING

Arrangement: American flag is posted on the stage. Four Cub Scouts in uniform have speaking parts.

1st CUB: Here's to the Red of it -
 There's not a thread of it,
 No, nor a shred of it
 In all the spread of it
 From foot to head;
 But heroes bled for it,
 Faced steel and lead for it,
 Precious blood shed for it,
 Bathing it red!

2nd CUB: Here's to the Blue of it -
 Beauteous view of it
 Heavenly hue of it,
 Star-spangled dew of it
 Constant and true
 Diadems gleam for it,
 States stand supreme for it
 Liberty's beam for it
 Brightens the blue!

3rd CUB: Here's to the white of it -
 Thrilled by the sight of it,
 Who knows the right of it
 But feels the might of it
 Through day and night;
 Womanhood's care for it
 Made manhood dare for it,
 Purity's prayer for it,
 Keeps it so white!

4th CUB: Here's to the whole of it -
 Stars, stripes and pole of it
 Body and soul of it,
 O, and the roll of it,
 Sun shining through;
 Hearts in accord for it
 Swear by the sword for it,
 Thanking the Lord for it,
 Red, White and Blue!

OPENING

Arrangement: Four uniformed Cub Scouts hold letter cards spelling F-L-A-G and read parts.

F stands for Freedom, on land and on sea; for America is the land for me.

L stands for Liberty, for love and for care. Look at America. You'll find it there.

A stands for Achievement, America too. American achievement is the best thing for you!

G stands for Greatness, Glory and all that is good. If you don't love the flag, you certainly should.

All Together: **F-L-A-G** is America's symbol, land of the free;
 That is what our flag means to me!

- by Stuart Chapin, age 10



December 1994

Customs of Other Lands

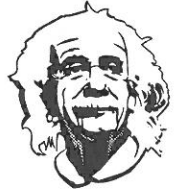


| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|-------------------------------------|----------------------------|---------|-----------|------------------------------|-------------------------------------|-------------------------------------|
| | | | | 1 | 2 | 3 Dutch Oven Cook- ing Course |
| 4 | 5 | 6 | 7 | 8 District Roundtables | 9 | 10 |
| 11 | 12 Popcorn Money Due | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| | | | | | Council Office Closed for Christ... | |
| 25 Christmas | 26 | 27 | 28 | 29 | 30 | 31 |
| Council Office Closed for Christ... | | | | | | |



January 1995

Invention Convention



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------------------------|--|---------|-----------|-------------------------------|--------|-------------------------|
| 1 Happy New Year | 2 Council Office Closed | 3 | 4 | 5 | 6 | 7 OA Banquet |
| Scout Shop Closed for Inventory | | | | | | |
| 8 | 9 | 10 | 11 | 12 District Roundtables | 13 | 14 |
| Staff Planning Conference | | | | | | |
| 15 | 16 Council Office Closed Martin Luther King's Birthday | 17 | 18 | 19 FOS Kickoff Dinner | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 Scouting for Food |
| 29 | 30 | 31 | | | | |



February 1995

Great Events of Scouting

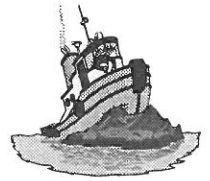


| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------------------------|-----------------------|-----------------------|---------------------------------|------------------------------|--------|--------------------------|
| | | | 1 | 2 | 3 | 4 |
| 5 Scout Sunday | 6 | 7 | 8 BSA Birthday Happy 85th | 9 District Roundtables | 10 | 11 Scout Sabbath |
| 12 Lincoln's Birthday | 13 | 14 Valentine's Day | 15 | 16 | 17 | 18 COUNCIL BANQUET |
| 19 | 20 President's Day | 21 | 22 Washington's Birthday | 23 | 24 | 25 |
| 26 | 27 | 28 | | | | |

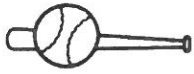


March 1995

Sea Adventures



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|-----------------|--------|---------|--------------------|---------------------------|-------------------------|---------------|
| | | | 1 Ash Wednesday | 2 | 3 | 4 OA Vigil |
| 5 OA Vigil | 6 | 7 | 8 | 9 District Roundtables | 10 OA ORDEAL | 11 |
| 12 OA ORDEAL | 13 | 14 | 15 | 16 | 17 St. Patrick's Day | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31 | |
| SPRING BREAK | | | | | | |



April 1995

Cub Scout Magic



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|--------|---------|-----------|---|-------------------|--|
| | | | | | | 1 April Fools Day College of Comm- issioner Science |
| 2 Daylight Savings- Jump ahead 1 hour | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 District Roundtables HOLY THURSDAY | 14 GOOD FRIDAY | 15 |
| 16 Catholic Awards Mass EASTER SUNDAY | 17 | 18 | 19 | 20 | 21 | 22 |
| | | | | | OA CONCLAVE | |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | | | | | | |
| OA CONCLA... | | | | | | |



May 1995

Viking Discoveries



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------------------|---|---------|-----------|------------------------------|-----------------------------------|-----------------------------|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 District Roundtables | 12 | 13 |
| 14 MOTHER'S DAY | 15 | 16 | 17 | 18 TPS-Last day of school | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 UPS/BAPS-Last day of school | 27 Council Office Closed |
| | PINE TREE | | | | | |
| 28 | 29 Council Office Closed Memorial Day | 30 | 31 | | | |
| PINE TREE | | | | | | |



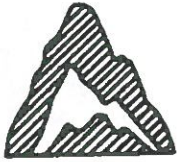
June 1995

Bugs N' Things



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------------|--------|---------|---------------------|---------------------------|--------|----------|
| | | | | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 District Roundtables | 9 | 10 |
| Cub Day Camp | | | | | | |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Cub Day Camp | | | | | | |
| 18 Father's Day | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | |
| CUB/WEBELOS CAMP #1 | | | CUB/WEBELOS CAMP #2 | | | |

WEBELOS Activity Pins: Naturalist, Geologist



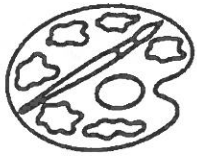
July 1995

Water Carnival



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------------|--------|---|-----------|-------------------------------|--------|----------|
| | | | | | | 1 |
| 2 | 3 | 4 Council Office Closed CUB/WEB #2 Independence Day | 5 | 6 | 7 | 8 |
| CUB/WEBELOS CAMP #3 | | | | | | |
| 9 | 10 | 11 | 12 | 13 District Roundtables | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| OA ORDEAL | | | | | | |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| OA ORDEAL | | | | | | |
| 30 | 31 | | | | | |

WEBELOS Activity Pins: Aquanaut, Geologist



August 1995

Fiesta



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------------|--------|---------|-----------|-------------------------------|---------------|----------|
| | | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 District Roundtables | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| | | | | | OA FELLOWSHIP | |
| 27 | 28 | 29 | 30 | 31 | | |
| OA FELLOW... | | | | | | |



September 1995

Dial 911



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------------------------------|--------|---------|-----------|----------------------------|-----------------|------------------------|
| | | | | | 1 | 2 Council Office... |
| 3 Council Office/Scout Shop Closed | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 District Roundtables | 15 | 16 |
| 17 | 18 | 19 | 20 | 21 | 22 OA ORDEAL | 23 |
| 24 OA ORDEAL | 25 | 26 | 27 | 28 | 29 | 30 |

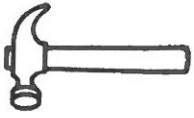


October 1995

Land of Make Believe



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|-------------------------------|-----------------|-----------|-------------------------------|------------------|----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 Columbus Day Observed | 10 | 11 | 12 District Roundtables | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | | | | | Council Camporee | |
| | | | | SCHOOL OUT | | |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Council Camp... | | | | | | |
| 29 Daylight Savings Time-Back 1 hour | 30 | 31 Halloween | | | | |



November 1995

Knights of the Roundtable



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|--------|---------|------------------------|---------------------------|--------|---------------------|
| | | | 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 9 District Roundtables | 10 | 11 POW WOW 95 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 OA VIGIL Meeting | 23 Thanksgiving | 24 | 25 |
| COUNCIL OFFICE CLOSED FOR THANKSGIVING | | | | | | |
| 26 | 27 | 28 | 29 | 30 | | |
| COUNCIL OF... | | | | | | |

DEN AND PACK ACTIVITIES



Activities are the spark, that is something extra, that make a den and pack really special and the envy of all others. The extra effort involved is well worth the investment as the group's enthusiasm grows. Recruiting becomes easier when a Cub Scout tells his friends all the neat things his Cub Scout pack is doing. Parents will want to be involved when the activities are planned that are fun and exciting.

A successful activities program depends on all den and pack leaders

and families working together. The single most important word for a smoothly run program is **PLANNING**. Careful planning of pack and den activities will generate enthusiasm for unit leaders, parents and boys' an important factor for all the people "who make the pack go".

The secret for Cub Scout den activities is the wise use of the monthly theme. The theme is simply an idea or emphasis around which den and pack leaders plan activities 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 them all together at the monthly meeting with skits, stunts, and handicrafts all related to single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result.

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 or dens who has the highest percentage of parents at the monthly 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".

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.

Remember the Cub Scout program is flexible, and if another theme is better suited for your pack, you may wish to make an exception. These things should be kept in mind:

- It must have strong appeal for Cub Scout-age boys.
- It should be a wide subject that provides variety so that each boy can do the things he likes to do.
- It should instill the deeper, more lasting values of Cub Scouting.

Cub Scouting has a nonsense word that expresses the idea very neatly. This should be your watchword as you plan year-round fun for your pack or den. The word is KISMIF. It stands for

"KEEP IT SIMPLE, MAKE IT FUN"

A Cub Scout pack can easily plan a variety of special activities. There are some general guidelines which should be followed to help ensure the success of your activity.

- **OBJECTIVE:** Why are we having the activity? Does it help to achieve the Purposes of Cub Scouting?
- **LEADERSHIP:** There should be adequate adult leadership to ensure safety and supervision. IN major activities, such as the Blue and Gold Banquet or Derby, the pack committee usually appoints a chairman, and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.
- **FACILITY:** What type of facility is needed? Can it be held at the regular pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for the facility?
- **PHYSICAL ARRANGEMENTS:** What type of seating arrangements is needed? If it is outdoors, what is available, and what do we need to provide?
- **SCHEDULE:** A written schedule or program will be helpful. When will it be held? What time does it begin? Who does what when? What time does it all end?
- **ALTERNATIVES:** Plan for backup leadership to fill in for emergencies. If it is an outdoor activity, have a backup plan in case of rain.
- **PUBLIC RELATIONS:** Be sure all pack families are informed about the activity. Is this an event that could be publicized in local newspapers or other media?

- **JUDGING AND AWARDS:** Any special pack activity which takes the place of the regular pack meeting should include advancement awards, so recognition can be made promptly. If it is a competitive activity, will each boy receive something for participating? Or will only the winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?
- **HEALTH AND SAFETY:** Include in the plan all necessary measures to ensure the health and safety of the boys and others attending.
- **MATERIAL AND EQUIPMENT:** What materials and equipment is needed? Who will bring them?
- **FINANCES:** Estimate cost of activity, if any. Does the pack budget cover this expense? If not, how will the costs be covered?
- **REGISTRATION OR CHECK-IN PROCEDURE:** Most competitive events require some type of check-in procedure. Who will be responsible?
- **TRANSPORTATION:** Will transportation be needed? Will each family provide its own? if not, what arrangements need to be made?
- **COUNTDOWN:** Does everyone involved know what is expected?

Scouting means doing. Everything in the Cub Scouting program is designed to have the boys DOING things. **CUB SCOUTING IS A YEAR-ROUND PROGRAM.** Remember to include the summer months in your activities. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and funniest activities that can happen during the year. A quality pack program has two elements...fun and exciting activities for the boys, and it achieves the Purposes of Cub Scouting. The information found on the following pages will help you with your planning for the coming year.



CUB SCOUT SPORTS PROGRAM

Sports has a long and honorable history. Early records show that organized sports go back in time to the oldest civilization we know ancient Egypt, India, and China.

In today's busy world, families are compelled to make many choices regarding how to best spend their valuable time together. Often our boys are forced to select between organized sports and Scouting. It is for this reason that the Boy Scouts of America introduced the Cub Scout Sports Program.

Today the average boy is exposed, at school or play, to two or three team sports such as basketball, softball, and baseball, or some swimming, as an individual sport during the summer. But how often does this average boy get a chance to learn golf, tennis, skiing or archery. Where can he find a year-round program designed for his age group that provides a choice wrong many different sports, both team and individual? You're right, in the Cub Scout Sports Program!

You, the Cub Scout Leader, will find Cub Scout Sports an exciting supplement to the existing Cub Scout Programs. In order for the boys to get the greatest benefit from the Cub Scout Sports Program, and so you may use it in the easiest and most productive manner, it is important that you know more than how to hit a volleyball, or set up a tournament chart, or send out a flyer. You should know the basic concepts of the Cub Scout Sports Program.

CONCEPTS

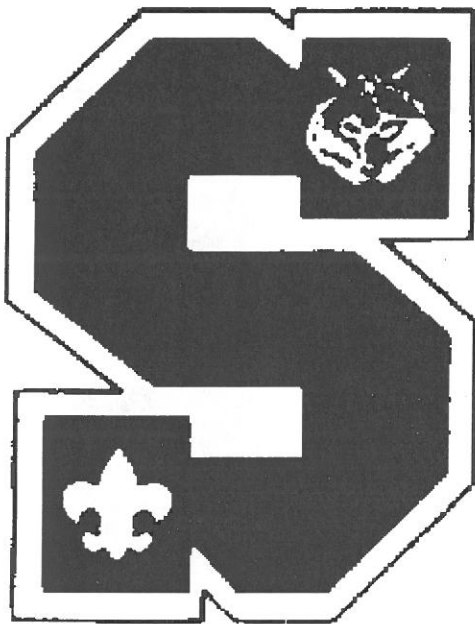
The Cub Scout Sports Program supplements the existing program for Cub Scouts and Webelos Scouts, but does not replace it. Emphasis in Cub Scout Sports is on introduction to a sport, Teaming about it, taking part in it and on "doing your best". Sportsmanship is emphasized; winning is not. There is an opportunity for every registered Cub Scout or Webelos Scout to participate and be recognized for participation.

The Cub Scout Sports program includes summer and winter sports, indoor and outdoor sports, active and less active sports and team and individual sports. Cub Scout Sports are flexible, easy to organize - and FUN

The Cub Scout Sports program is designed to work at all Cub Scouting levels - in the family, den, pack or the district and council level - and to teach a boy, at every level, how to get along with others.



HOW TO SET UP A SPORTS PROGRAM



The first step is to select a Sports Chairman to oversee the program. The Chairman and the Committee then select a sport that would be of interest to the group. Consider the interest of the pack members and determine what sports could be programmed for the year. Establish a schedule for the sports activities. Identify the playing area, what equipment is available, safety rules, recognition, expenses, leadership resources and parent involvement.

Don't overlook FUN for the boys and family. After this step is complete, begin promotion.

Use the Cub Scout *SPORTS LEADER GUIDE No. 2152* and the individual manuals for each sport. These books have rules, fitness programs and teaching aides to enable the boys to enjoy the sport. The rules must be known on all

competitions before the practice begins. **SET THE RULES AND KEEP THEM.** Put the rules on paper and see that every participant has a copy.

Your judges (umpires or referees) must also be aware of the rules you are playing by. This will help ensure that everyone is playing by the same rules.

WHO RUNS THE SCOUT SPORTS PROGRAM

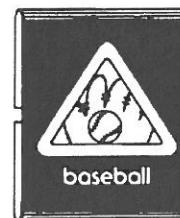
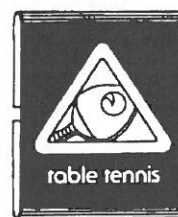
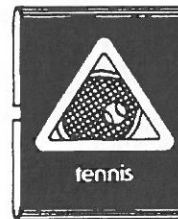
Although the Cubmaster does not run the Sports program he should give supervision to the program to make sure the program is conducted in accordance with the BSA policies. The same would hold true with the den leaders. This is where parent involvement becomes important. Parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches. Choose the coaches carefully. They will have a big impact on the Cub Scouts and their future enjoyment of sports.

COACHES QUALIFICATIONS

- They should be familiar with and like working with younger boys.
- They should know the rules, strategies and skills of the game.
- They should know how to teach enjoyment of the sport.
- They should be able to spot problems and correct them.
- They should know when not to play a boy who is ill or injured.
- They must be able to keep ego and temper under control.
- They must be able to keep open communications with players and parents.

Resources for Cub Scout Sports at the Scout Shop include:

| <u>Subject</u> | <u>Catalog</u> |
|--------------------------------|----------------|
| Archery | 2153 |
| Badminton | 2106 |
| Baseball | 34277 |
| Basketball | 2155 |
| Bicycling | 34082 |
| Bowling | 2154 |
| Fishing | 34086 |
| Golf | 2157 |
| Gymnastics | 2110 |
| Marbles | 34279 |
| Physical Fitness | 2161 |
| Skating | 34083 |
| Skiing | 34280 |
| Soccer | 34287 |
| Softball | 2160 |
| Swimming | 2163 |
| Table Tennis | 2164 |
| Tennis | 34291 |
| Ultimate | 2109 |
| Volleyball | 2165 |
| Introductory Guide | 34292 |
| Cub Scout Sports Leaders Guide | 34273 |
| "S" Letter | 00806 |
| Sport Pocket Certificate | 33709 |
| Den Recognition Report | 2167A |



CUB SCOUT ACADEMIC PROGRAM

In 1992 an Academics program was added to Cub Scouting, providing Cub Scouts and Webelos Scouts an opportunity to become more proficient in academic subjects. The program includes scholarship emphasis and encourages the boy to “do his best” while involving a parent whenever possible. the program encourages youth to pursue a learning process on their own, in the den or pack or in the community and to have fun learning at the same time.

The emphasis of this program is for academic performance above the routine classroom activities. Those designing this program sought to leave it sufficiently flexible to meet various learning situations. The intent of the program is to award the Scout for extra curricular learning or participation above the routine learning experience for that Cub Scout. Tiger Cubs can participate in the program.

Presently these are the subjects available

- Art
- Music
- Communication
- Science

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 (2) weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos Dens should file tour permits for Webelos Overnight camp outs.

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. Den families should be notified anytime the den is away from the regular meeting place. File a Tour Permit Application for longer den trips. Check with the Council Service center for policy on trips.

Secure adequate, responsible and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or vans, making certain that each boy and adult use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in the back of trucks **is not permitted**. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. Ask families to provide transportation for den and pack trips.

- Cub Scouts and leaders should be in proper uniform.
- Good behavior is important so other Scout groups will be welcome later.
- Provide plenty of adult supervision. Enlist the help of family members.
- 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 the highlights 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 boys remain together at all times.
- Locate rest rooms immediately upon your arrival.
- Decide on rendezvous points, gathering 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. (You need to have their parents phone number in case of an accident.)
- Upon your return, have the boys write your hosts to thank them for a pleasant visit.

DEN PERMISSION SLIP

I give permission for my son, _____, to go on a den/pack outing with
Pack _____, Den _____ on _____.

I understand they will be going to _____

I understand my son will be riding with/on _____

I understand they will be leaving from _____ at _____
and returning to _____ at _____

In case of emergency, I can be reached by phone at _____

If I cannot be reached, please contact: _____
at _____.

Signed _____ (Parent or Guardian) Date _____



TOURS, TRIPS AND TRAILS

Have you seen this list before? Have you called one these places only to find out that it no longer exists? Fear not, our staff of fifty researchers has given you a complete and up to date list. Take your Cub Scouts on an outing for a special reward, or just for the heck of it. They always have a great time.

ARTS

Alexander Hogue Gallery - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May, 8 AM - 4:30 PM, Monday - Friday, 1 PM - 4 PM, Saturday. Self guided tours. Free admission.

American Theater Company - Call 747-9494 about group rates. All shows are at the John Williams Theater of Performing Arts. Now have Global Village Children's Theater at Philbrook Museum of Art February, April, November, Saturday 11 AM.

Discovery Land Theater - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June - August for the musical "Oklahoma". Call 742- 5255 for information. Call 245-6552 for tickets.

Fenster Gallery of Jewish Art - 1223 E. 17th Pl., 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Open Sunday - Thursday 10 AM - 4 PM. Call for time available. Free admission.

Theater Tulsa - 207 N. Main, Tulsa, 587-8402. Contact Amanda Broderick Monday - Friday, 9 AM - 4:30 PM. Call at least a week in advance. The best time to visit is during the run of the show so you can see the sets. Tours are on a show by show basis and are included in the ticket price. The tour includes backstage, sets and history of the theater.

Trail of Tears Production - Tahlequah, OK. Contact Cherokee Heritage Center at 1-456-6007, P.O. Box 515, Tahlequah, 74465 for details. Drama runs June - August 8:30 PM, Tuesday - Saturday. Ancient Village Tours 10 AM - 5 PM, Tuesday - Saturday. Special group/Scout rates.

Tulsa Ballet Theater - 4512 S. Peoria, Tulsa, 749-6030. Monday - Friday, 9 AM - 5 PM during the school year. Call for arrangements.

HISTORY

Creek Council Oak Tree - 18th and Cheyenne. The marker at this address tells of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Locapoka or the Turtle Clan.

First Post Office Marker - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

Fort Gibson Stockade - Fort Gibson, OK. Monday - Saturday, 9 AM - 7 PM. Sunday 1 PM - 7 PM. Restored fort of the early frontier. Free. While you are in the area go by the National Cemetery.

Frank Phillips Home - 1100 South Cherokee, Bartlesville, OK. 1-336-2491. Wednesday - Friday, 10 AM - 5 PM. Sunday, 1 PM - 5 PM. Free admission.

HAR-BER Village - Harbor Rd. and Main St., 3-1/4 miles west of Grove, OK. 1-786-6446. Open 9 AM - 6 PM daily, March 1 to December 1. Historical information and collections. Self guided tours of 116 buildings and displays. Display # 56 is a Scouting display featuring the oldest scout uniform.

Harwelden - 2210 South Main, Tulsa, 584-3333, ask for Mendi Dunn. Self guided tours Monday - Friday, 8:30 AM - 4:40 PM. This beautiful old mansion is home to the Arts and Humanities Council and the American Indian Heritage Center. Free admission.

Murrell Home - Tahlequah, OK. 1-456-2751. Wednesday - Saturday 10 AM - 5 PM, Sunday 1 PM - 5 PM. Three miles south of Tahlequah on Hwy. 62, then 1 mile east of Hwy. 82 (watch for sign). Site of many early day social events of the area. 3/4 mile nature trail. Free admission.

Muscogee Creek Council House & Museum - 106 W. 6th, Tulsa. 756-2324. Built in 1878 as governmental offices of Muscogee Creek Nation. Many displays . Year round tours. Please call 2 weeks in advance for arrangements.

Perryman Home - located on the southwest corner of 31st and Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area.

Perryman Indian Cemetery - 32nd & Utica. This is a good service project as the cemetery usually needs some work. Contact Anetta Trip 742-1002.

Philtower Gallery- 427 Boston Ave. Run by the Tulsa Historical Society. Open Monday - Friday 9 AM - 5 PM. Exhibits in the lobby rotated every 3 months.

Tsa- La-Gi Cherokee Village - Tahlequah, OK. Two miles south of Tahlequah on Hwy. 82. 1-456-6007. Open from the 1st Saturday in May through the end of August, Tuesday - Saturday 10 AM - 5 PM. Charge for admission. Call for special group/Scout rate.

Tulsa Historical Society - 1400 Gilcrease Museum Rd. (on the grounds of Gilcrease Museum). Hours are 11 AM - 4 PM Tuesday - Thursday and Saturday. 1 PM - 4 PM Sunday. Free admission.

Washington Irving Monument - Located at the intersection of West Easton and North Vancouver. Irving passed through in the early 1800's.

Will Rogers Memorial - 1720 W. Will Rogers Blvd. 29 miles NE of Tulsa on the hill overlooking Claremore, OK. Open 8 AM - 5 PM daily. Admission is free. Tours can be arranged if you call in advance. 341-0719.

Will Rogers Birthplace - Near Oologah off US Hwy. 169 (follow the signs). Open from dawn to dusk daily. Tours 10 AM - 2 PM. For information call 275-4201.

USS Batfish War Memorial - Open March 15 - October 15, Monday - Saturday, 9 AM - 5 PM, Friday - Sunday October 15 - December 1. 1-682-6294. Take the Muskogee Turnpike to the Port of Muskogee/Hyde Park exit. Self guided tours. Group rates.

NATURE AND ANIMALS

Allen Ranch - 19600 South Memorial Drive, 366-3010. Trail rides and hayrides with wiener roast are available. Over-night campouts with 3 hour rides, with or without food are available. Campground facilities and GROUP DISCOUNTS. Open all year. Closed on Mondays.

Carmichael Produce - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns are available for about \$1.

Honor Heights Park - Muskogee, OK. 1-684-6302. Contains every flower and shrub native to Oklahoma. Famous for spring Azalea Festival but equally showy with fall flowers.

Juniper Hill Farms - 9740 East 121st South, Bixby, OK. Call 369-5256 1-2 weeks in advance to schedule. Self guided tours. Monday - Saturday 8 AM - 5 PM.

KJM Stables - 9801 South Sheridan, Tulsa. Contact Dawn or Kevin McCorkle at 299-9283 about group rates or rides and lessons. Tours of barns and horses. Free admission.

Mingo Stables - 12601 South Mingo, 369-5692. Open every day 9 AM - 9 PM. Trail and hayrides with cookout, campouts, and horse rentals available. Western and English riding lessons. Scout discounts.

Mohawk Park - 36th Street North and Sheridan Avenue. This is the third largest municipal park in the United States. Activities available include horseback riding, fishing, boating, golfing, biking, and hiking. For picnic reservations call 836-4489.

Oklahoma Department of Wildlife Conservation - Fairgrounds, Tulsa, 744-1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City. During the fair there is a large exhibit of animals.

Oxley Nature Center - Located at Mohawk Park, 6700 Mohawk Blvd., 669-6644. Go in main Mohawk Park entrance and follow the road until you come to the sign and gate. Gates open 8 AM - 5 PM daily. Building open Monday - Saturday 10 AM - 4:30 PM, Sunday 12 PM - 4:30 PM. Eight miles of trails ranging from 1/3 to 1/2 mile in length. There is a patch you may earn and purchase there.

Perryman Wrangler Ranch - 11524 S. Elwood Ave, Jenks, 299-2997. A 280 acre working ranch offering hayrides, horseback riding, bar-b-que cookouts, fishing, campouts, storytelling, gunfight re-enactment and dances by American Indians. Open year round. Call for arrangements.

PetMart - 7827 East 51st, Tulsa, 622-6450. 200 varieties of fish, birds. Tours given any day with at least 24 hours notice. Prefer mornings.

River Parks Authority - 596-2001 (office)

Fitness Parcour - Trail runs along river between 11th and 18th streets. A small nature trail is off the main trail.

Frisbee Golf - 41st and Riverside

Wildflower Plots - 46th and Riverside

Old West Playground - West across 23rd Street bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

19th Street Overlook - Restaurant, restrooms, and playgrounds.

Pedestrian Bridge & Dam - 31st Street. Trails, hiking paths and flower gardens.

Swan Lake - 17th Place and Utica. Swans, turtles, ducks and fish.

Tulsa Municipal Rose Garden & Ann Hathaway Herb Garden - (Woodward Park). 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 746-5125 for information about special shows and programs.

Tulsa Stockyards - 913 North 161st East Ave. Sales on Monday mornings, tours available then. Call in advance at 234-3438.

Tulsa Zoological Park - Located at Mohawk Park. 5701 East 36th Street North. Open 10 AM - 5 PM. Call 669-6218 for decent guided tours. There is a patch you may earn.

GOVERNMENT

City Hall - Tulsa Civic Center, 200 Civic Center. Call Amy Barrett at 596-7605 in advance to schedule tours. Tours given Monday - Friday 8 AM - 5 PM. Tours include mayors office and city council rooms.

Tulsa Fire Department - Contact the Captain of the station you wish to tour to make arrangements. Station #4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

Tulsa Police Department - Crime Prevention Department, 600 Civic Center, Call 596-7777 in advance to arrange tours. For daytime only.

Tulsa County Sheriff's Department and Courthouse - Call Officer Wayne Pauley at 625-2725 in advance to arrange tours. Tours are given between 8 AM - 5 PM, Monday - Friday. Special arrangements can be made for Saturday and evening tours, but you cannot see the courtroom in action at these times. Tours include jail, booking rooms as well as court.

United States Post Office - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tour will be given. Tours last 30 - 40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collecting.

TOURS

Adams Mark Hotel - Call Virginia Will at 560-2215 for arrangements to tour hotel. Tours will depend on the occupancy of the hotel. Please allow at least 1 week notice.

Excursion Train Ride - A real train ride from Mohawk Park to Collinsville and back. Call 371-2800 or 371-2343 for schedule of next train ride. Admission \$7.00 ages 3-11 and \$10.00 for adults.

F&M Bank & Trust - 1330 South Harvard, Tulsa. Call marketing at 744-1330 to arrange tour. Please allow at least 2 weeks advance notice. No more than 10 in a group. (If more than 10 groups will be split and tours given back to back)

Frankoma Pottery - Frankoma Road, Sapulpa, 224-5511. Showroom open 9 AM - 5 PM Monday - Saturday, 1 PM - 5 PM Sunday. Tours are scheduled Monday - Friday 9 AM - 3 PM. Tours of 20 or more must call in advance to schedule. Small groups do not need to schedule. Free admission.

Keystone Dam - Call 865-2919 for information and to schedule tours.

Oklahoma Air National Guard - Tulsa International Airport, 832-8325, Tony Heinman. Tours are given only on Saturdays during drills at 9:30 AM. Call for arrangements.

Oklahoma Army National Guard - 2101 Lynn Lane (S. 9th St.), Broken Arrow. Please call first, Sgt. LeMaster, at 455-5445.

Oral Roberts University - 7777 South Lewis. Self guided tour of Prayer Tower, also a slide show. Please call 495-6807 for further information. Open 10 AM - 4:30 PM Monday - Saturday, 1 PM - 5 PM Sunday.

PSO Generating Plant at Riverside (Jenks) - Call Mike Messer at 599-4993 or Annette Wallace at 599-4997 to schedule tour. 8 AM - 4:30 PM Monday - Friday.

Sun Oil Packaging & Bottling Plant - Contact Lance Hemby at 586-7366 to schedule tours. Tours vary as to when they can be given.

Radio Stations - Contact individual stations for information.

Television Stations - Contact individual stations for information.

Tulsa International Airport - Call Tracy at 838-5000. Tours are no longer given to groups but Tracy will show an adult where all they can take the groups for a self guided tour.

United States Weather Bureau - 10159 E. 111th St. Suite 300 (Bank IV Bldg.). Contact Steve Piltz ,832-4116, to schedule tours. Tours Monday - Friday 8 AM - 5 PM.

Waste Treatment Plant - Call Mike Patton, 596-9863, to make arrangements.

Water Treatment Plant - Call 596-9847 or 596-9848 between 7 AM and 4 PM in advance for tours. 8 years or older please. Visit either plant, 3600 East Mohawk or 18707 East 21st. Tour takes about 1 hour.

MUSEUMS

Bacone Indian College Museum - Muskogee, OK. 1-683-4581. Take Muskogee Turnpike, exit at Hwy. 62 (Muskogee/Bacone), turn right, at 2nd stop light turn right. Open Monday - Friday, 10 AM - 12 noon and 1 PM - 4 PM. Indian artifacts and crafts.

Collinsville Depot Museum - 115 South 10th Street, on fairgrounds. Open Sunday 1 PM - 5 PM, other times by appointment only. Call Linda Pfeffer at 371-5508 for information and appointment. Area historical information.

Five Civilized Tribes Museum - Muskogee, 1-683-1701. Go south on Hwy. 69, turn right on Okmulgee then right on Honor Heights Drive. Open Monday - Saturday 10 AM - 5 PM; Sunday 1 PM - 5 PM. Admission charge. Group rates.

Gilcrease Museum - 1400 Gilcrease Museum Road, 596-2700, September - March best months for tours. Tours weekdays 9 AM - 5 PM, Sunday 1 PM - 5 PM. Call for reservations and information about special displays. Make reservations 2 weeks in advance.

J.M. Davis Gun Museum - 333 North Lynn Riggs Blvd., Claremore, OK. Monday - Saturday, 8:30 AM - 5 PM; Sunday 1 PM - 5 PM. Free admission. More than just a gun museum. For more information , call 341-5707.

Kerr Museum - Poteau, OK. 1-647-8221. Closed on Monday. Open Tuesday - Sunday 1 PM - 4 PM. Six miles south of Poteau on Hwy. 59 and Old 271. Home of former Governor/Senator Robert S. Kerr. Admission fee. Group rates available.

Philbrook Museum - 2727 South Rockford, 748-5309, Tuesday - Saturday 10 AM - 5 PM: Sunday 11 AM - 5 PM. Call 2 weeks in advance to make arrangements. Tour minimum 10 - maximum 60. Guides will go on tours with you. Admission charge. Group rates. Free to children 12 and under.

Woolaroc Museum - 1-336-0307. 14 miles southwest of Bartlesville on Hwy. 123 (Frank Phillips Memorial Hwy.). Open 10 AM - 5 PM daily except Monday. Summer 10 AM - 8 PM , 7 days a week. Entry fee for adults, children under 16 free. Group tours get one adult free for every 5 children. Group tours may be arranged in advance by writing the Museum Director, Woolaroc Museum, Rt. 2 Box 2100, Bartlesville, OK, 74003 or by calling. Please allow 2 weeks advance notice. No guided tours on Saturdays. ***There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area BSA) available for hiking the nature trails and completing questionnaires.***

TRAILS

Belle Star Trail - This one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by the fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

Enchanted Walkway Nature Trail - The first 1/4 mile of the 1 1/2 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near the Woolaroc Museum near Bartlesville. Drinking water and restroom facilities are available at the trail entrance.

Grapevine Hollow Nature Trail - Located in Chandler Park, West 21st Street in Tulsa. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

Keystone State Park - Nature trail approximately 1 mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get hold of, be persistent.

Mohawk Park - Surrounding Mohawk Park and Zoo are some 700 acres of forest, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The Nature Center is open to the public year round. Guided tours for groups can be arranged by calling 669-6644.

Okmulgee Historic Trail - Hike the trail and complete other requirements and earn the "Historic Trail Patch". Contact the Okmulgee Chamber of Commerce at 1-756-6172.

Overlook Nature Trail - The 1/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

Outlaw Trail - Located in the hills of Arrowhead State Park in Eufaula. It has a 1 mile nature path and 3 mile hike section. The nature trail look is located near the Arrowhead Lodge.

Redbud Valley - This nature trail is 1 mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, West of 161st East Ave., between Hwy. 266 and I-44. Drinking water, restrooms, and similar facilities are not available.

Runestone Trail - This one mile day hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Runestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious monument-like, 12 feet high, bearing Runic alphabet markings dated to 1012 AD. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.

Skull Hollow Nature Trail - This trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the Dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and restroom facilities are available.

Taylor Ferry South Trail - This is a 1/4 mile trail winding through redbud, oak and hickory woods south of the Taylor Ferry Public Use Area on Ft. Gibson Lake. The trail has a gentle slope and a variety of birds and wildlife inhabit the area. Drinking water, camping, and picnic facilities are available.



OUTDOOR ACTIVITIES

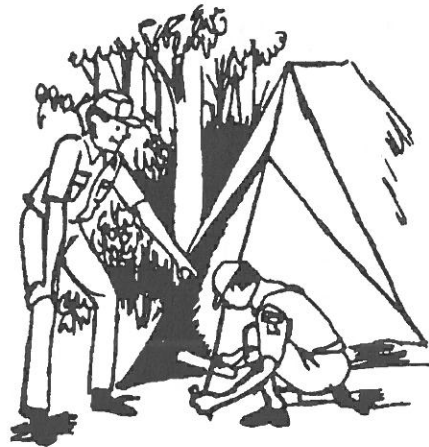
Outing is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts". As Cub Scout leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

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.

Webelos Scouts start the transition in outdoor adventure by participating in parent-son overnight camp outs. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.



Outdoor den meeting can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and by collecting objects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.

SAFETY RULES FOR OUTDOOR ACTIVITIES

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and cardiopulmonary resuscitation (CPR) attend pack functions.
2. Remember that adequate leadership and supervision help prevent accidents.

3. Encourage boys to pair up in buddies to be aware of each other's whereabouts at all times.
4. Have a plan for personal or natural emergencies (such as lightning storms, high winds, or flash floods) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.
5. If possible, check out the location in advance for hazards.
6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented.
7. Select a well-identified gathering place in the event the group is separated.
8. An adult should always supervise when Cub Scouts are building fires and cooking. 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 the rules of safety around the home, fire safety, and water safety, using the Cub Scout achievements and electives.
2. Meeting places must be free of accident hazards. Use the *Meeting Place Inspection Form, No. 6140*, to check them.
3. Use a few minutes of den or pack parents' meeting to discuss the value of teaching the boys to cope with everyday hazards of living.

Often parents 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.

Instead of asking boys to stay off the streets, teach them to observe proper precautions while they are in the street.

Instead of keeping boys indoors in cold weather, teach them how to dress to protect themselves against the cold.

4. Invite local experts to visit with parents and Cub Scouts about such subjects as:

....**FIRE SAFETY**

...**TRAFFIC RULES**

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.

There are many places to camp. State and national parks offer some of the nation's most beautiful scenery, with rangers and other park personnel there to help you enjoy it. Some council Scout camps have family camping facilities. And there are many campgrounds which have running water, sanitary facilities, and outdoor fireplaces. It's your choice whether you camp at a campground or an undeveloped area.

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.



OTHER TYPES OF CUB SCOUT CAMPING

Pack Camping - an outdoor experience of one or more days

That is conducted on council property where the entire family is encourage to participate. Overnight camping by second and third grade cub scout dens or cub scout packs (other than at an approved camping facility operated by the local council) is not approved and certificates of liability insurance will not be provided by the Boy Scouts of America .

Resident Camping - organized overnight camping program covering at least 2 nights and operated under certified leadership in an

Established scout camp operated by the council during normal camping season. Cub scouts, Webelos scouts, and parents participate with den and pack leaders in a theme-related program.

Cub Scout Day Camp - day camp is an organized 1 to 5 day program for cub scouts and Webelos scouts under certified leadership at an approved site, usually during daylight or early evening hours.

Den members are supervised by den and pack leaders. A Webelos scout/parent overnighter at the end of camp may be added.

Sailing Academy - daytime council sponsored program for Webelos only. Council provides staffed program areas.

Mom & Me, Dad & Lad, Cub and One - a weekend experience for an adult member of the family and the cub scout member.

Backyard Camping-“Backyard camping is encouraged. Family camping is an excellent Cub Scout activity. Overnight or extended camping is good as long as it is done as a family experience. It is not authorized for the younger Cub Scouts except as a part of the Family camping.” The boys may try to cook their meals outdoors, too.

Webelos Woods - district sponsored overnight event where Webelos and their adult partner have the opportunity to interact and interview with Boy Scout troops. Planned program areas are staffed.

Webelos Den Camping - Webelos scout/parent overnighthers, introduce the boy and his parent to the camping program under the leadership of the Webelos den leader. In most cases the Webelos Scout will be under the supervision of his father or mother.



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 and the 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 an invitation 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 |

Roast corn and fried fish might be prepared by the fishing derby committee, or a picnic supper, with hot dogs, baked beans, and ice cream might be served.

MAKING FISHING LURES

You say your Cub Scouts are a bit burned out on crafts? Let's fact it, a lot of Cub Scout craft projects are for mom and/or dad, the house or family pet. Very few projects are for the boy himself. One favorite project is making fishing lures. It can be very involved or very easy. Materials for the projects are collected and the on non-craft item needed is a few fish hooks.

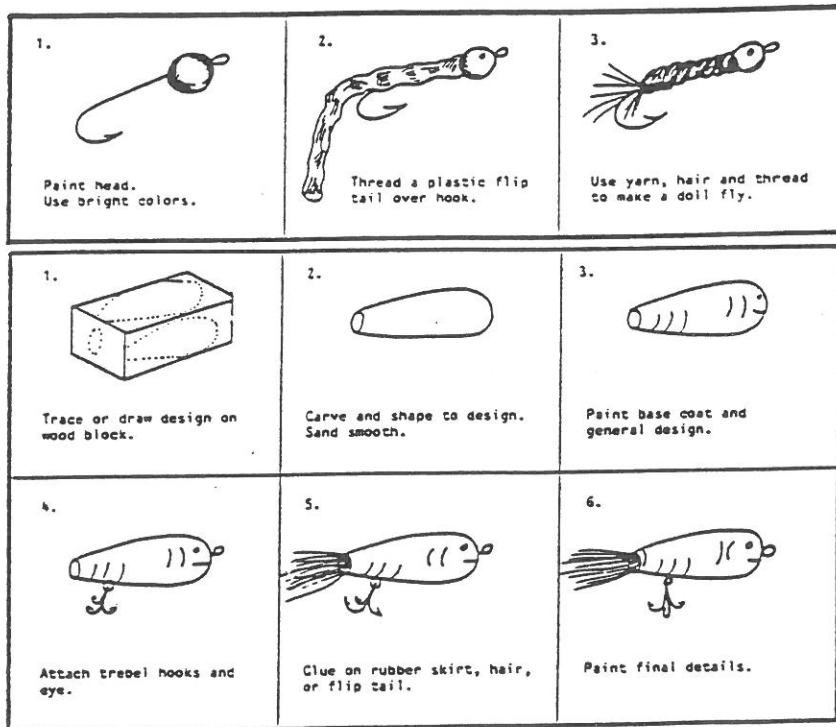
The simplest lures are the lead head doll flies and the light weight flies: They require only a hook, a piece of feather, a bit of hair or fur, a touch of colored yarn and a few inches of thread.

When a few minutes at the end of a meeting are available, break out some lead headed hooks and have the Cub Scouts painting colorful heads on the lead balls. At the next meeting, a plastic flip tail or a fur and yarn body can be added. By making several different types of lures at one time, a den with widely spaced craft abilities can all make something at their own skill level.

Lures should be made to resemble the types of insects, small fish, crawdads or other food that fish like. This gives a good lead-in for nature study. Don't worry about getting them exactly right, (most lures are made to catch fishermen!). A little flash and color are usually all that is needed for perch. Silver, yellow and red paints are usually the best colors.

A small C-clamp vise is handy to hold the business end of the hook while working on the lure but a clothes pin nailed to a block of wood or a pair of pliers with the handles rubber banded together will also work.

Materials available from scrap yarn, tinsel, hair (deer is best, but horse is fair and any course hair of 1" or longer will do), small diameter wire, small feathers, bits of balsa wood. Hooks may be small to medium (2/0 to 6/0), nylon or polyethylene thread is required to assemble the components.



CUBMOBILE DERBY

Planning for a Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).

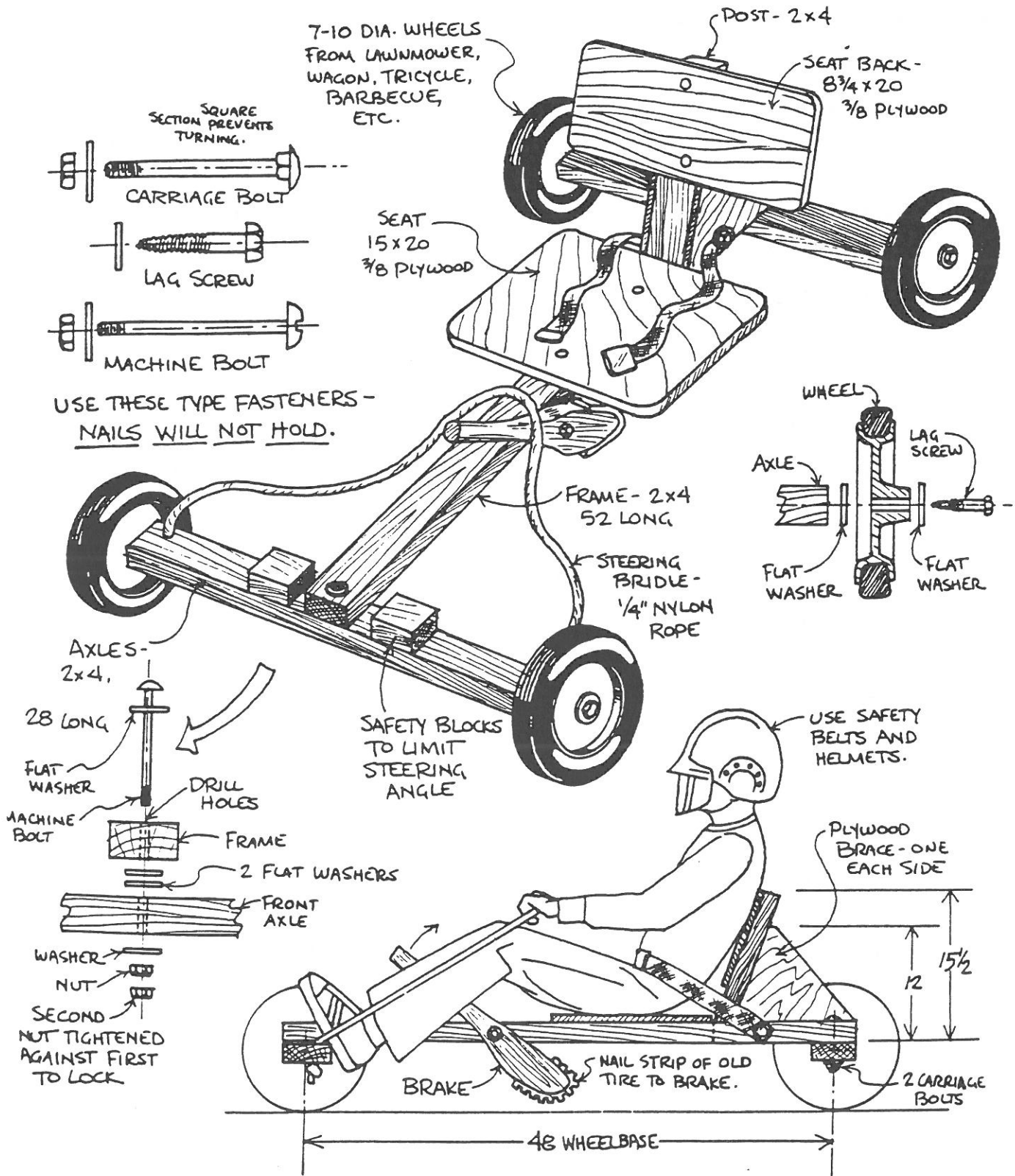
It is recommended that each pack have their own Cubmobile, but don't let that keep you from attending your District Cubmobile Race.

CUB SCOUT CUBMOBILE OFFICIAL BUILDING SPECIFICATIONS

1. Wheels should be approximately 10 inches in diameter, 1- $\frac{3}{4}$ inches wide, with ball or roller bearings and semi-pneumatic or solid rubber tires.
2. Car frame is to be made from 2 x 4 construction lumber.
3. $\frac{1}{4}$ inch round head bolts should be used to hold the frame together. Screws are second-best choice. Nails will not hold up to a day of racing.
4. All cars are to have a seat and braced backrest, placed so that all team members can rest feet comfortably on front cross bar.
5. If threaded axles are used, the nuts are to be secured with cotter pins or safety wire.
6. Seat belts are optional (each District sets their own rules). If one is used it should be securely fastened to the main backbone of the car.
7. Each boy, while participating in the race is to wear a protective head covering such as a football helmet, racing helmet, or construction hard hat. For health reasons the borrowing of helmets is discouraged. Each boy should have his own.
8. Overall length of the car is to be 5 feet or less; overall width, 3 feet or less; distance between axles, no more than 4 feet.
9. Cars must be equipped with a hand brake with its rubbing surface face with a rubber material such as a strip of old tire. This when dragged on the ground, will stop the car.

PRIZES

Every boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to official time, not on the basis of who finishes first. Make the event fun for all. The more classification for winners the better. Every boy should leave with a smile, because he "did his best."



A BLAST FROM THE PAST

CUBMOBILE

A. 1 PIECE
1" x 2" x 4"
RND BRK

B. 3 BRACKS
1" x 2" x 24"

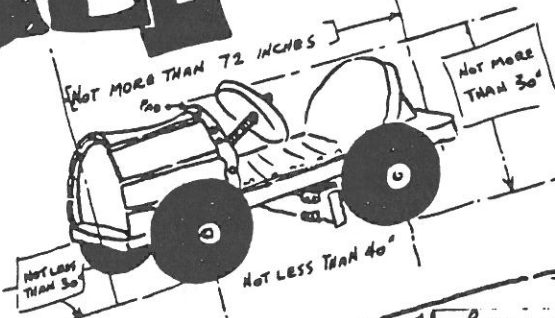
C. 2 SIDE PICES
2" x 2" x 6'-0"

D. 1. IRON PIPE
STEERING SHAFT

F. 2 AXLE BOARDS
1" x 6" x 30"

NOTICES
USE ROUND HEAD
1/4" BOLTS TO
HOLD FRAME...
SCREWS SECOND
CHOICE... NAILS
WILL WORK LOOSE.

STEERING
EFFICIENT STEERING
DEMANDS A DIRECT
LINE PULL ON
THE AXLE.



Building notes:

wheels must not exceed 12" in diameter.

All wheels must be equipped with solid rubber tires.

All cars must be steered with a steering wheel.

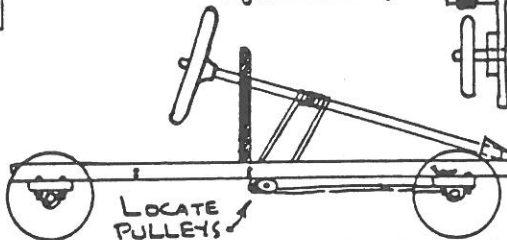
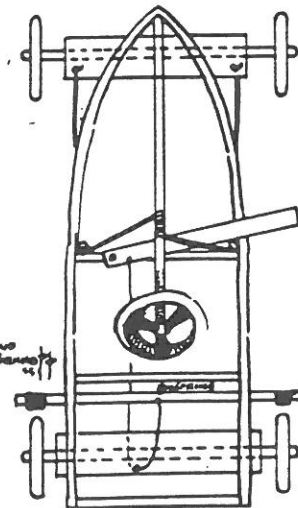
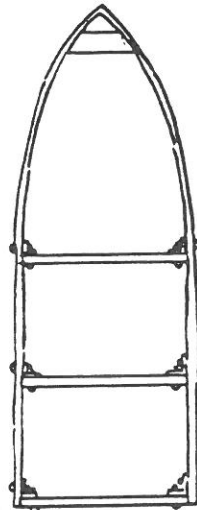
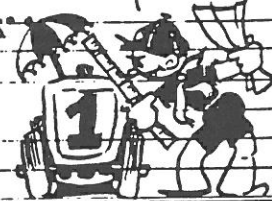
The frame and body must be constructed of wood.

All cars must have brakes - operated with a single hand lever or foot pedals.

check over-all length, width and height. Be sure wheel base and wheel track comply with rules.

Sheet metal may be used as body covering.

Cockpit must permit free movement of the driver and full vision of the course.

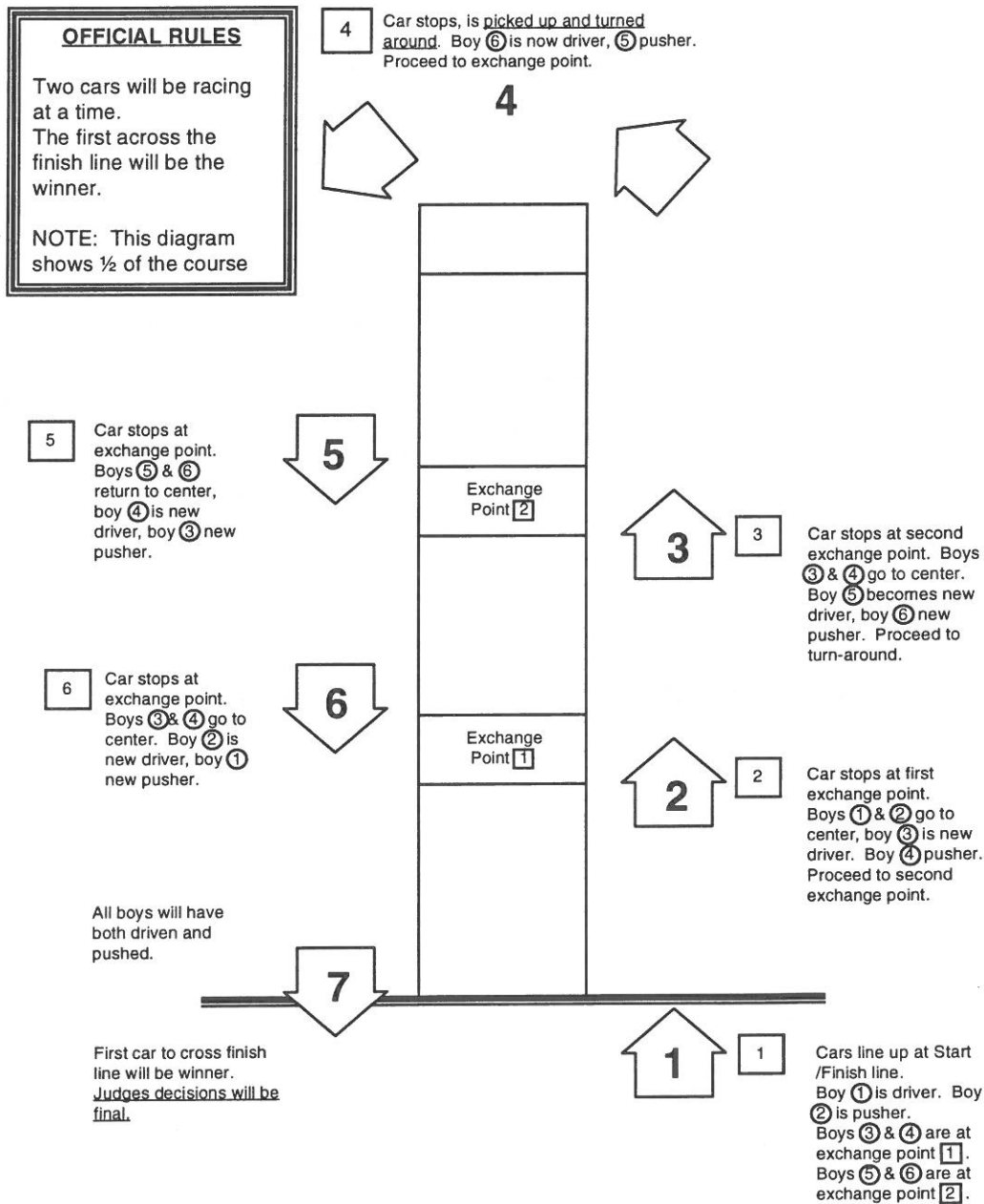


LOCATE PULLEYS ON FRAME WHERE THEY EXERT A STRAIGHT HORIZONTAL PULL.

THE TRACK

One of the best locations is a fairly flat parking lot that is normally not used on the day of your scheduled event. Schools, churches, or parking areas of an abandoned shopping center make an excellent track. Be sure to get permission before scheduling your event. The lanes should be roped off, and marked with chalk, so boys will know where they are to drive.

Crossing over from one lane to another will happen, especially with inexperienced drivers. Boys should be instructed to stay within their own lanes. Judges should observe the entire race for any fouls. The following diagram is designed for a Pushmobile Race. The cars are built the same. The only difference is you do not use the starting ramp with the Pushmobile. The power comes from the Cub Scouts



SPACE DERBY RACE

Cub Scouts will find the Space Derby exciting. Many packs alternate between the different derbies to add variety to their pack program. Join in the fun as the countdown begins for the space race of the century.

RACE SUGGESTIONS

1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at "zero" by lifting the rear of the starting gate frame that releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a six-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team - two starters with green flags, two as judges with checkered flags, and two as gatekeepers to line up the boys. Use other adults as inspectors, scorekeepers, etc.
4. Experienced rocket racers warm up their spaceships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200, etc. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.

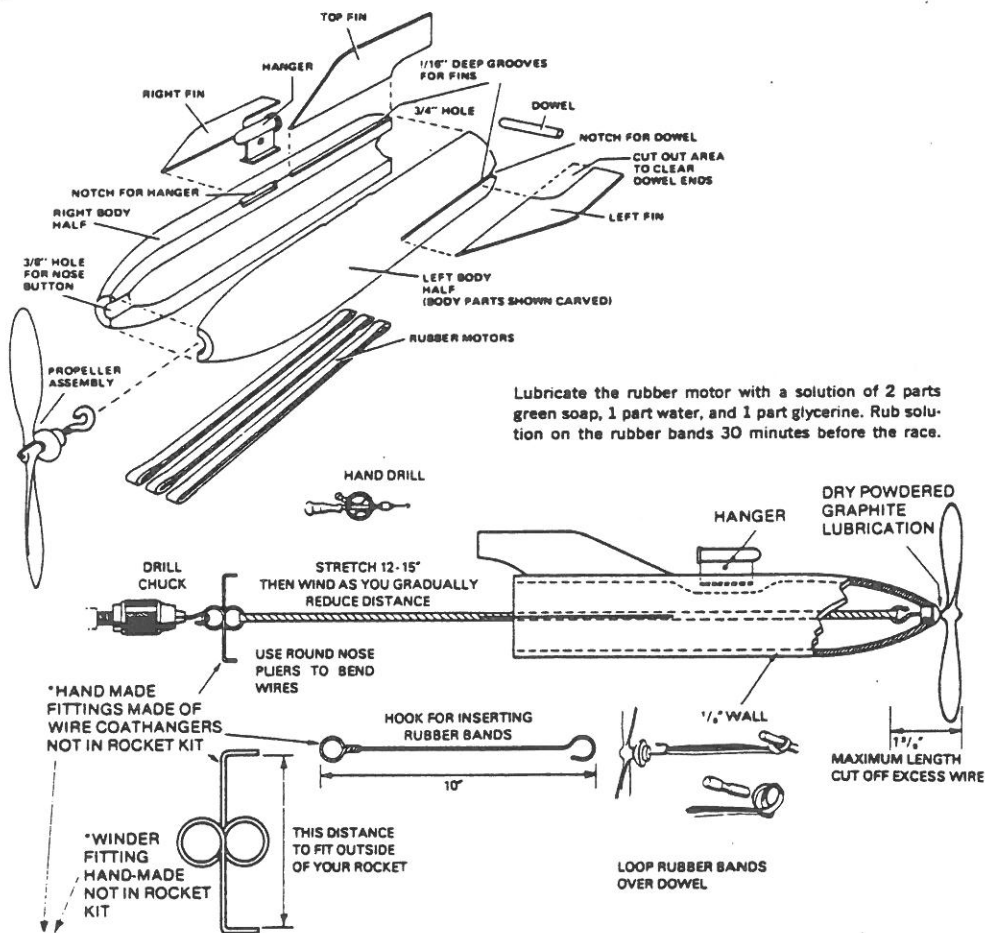
NOTE: A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1 to 4 ratio. It would thus take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1-15" beyond the rocket tail and turns the rubber bands, he gradually shortens the distance between him and the rocket. A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.

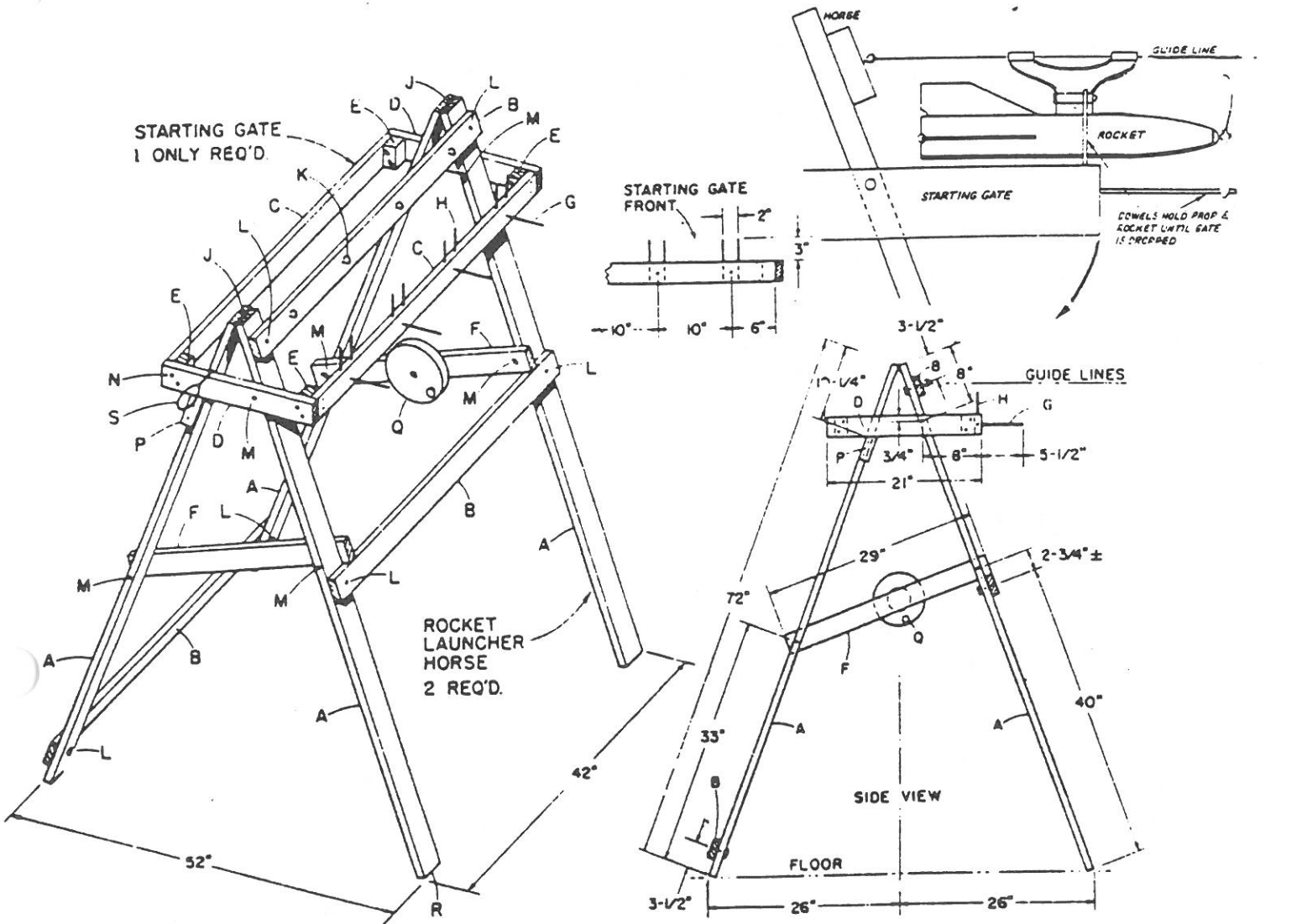
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props available for emergencies. Remember that it takes three rubber bands to fly each ship properly.

RESOURCES FOR SPACE DERBY

The following are available at our Scout Distributor:

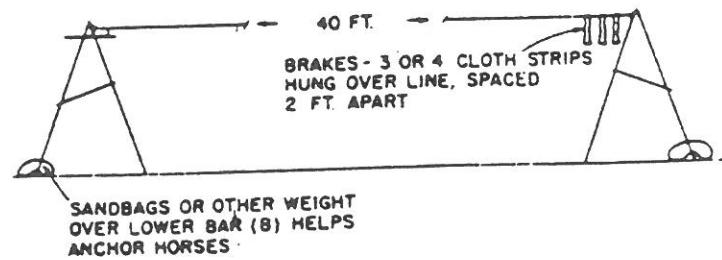
- Catalog No. R17095 Individual Space Derby Kit
- R17095 Space Derby 8-pack
- R17096 Replacement propeller
- R17097 Replacement rubber bands (24)
- R17098 Space Derby Carrier
- R17099 Space Derby Accessory Kit (carriers, snap swivel, and line)
- R17086 Space Derby Casting Mold ("Space Derby Champion" plus two 2½" mini rockets)
- R17805 Space Derby Ribbons (10)
- R00986 Blue Space Derby Medal
- R00987 Red Space Derby Medal
- R00988 White Space Derby Medal
- R17567 1st Place Trophy (6¾" high)
- R17568 2nd Place Trophy (6¼" high)
- R17569 3rd Place Trophy (5¾" high)
- R17299 Space Derby Decals
- R33705 Space Derby Pocket Certificate
- R33721 Cub Scout Grand Prix Pinewood Derby Guidebook (also contains Space Derby information)





FLIGHT ACCESSORIES: Individual Carrier only, No. 1694C; Accessory Kit for Den or Pack, No. 1694D. (Contains: 300' monofilament fishing line "track"; 4 Rocket Carriers, No. 1694C; 1 Snap Swivel.)

Testing of rockets is recommended prior to contest night.



RAINGUTTER REGATTA

If you have a number of model boat enthusiasts in your pack you will want to plan a Raingutter Regatta. Several classes of boats can be raced as long as they are not too big for your Raingutter course. See the Wolf Cub Scout Book for plans for simple boats that could be entered in the Regatta.

RACE COURSE

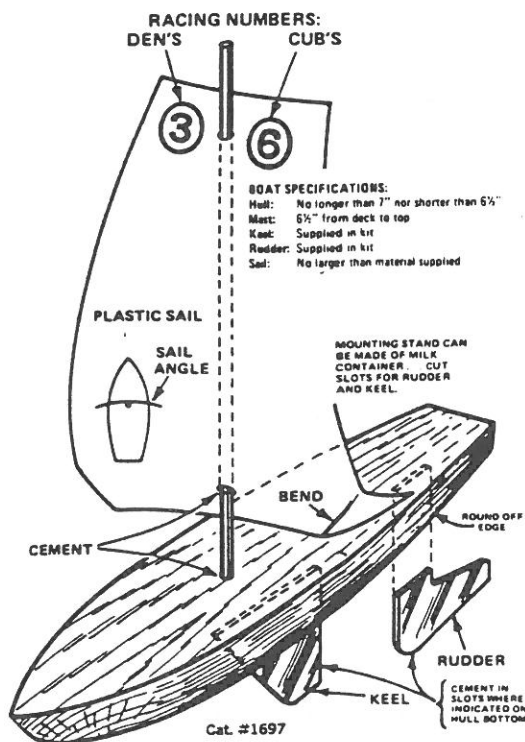
The course will be determined by the facilities available. A portable pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats. The commonly used course, where the race gets its name is the raingutter. The course is made of standard raingutters ten feet long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about ½" from top.

RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the raingutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in second heat, and third, etc. until a final winner is determined.

On courses other than the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run afoul, there is no contest. The race is rerun.



BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed above. First use a medium-grade sandpaper, then finish off with very fine sandpaper.
2. Give the model two coats of sanding sealer which can be obtained at a craft or hobby store.
3. The mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give entire model two coats of colored lacquer in desired color and design.
5. Add official number at top of sail.

RESOURCES FOR RAINGUTTER REGATTA

The following are available at our Scout Distributor:

Catalog No. R17090 Individual Regatta Kit

R17090 Regatta 8-pack

R17010 Regatta Casting Mold ("Regatta Champion" plaque plus two 2"

lapel pins)

R17802 Regatta Ribbons (10)

R17044 "The Pirate" Regatta Decals

R17045 "Sea Serpent" Regatta Decals

R17043 "Spirit of America" Regatta Decals

R00981 Blue Regatta Medal

R00982 Red Regatta Medal

R00983 White Regatta Medal

R17576 1st Place Trophy (8½" high)

R17577 2nd Place Trophy (8" high)

R17578 3rd Place Trophy (7½" high)

R33704 Regatta Pocket Certificate

PINEWOOD DERBY

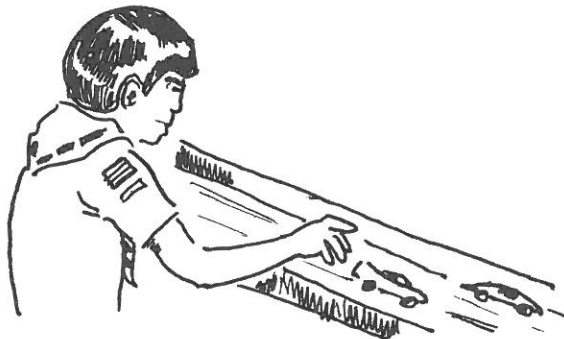
Pinewood Derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents and raced by the boys. They are gravity powered and run down a regulation track. The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

RACING COMMITTEE DECISIONS

1. Decide on location and date (if not already set)
2. Recruit Team Leaders
 - a. Inspection and registration team
 - b. Judging (prefer people from outside the pack)
 - c. Race operations team
3. Decide on judging categories and awards
4. Recruit person to order cars and awards
5. Recruit person to locate or build a race track to be used
6. Establish list of equipment needed
7. Finalize racing rules (as per pack racing committee)
8. Draw plan of race area and room arrangements
9. Distribute cars with rules for race
10. Arrange for photos and publicity (local newspaper)

Hold preliminary inspection of cars, at least one week before the race, and make official weighing scales available. Only use one set of scales to weigh all cars.

Each pack sets their own rules for the race. This may be the only time that a parent gets involved with their son so encourage parent participation for your pack. **Set and keep rules so the race will be fair for everyone involved. This event is for the boys any decision made are in the interest of fair play for all.**



GUIDELINES FOR RACING

Once a racing committee has been formed, and all rules, etc. have been established, a method of racing must be chosen. The traditional method is the double elimination bracket races. However, with the advent of technology, electronically-timed races, and computer-controlled races are also now being used. The method you choose will be based on availability in your area.

RACING OUTLINE

1. Determine the number of heats to be run. Then determine the number of cars per heat.
2. Assign a number to each car, preferably when the cars are passed out to the Cub Scouts.
3. Determine which cars will run in which lanes, on a rotating basis.
4. At various times during the race, announce the positions of cars in the race.
5. Keep the number of people handling the cars during the race to a minimum. This eliminates much confusion and prevents damage to cars from mis-handling.
6. The officials needed to run a race are as follows:
 - a. A mediator to act as judge.
 - b. A starter to place the cars on the track and start the race.
 - c. A car handler to line up the cars in race order and hand to the starter.
 - d. A finish line judge (two for bracket races).
 - e. A car runner to take cars from the finish line to the table.
7. Putting graphite on the cars is allowed only before registration.
8. After registration and inspection cars will be placed on the judging table and should not be picked up again by the scout until racing is completed.

If each person on the race committee does their job, and all legalities are taken care of before the race, your race will be a successful one enjoyed by all.

CAR QUALIFICATION RULES

Most packs encourage parent and Cub Scout working together on their car. For some parents this may be the only time they take an active part in Scouting with their son. Scouts that are from a single parent family may need assistance. All Scouts need to have the opportunity to experience the thrill of racing. The rules for cars qualifying and racing

are established by each pack committee or race committee. Below are tested rules from many years experience of running and racing Pinewood Derby Cars.

1. Car must have been made this year.
2. Axles, wheels, and body shall be from the materials provided in the kit.
3. The width shall not exceed 2-3/4 inches.
4. The length shall not exceed 7 inches.
5. The bottom of car clearance must have a minimum of 3/8 inch above the track surface (including the weights if on the bottom). The lane strips should be 1/4 inch high.
6. Wheel bearings, washers, and bushings are prohibited.
7. Added details must be within length, width, and weight limits.
8. The car must be free-wheeling, with no starting devices.
9. No loose material of any kind is to be in or on the car.
10. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
11. Grand Prix Pinewood Derby Kit #R17006 is to be used. The kit may be modified in any way you wish, within rules. Help is available in Boy's Life Magazine, Cub Scout Leaders' How-To Book and Cub Scout Grand Prix Pinewood Derby Guidebook (#R33721).
12. No mag wheels are allowed. Official wheels only please.
13. The car's weight shall not exceed five (5) ounces. Cars will be weighed on official scales, at a pre-determined location and time.
14. Weight shall be adjusted to be within limits. This is the responsibility of the Cub Scout and his parent.

AWARDS STRUCTURE

PACK CHAMPIONS

- 1st Place
- 2nd Place
- 3rd Place

DEN CHAMPIONS

- 1st Place
- 2nd Place
- 3rd Place

THEME CARS

- Best by Cub Scout
- Best Paint Job
- Best Detail
- Most Unusual
- Judges Awards

Try to have as many "Theme or Specialty " trophies as possible, this give all the boys to receive and award for their efforts.

CAR BUILDING TIPS

These building tips should be checked with your racing committee before using them.

1. Remove mold projections from wheels.
2. Sand wheels lightly; do not put anything inside of wheels when sanding.
3. Polish axles before putting into wheels.
4. Glue axles into car body very carefully.
5. Place weight over back wheels.
6. Three wheels go faster than four; leave clearance under one front wheel.
7. Long wheel base cars run straighter down the track.
8. Use powdered graphite. Work into wheels.
9. Have a smooth paint job.

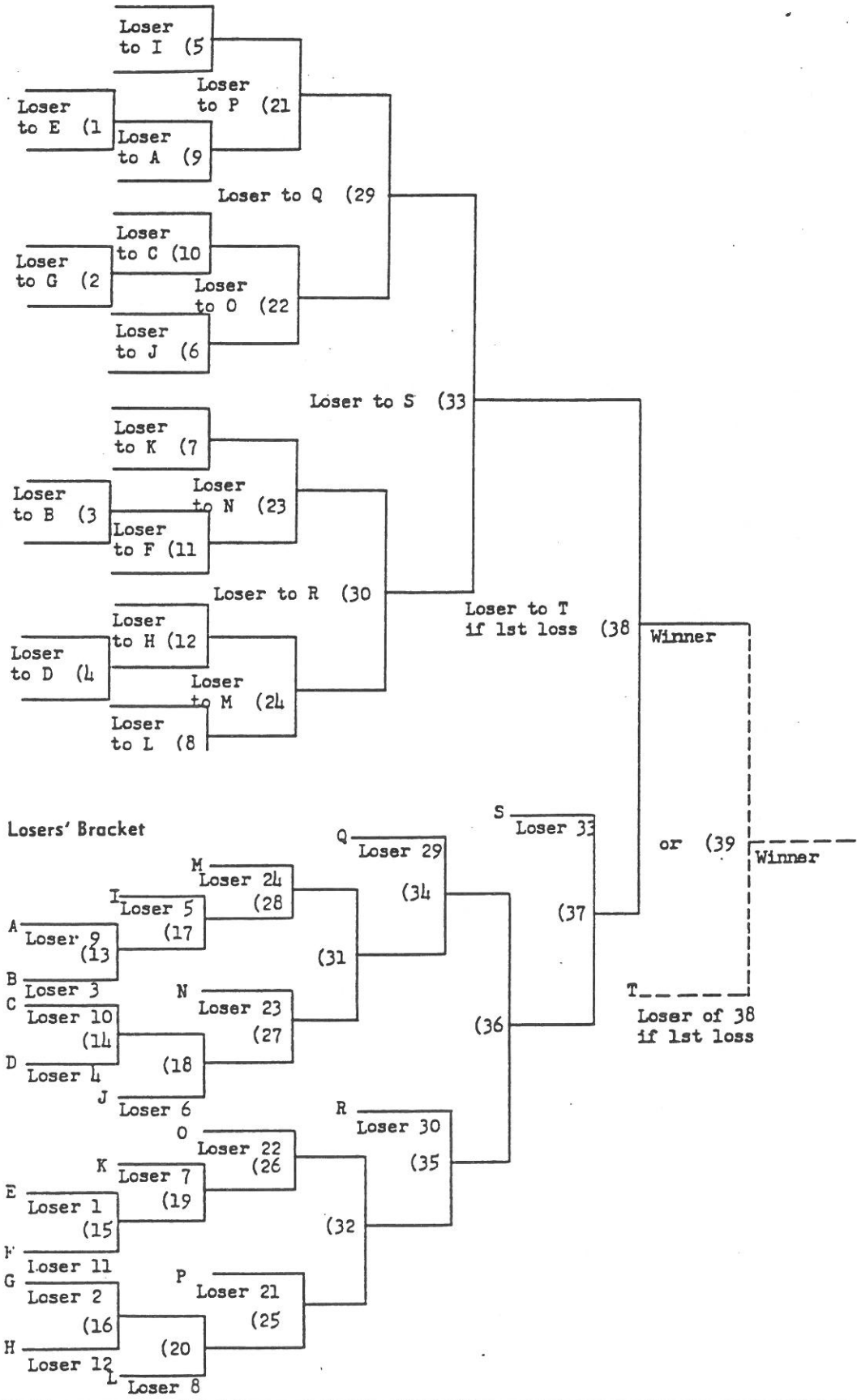
JUDGES DECISIONS ON THEME CARS AND PACK WINNERS ARE FINAL

RESOURCES FOR PINEWOOD DERBY

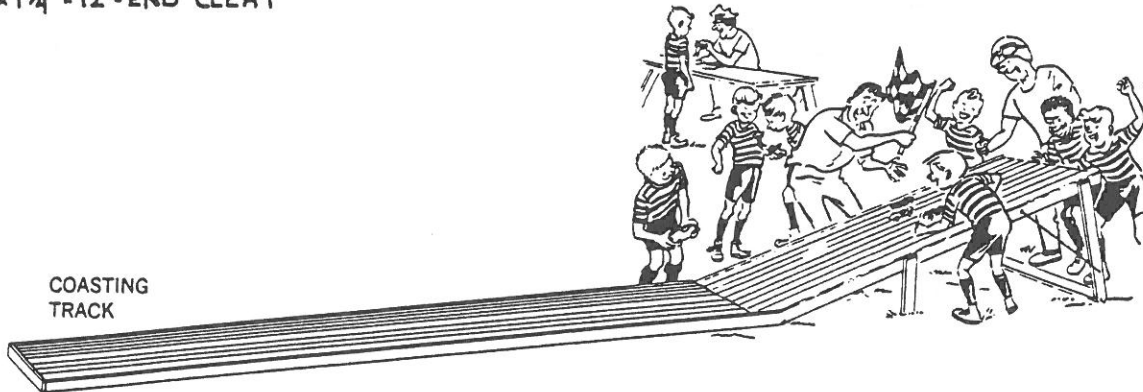
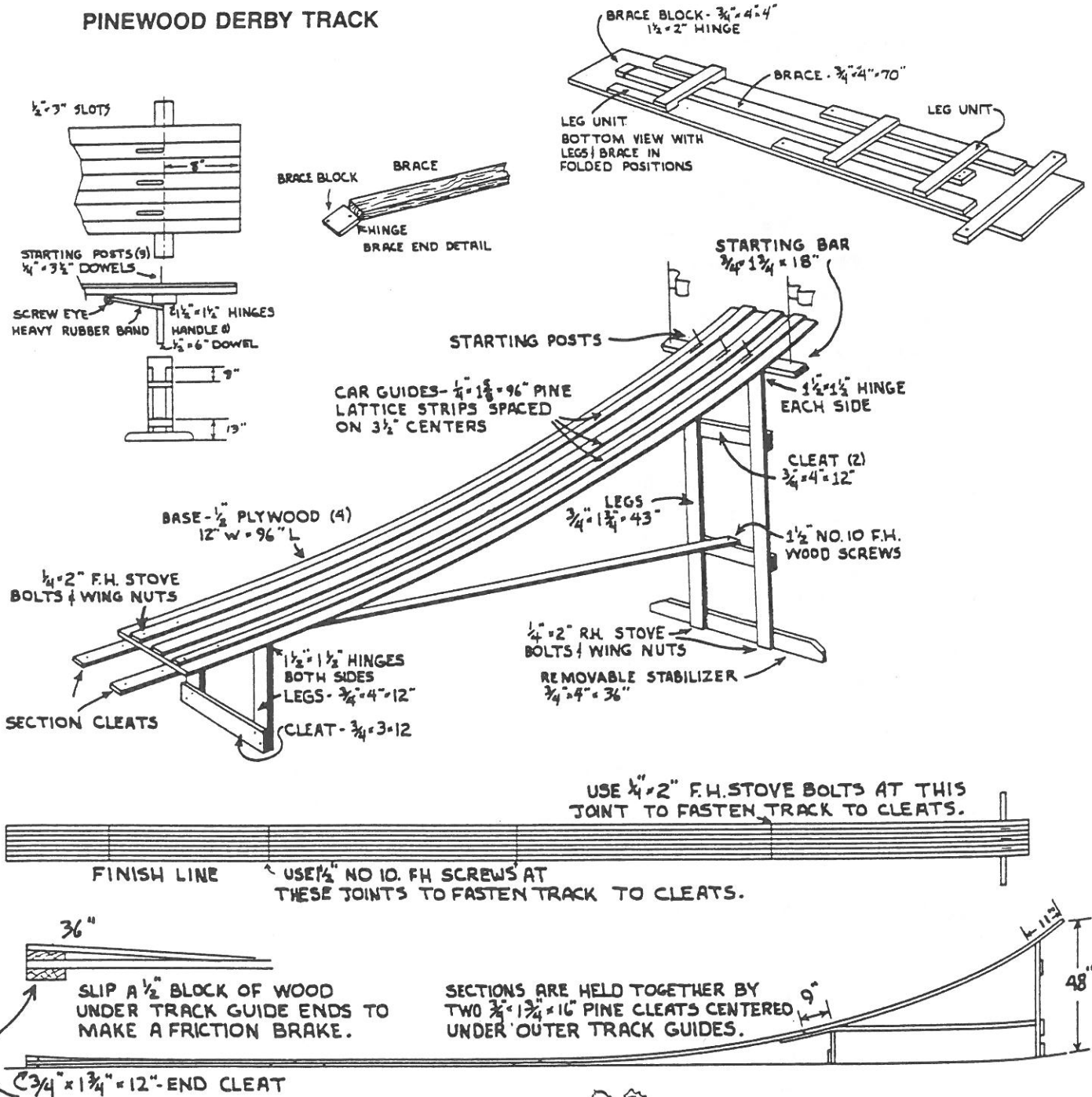
The following are available at our Scout Distributor:

- Catalog No. R17006 Individual Pinewood Derby Kit
R17006 Pinewood Derby 8-pack
Derby Car Carving Templates and Design Decals
R17046 Indy Car
R17048 Turbo 2000
R17047 Dragster
R17007 Replacement Wheels and Axles
R17008 Pinewood Derby Casting Mold ("Pinewood Derby Champion" plus two 2½" mini racing cars)
R33718 Pinewood Derby Pocket Certificate
R17800 Pinewood Derby Ribbons (10)
R00974 Blue Pinewood Derby Medal
R00975 Red Pinewood Derby Medal
R00976 White Pinewood Derby Medal
R17561 1st Place Trophy (6½" high)
R17562 2nd Place Trophy (6" high)
R17563 3rd Place Trophy (5½" high)
- R33721 Cub Scout Grand Prix Pinewood Derby Guidebook (also contains information and rules for operating space derbies and raingutter regattas)
R00954 Derby Participation Pin (crossed Cub Scout and checkered flags)

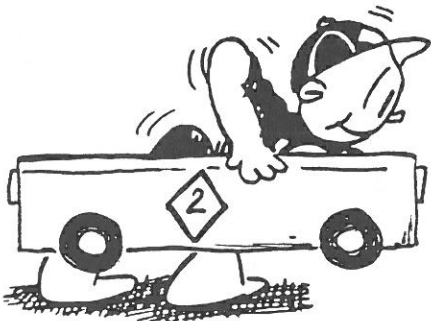
Here are some sample racing brackets. Adapt them to fit your size pack.



PINEWOOD DERBY TRACK



CUBANAPOLIS 500



Here's a den or pack level derby that can be fun for a month. It can be an indoor or outdoor activity.

First you build the cars. This can be done by pairs, trios, quartets or dens depending on how many you want per team. A basic car starts with a cardboard box with the bottom cut out. From there, the sky's the limit. Dixie cups make fine head lights and tail lights, paper plates make good tires, you can cut a ladder out of cardboard and make a fire truck. Use your imagination.

In addition to giving out prizes for best of everything you can think of, there is an actual race to stage. Each car has a team. The first driver steps into the car and holds it around his waist. The pit crew adds socks over his shoes (tires), swim goggles (windshield), some kind of hat (helmet) and gases the vehicle (driver drinks water through a straw). You can use safety cone and checkered flags to make it more fun.

The cars line up for the start (you can have a rolling start with Den Chief pace cars if you want), and the race is on. Every lap or two should have a mandatory pit stop with a tire change or rotation, a windshield spray and wipe, and a refill for gas. Relief drivers may be utilized to get everyone into the act, and you can run heats if space is limited.

Don't forget to reward those that "Did Their Best" not just the race winners. A pack that puts time and enthusiasm into this activity will find it might just be their best activity of the year.

The Great Turtle Race

This is a great race that can be run indoors or out, on a den or pack level. The turtles can be made in the dens and raced at a pack meeting. Each boy has a turtle figure that can be cut from heavy cardboard, 1/4" plywood or floor tile material. The boys decorate them and can put their names on them. The turtles will "walk" on a 20 foot cord that has one end tied to a chair (inside) or stake (outside). A hole slightly larger than the cord will be drilled in the head of the turtle.

Start the race with the turtles laying flat on the ground with their heads toward the boys at the tied end of the rope. The turtles are made to walk toward the boys by pulling gently on the cord, lifting the head and body, which drags the feet forward. Relaxing the line lets the cord slip through the hole. Jerking the cord or excited play will make the turtle flip in the wrong direction, slowing down its progress.

Hint: all turtles should be made of the same size. The suggested size is 7 1/2". If the race will be run indoors, try to use carpet or add rubber tips to the feet so they won't slide on the floor.

Turtle Game

TYING PLACE ON PEG OR POLE SHOULD BE SAME HEIGHT ABOVE GROUND OR FLOOR AS "CORD HOLE" IN TURTLE.

here is a RACE
EVERYONE LIKES IT!

MAKE YOUR ANIMALS OUT OF CARDBOARD, PLASTIC, OR 3/4" WOOD (WHICH WE PREFER).

FOR BEST RACING RESULTS WORK CORD UP AND DOWN GENTLY... CORD SHOULD NEVER BE RAISED ABOVE SHOULDER HEIGHT... A TWISTED CORD SUCH AS HEAVY FISHING LINE OR CHALK LINE MAKES A GOOD RACING CORD...

A 16-TO-18-FOOT COURSE IS LONG ENOUGH FOR THIS MODEL.

4-TO 6-INCH MODELS MAY BE MADE FOR TABLE RACING

USE HARD RUBBER TIPS ON SMOOTH FLOORS.



CUB WORLD

Are you and your Cub Scout pack ready to experience the most fun you've ever had? Then *Cub World* at the John Zink Ranch is the place you and your pack should be.

Cub World is a family program, with Cub Scouts and their families participating in an overnight experience, with the selected theme area as the focus for the program. Although there is a one-day program for packs that do not wish to stay overnight, the camping experience is encouraged to get the most out of the program. The campsites are designated for Cub Scout family camping only. There are even flush toilets!

Cub World has a comprehensive program developed for the theme area you choose. The package includes three complete den meeting programs and a pack program for the four weeks leading up to the weekend. These programs are directly related to the theme the pack has reserved.

In addition, the program for the weekend will be outlined with a complete schedule to follow and activities to conduct, including a campfire and chapel program. An Orientation Guide describing how to plan the weekend and Theme Program Guides for each area are available at the Scout Service Center. These guides are essential to the success of your pack's program. It's all there for you; all your pack has to do is carry out the program. The program is designed to be run by the pack leaders. There won't be any staff on hand, except for the folks who run the General Store at Turkey Creek Village.

RESERVATIONS AND APPLICATIONS

Packs need to make reservations at least 60 days in advance. The pack must submit a completed *Cub World* Reservation Application by the deadline date or the reservation will be canceled. Reservations are accepted on a first-come-first-serve basis for every weekend from March through October.

CUB WORLD IS FREE!!

Of course some cost is involved to prepare for and carry out the weekend, but there will be no charge for using the facilities. And no tour permit is required as your confirmed application will serve in its place.

LAND SHIP PROGRAM

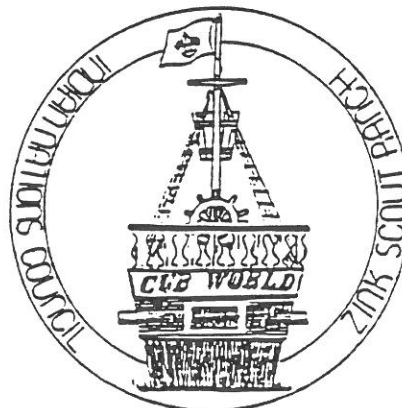
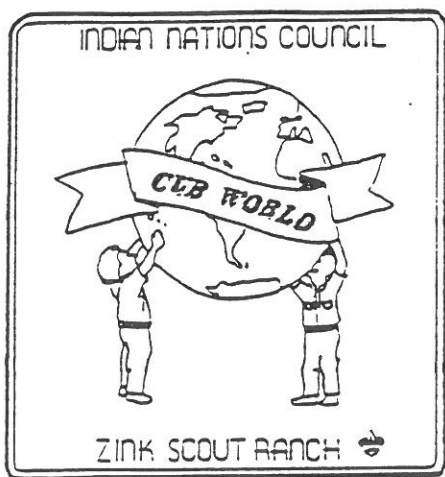
Designed around a nautical theme, using a large land-locked replica of an ocean going ship as the centerpiece of the area. The program lends itself to pirate, Viking, treasure island, and riverboat concepts. Part of the Land Ship program is the Learning Trail, with a series of stations where Cub Scouts and their families will take part in activities that will allow them to learn valuable lessons about life through experience and to understand the values involved with being morally straight.

NATIVE AMERICAN NATURE PROGRAM

Focuses on American Indians and their relationship with the environment. An Indian Kiva is the focal point for this program area. The Kiva is large enough to accommodate an entire pack for program features. Part of the program is a Nature Trail, actually a series of trails with stations along the way for Cub Scouts and their families to learn about the environment of the area and as a result be more mentally awake.

TURKEY CREEK VILLAGE

A replica of an old western town complete with a Sheriff's office, general store, blacksmith building and hotel. In addition, a large fort sits just across from the village. Part of the program is a Fitness Trail, with a number of stations for Cub Scouts and their families to participate in activities designed to help them keep physically fit.



BLUE AND GOLD BANQUET

The Blue and Gold banquet is probably the most exciting event of the whole year, because it is a Birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The pack's big celebration gets its name from the Cub Scout colors, Blue and Gold.

Some packs make the dinner a potluck affair with each family bring a covered dish, and other packs prefer buying the food, having it prepared by a parent's committee, and then prorating the cost among those attending.

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families, so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at a head table, or with the dens. The Tiger Cub groups should also be invited. Banquet arrangements must be made and planning done well in advance. Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; also place cards, centerpieces, place mats, nut cups, and favors are all suggestion of things which might be used and made by the Cub Scouts. The dinner program should include entertainment from within the pack, rather than outside entertainment. The most important point of the program should be recognition of advancement of the boys. Also don't forget to recognize the Leaders and special parents. This is the secret of a successful Blue and Gold Banquet.

There are a few important things to remember:

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least two months ahead. So packs begin earlier.
3. KISMIF - "Keep It Simple, Make It Fun".
4. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
5. Let the boy's help plan and make the decoration, but keep the cutting and pasting to a minimum. Do let them help make each item.

BANQUET PLANNING

To be successful, the banquet must be well planned in advance. A **Banquet Chairman** is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities- they will be working with their dens. The following committees can be picked to help the chairman in planning a Blue and Gold Banquet. The banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.

Program Committee:

(These people take care of all arrangements but the dinner, but must communicate with the Dinner Committee.)

Physical Arrangements:

- Arrange for banquet location approximately 6 weeks before banquet.
- Check seating capacity- number of tables available and estimates attendance.
- Checks lighting, stage, heating, and sound system
- Makes floor plan of tables, plans seating and head table if desired.

- Makes arrangements to get into building early the day of the banquet.
- Follows up to see how many people will be attending, so adequate seating can be planned.
- Informs dens what time they can decorate.
- Sets up tables and chairs for the dinner.
- Arranges for clean-up committee.

Invitations:

- Makes arrangements that each Den and Tiger Cub group knows the date, time, place, cost-if any, and what food they are to bring-if any. So boys may made their invitation to give to family and special guest they are inviting.

- Sends written invitations to honored guests. You may wish to include such people as the principal of the school, representatives from the chartering organization, District Executives, Unit Commissioner, neighborhood Scoutmaster, etc. Don't forget Den Chiefs.

The Invitation should include the following information:

- Who's doing the inviting pack number.
- What their invited toBlue & Gold Banquet.
- When the banquet is to take place the date.
- What time the banquet is to start the time.
- Where the banquet is being held.....the place and address.
- RSVP Name and phone number of a contact person

Program

The Cubmaster should be included in the planning of the program.

Make assignments for various parts of the program:

- Invocation- Who Pastor or repeating a prayer
- Welcome and introduce honored guest
- Opening & closing Assign to Dens
- Recognition... Awards & Recognition for Leaders and special parents
- Entertainment Pack participation or outside entertainment
- Plans room decorations, exhibits and displays
- Makes copies of program for guests to follow

Entertainment Ideas:

- Select dens to prepare a skit, song, stunt or puppet show.
- Do a audience participation
- Slide show of activities of the pack
- Leaders and/or parents skit

Outside Entertainment Ideas:

- Music - School or church choirs, children's singing groups, fiddlers and other musical instruments groups.
- Dance demonstrations - Indian dancers (local Scout Troops), square dancers, or dance schools in your area.
- Clowns
- Bicycle clubs
- Karate demonstrations
- Magic acts
- Animal demonstrations by the county park assoc., by the zoo, Police canine groups, dog obedience schools.

Dinner Committee:

(These people handle all food arrangements and communicate with Program Committee.)

Decides serving method - catered, potluck or committee prepared.

Catered:

- Contact caterer- agree on menu and cost.
- Take reservations and estimate cost.
- Check with caterer time of delivery, finding out if they provide plates, silverware, and napkins. Are drinks and dessert included ?
- Plan two serving lines, if more than 150 people are attending.
- Collect money prior to banquet.

Potluck:

Decide what kind of potluck you want to have.....

- # 1. Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on table and served buffet style. The pack provides the beverages and breads. No charge is made for the meal.
- # 2. Each den's families are asked to provide either a vegetable, salad, or dessert. The pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge may or may not be made to cover the expenses.
- Family style - As in # 1, except food is only on the table(s) assigned to that den and is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal. **
- Someone must communicate with Den Leaders to let each Den family know what to bring.

** Pot Luck Meal - For a den of 8 families served Family style

2 Families bring meat dishes
2 Families bring vegetable dishes
2 Families bring salads
1 Family brings dessert
1 Family brings bread and drinks

Committee Prepared:

- Select menu
- Recruit people to prepare food
- Take reservations and estimates of attendance
- Collect money prior to banquet
- A few days before banquet, purchase food and deliver it to people who will be preparing it. It is easiest to purchase food from the pack funds, then replace it when all money is collected from everyone.
- Decide if the pack will provide such things as salt, pepper, sugar, napkins, plates, silverware and drinks. If not, make arrangements to buy or have these items donated.

Plan to have cake or cupcakes at what ever type of dinner you have. This is Scouting's Birthday !!!

Other Type of Banquets:

- Sponsor Dinner: The sponsoring organization provides all food, beverages and condiments. No charge is made for the meal.
- Cafeteria : Sometimes the banquet is held in a school cafeteria and the school provides the meal, charging each person going through the line.
- Cafeteria # 2 : The pack purchase the food which is prepared by the cafeteria staff. Charge is based on cost of food and charges for the staff. Pack members can substitute for or assist the cafeteria staff, to cut cost.
- Restaurant: A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the restaurant charge. Be sure the cost of the meal, plus tax and tip.
- Dessert Specials: A) Dessert provided by sponsor. B) Father (or parent) - son cake - bake. C) Build a sundae; ice cream in commercial containers, toppings---syrups, nuts, and whipped cream.

Quantity Buying Table

If you want to serve at least 25 people, you might want to use this buying table as a “Rule of Thumb”. This is when the Pack is considering buying the entree. Use this table as a guide to have a well balanced, and a nutritionally sound meal.

| | |
|------------------|--|
| Lettuce | 3 Medium Heads |
| Salad Dressing | 3 Bottles |
| Baked Beans | 4 Quarts |
| Potato Salad | 1 Quart |
| Macaroni Salad | 2 Quarts |
| Jell-O Salad | 9” Ring |
| String Beans | 3 Cans |
| Peas | 5 Cans |
| Hot Coffee | 1 LB or 24-32 Cups |
| Iced Tea | 2 Gal |
| Punch/ Bug Juice | 3 Gal |
| Ketchup | 3 Reg. Bottles |
| Ham | 8 to 10 LB |
| Chicken (fried) | 45 pieces |
| Hot Dogs | 6 - 1 LB Packages (8 per pack, total 48) |
| Hot Dog Rolls | 6 Packages (total 48) |
| Turkey | 12-14 LB |
| Butter | 1 LB |
| Dinner Rolls | 3 Packages (12 per Package) |
| Birthday Cake | 3 Standard 9” Cakes |
| Cup Cakes | 36 (some do want seconds) |

Don't forget the plasticware, cups , napkins, and the paper/plastic plates.

Blue and Gold Check List

Day / Date _____

Time _____

Location _____

Type Dinner (Catered) (Pot Luck) (Committee Prepared) (Other)

Banquet Chairman _____ Phone _____

Program Committee _____ Phone _____

_____ Phone _____

_____ Phone _____

Dinner Committee _____ Phone _____

_____ Phone _____

_____ Phone _____

Dinner ----- See Other Side-----

Displays / Decorations _____

Opening & Closing _____ (Den) _____ (Den)

Invocation (Who) _____

Invited Guests _____

Entertainment _____

Awards _____

Leaders Recognition _____

Copies of Program _____

Dinner Check List

How Many For Dinner Adults _____ Children _____

Tables for Food _____ How Many _____

Catered

Who _____ Menu _____

Cost \$ _____

Committee Prepared

Who will cook _____ Menu _____

Cost \$ _____

Potluck

What Type _____

Cost (If any) _____

Veggies Den _____ Den _____ Den _____

Den _____ Den _____ Den _____

Salads Den _____ Den _____ Den _____

Den _____ Den _____ Den _____

Entree Den _____ Den _____ Den _____

Den _____ Den _____ Den _____

Desserts Den _____ Den _____ Den _____

Den _____ Den _____ Den _____

Cake _____

Beverages Punch/Juice _____ Coffee _____ Tea _____

Plates/Napkins/Utensils _____

Cups Hot/Cold _____

Banquet Decorations

Making the decorations for the tables at the Blue & Gold Banquet is part of the excitement of the event for the boys and the Den Leaders. The decorations will set the stage for the evening and put everyone in a festive mood. It is very important that the decorations be boy made. Use the banquet theme as the guideline for decorations. With some planning you will be able to make use of inexpensive and scrap materials.

Making decorations as part of the den meetings before the banquet will build enthusiasm for the event. Making sure you spread out the decorations between several den meetings. The boys get tired very fast of cutting and pasting.

Some suggestions for banquet decorations and favors are:

- Table centerpiece
- Nutcups
- Place mats
- Place cards
- Napkin rings
- Corsages for Mothers
- Boutonniere for Dads
- Party favors for Brothers or Sisters

Don't Forget the Invitations !!!

Invitations:

Neckerchief Invitation

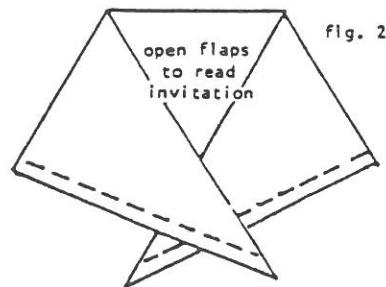
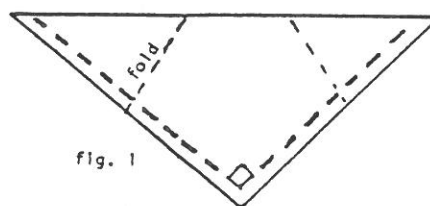
Material:

- Yellow construction Paper
- Pens or fine line markers
- Cut paper as shown in Fig 1

Write the information such as:

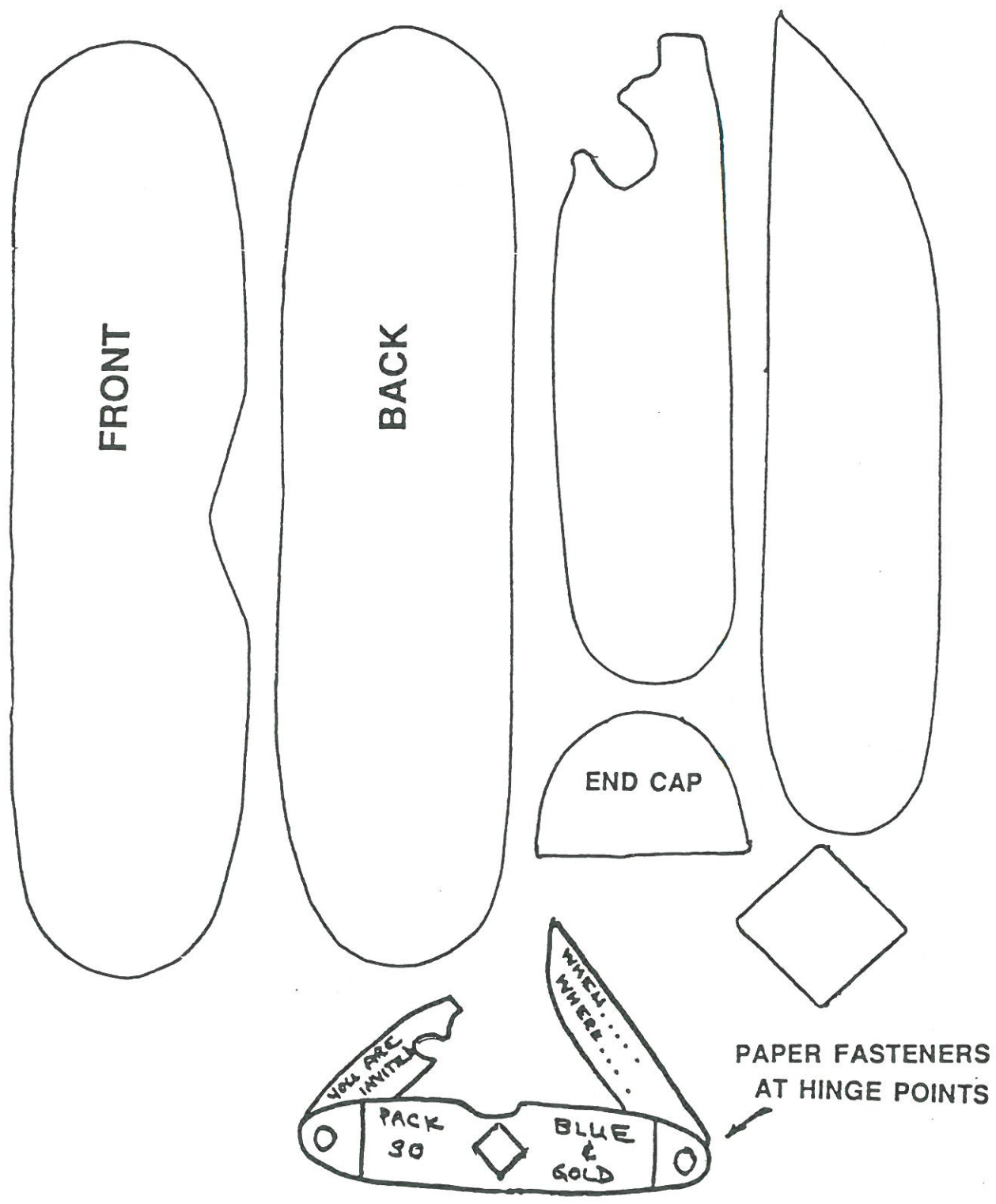
TIME:
PLACE:
DATE:

inside the neckerchief. On the outside flaps you can write Blue & Gold Banquet , on one side and on the other write Den # __. Fold the invitation as shown in Fig. 2 and draw lines along the bottom as shown.



Scout Knife Invitation

Make from Construction paper and brass paper fasteners.



Invitation - Wolf - Bear- Tiger Cub

Materials:

- Construction Paper (different colors)
- Glue
- Ribbon
- Pattern of Wolf or Bear or Tiger Paws

Cut construction paper into 6" x 6" squares. One for the top and one for the bottom. Trace Wolf head (bear head or Tiger Paws) or cut out, on one square of construction paper(paste on paper if you cut out pattern). Write message on second square. Tie together with ribbon on left corner.

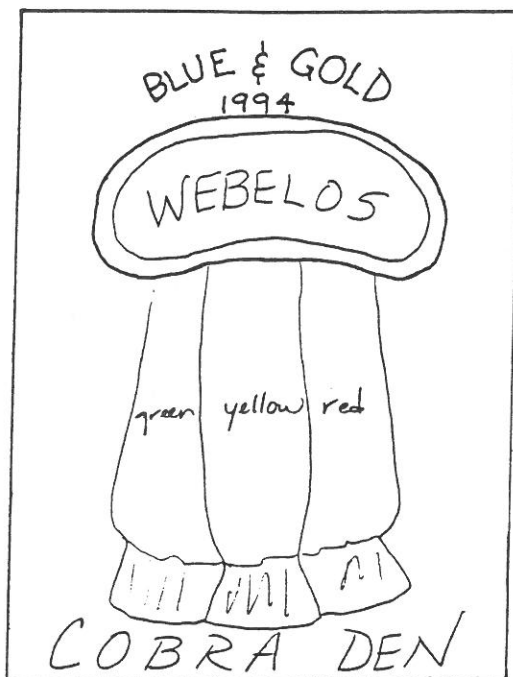


Webelos Invitation:

Material:

- Construction Paper (White, red, green & yellow)
- Glue
- Webelos colors pattern

Cut white paper 5" wide by 12" long. Fold in half. Trace Webelos pattern on each one red, green, & yellow ribbon on construction paper and cut out. Cut the name part out of blue. Paste all pieces on front of white paper and write message inside.

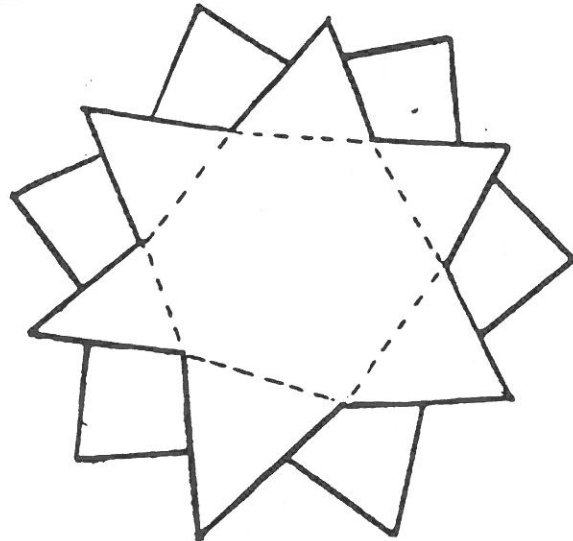


Egg Nut Cup

Use a colored egg cup with pointed petals on each side for the nutcup. If colored cartons are not available, paint the outside of the cup the desired color and leave the inside unpainted.

Star Nut Cup

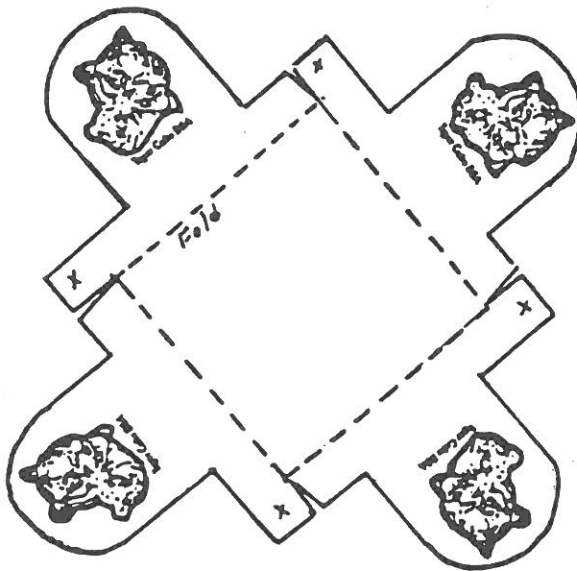
Cut bottom star from blue construction paper. Cut top star from gold construction paper. Glue together as shown. Fold up on dotted lines.



Sticker Nut Cup

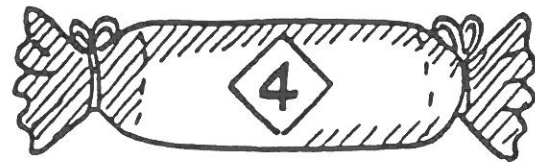
Materials:
Construction paper (Orange, blue or yellow)
Tiger Cub or Cub Scout stickers

Cut pattern from construction paper.
Fold on dotted lines and glue at x's.
Use stickers to decorate.



Party Snappers

Fill a 5"- 6" length of cardboard with wrapped candy. Cover the roll with royal blue crepe paper about 6" x 8". Tape or glue to cardboard roll. Tie ends with yellow ribbon. Add decoration as desired, or spray cellophane with Krylon spray paint. Let dry. Cut cellophane to cover the cardboard tube, allowing an extra 2" at each end for tying with a ribbon.



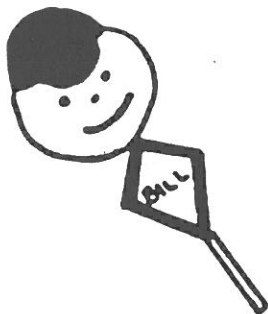
Cub Scout Favor

Make from egg carton cups, painted blue. Head is either another egg cup or small Styrofoam ball. Glue on blue construction paper arms. Hat is made by cutting slit in top of Styrofoam ball and adding brim.



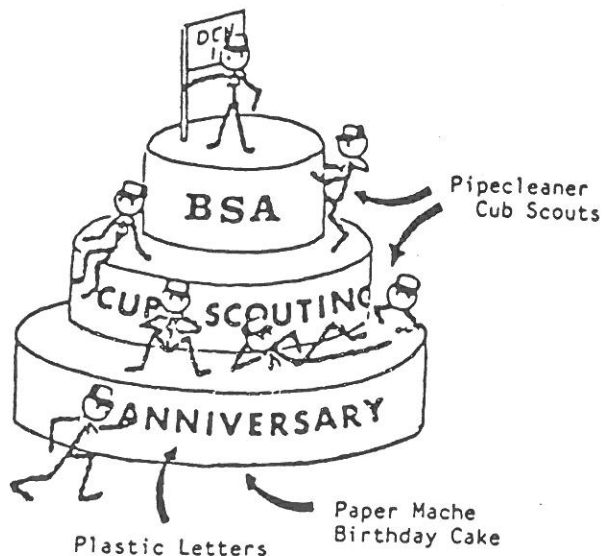
Cub Scout Lollipop

These Blue and Gold Banquet favors will make a big hit, yet they can be made in no time at all. Use a lollipop fro the Cub scout's head. Stick on a smile decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop. Cut a cap from an egg carton cup, and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond to the front of the lollipop stick.



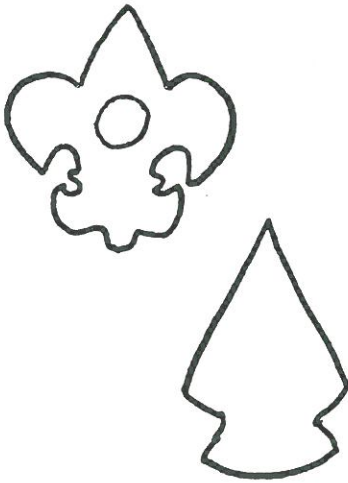
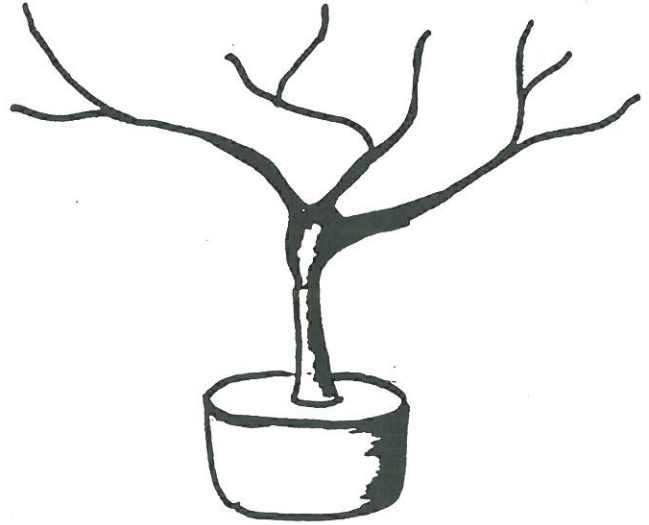
Cake Centerpiece

Make a three-tiered cake from round boxes, covered with paper mache, and painted as desired. You can also use round styrofoam forms covered with wrapping paper or tissue paper. 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.



Den Family Tree Centerpiece

First you need a dead branch from a tree. Set branch in bottom of a 2 liter pop bottle filled with plaster of paris. Let dry. Then glue on pictures from old family photos of your den. (Have boys bring one picture of each family member.)

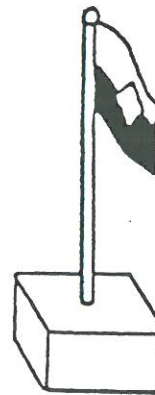


Candle Holders Centerpiece

Cut shapes out of wood or styrofoam, using coping saws. Spray paint and let dry. (Styrofoam if spray painted must be done lightly or will melt styrofoam.) Then glue a 2 liter bottle cap in the center and insert a candle.

Flag Stand Centerpiece

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

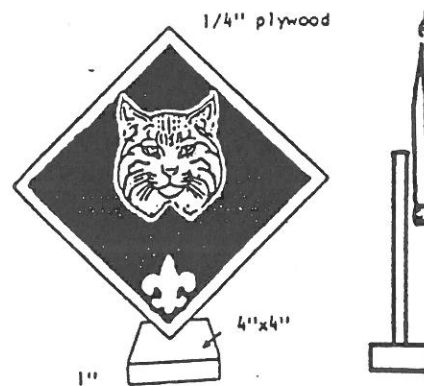


Insignia Centerpieces

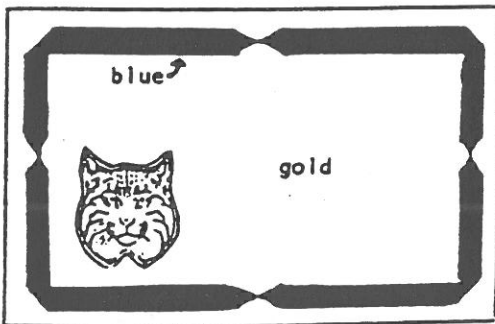
Materials:

- 1/4" plywood
- 4 blocks 4" x4" of 1" x 4" pine boards
- Large Cub Scout Insignia stickers

- Cut 1/4" plywood squares to fit large Cub Scout insignia stickers.
- Cut a square 1" base for each.
- Paint wood, affix stickers on both sides after paint has dry.
- A Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table.
- The Webelos den could use the Webelos emblem in the center, with candles on either side.



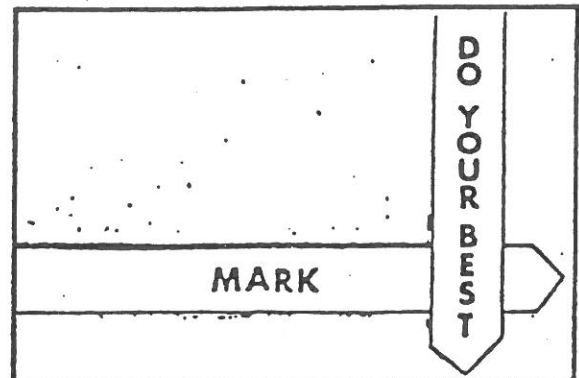
FOR A NEW TWIST
GLUE 2 LITER
BOTTLE CAPS TO THE
BACK OF THE PLYWOOD
AND TURN IT INTO A CANDELABRA



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.

Or add contrasting color construction paper strips and lettering can be done with marking pens or stick-on letters



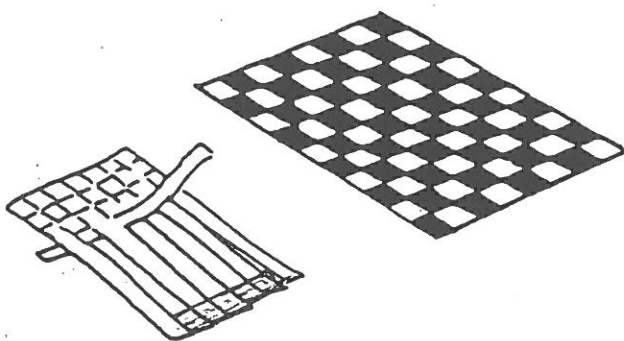
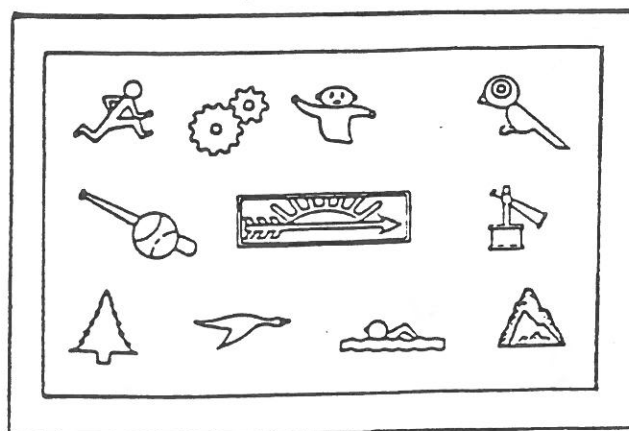


Silhouette Place Mat

Enlarge pattern to desired size. Cut from dark blue construction paper.

Webelos Place Mat

- Glue 11" x 17" piece of dark blue construction paper on top of a 12" x 18" piece of light blue construction paper.
- Cut activity badges from gray construction paper and glue to place mat.
- Cut Arrow of Light from yellow construction paper and glue to place mat.



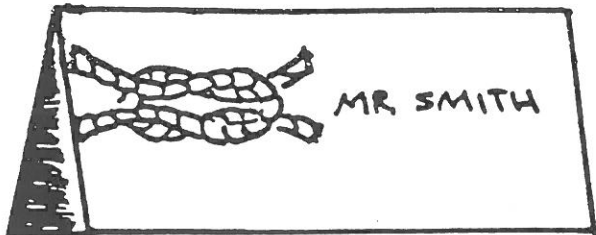
Woven Place Mats

Cut strip of blue or yellow construction to weave. Precut strips in place mat leaving a 1" border around the construction paper. Glue strips on back side of place mat.

Don't forget Bubble Place Mats and Name cards on page 13 in craft section of POW Wow book.

Name Place Cards

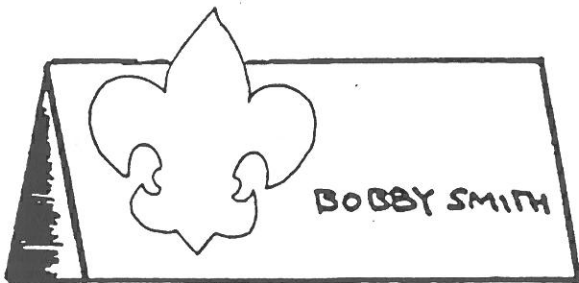
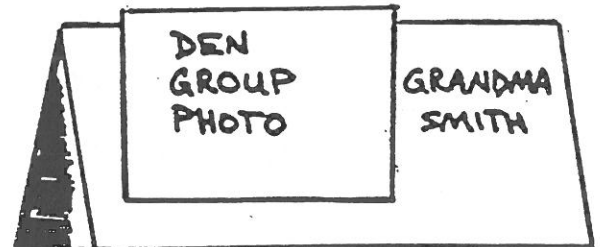
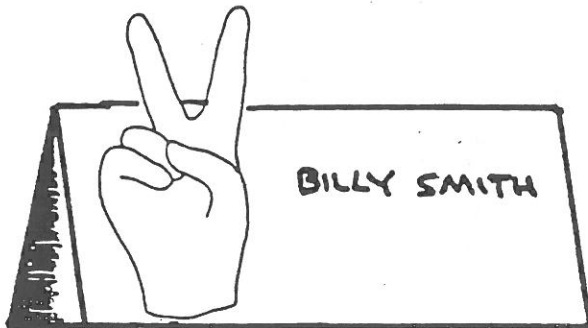
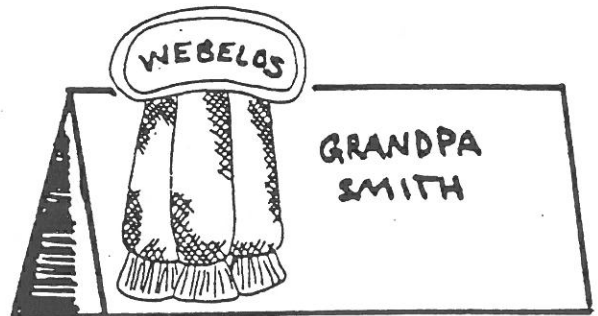
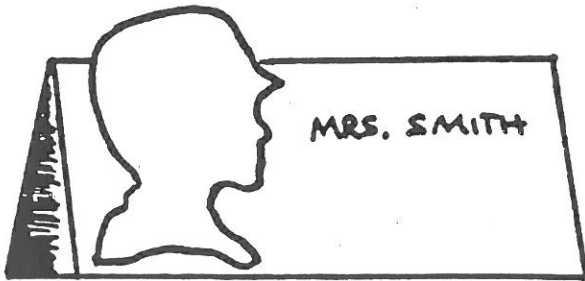
Here are a few ideas. They are all made of construction paper and pattern shapes are cut out of different color construction paper.



SQUARE KNOT MADE FROM
HEAVY TWINE

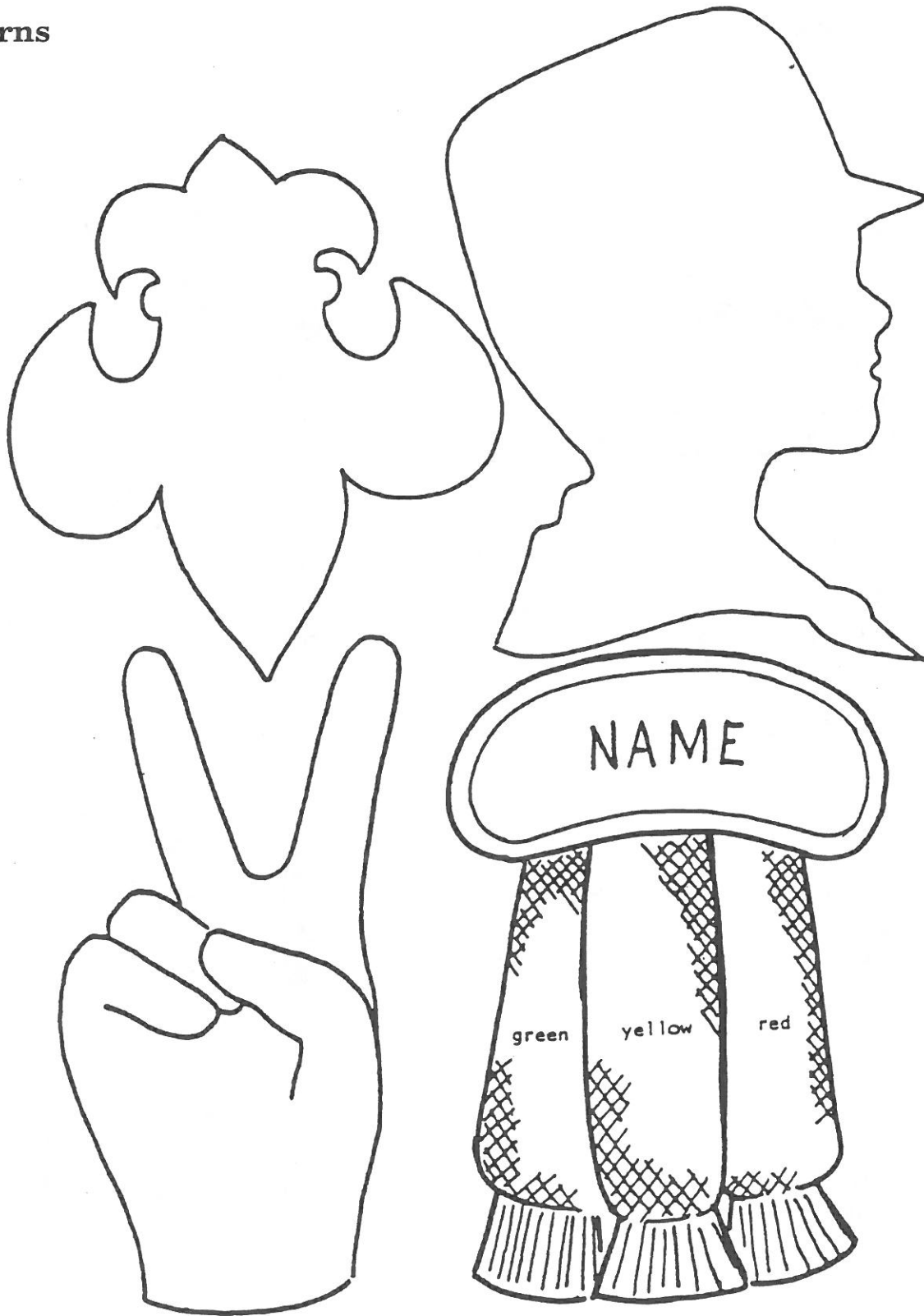


HIGHLIGHT HOME STATE

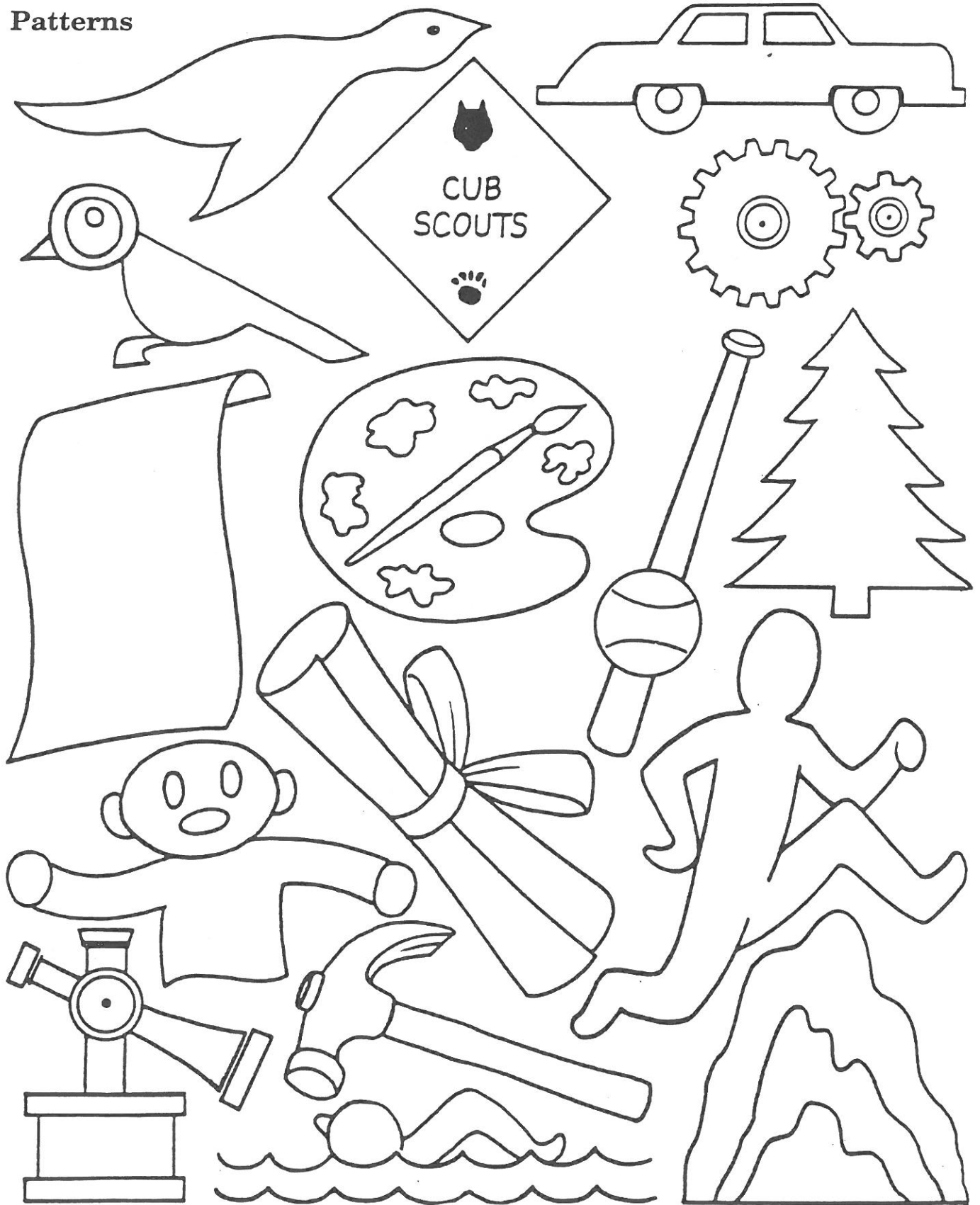


PIPE CLEANER SCOUT

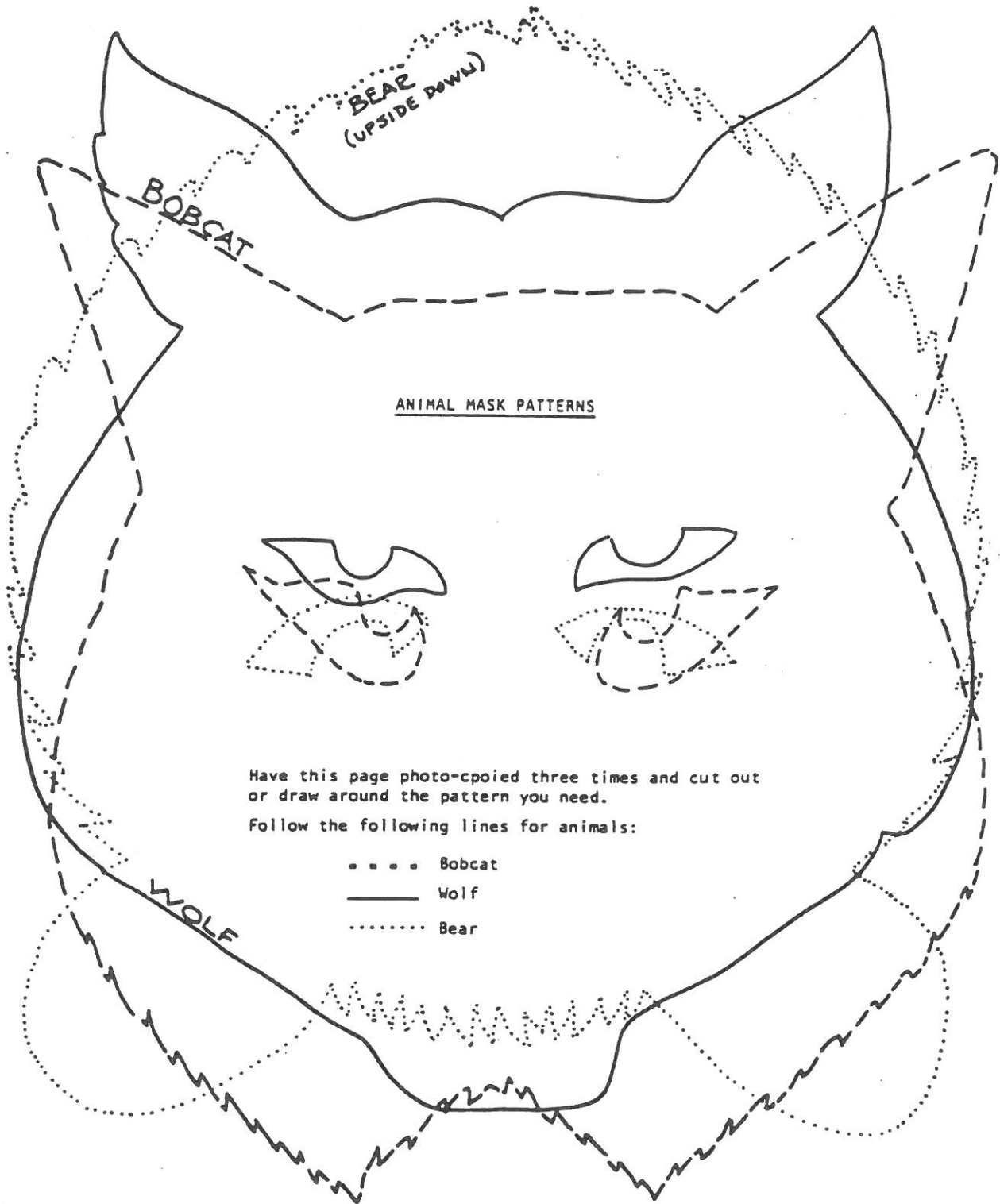
Patterns



Patterns



Patterns



CUB SCOUT CUISINE

There are many things about Cub Scouting that you can always count on. For example, if you don't have the den meeting time filled, the boys will fill it for you (you might not like the way they fill the time). Another time tested concept that usually holds true is that boys learn best when they are having fun and don't know they're learning. Since Cub Scouts are almost always hungry and they usually have a good time cooking, they can learn many things like measurements, safety, timing, and countless other skills while having fun.

Cooking is a den activity that can 1) accomplish many learning objectives, 2) is fun for the boys, 3) can provide a reward for good behavior, and 3) can be inexpensive. This chapter of the book will provide some easy recipes and outline some pointers and suggestions that make Cub Scout cooking easy and safe, as well as fun and tasty.

As is true with any den activity, good planning is essential. In making a good plan there are several items that deserve careful consideration. Here are a few ideas and tips that can make a good plan easier:

- Use a portion of the time in one meeting to plan what is going to be cooked at a subsequent meeting. If the boys participate in the selection, they can also participate in the planning; i.e. ingredients, time, etc. Remember to guide the boys to choosing a simple item. Cheese cake with fresh cherry topping is a hard item to make in a den meeting and most boys like monkey bread just as well.
- Your cooking activity will work best when you have extra adults available to attend your meeting, or at least that portion of the meeting when the preparation is taking place. The boys learn best when the activity includes demonstration and hands on involvement; that means that while one boy is stirring or spreading and requires your attention, the other boys need supervision. Cooking offers a great opportunity to teach safety because it often requires heat, knives, electric appliances, etc. If there is not enough adult supervision, your cooking activity may offer the opportunity to teach first aid.
- If you plan your cooking activity at least a week ahead, you can have the boys bring part or all of the ingredients required. The boys can eat what they cook as the snack for the den meeting. Its a good idea to call and remind those responsible for bringing key ingredients, particularly if it is an ingredient you don't happen to have in your cupboard. (Monkey bread is much harder to make without canned biscuits)
- Make sure the other activities that you plan for the meeting require the right amount of time. What other activities? The activities that you need to fill in the seemingly endless time while the monkey bread is cooking.

- When planning and estimating time required for preparation, remember that the boys will learn much more if you allow them to make measurements, peel, cut, divide, etc. It may take much longer to include the boys, so it is very important that you plan the time based on how long it take them to accomplish a task.

Some of the other skills or concepts that can be taught through cooking are: knife safety, nutrition, team work, the importance of reading instructions, good manners, science, and many, many others. Remember that there are many craft items that can be made and eaten, or given for gifts. **Be sure to check out the Webelos and Little Critters section of this book for more recipes.**

Fruit in a Cone

- Ice Cream Cones (any size)
Fruit (choose any of these:)
 strawberries
 bananas
 apples
 blueberries
 raspberries
 pears
 grapes
 green beans (not really that good)

Put cut up fruit in the cone, drizzle with 1 teaspoon honey, then sprinkle with 1 teaspoon granola. You may want to sprinkle some store bought cake sprinkles on top.

Quick Fruit Dip

- Plain yogurt
Brown sugar
Fruit

Mix together in small bowl 1 cup plain yogurt, 2 Tablespoons brown sugar.
Dip with fruit pieces or spread on gram-crackers.

No Fry Funnel Cakes

- 1 cup plus 2 Tablespoons flour
1 teaspoon baking powder
dash salt
3/4 cup milk
1 egg beaten
A Funnel

Beat ingredients together will. Lightly grease (or use Pam) a frying pan and heat for several minutes. Pour 1/4 cup of batter into funnel (don't forget to put your finger over the end!) Over hot pan, release finger and let batter run out in a stream, while you make a spiral design with funnel. Fry 6 to 8 min. until brown, turning once, gently. Drain and sprinkle with powdered sugar or a mixture of white sugar and cinnamon



Puppy Chow

9 cups Chex cereal (any flavor)
1 cup semi-sweet chocolate chips
1/2 cup peanut butter (creamy or chunky)
1/4 cup margarine
1 teaspoon vanilla extract
1 1/2 cups powdered sugar

Pour chex cereal in large bowl. In microwave melt semi-sweet choc. chips, peanut butter, and margarine 1 to 1 1/2 minutes or until smooth. Stir in vanilla. Pour mixture over cereal stirring until coated evenly. Let each boy have a large zip-lock bag with some powdered sugar in it. Put the coated cereal in baggies and let the boys shake until the cereal is coated with the powdered sugar, then eat and enjoy!!

Bananarama

1 banana
6 chocolate chips
6 mini-marshmallows

1. Take an unpeeled banana and cut *the peel only* lengthwise along the inside curve.
2. In the exposed section, cut a V-shaped wedge from the banana (and eat it!)
3. Put the chocolate chips and marshmallows into the wedge and "re-cover" it with the banana peel strip.
4. Place the banana on a plate and run 2 toothpicks through the banana about 3 inches apart to keep it from tipping over. Microwave on high for a minute or less.

The banana peel will turn brown but the banana will taste delicious.

Frog Float

short paper cups (one per cub)
lime sherbet
7-up or sprite
mini-marshmallows or M&M's

Put 1 scoop of lime sherbet into a cup. Pour in 7-up or Sprite, add marshmallow or M&M eyes to make a frog.

Extra Light Vegetable Soup

4 green beans
4 slices of carrot (about 1/16th " thick)
1/8th teaspoon minced onion
4 potato cubes (about 1/4" square)
4 kernels of corn
1 cup water
dash salt

Combine all ingredients in microwave safe bowl. Cook in microwave on high for 6-8 minutes. Let stand for 1 minute. Makes about 4 extra light servings.

Monkey Bread

2 cans biscuits (real cheap kind work great)
squeeze margarine
cinnamon
brown sugar

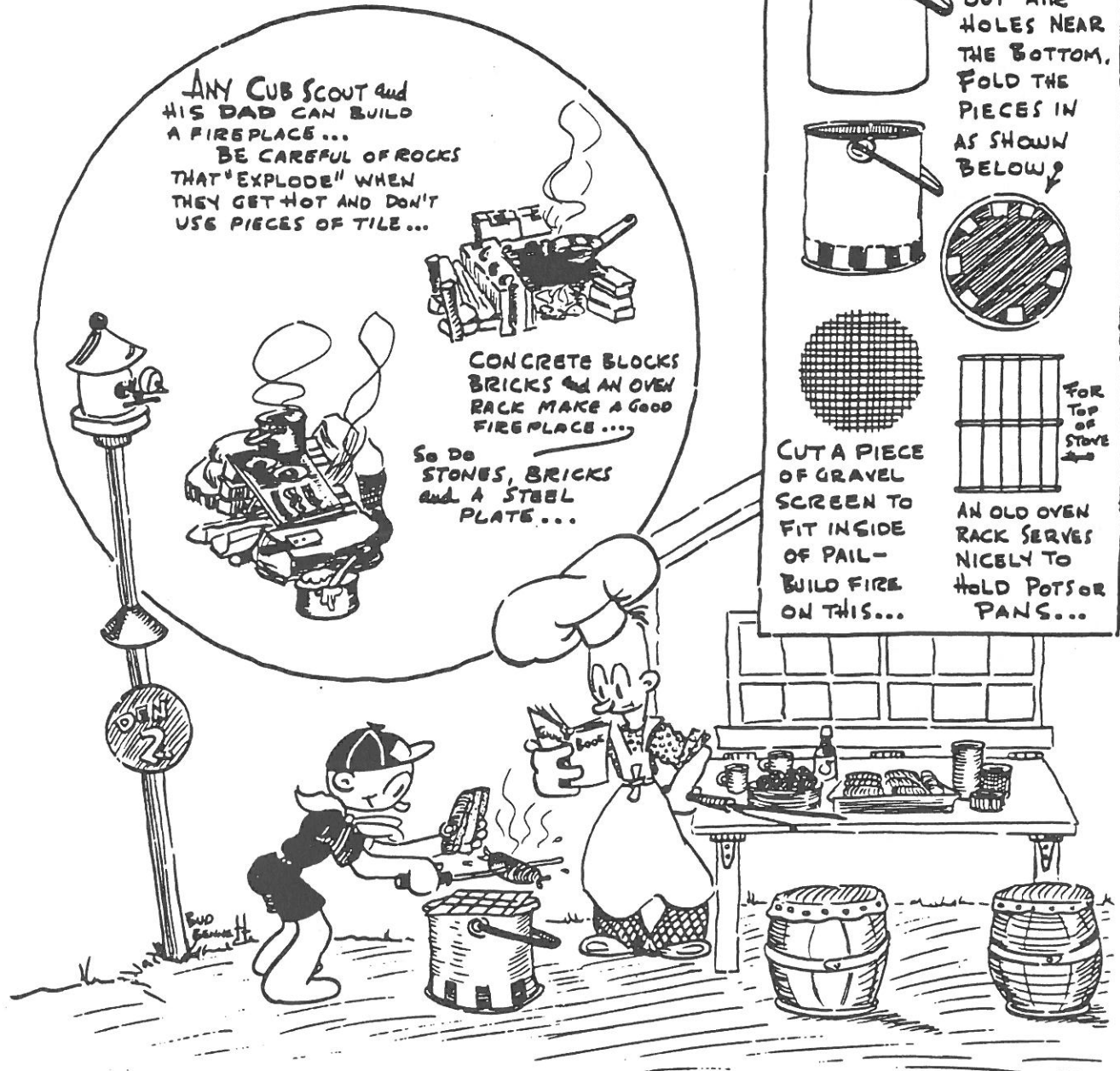
Remove biscuits from cans and cut into quarters. In greased (or sprayed with Pam) cake pan, 8 - 10 " round, place 1 layer of biscuits. Squirt squeeze margarine generously over biscuits sprinkle liberal coats of sugar and cinnamon. Add another layer of biscuits and repeat margarine, sugar and cinnamon. Bake at 350 degrees for 20 minutes. Serve with plenty of napkins.

You can add chocolate chips, nuts, etc., or let the boys create their own version.

A BLAST FROM THE PAST

BACK YARD COOKOUT...

THE BEST WAY TO BE SURE OF SUCCESS IS TO LET EVERYONE BE IN ON IT—(SINCE YOU WON'T HAVE BROTH FOR "TOO MANY COOKS" TO SPOIL) LET EVERYONE COOK HIS OWN HOT-DAWG -- IT WILL BE DELICIOUS NO MATTER HOW BADLY BURNED... SO SET THE FOOD OUT — STAND BY AND WATCH 'EM EAT...



From "Back Yard U.S.A." Boy Scouts of America 1953

TIGER CUBS

Since 1982, Tiger Cubs, BSA, has been an important part of the Scouting program. It is a one-year program for a 1st grade boy and an adult partner offering opportunities to **SEARCH** out new activities, **DISCOVER** new things and **SHARE** them with each other and the rest of the Tiger Cub group.



Features of the program include:

- Relaxed organization with shared leadership by the adult partners
- Monthly meetings built around Big Ideas
- Participation in pack meetings during the year
- Introduction to Cub Scouting
- FUN!

TIGER CUB COACH

The Pack Committee will appoint a Tiger Cub Coach to oversee the Pack's Tiger Cub program. The Tiger Cub Coach will be at least 21 years of age, a U.S. citizen registered with the Boy Scouts of America, and serve as a member of the Pack Committee. Responsibilities include:

- Attend District Orientation for Tiger Cub Coaches
- Recruit, register, and organize one or more Tiger Cub Groups
- Recruit one of each group's adult partners as a Tiger Cub Group Leader
- Oversee the program during the year to assure that the group(s) are active and conducting a quality program.

TIGER GROUP LEADER

With assistance from the Tiger Cub Coach, the group's adult partners will select one adult partner to serve as Tiger Cub Group Leader, who responsibilities are:

- Register as a member of the Pack Committee (as T.O.) to report monthly on the Tiger Cub Group
- Schedule group participation in pack meetings and activities
- Schedule orientation into Cub Scouting and Cub Scout Day Camp
- Arrange graduation from Tiger Cubs into the pack during April or May

TIGER CUBS AND MORE

To develop your Tiger program, use the 17 Big Ideas found in the Family Activity book. During some months, more than one idea may be explored, but you will probably find that there is not enough time during the year to explore all 17 Big Ideas. Choosing your Big Ideas and planning your Tiger Cub year in advance will make family planning easier and increase participation.

With the Big Ideas as the foundation, build a program to meet the needs of your group. Some ideas might include more frequent meetings, greater participation in pack meetings and activities, and simple recognition items suitable for 1st grade boys.

MEETINGS

Schedule your Tiger Cub Group meetings to meet the needs of the group, keeping in mind that the group should meet at least once, each month. Be sure to include several outings during the Tiger-year. If possible, these meetings should be held on a regularly scheduled day and time to allow families to plan other activities around them.

Tiger Cubs should be involved in the pack meetings during the year, be sure they are a part of the meeting, not just spectators.

OUTLINE FOR A TIGER CUB GROUP MEETING

OPENING (5-10 minutes): A simple ceremony or introduction time. Early in the Tiger year, this is the time to get to know each other. Later, group could recite the Tiger Cub Promise together. This is the signal that the meeting has begun.

SEARCH (5-10 minutes): Go over plans for the group outing, the Pack meeting and the next group meeting.

DISCOVER (20-30 minutes): This is the activity period - a time to make and do together.

SHARE (10- 15 minutes--quiet time): It is the opportunity for each Tiger to share what he and his adult partner have done together during the month to earn stickers. Be sure each boy has the opportunity to share.

CLOSING (5 minutes): End your meeting by singing a Tiger Cub song or telling a meaningful story.

After the meeting, the boys (and adults) might enjoy some refreshments and some time for fellowship.



RECOGNITION

The Tiger Cub Program is based on recognition for participation, NOT on advancement. Tiger Cub stickers and wall chart are provided in the Family Activity Packet. A sticker is to be awarded and displayed on the wall chart for each family activity completed. Stickers can be presented as instant recognition by adult partner or at the Tiger Cub Group meeting.

The stickers are great, but many Tiger Cub Coaches feel that more recognition in the Tiger Cub Program would be very beneficial to build pride in accomplishment and self esteem for Tigers. You are encouraged to develop a recognition program suitable for your group.



Tiger Cubs, BSA

TIGER CUB MOTTO

Search, Discover, Share

TIGER CUB PROMISE

**I promise to love God, my family, and my country
and to learn about the world.**

Remember to keep it simple enough that the Tigers know why they receive the recognition.

Recognition can take many forms:

VERBAL recognition is the easiest and least expensive. Be free, but genuine, with praise.

CERTIFICATES can be used to welcome a new Tiger Cub into the Pack, as part of the graduation ceremony, or for participation in special events. They can be purchased or handmade and will be more meaningful if used sparingly.

PLAQUES can be a simple refrigerator magnet or an elaborate wall hanging. These should also be used only for special recognition.

TIGER TRACKS are provided in the Family Activity Packet with no set guidelines for their use. They might be presented for participating in a group activity, completing a Big Idea, etc. You may want to remove them from the Family Packets at the beginning of the year so they can be presented in a simple ceremony at pack meetings. They can be ironed on the Tiger Cub shirt in any pattern the boy chooses.

PATCHES can be used for induction and graduation, can be awarded for completion of a set number of Big Ideas, or for participation in special activities. The round Tiger Cub patch can be worn on the Tiger Cub shirt and the graduation patch can be worn on the Cub Scout uniform as a temporary patch.

PINS AND BUTTONS can also be used to recognize Tigers. If you wish, one of the Tiger Cub pins could be designated as a Mother's pin to be worn on her Mom's ribbon.

BEADS are the universal recognition in the Scouting program and Tigers will love them, too. There are many types of beads available, so use your creativity to develop a meaningful bead system for your Tigers. Just be careful to make it distinctly Tiger oriented and don't infringe on the Cub or Boy Scout programs.

Stickers and Tiger tracks are provided in the Family Activity packet and extras are available at the Council Service Center. The Service Center also carries pins, patches, certificates and belt totems.

Tiger Cub recognition should be **SIMPLE**, yet meaningful. Participation and activity remain the core of the program and incentives are motivators, not the final goal.

UNIFORMING

The Tiger Cub uniform might consist of the orange Tiger Cub T-shirt or a white T-shirt with the iron-on decal, and an optional Tiger Cub hat.

The Tiger Cub shirt not only binds the group together, but designates Tiger Cubs as a very special part of the Pack. Tigers are encouraged to wear their uniform not only to all group functions (including Pack meeting), but also to school on the day of the function.

The Tiger Cub Group leader should wear the same Tiger Cub T-shirt. Adult partners are also encouraged to wear the Tiger Cub shirts.

Tiger Cub Coaches should wear the regular Cub Scout uniform with the Tiger Cub Coach patch on the left sleeve. This patch is available at the Council Service Center.

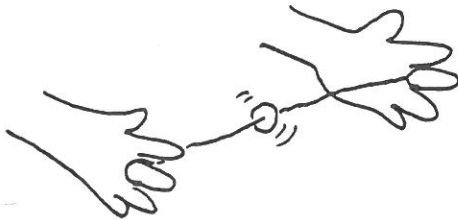


TIGER CUB CRAFTS

Halloween Ghosts

Materials: 1/2 sheet of typing paper
1 Kleenex
Yarn

Wad up paper to make a tight ball. Lay ball in the center of kleenex and bring corners up. Tie yarn around kleenex next to ball. Draw on eyes and mouth.



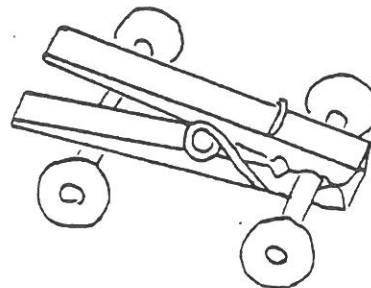
Humdinger

Materials: 1 large button
1 yard string

Thread string through button eyes so that you have a loop of string on one side of button and the two ends of the string on the other side. Tie ends of string together. With the button centered on the string, place a loop of string over one finger on each hand. Twirl the button to wind up the string, then pull hard and let go. Continue pulling and letting go until button hums.

Gumball Racer

Materials: 4 small gumballs
1 plastic straw
2 round toothpicks
1 spring clothespin
2 small gumballs (for chew glue)

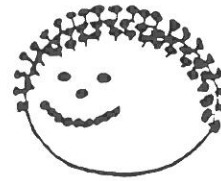


- 1.) First, pop the two "chew glue" gumballs into your mouth and start chewing!
- 2.) Cut two pieces of the straw, about 1 " long. Using a toothpick, poke a hole all the way through the center of each small gumball. Press slowly and carefully.
- 3.) To make an axle, poke a toothpick through one of the straw pieces. Poke each end through the hole in one of the gumballs and out the other side. (You might have to snip the straw pieces to make them shorter if there isn't room for the wheels.)
- 4.) Clamp one axle into the front end of the clothespin. Tape the other axle under the clothespin near the back.
- 5.) Wet your fingers and break off small balls of chewed gum (you are chewing those gumballs, aren't you?). Mold them to the ends of the axles to keep the wheels on.

Sweet Pete

Materials: An orange
A toothpick
Some whole cloves

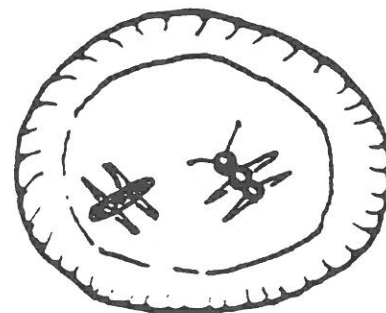
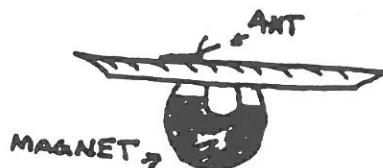
With the toothpick, make small holes in the orange for Pete's eyes, nose and mouth. Stick cloves in the holes. Now make holes for his hair - lots of them! Stick more cloves in those holes. Keep Pete in your room; it will make it smell great!

**Creepy Willy**

Cut a piece of paper about 5" x 1" and draw a face on one end. Pull the paper over the table edge to make it curl. With your tongue, wet Willy's end where his face is - not TOO wet. Put him on a table and blow on his tail. Have a Creepy Willy race!

**Fancy Ants**

Material : Paper fasteners
Paper plate
Small magnet
Pencil
Scissors
Crayons, markers or colored pencils



Make a crazy ant body by cutting a small oblong shape (about as big as a peanut shell) from construction paper. Cut curves along the sides, if you want. Use a pencil to poke 3 holes in the ant body. For the legs, place 2 paper fasteners into holes and bend the points so they lie flat. Turn the ant over for the antennae. Place another fastener, point side up, in hole and bend back slightly. Draw some food on a paper plate for your ants. Put the ants on the plate and place the magnet underneath the plate near one of the ants. Make the ant crawl by moving your magnet around the plate.

Milk Carton Town

Draw your street plan on a large sheet of heavy cardboard. Use all sizes of cartons to make buildings. Turn them different ways and group them together for larger buildings. Glue on pieces of paper for awnings, steeples, steps and balconies. Be sure to include a bank, church, store, firehouse, garage, houses, hospital, hotel, railroad station, cafe, school, market and post office.



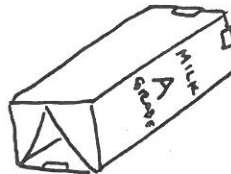
You can also decorate your town with construction paper trees, bare trees made from twigs stuck in clay and painted cotton ball bushes.

Toothpicks and clay can be used to build fences. Or you can make fences from drinking straws.

Clay with small stones stuck in it will make great walls.

Magic Looking Box

Materials: 2 empty quart milk cartons
Construction paper
Aluminum foil
Tape
Glue



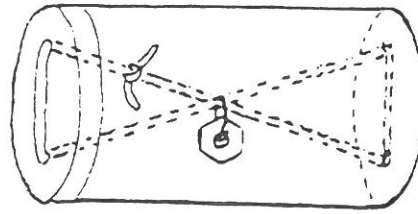
Cut both ends of one of the milk cartons. Cut a piece of construction paper to fit over one end. Cut a small peephole in the center of the construction paper and tape over one end of the carton.

Cut both ends and one side off the second carton, leaving a 3-sided section. Open foil to cover the unprinted side. Paste the foil down over the entire unprinted side. Keep the foil as smooth as you can. After the glue has dried, use the original creases to form a triangle-shaped tube and tape the 2 long edges together with the aluminum foil inside. Insert the 3 sided tube into the first carton and tape in place.

Now you're ready to see what your magic looking -tube does! Hold the open end close to a brightly-colored magazine picture, put your eye to the peephole and turn the magic looking-tube around. You'll see lots of beautiful changing designs!

The Film Can Wonder

- Materials: Empty 35mm film can
 Thick rubber band
 Small, heavy hex nut
 String



Make two holes in the lid and two in the bottom of the film can as shown in the illustration. (Use a drill or a hot ice pick.) Cut the rubber band, push it through the four holes and tie the two ends of the rubber band together. Tie the hex nut to the point where the rubber band crosses itself in the can. Replace the lid. When you roll the can away from you, the rubber band inside will become twisted and make it obey your command to return to you.

Twirly Bird

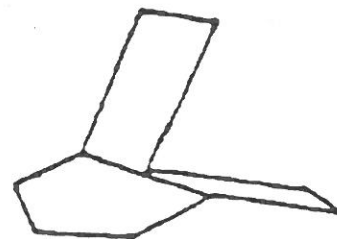
- Materials: Bottle cork
 Stiff paper
 Toothpick
 Tape



Cut the paper like this:



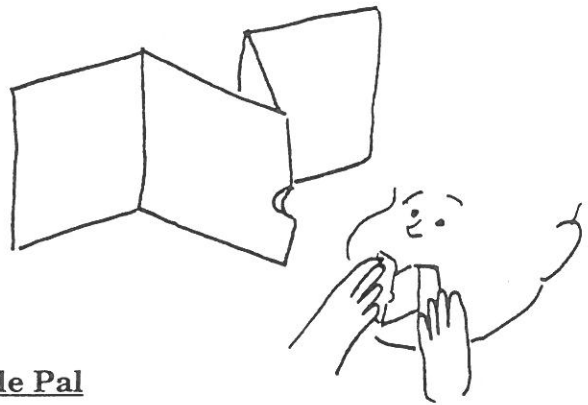
Bend the paper like this:



Tape the toothpick to the paper and push the toothpick into the cork. Take your bird outside and throw him in the air.

Screecher

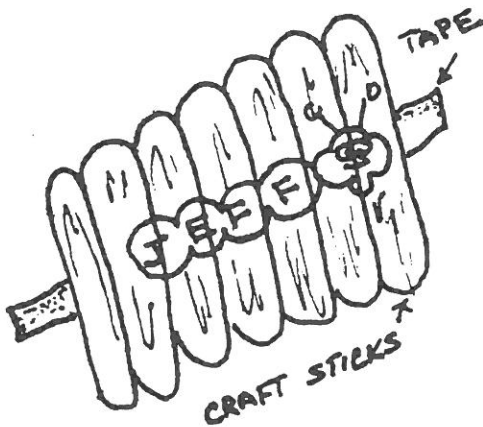
Fold paper in half and cut a V in the middle of the fold. Fold it again so it looks like this:



Now blow! You can call your friends this way.

Stick-Puzzle Pal

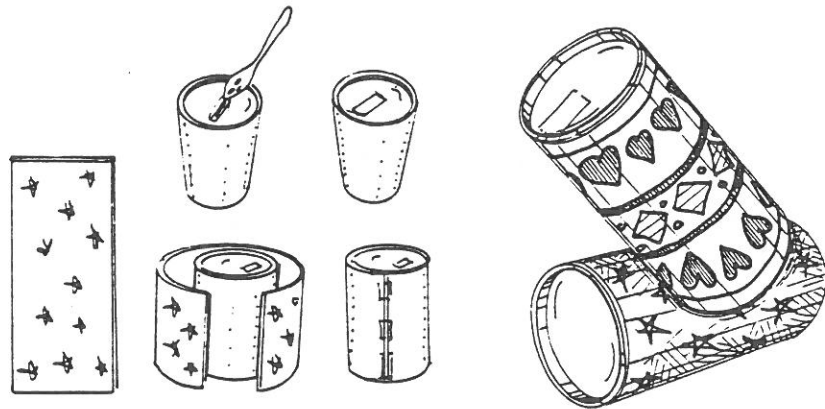
Material: Jumbo crafts sticks
Tape
Crayons or markers



Place crafts sticks side by side so they touch. You can use as many as you like. Line sticks up evenly and put a piece of tape across them. Turn sticks over and use crayons or markers to draw a picture. When your done with the picture, turn over sticks and take off the tape. Now, mix up the sticks and put the puzzle back together again.

Rhythm Shakers

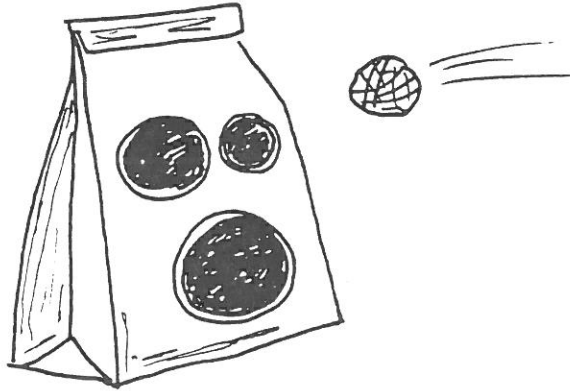
What you need:
2 Aluminum soft drink cans
Colored paper
Dried beans or lentils
Tape
Crayons or markers



First make sure aluminum cans are cleaned and dried. Then remove the tabs from the aluminum cans by bending them back and forth. Spoon some dried beans or lentils into the can and tape over the opening. Cut a piece of paper as tall as each can and long enough to wrap around it. Draw designs on the papers with crayons or markers. Then wrap the papers around the cans. Tape both into place. Now you are ready to shake.

Bagman Toss

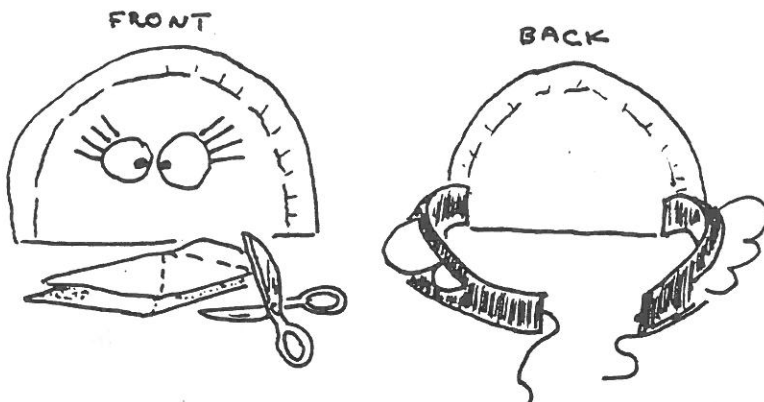
Materials: 2 grocery sacks
Tape
Paint or markers
Ruler
Stapler
Scissors



On one side of one bag, paint 2 small circles for eyes and a larger circle for the mouth. Put a number 10 above each eye and a 5 above the mouth. Carefully cut out the inside of each circle, being careful not to cut through both sides of the bag. Fold the top of the bag down about 1 " from the top, then fold again. Staple along the fold.

Cut the other bag into strips about 1/2" wide and roll into loose balls. Round off the balls by wrapping with tape. Be sure the balls are small enough to get through the holes. Make at least 5 balls.

To play, gently poke the sides of the bag so that it will sit up squarely on a table or the floor. Stand about 2 to 3 feet away and toss the paper balls into the holes. Take turns. The one who scores the most points is the winner.

**Bird Hats**

Material: 6" Paper plates
Construction paper
Glue
Crayons or markers
Scissors and stapler
Yarn or string 12"

Cut away up to half of the paper plate. Make a bird face on the paper plate by drawing with crayons. Or, cut shapes out of construction paper. Glue the shapes to the paper plate. For the beak, fold a piece of construction paper in half. Cut a triangle on the fold of the paper. Glue the folded edge of the beak to the front of the paper plate. For the headband, cut two 1 1/2" x 6" strips of construction paper. If you want, cut 2 wings out of construction paper. Glue 1 wing to each headband strip. Now staple headband strips to both sides of the back of the plate. Use a pencil or paper punch to poke a hole near the end of each headband strip. Thread yarn through holes. Now your bird hat is done.

TIGER TUNES

T-I-G-E-R-S

(Tune: Mickey Mouse)

Come along and sing a song and
join our family

T-I-G-E-R-S

Tigers! They're for me!

Tiger Cubs! Tiger Cubs!

Forever let us hold our banner

High, high, high, high!

We're the ones who start it all

We're where the Scouts begin.

T-I-G (Gee, we're having fun)

E-R-S (S because we're Scouting)

Tiger's, we're the one.

Tiger Cub Song

(Tune: F'rere Jacques)

Tiger Cubs have fun,

Tiger Cubs have fun,

Search and Discover,

Discover and Share,

Always on the go,

Helping us to grow,

Tiger Cubs

Tiger Cubs

Tiger Cubs, Tiger Cubs

(Tune: Jingle Bells)

Tiger Cubs, Tiger Cubs

We have lots of fun.

Big Ideas for everyone,

That's how it is done.

Learn the promise and the motto

Search, Discover, Share.

Oh what fun it is to be

A Tiger Cub like me.

Tiger Cub Clan

(Tune: Row, Row, Row your Boat)

Search, search, search each day

With your Tiger clan.

Discovering and sharing,

That's the Tiger plan.

Hail To Tigers

(Tune: On Wisconsin)

Hail to Tigers! Hail to Tigers!

Best group of them all.

We're a bunch of jolly Tiger Cubs,

Listen to our call--

Rah! Rah! Rah!

Ever onward, ever forward,

Bringing fun to all!

Here's to the group of Tiger Cubs,

Best of all!

Tiger Cub Rap

Now, we're the Tiger Cubs

And we want you to know

That the Tiger Cubs

Are the stars of the show!

We will search

And discover and share

And with our families

We'll learn to care.

We'll always wear the orange

And black, don't you know

SO we will be noticed

When we're on the go!

We'll work hard

But we'll have fun

And we'll always say "Thank You"

When we're done!

Tiger With Me

(Tune: This Old Man)

My old Dad
Can't you see
Wants to be a Tiger with me
With an orange shirt and a book in his
hand
We are searching all the land.

My old Mom
Can't you see
Wants to be a Tiger with me
With an orange shirt and a book in her
purse
We are discovering this earth.

Sister and brothers
Can't you see
Want to be Tiger Cubs with me
With our go and see it
We are on the run
Tiger families are so much fun.

The Tiger

(Tune: 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 names of each Tiger cub.

FINAL VERSE:

All the tigers will beGreat Cubs
All the Tigers will beGreat Cubs
All the Tigers will beGreat Cubs

We want them in our pack.

T-I-G-E-R

(Tune: B-I-N-G-O)

BSA has a new group and TIGERS is it's
name-o.

CHORUS: T-i-g-e-r, T-i-g-e-r, T-i-g-e-r,
and TIGER is its name-o.

Its' made up of younger boys Seven years
of age-o.

CHORUS: T-i-g-e-r, T-i-g-e-r, T-i-g-e-r,
and TIGER is its name-o.

They joined up for lots of fun, Games and
songs and play-o. (CHORUS)

Each young boy will share his home,
Among his group of friends-o. (CHORUS)

A mom or dad will be their guide, To help
them learn things right-o. (CHORUS)

The pack will welcome them just so On
graduation night-o. (CHORUS)

(On first chorus, spell out the name T-i-g-
e-r, second time, spell four letters and
clap the "r"; third time sing three letters
and clap the "e-r", etc.)

TIGER TREATS

Edible Campfire

This can be used as a group activity.

As the boys "build" their campfires, talk about why each step is important. After the "fire" is build, enjoy eating this special treat.

Ingredients: 1 napkin (cleared area)
1 small paper cup of water (bucket of water to put fire out)
Miniature marshmallows (fire circle surrounding cleared area)
Shredded coconut (tinder burns fast to get fire started)
Fritos and skinny pretzels (kindling to keep the fire going and light the fuel)
Cheese sticks (fuel)
Candy Corn (flame)

Follow up with a picnic or fishing trip where the boys can actually assist with building a campfire. They might even "catch a hot dog" to cook'.

Ants on a Log

What you need: Celery sticks,
Peanut butter,
Table knife

First, use a table knife to spread the peanut butter into the groove of the celery stick. Next, place the raisin "ants" on the "log".

Graham Cracker Stoplight

Buy graham crackers that break into rectangles. Break one cracker in half. With frosting, attach an ice cream stick to the back of one cracker. With a dab of frosting, attach a red, yellow and green M&M to the front of the cracker.

Toostie Rolls

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

Put all ingredients in double plastic bag, (or zip lock bag), and knead until well mixed. Roll into balls or log shaped.

Chocolate “Dirt” Dessert

| | |
|---|--------------------|
| 20 oz. package Oreo cookies | 1 cup powder sugar |
| 1/2 cup softened margarine | 3 1/2 cups milk |
| 8 oz. package cream cheese | 12 oz. Cool Whip |
| 2 small package instant chocolate pudding mix | |

Separate cookies. Save the cream centers. Finely crush the cookies and set aside. Mix cookie cream centers, margarine, cream cheese and powdered sugar. Mix instant pudding and milk. Add Cool Whip to pudding mix. Mix or fold in creamy mixture. In large bowl layer crumbs and pudding mixture alternately. Finish with crumbs on top.

Pudding Cones

2 boxes of instant pudding
4 cups of cold milk
8 ice cream cones

Prepare pudding as instructed on the box. Serve in ice cream cones just like ice cream. Makes 8 servings.

Purple Cloud

1/4 cup grape juice
1/4 cup pineapple juice
1/4 cup plain yogurt
1/2 cup vanilla ice cream

Place all ingredients in blender container. Blend briefly. Pour into serving glasses. Make 2 servings.

Chocolate Soda

2 tablespoons chocolate syrup
1/4 cup chilled club soda
1 or 2 large scoops vanilla ice cream
Additional chilled club soda

In a tall glass, mix chocolate syrup and 1/4 cup chilled club soda. Add ice cream. Fill glass with additional club soda. Stir to blend slightly and serve.

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 other players.

“It” may say something like: “This is my Tiger toe” while he grabs his elbow and holds it. The player whom he has challenged must take hold of his TOE and call : “This is my Tiger elbow” before “It” can count to 10. If the player is successful, he gets to become “It” and challenges someone else. If the player fails or becomes confused as to the names he should use, the same player remains as “It”.

Tiger Tail

This game is played like the old favorite, Duck, Duck, Goose. Everyone sit in a circle 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.

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”.

Griggle, Griggle, Game

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

Mystery Hunt

Collect about ten small items- a button, a toothbrush, a colored pencil, and so on. Make a list of them and put the items and the list in a covered box. Everyone else leaves the room for a few minutes. When all the items have been hidden in plain sight, the players return to the room. Using the list, the boy who has hidden the objects calls out the name of the first item. Then everyone searches for just that one. The person who finds it turns it in and gets a point. Then the next item is called out and all search for that. If players see an items that has not yet been called out, they remember where it is and wait until it is called for. The boy with the most points at the end of the game wins.

OUTDOOR FUN FOR TIGER CUBS

Boys love the out-of-doors and Tigers Cubs are no exception. Here are a few suggestion:

Take a Nature Hike

The boys' powers of observation will be increased when they have specific things to look for. You may need to take several hikes. Have the boys look for colorful things, red things, yellow things, (the boys can pick their favorite color), things for each letter of the alphabet, and noises that break the silence.

Have a Spider Hunt

This is done when it's dark outside. The boys take flashlights and put them on the center of their foreheads. This helps to focus when first getting started. Spiders have shining eyes, and the boys will be delighted when they see just how many spiders they can find.

Have a Leaf Hunt

Have the boys gather leaves and give prizes for the boy that has the biggest variety or the boy that can identify the most leaves from pictures.

Leaf Rubbings

Place a leaf, vein side up, on a smooth surface and cover it with a piece of thin writing paper. Hold the paper firmly in position and rub a crayon over it gently. Crayon strokes should be parallel and only enough pressure should be applied to bring out the details of the leaf.

Have a Scavenger Hunt

The Cubmaster is ill and the following is needed within 15 minutes to prepare him a get well potion: 4 acorns, 13 pine needles, 4 live ants, etc. Have from 12 to 20 items for the boys to find. Also have something to put all these things in.

Tail Feathers

The "tail feathers" are neckerchiefs tucked under the belt in back, with at least 2/3 left hanging. The idea is to snatch the tail from someone else's belt. Play in a large area with designated boundaries. The winner can either be the one who keeps his tail feather the longest, or the one who collects the most tail feathers.

TIGER CUB CEREMONIES

THE PATH OF A NEW CHALLENGE

Personnel: Cubmaster, Den Leader, Tiger Cub Coach, Den Chief

Props: 1 tall white candle in center of table
3 black candles at one end of table
3 orange candles at other end of table
Rope, string or crepe paper to make a bridge
8 pieces of construction paper
Graduation certificate and patch
Tiger Cub pin and Wolf book for each Tiger

(On the 8 pieces of paper write Sign, Handshake, Motto, Salute, Promise, Law, Webelos and the Arrow of Light symbol. Place them on the floor of the bridge in such a way to make walking on them difficult for a Tiger Cub.)

CM: Tonight we honor our Tiger Cubs. Will our Tiger Cub Coach come and introduce our Tigers and their adult partners? (Tigers and adults come forward).

As each candle is lit, the Tiger Cub Coach says:

White is for the Purity of Living,
Black is for the unknown, the fear and doubts.
Orange is for knowledge, joy and confidence.

These are the colors of the Tigers. You have completed the tenure of the Tiger Cub Program. Adults, here is the Patch for your Tigers. Please place it on his right pocket. Tigers, here is the pin for your adult partners who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As your Tiger Cub Coach, I bid you farewell and show you the path of a new challenge - the challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet your new leaders.

(At the end stands the Cubmaster, Den Leader and Den Chief.)

CM: Welcome to Pack____ This is your Den Leader and Den Chief. Your new den is Den_____.

The Den Leader puts the yellow Wolf neckerchief on the Tigers as they finish the crossing.

The Den Chief will hand each boy the Wolf book and when all have crossed the bridge will say to the group, "This is your next challenge. Read and do each requirement of the bobcat. When you are done, you will earn the Bobcat rank."

The Cubmaster will direct the Tigers and families to sit with their new Den Leader.

TIGER CEREMONY

Personnel: Cubmaster, Tiger Cubs,
 Parents, Akela,
 Den Leader

Props: Table with candles lit for each boy with their names in front of candles.

CM: Tonight we have the pleasure of welcoming new Cub Scouts into the pack. Parents and graduating Tiger Cubs, would you please come forward .

DL: You and your parents both were asked to come forward. This symbolizes that the family is a necessary base for Cub Scouting and that Cub Scouting supports a strong family unit. The candles you received represent the promise of every Cub Scout to "Do Your Best." Do you promise to Do Your Best?

Tiger Cubs: We do. (Den Leader instructs Tigers to blow out candles and return them to table.)

(**At light of group Akela appears in costume.**) Akela: (To Cubmaster) My brother, have these new Cubs prepared to join our Pack?

CM: They have by completing the Tiger Cub program. As we call your name, please step forward to receive your graduation patch and certificate. You will also receive your one year service star with an orange backing symbolizing your service as a Tiger Cub. (Calls out names and distributes graduation materials.)

CM: Akela, members of the pack, please welcome our new Cub Scouts.

TIGER BRIDGE CROSSING

PROPS: Bridge
 Tiger Cub Graduation
 Certificate, Graduation Patch
 & Year Pin for each Tiger

CM: Tiger Cubs, you have been working together, teaming about many interesting things during the months you have been a Tiger Cub. The entire family has had a chance to be part of that fun.

You have taken each part of the Tiger Cub motto, "Search, Discover, Share" and used it in your home, school and neighborhood.

Parents, on behalf of Pack thank you for taking the time to "Search, Discover and Share" the Tiger Cub Program with your son. May you and your son experience the many wonders awaiting you as you continue to climb the Scouting trail.

Tiger Cubs, as you cross over the bridge and graduate from Tiger Cubs, I would like to present you and your adult partner the graduation certificate, graduation patch and a one year service star with an orange backing. When I call your name, please cross over the bridge with your adult partner and begin your Cub Scouting adventures.

CANDLE LIGHTING CEREMONY

Props: Orange candle for each boy with drip guard,
Matches for parents
Table with lighted blue candle at one end, lighted yellow candle at other end and
unlit large white candle in center

CM: Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their sons' growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

Tonight, we honor a very special part of our Scouting family. Will the Tiger Cubs and their families please come forward. (As they come forward, give each boy a candle, each parent matches and have them stand behind the table facing the audience).

I call your attention to the three candles on the table. The blue and gold stand for Cub Scouting. Blue, like that of the uniform you will wear as Cub Scouts, stands for truth, love of God, loyalty and the blue sky. The gold, like that of the neckerchief you will wear, stands for sunlight, good cheer and happiness. The white candle represents parents and the important part they play in the Cub Scout program.

Parents, would you please light the candle your son is holding as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scout trail.
(They do.)

Parents, will you accept the responsibility to participate in den and pack activities, help your son with advancement, and support the Pack as much as possible?
(Parents answer, "We will.")

Tigers, please hold the candle in your left hand and raise your right hand in the Cub Scout sign. Now join me in repeating the Cub Scout Promise.

And now with your parents guiding your hands, as they will do to help you in Cub Scouting, I will ask that you join your individual flames together and light the white candle as a sign that we are all united as members of Pack_____.

(After white candle is lighted, orange candles are extinguished and returned to table.)

CONGRATULATIONS! You are now Cub Scouts and members of Cub Scout Pack_____.
(Present boys with Tiger Cub graduation patch, certificate and service star.)

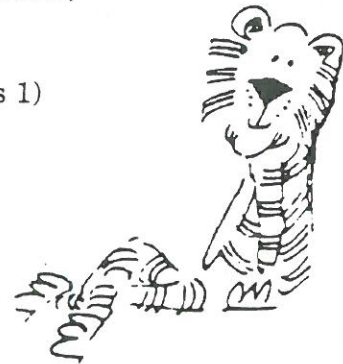
WELCOME TO PACK_____.



COUNCIL FIRE CEREMONY

Personnel: Cubmaster (Tribal Chief), Den Chief (Ceremonial Brave),
Tiger Cub Coach (Shere Kahn)

Props: Fake council ring 1/4" dowel rod cut in two (1 per boy plus 1)
Bobcat Stamp
Blue cloth or paper for fake water
Certificate, pin, patch
Tiger make-up or mask
1 arrow head per boy
3 feathers per boy (1 red, yellow and blue)
Fake stepping stones



Setting: Lights dimmed. Lighted council fire in center with Cubs in semi-circle and parents behind. At open end, place fake water with steps on top. Steps are placed so some difficulty is encountered while crossing water. Put stamp and rod taped together in fire. Arrow heads, remaining rods and feathers at water's end. Certificate, pin, and Tiger patch at Shere Kahn's position.

Tribal Chief is seated at fire and when all is quiet, he stands - "Tonight, we have gathered to honor our young braves. Let us call forth....."

Shere Kahn interrupts loudly: "I, Shere Kahn, wish to test these braves before honor is given them! I call forth the man cubs called Tigers! (Tigers and adults go to Shere Kahn and stand before him.) What is the motto of the Tiger Cubs? (Tigers and adults answer). Have you obeyed the promise of the Tiger Cub? (Tigers and adults answer). Tigers, this is the emblem of completing your first step in Scouting. Wear it proudly. (Presents graduation patch.) Adults, this is the symbol of your deeds in preparing these tigers for the next adventure in Cub Scouts. (Presents pins.) So all may know that you have done well, here is the writing to prove your efforts. (Presents certificates.) Go now, I wish no more to see. You must walk the water of evil. Be way of its quickness and smooth appearance, for it can fool you." (He directs Tigers and adults to cross the water.)

Ceremonial Brave is at the end of the water. he greets them and takes them to a spot where he has the makings of the arrows and says: "The arrowhead breaks the wind. The stick, if straight, will guide the arrow's path. The feathers give balance and distance. Take these and make your arrow of life. Learn of its true nature and be a good Scout. Come, now and sit before the Tribal Chief." (He directs the Tigers to the Council fire and asks the adults to return to their seats.)

Tribal Chief: "Tonight we honor these Cubs, for they have completed the challenge of the Tigers. So all may know that they are now of this tribe, we will place our mark upon their foreheads. This is the symbol of the Bobcat, your first rank in this tribe. (Chief stamps each Tiger. As each boy is branded, the pack hisses, the Chief calls them Bobcats of Den #_____ and introduces them to their Den Leader. When all Tigers have been branded, Den leader will take them to their new seats.)

FAMILY CEREMONY

CM: The family is one of the basic components of the Cub Scout program. Tonight, we are honoring a very special group in our pack family. We are graduating our Tiger Cubs into Cub Scouting. Will the Tigers and their families please come forward? Tigers, is it your wish to become Cub Scouts? If so, answer, "I do."

TIGERS: I do.

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

PARENTS: We do.

CM: Now Tigers, do you know the Cub Scout promise and sign? Please say the promise together now. (Boys will say promise with arm raised in the Cub Scout sign).

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

TIGERS: I do.

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

TIGERS: We will.

CM: Since you have completed your Tiger Cub trail and shown your desire to become Cub Scouts, I now present you with your Tiger Cub graduation patch and certificate and your Tiger Cub service star. (One year star with orange backing.)

Congratulations! You are now officially a Cub Scout in Pack _____.

FLAG CEREMONIES FOR TIGER CUBS

In many packs, Tiger Cubs are overlooked at flag ceremonies because the flags are too heavy for them to carry. The standard flag ceremony doesn't have to, and shouldn't be used at every pack meeting. Variety is the spice of life and it also adds sparkle to your pack meetings.

FLAG CEREMONY #1

The Cubmaster or Group Leader goes to the front of the room and says, "Will the honor guard please come forward?" The Tigers march to the front and stand before the flag. Together they salute, then turn to the audience and say, "We are Americans and we're proud of it!"

First boy says, "If you're proud to be an American, please stand and say, "I'm proud to be an American."

Second boy says, "Hand salute. Pledge of Allegiance repeat."

Third boy says, "Two" after pledge is completed and then says, "Honor guard retire." The boys march off the same way they entered.

FLAG CEREMONY #2

Tiger Cub Group Leader (at front of the room): Will the honor guard please come forward.

Tigers march to front and several hold the flag completely unfurled. (Stools may be needed). Tiger Cub Coach: Will the audience please join in singing, "God Bless America" and humming the second verse.



God Bless America, Land that I love.
Stand beside, her, and guide her,
Through the night with a light from above.

From the mountains to the prairie,
To the oceans white with foam,
God Bless America, my home, sweet home.

While the audience hums, the boys recite the Tiger Cub Motto and the Tiger Cub Promise.

Tiger Cub Coach: Honor Guard, please retire. (Tigers march off.)

A WORD TO THE WISE....

As in all areas of Cub Scouting, when working with Tiger Cubs, remember to K I S M I F (Keep It Simple, Make It Fun). If you recruit them, organize them and forget about them for nine months, you will lose most of them--but if you make them an IMPORTANT part of your pack and provide them with a worthwhile, quality program, they will be the best recruiting tool you have. The future of your pack lies with the Tiger Cubs!

CRAFTS AND IDEAS

Crafts are an effective means of teaching the Cub Scout how to use his hands to make something and thus improve his manual dexterity, self-expression, imagination, creativity and self esteem.

Your challenge is to find a craft suited to the monthly theme, holiday or special activity which is interesting to Cub Scout-age boys, is within their abilities and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtables provide them and various magazines and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed with working with Cub Scouts on crafts:

- Keep crafts simple and low-cost. Expensive kits or materials are rarely appreciated by the boys more than simple projects made from scrap materials. Since den leaders work with a limited budget, cost is a big consideration.
- Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function and if possible, fit the theme.
- Crafts should teach a skill. Carving, modeling, painting, weaving or measuring are some examples of skills that are acquired by doing crafts. Merely gluing pieces together is not enough. Cub Scouts like hands-on, "I built it", type crafts. They like to hammer, saw, lace leather and paint.
- Crafts should be progressively more challenging. Try to avoid repeating craft projects the boys made the previous year unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
- A variety of materials and methods should be introduced through craft projects. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
- Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.
- Be sure that the craft is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage or outdoors for the messier and smellier crafts.
- The craft must be the boy's work. In some cases, leaders will find it necessary to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time-consuming for the boys. Remember, boys need to be able to say, "I made it."

- You don't need a craft at every meeting.
- Have all materials ready before the meeting. Be sure to have extra supplies on hand for accidents and goof-ups.
- The leader must make the craft first. Familiarity with the construction makes it easier to demonstrate or assist the boys. Have a finished model for the boys to examine.
- Don't criticize or compare the items the boys make. Praise the boy's efforts. Each boy's best is different.
- Display the boys' finished crafts at the pack meeting.
- Safety must be a key factor with crafts. When using tools, electricity, etc., be sure there is enough adult supervision to maintain safety.
- Use projects that fulfill the requirements of the achievements and electives in the Cub Scout handbooks. Help the boys select an achievement or elective that they are interested in and get them started on a project to assist them with their advancement.

CRAFT TIPS

Glue - To save money, buy glue in a large container and pour it into small containers for each boy. The best glue for plastic milk cartons and bottles is clear silicone. Contact cement is good for wood and paper. Tacky glue is best for styrofoam. To make a heavy duty glue, mix cornstarch with regular glue until the mixture is as thick as desired.

Plastic - To cut plastic milk cartons, use a coping or jigsaw to cut the thick portions. Use a nail to punch holes in plastic. Sand plastic lightly to facilitate decorating with markers or paints. After decorating, spray lightly with hair spray to seal.

Tin - Rub the edges of tin cans with steel wool after cutting and the boys will be less likely to cut their fingers on the sharp edges. Any tin work must be supervised carefully.

Scrap Materials - Many scrap materials can be obtained at little or no cost. Lumber companies often provide scrap wood for Cub Scout projects. They are also a resource for sawdust. Telephone and cable TV companies have empty cable spools and colorful scrap wire. Ice cream stores have empty 3-gallon containers that can be made into helmets. Carpet stores can provide discontinued samples for tile, linoleum and carpet. Appliance stores and moving companies have large cardboard boxes.

Wear your uniform when soliciting scrap materials. Don't forget to say "Thank you" and have the boys write a note. Share your surplus with other Scouters. Remember people won't hunt you down to give you things - you have to ask. The worst they can do is say no. Thank them just as sincerely as those who give you everything you ask for - they may donate the next time!

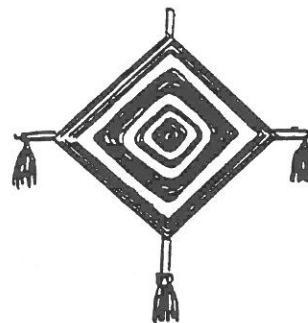
December, 1994 - Customs of Other Lands

Eye of God (OJOS DE DIOS)

In Nepal, God eyes were once hung outside of the door to scare away night roaming demons. In some parts of Mexico, these eyes were carried to church and placed in a spot where they could look at people while they prayed.

What you need:

- Slender stalks in varying lengths (you can use corn stalks, sticks, cattails, dowels etc.)
- Scissors
- Glue
- Various colored yarns

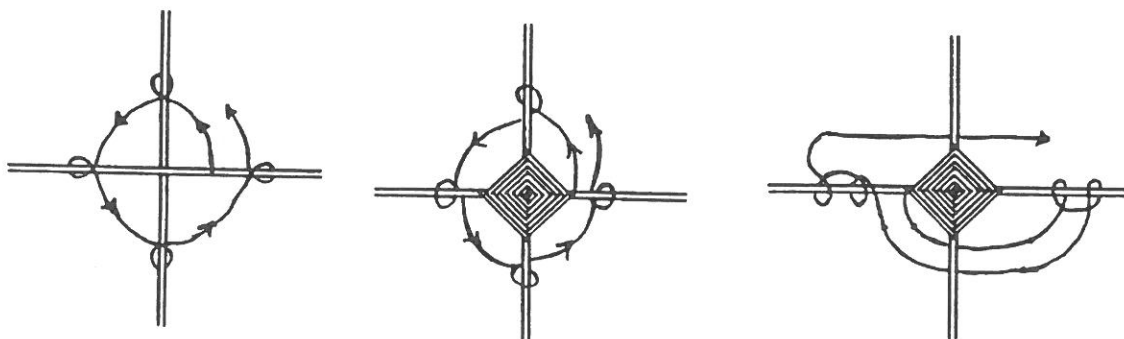


For each weaving, cut two slender stalks, one about 6" long and the other about 8". Lay one over the other so they form a cross. Mark the crossing point with a pencil and scrape an indentation in one stalk to lay the other in. Place the second stalk in the indentation and begin to wrap the yarn around, over and under crossed sticks. Use any number of rows. Reverse the winding occasionally, or go over instead of under to change the design as you go along. To change colors, simply clove hitch and cut the yarn, leaving about 1/2" to be concealed and held by following wraps. Always start a new color on a different arm from the one you just wrapped. You can glue the end to secure it. Different colors have a special significance:

- * White - Unknown life before birth
- * Yellow - Sun, moon, stars
- * Black - Death
- * Green - Vegetation

- * Red - Life itself
- * Blue - Sky and water
- * Brown - Soil

When your weaving is complete, go back and snip off any loose ends of yarn. Make tassels by winding yarn eight times around three finger of your hand. Slip off fingers and over end of stalk. Tie in place with a small piece of yarn and clip end to make tassel. You may place a drop of glue on the tassel, so it won't slide off.



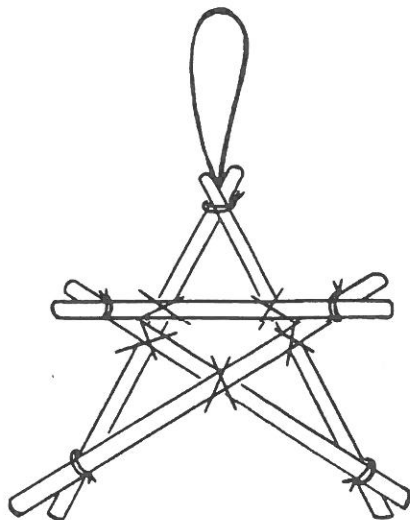
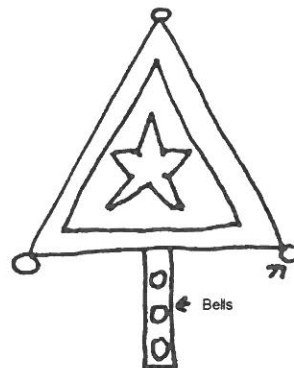
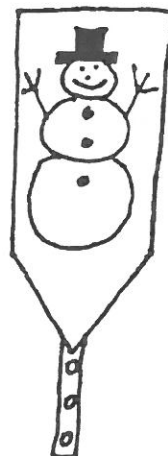
Scandinavian Klockastrang

At Christmas time, a visitor to a Scandinavian home would announce his arrival by ringing the "Klockastrang", a cowbell tied to the door with ribbons and hung with evergreens.

What you need:

- Felt of different colors
- Jingle bells
- Markers

Cut a large shape, such as a tree, bell or banner from felt. Decorate it in contrasting colors of felt shapes or greetings. Marker can also be used. Sew on several jingle bells. Hang on your door.



Straw Star

Straw ornaments, made by Scandinavian people, are significant part of the Swedish Christmas in America as well as in Sweden. The Christmas star varies in materials from country to country, but no Christmas tree is complete without a traditional star. Swedish stars are usually made from straw and always tied, as with all their straw ornaments, with red string.

What you need:

- Skinny paper drinking straws (white or straw colored)
- Red string or crochet cotton
- Scissors
- Ruler

Cut straws into five pieces, each measuring 4 inches. Take two straws, and tie the ends together. This will be the top point of the star. Take two more straws, and tie one end of each to the bottom ends of the first straws. Place the fifth straw across the first straws, and tie the ends to the loose ends of the third and fourth straws. Now tie straws together at all five places marked with an X on picture. Trim ends of the straws evenly with scissors. Attach a string loop to the top point and hang star on the Christmas tree.

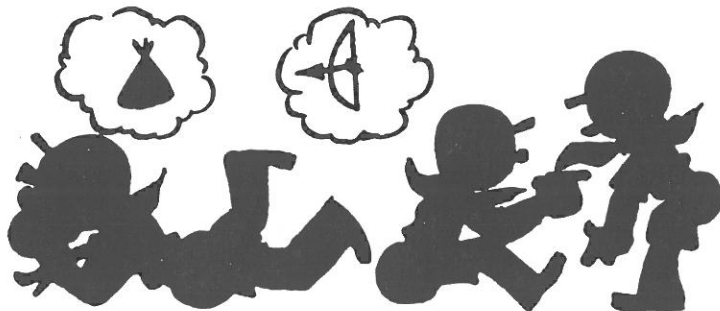
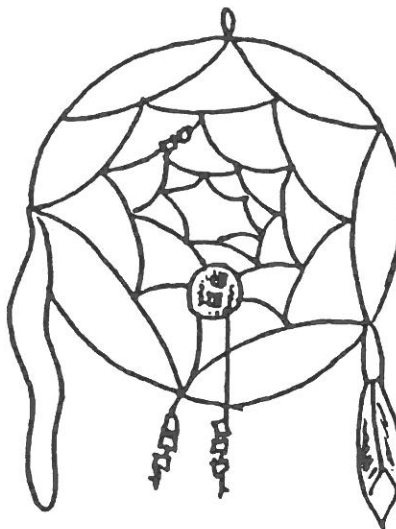
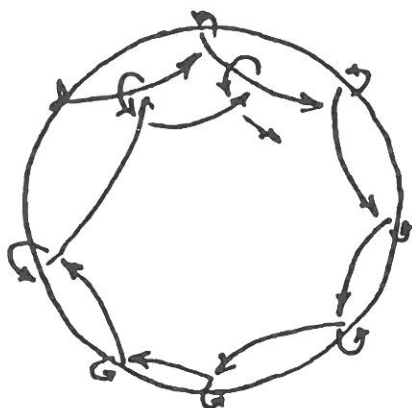
Dream Catchers

Legend has it that these dreamcatchers were given to newborn infants as gifts of good luck symbols. When attached to a cradle board or crib they were supposed to protect children from bad dreams by entangling the bad dreams in the web inside. Good dreams were able to navigate the web and pass through the center of the web to be enjoyed by the children.

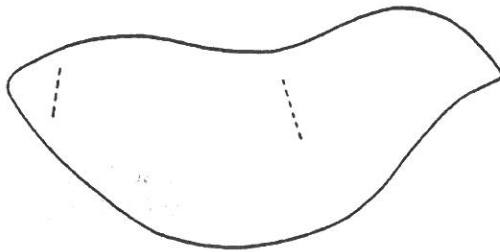
What you need:

- Limber willow shoot about 1/4" thick and 30" long
- Artificial sinew
- Leather thongs or yarn
- Feathers, beads, conchos

Carefully bend the shoot into a circle and tie the ends together with artificial sinew, leather thongs, or yarn. Spin the web with sinew, yarn, or string. Begin by tying the string to the circle. Loosely loop it around the circle several times continuing to loop from frame to sinew until the center opening is about 1 1/2" to 2" in diameter. Decorate with items that have some meaning to you, such as beads, feathers, fur, leather, conchos, or whatever else suits you.



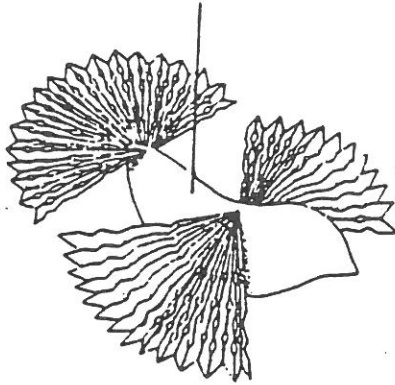
Swedish Christmas Bird



The Swedish Christmas bird is traditionally suspended over the Christmas dinner table, bringing good luck to the household

What you need:

- Bristol board
- Thread
- Tissue paper
- Scotch tape



The body of the bird is made of Bristol board or cardboard. The wings and tail are tissue paper. Cut strips, each 5 inches wide and 9 inches long. Fold accordion style and cut ends at 45 degree angle. Make two slits in the body, as indicated by the broken lines in the pattern. Secure both sides of the wings and tail to the body with small pieces of clear tape. Spread out the wings. Fasten the center of the tail together with tape so that it forms a semicircle. Suspend the bird by a thread run through the body at a point off-center towards the back, making sure the bird is properly balanced. You may have to experiment to find the balance point. The birds are made in all colors.

Pinecone Christmas Ornaments

What you need:

- Pinecones (small for tree)
- Spanish moss
- Satin ribbon
- Hairspray
- Hot glue gun and sticks
- Dried flowers
- Potpourri oil (optional)



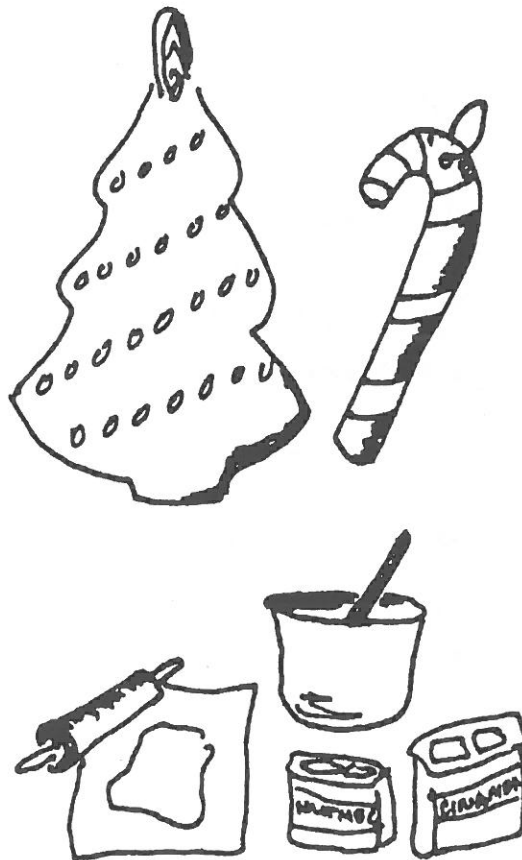
Apply glue to wide bottom of pinecone. Quickly place small amount of moss over glue to cover bottom of the pinecone. Arrange dried flowers in moss with small dabs of glue on the ends of the flowers. Make a small bow out of satin ribbon and glue in center of pinecone. Take 5-6 inch piece of ribbon and glue each end under the pinecone leaves to make a hanger for the decoration. Spray with hairspray to prevent shedding of flowers. May dab with potpourri oil for aroma (cinnamon and spice is great for Christmas).

Sweet Smelling Dough Ornaments

What you need:

- Applesauce
- Ground cinnamon, cloves and nutmeg
- Cutting board and rolling pin
- Cookie cutters
- Spatula
- Tempera paint or fabric puff paints
- Yarn or ribbon

First mix 1/3 cup warm applesauce, 6 tablespoons cinnamon, 2 tablespoons cloves, and 2 tablespoons nutmeg together to form a ball. Sprinkle some cinnamon onto a cutting board and roll the dough to about 1/4" thickness with a rolling pin. Cut out with cookie cutter and make a hole in the top of each figure to use later for hanging. Lift cutouts with a spatula and place them in a cool area to dry. Turn them often. The drying time is usually about 24 hours. Decorate with paints and add hanger made from yarn or ribbon.



January, 1995 - Invention Convention

Swirling Paint and Paper

What you need:

- Foil pan, 9"x 13"
- Water
- Oil-based enamel paints (craft stores sell small bottles)
- Toothpicks
- Watercolor paper
- Tongs or tweezers

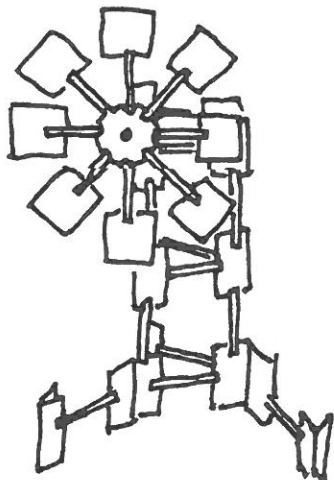
Fill the foil pan with 2-3" of water. Use the toothpick to add small drops of paint to the water and swirl it. (Use one or two colors of paint.) Gently lay a sheet of paper on top of the water, then lift the paper from the water with tweezers or tongs. Carefully shake off the excess water and set the paper aside to dry. When the paper has dried, use it for cutouts, frames, or greeting cards. You can also dip bottles or jars into the paint. Use light weight cardboard for cards, bookcovers or frames.



Tinkering Around With Soda Straws and Paper

What you need:

- Construction paper
- Soda straws



If you like to tinker around and build things, you'll find endless hours of fun with this. From paper, cut a lot of 2" squares and circles. Depending on how and where the squares are used, some are flat and others are folded. Cut an "X" in the center of all the circles. Cut straws into pieces 1" and 2 1/2" long. Slit both ends of each straw, making sure slits are in the same position so pieces can be connected in a straight line. Add other scraps, like pieces of paper for roofs. The object is to connect the paper squares by inserting them into the slits in the straws. Now, it's up to you to start building.

Hardware Robots

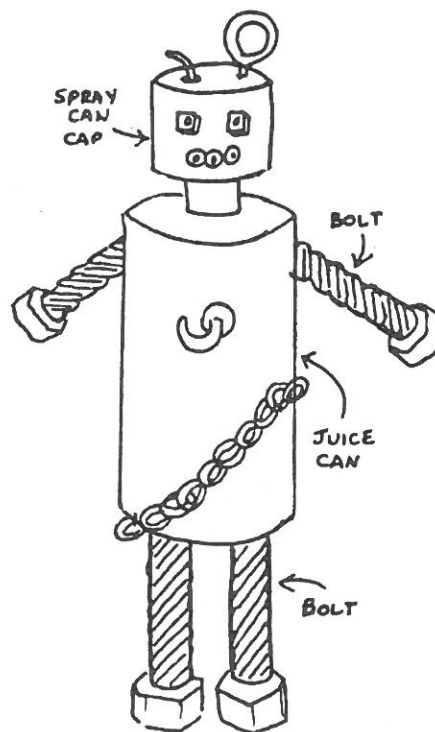
Making a hardware robot is a bright idea. All you need are cans, spray can caps, nuts, bolts, any other hardware that is handy and a hot glue gun. In no time at all, you can make a set of robots with personalities added with the hardware trim. Instruction for two robots are shown. Use your own imagination to create others.

Tall Standing Robot

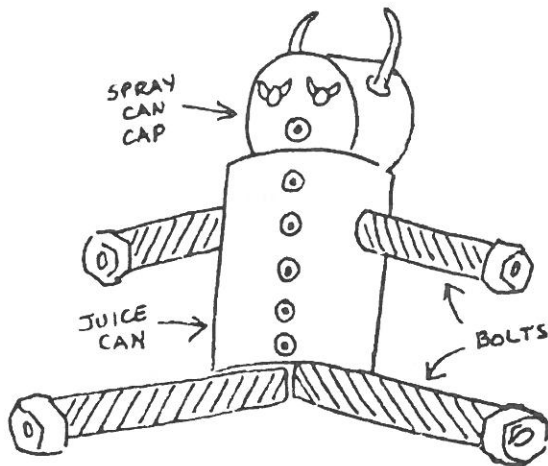
For his head, use an inverted spray can cap, about 2" across. Glue on a cardboard circle to cover the top of the head. For the neck, use a plastic bottle cap. The body is a 6 ounce cardboard frozen juice can, with the open top covered with a cardboard circle. Glue all three parts together and spray paint.

For legs, use bolts about 2 1/2" long. Attach legs to body with liquid solder, making sure the robot is properly balanced before assembling. The arms are bolts about 2" long. Use a knife to make holes in the body sides to insert and glue arms.

Glue on nuts for eyes and small washers for the mouth. Insert a brass ring and a right angle hook in the top of his head. On the body, insert a nut, a large washer, a cup hook and a piece of plumber's chain.



Seated Robot



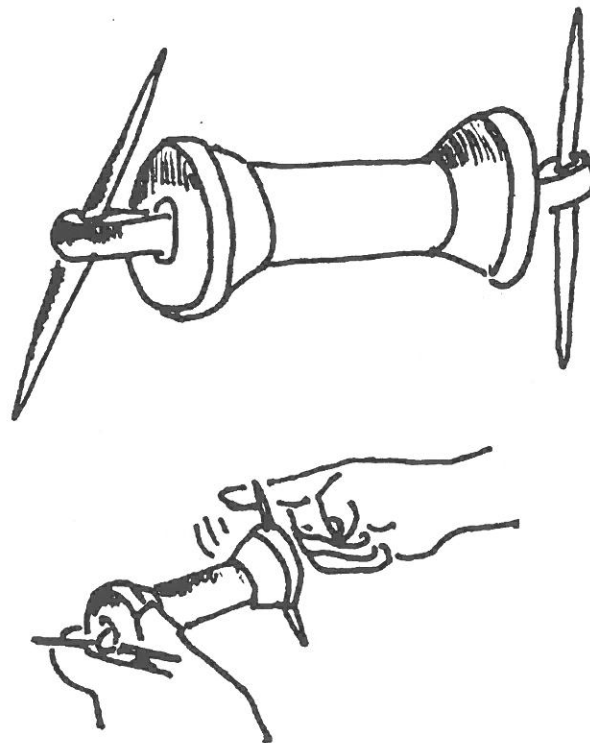
The body is a 12 oz. frozen can, cut down to 3 3/4" high. Cover the top opening with a cardboard circle. The legs are bolts, 1/2" X 3". To attach the legs, use sturdy, flexible wire (about 20 gauge). Coil the wire, making about 8 coils around a bottle cap 1/2" wide. Insert one end of the coiled wire into a small hole made in the bottom of body with a hammer and nail, and wind until two or three coils are inserted. Wrap two or three coils around the other end of the bolt leg, just below the head of the bolt. For the head, place a spray can cap on its side, with the top facing toward the front. Glue the head to the body and spray paint. Glue on wing nuts for eyes and washer for mouth. Insert right angle hooks in head for antennae. Glue small washers down front of body for buttons.

Walking Thing

What you need :

- Thread spools
- toothpicks
- soap
- rubber bands.

Rub some soap on the spool, both ends. Then put the rubber band through the hole. Put the toothpicks in the rubber band. Now wind up your Walking Thing by holding one toothpick end and winding the toothpick on the other end. Then let it go on a flat surface.



Ring and Pin

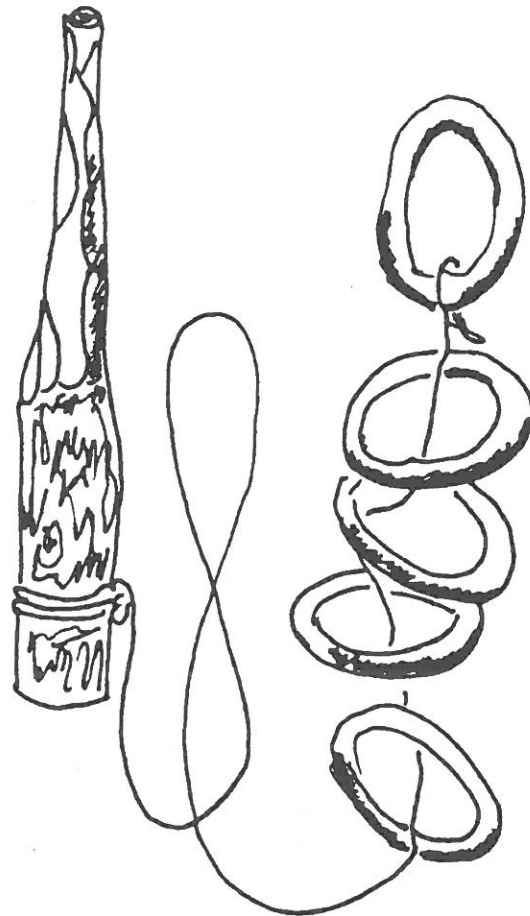
What you need:

- Stick
- 6-8 Rings, 2-4"
- Heavy string
- Penknife

Some suggestions are wooden curtain rings, rings cut from a heavy paper tube or plastic drinking cup or rings sliced 3/4" thick from a dried gourd or squash. Remember, rings cut from gourds or squash have to dry. Next you need a stick about 10 to 12 inches long. Carve one end of it down to a dull point, using a penknife. Cut a piece of heavy string or twine about 3 feet long or tie a couple of shoe laces together. Tie one end of the string to the fat end of the stick- a small whittled groove will keep the string from slipping off. Thread all but one of the rings onto the string, and then tie the remaining ring to the free end of the string. If all the rings are not the same size, the tied-on ring should be the biggest.

To play:

Hold the fat end of the stick in your hand, with the rings hanging down. Flip or swing the rings up, trying to catch as many as you can with the pointed end of the stick. Remember, you're doing this all with one hand, and it takes practice to get really good.

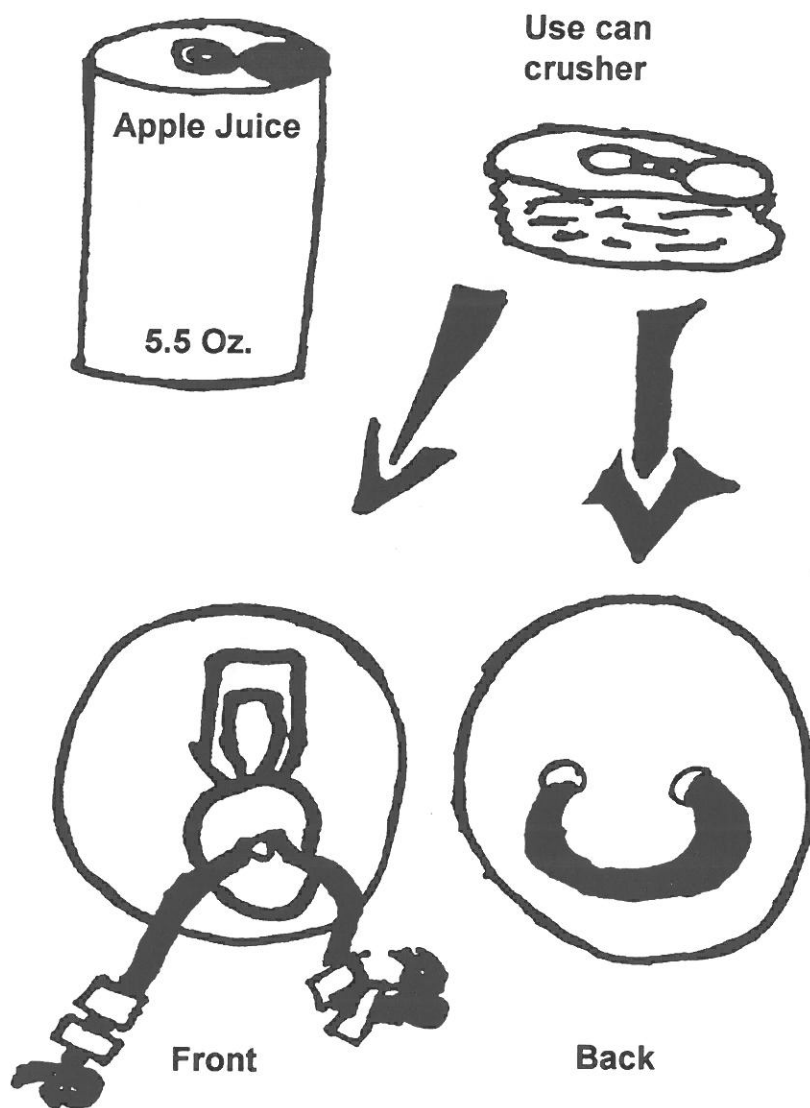


Juice Can Tie Slide

What you need:

- Juice can (5.5oz best size)
- 12" leather lace (or substitute)
- Pony beads (4-6)

Crush can using a can crusher. File any sharp edges away. Punch 2 holes in bottom of can. Thread leather strand through holes and out front. Leave loop in back for neckerchief to run through and tie off in the front. Add beads to the strands.



February, 1995 - Great Events of Scouting

Bubble-Print Place Mats and Place Cards

What you need:

- Tempera paint
- Liquid detergent
- Water
- Straws
- White construction paper or watercolor paper
- Marking pens
- Scissor
- Contact paper (optional)
- Old newspaper
- Foil pan or cake pan



Cover work area with old newspaper. Mix equal parts of tempera paint, liquid detergent, and water. Stir and allow it to sit for 2-3 hours before you use it. Pour the paint and soap mixture into the cake pan. Show the boys how to use the straws to blow bubbles into the pan. (Remind them to blow gently.) Gently place a sheet of paper on the bubbles. Remove it and allow it to dry. The boys will need to make one of these sheets for each person in their families and one for each two persons for place cards. (Place cards may be done in a different color.) While the papers dry, help boys choose designs to cut out on place cards. When the paper for the place cards is dry, cut in half and fold that half. Then unfold it and draw design on top half of fold. Then cut out around the edge of the design above the fold. Now fold in half and design will stand out and you can write names on the place card.

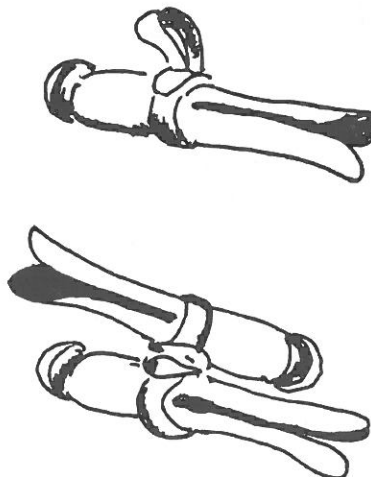
Place mats are done the same way. You may use a different color for place mats. Boys can draw designs on place mats before putting on the bubbles and they can be laminated after they are dry. Use contact paper for laminating. The paper may be also used for greeting cards or book covers.

Clothespin Wrestlers

What you need:

- Clothespins
- Fat rubber bands

Decorate each of the clothespins a different color, with the meanest looking faces you can draw. Round wood clothespins work best. Look carefully at the illustration, and hook the rubber band around both clothespins as shown. Now you're ready to wrestle.

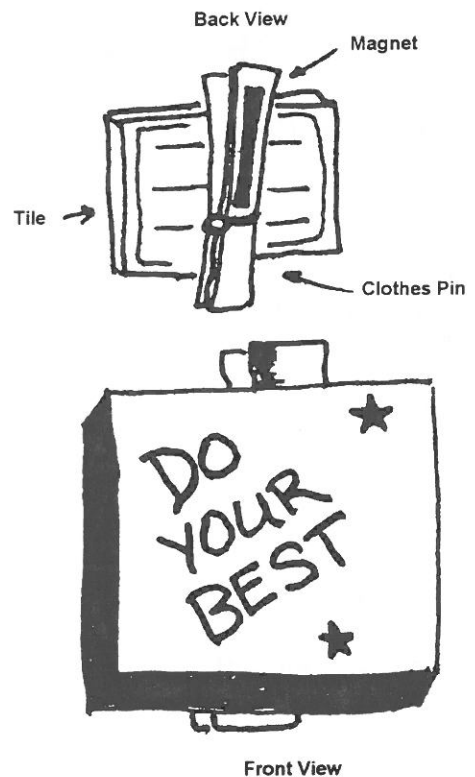


Note or Recipe Cardholder

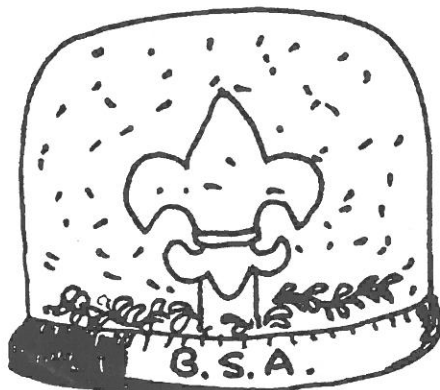
What you need:

- Clip clothespins
- Craft or acrylic paint
- Small paintbrushes
- Small tiles (from a tile store)
- Ribbon
- Glue
- Magnet strip

Paint the clip clothespin and paint design on the tile. Glue the ribbon around the outside edge of the tile. Glue the clothespin to back of the tile. The clip end needs to be at the top as shown in the illustration. Glue a magnet strip to the back of the clothespin. Make sure the magnet strip is strong enough to hold the clothespin and tile securely to a metal surface. When it is completed, use the project to hold messages on the refrigerator or set it up on a counter to hold recipes.



Shake Glitter Jar



What you need:

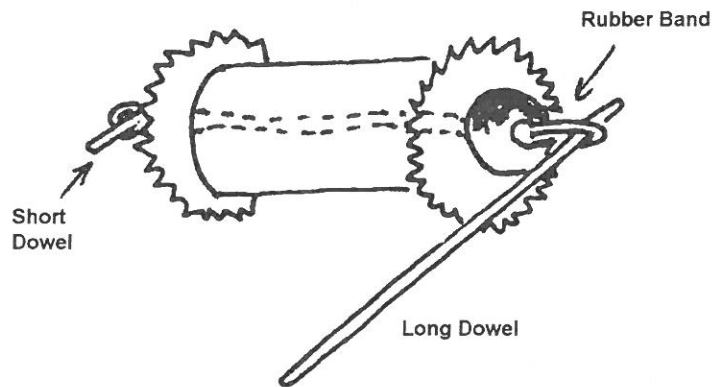
- Elmer's silicone sealer or other waterproof glue
- Paper plates
- Craft sticks
- Waterproof permanent marking pens
- Variety of colored plastic lids from coffee, cans of powdered drink mix, etc.
- Bouillon jar or baby food jar with lid
- Glitter
- Mineral oil or inexpensive baby oil
- Electricians' tape
- Tagboard or poster board

Place a puddle of silicone glue on a paper plate. Give each boy a craft stick to use in applying glue. Cut shapes from plastic lids and glue them together to create a picture or design that will fit in the jar lid. Note that the figure should stand upright from the lid. The boys can use waterproof marking pens to add extra color and design. Glue the plastic creation to the inside of the jar lid and allow it to dry. Place about 1/4 teaspoon of glitter in the jar, then fill it almost full with mineral or baby oil. Spread some silicone glue around the inside lip of the lid and screw the lid on the jar tightly. For extra security, cover the seam with electricians' tape. Glue a piece of tagboard around the lid to cover the tape, and write a favorite saying on it.

Racing Rollers

What you need:

- Empty rolls from gift-wrapping ribbon
- Rubber bands
- Skewers or dowels
- Beads
- Scissors
- Glue
- Paint
- Contact paper

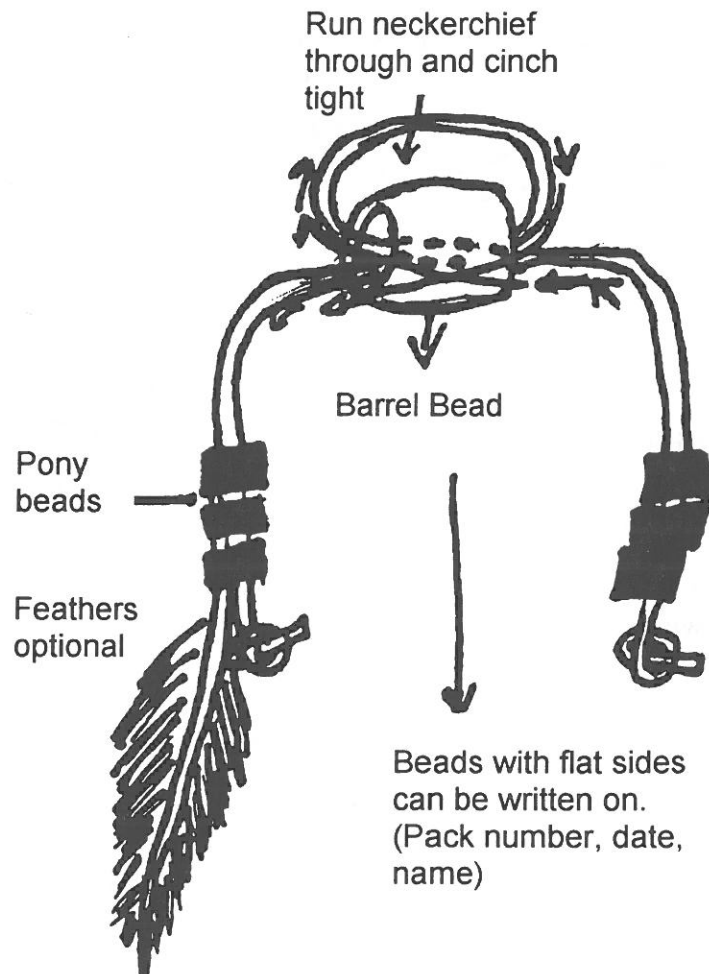


Draw and cut a zigzag pattern at both edges of the roll. Cut with scissors. To assemble the roller put rubber band through the center of the ribbon roll. The short dowel is put through the rubber band and glued to roller. The bead goes on the other end, rubber band through hole in bead. Insert the long dowel rod in the end of the rubber band with the bead on it. Now wind up the end with the long dowel rod and let it go. You can also paint and decorate your roller. Be creative and maybe have a race.

The Barrel Tie Slide

What you need:

- Barrel beads 1/2" inside diameter
- 12- 16" leather lace
- Pony beads and feathers (optional)



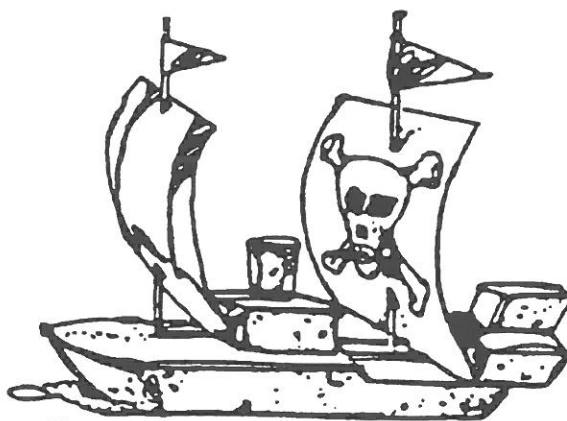
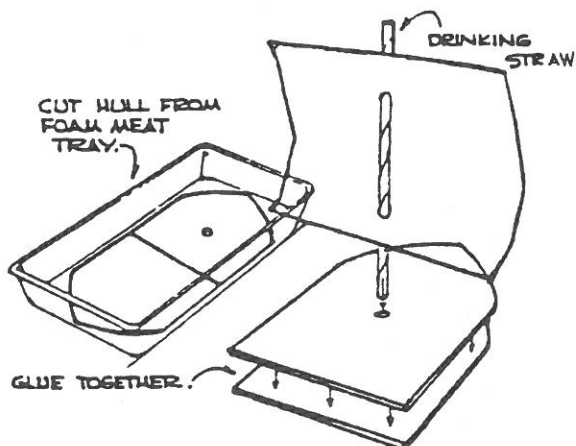
March, 1995 - Sea Adventures

Plastic Foam Sailboat

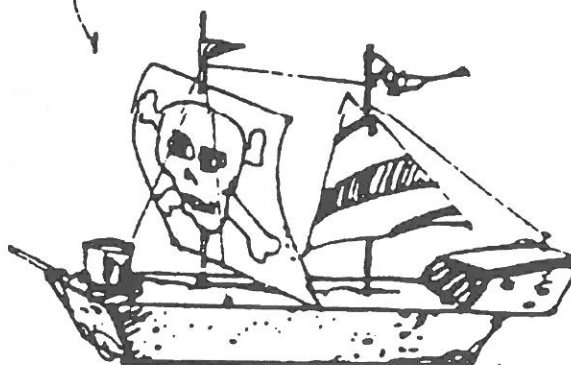
What you need:

- Foam meat tray
- Drinking straw
- Construction paper

Cut two copies of hull from plastic-foam meat tray. Make hole in center of one copy, insert and glue the drinking straw mast. Glue that copy to the second one. Cut sails from construction paper, make holes for mast, and slip over mast.



CUT SHAPES FROM 1" OR 2" CORK.



Cork Ships

What you need:

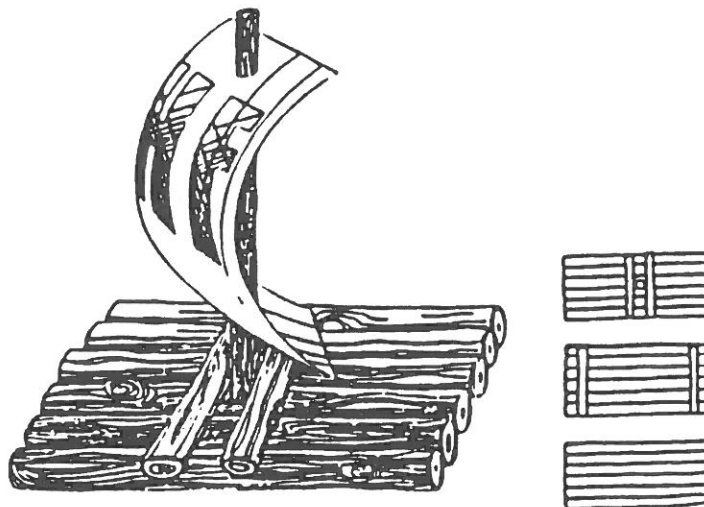
- Sheets of cork
- Dowels
- Construction paper

Hulls are easily carved from 1 or 2 inch thick sheets of scrap cork. Nail, pin or glue on superstructure parts and attach masts and sails.

Log Raft

What you need:

- Several twigs of equal thickness
- Hot glue gun
- Construction paper
- Crayons or markers.



Cut 6 twigs 4" - 6" 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. When the glue is dry turn the raft over. Cut paper for sail. Decorate with crayons or markers. Poke holes in sail for the mast to go through. Near the center top of the raft, glue the twig with the sail on. Glue a twig on either side of the mast across the raft for support. When completely dry, your raft is ready to sail. Be careful when using the hot glue gun.

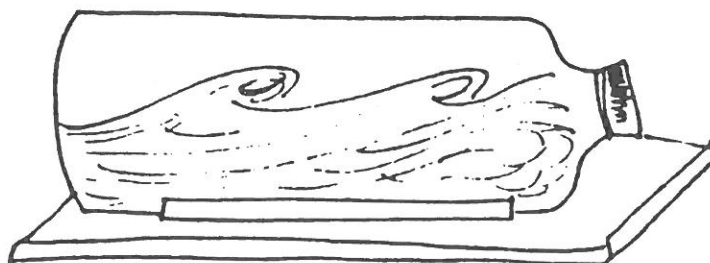
Ocean In A Bottle

What you need:

- Water
- Blue and green liquid food coloring
- Turpentine or mineral oil
- Long jar or other glass container.

Fill the container slightly less than halfway with water. Add a drop each of blue and green food coloring. Fill to top with turpentine. Seal tightly, trying to keep air bubbles out by lightly overfilling bottle. Hold the container sideways, and tilt it up and down to see the effect.

Make a stand for your ocean in a bottle by fixing two wooden dowels in a piece of plywood. You may also cut a curved shape in a small box or shoe box and rest the bottle for display.



Starfinder Telescope

What you need:

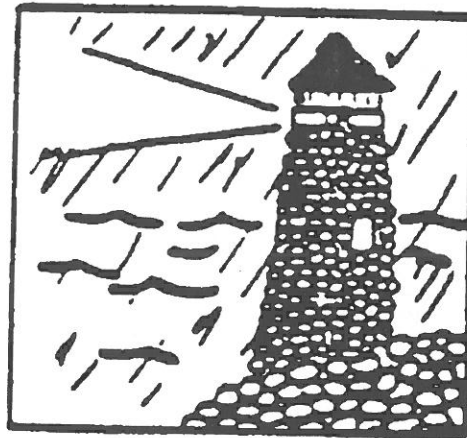
- Mailing tube or wrapping paper cardboard tube
- Paper cups
- A reference book of the stars.

This telescope is made from a fifteen inch long piece of mailing tube. Ideally its diameter should be about 2 1/2" so you can put a paper drinking cup over one end. Using a book about the stars that shows different constellations, prick holes in the bottom of one of the cups to make copies of major constellations. Put a cup over the end of the telescope and look at a light. The constellation in the cup will sparkle with bright stars as the light streams through the holes.

Paper and Stone Pictures

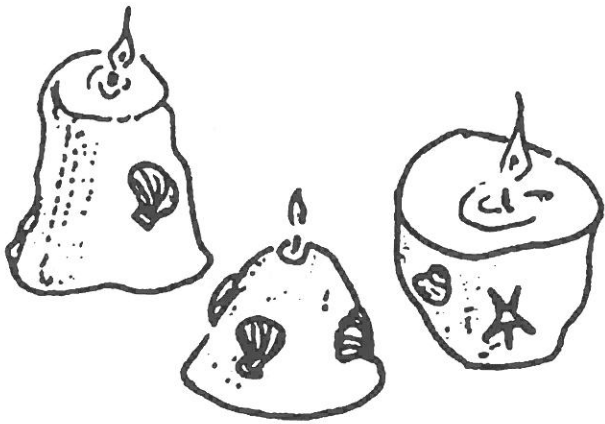
What you need:

- Cardboard
- Airplane glue
- Pieces of glass
- Tin foil
- Pebbles
- Crepe paper
- Paste



Draw a picture of a lighthouse on a piece of cardboard. Using airplane glue, glue small pieces of glass or tin foil for windows. Then glue on small pebbles for lighthouse and larger pebbles for the cliff. Use narrow strips of crepe paper and apply paste to 4" or 5" at a time. Push the pasted crepe paper onto the cardboard with a stylus or other blunt stick. Use black for lighthouse roof, blue for the sky, yellow for the light beam, aqua for the sea with a few white caps here and there.

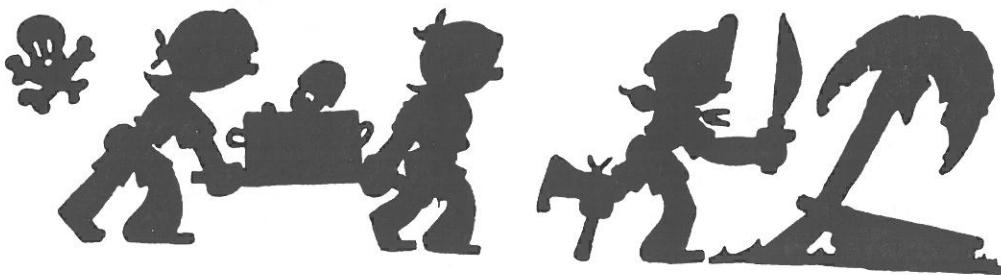
Sand Candles



What you need:

- A beach; or plastic dishpan; or heavy cardboard box lined with a plastic garbage bag
- Sand to fill the container
- A spray bottle filled with water
- Seashells
- Paraffin (1 pound will make 3 or 4 small candles or 1 large one)
- Old crayons
- A tin can
- A pan
- Candle wicking
- Big paper clip
- Soft paint brush

What you do is fill the dishpan or box with damp sand and pat it smooth and level. Dig a hole the size and shape you want your candle to be. Spray the sand with water if it crumbles. Press seashells into the sides of the hole. Place the paraffin in the tin can and add crayon, if you want your candle to be colored. Set the can in a pan with 2 inches of water in it and set the pan on the stove. Heat at low heat until melted. Dip a piece of wicking 4 inches longer than your candle in melted wax. Let it cool for 5 minutes until it is stiff. Place the dried wick in the middle of the sand hole. If the bottom of the hole will be the top of the candle, stick the wick an inch or so into the sand at the bottom of the hole. Hold onto the wick while you carefully pour the melted wax into the hole, filling it to the top. As the wax cools, an air pocket may form beneath the surface. Use a straightened-out paper clip to poke a hole in the wax skin. The skin may then collapse, and you will need to add more wax. You may need to repeat this step several times. Let the candle cool for a couple of hours or longer if it is big. Don't move the pan of sand. When the candle is hard, gently dig the sand away from the edge with your finger. Soon you'll be able to grasp the candle and wiggle it like a loose tooth out of the sand. Stand the candle on the sand and gently brush the loose sand off using a soft paint brush. Damp sand will stick to the candle, but it will dry quickly and you'll be able to brush it off. The finished candle will look sandy, and your seashells will peek through like shells on the beach at low tide.

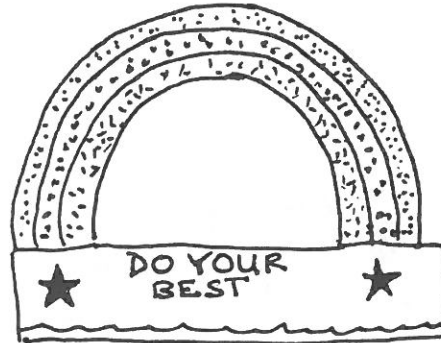


April, 1995 - Cub Scout Magic

Sparkle Rainbow

What you need:

- Clear plastic 1/2" aquarium tubing
- Scissors
- Hot glue gun and glue
- Mineral oil or inexpensive baby oil
- Eye droppers
- Glitter in a variety of colors (at least four)
- Tagboard or posterboard
- Clear fishing line
- Marking pens



Cut the tubing into five lengths with each piece slightly longer than the last. Cut the first one, arc it, then arc the remaining tubing over it and cut it at the correct length for the second length of tubing, and so on. Cut as many arcs as you have colors of glitter. Plug one end of each tube with glue from a hot glue gun. Use an eye dropper to almost fill each tube with oil, one tube at a time. (Shake the tube gently to force out air bubbles.) Add glitter and then more oil allowing for only one small air bubble in the tube. Plug the second end of the tube with hot glue and hold it upright until the glue dries. Repeat the process until you have filled and plugged all of the tubes. Cut a piece of tagboard about 2" wide the length of your rainbow. Glue the tubes onto the tagboard, creating the arcs of a rainbow. When the glue dries, tie fishing line around the top of the rainbow as a hanger. Then print the Cub Scout motto (Do Your Best) on the tagboard.

Shadow Cans

What you need:

- Tin cans (small tuna fish or cat food size)
- Craft paint (various colors)
- Paintbrush
- Blue or green spray paint
- Items from nature
- Glue
- Cotton balls
- Self-adhesive picture hanger



Clean and dry the cans inside and out and make sure there are no rough edges. Paint the can a desired color (blue for water or sky, green for forest.). When the paint has dried, arrange items from nature inside the can. Then glue the items in place. Add cotton balls for clouds. The inside of the can could be painted like a rainbow, stars or sun. Attach a picture hanger at the top of the can. You can take a hike to look for items to place in your scene while the paint dries.

Crystal Garden Solution

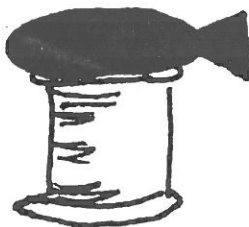
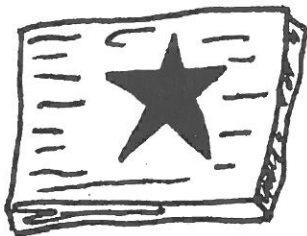
What you need:

- Some rocks and a shallow bowl
- 6 tablespoons salt
- 6 tablespoons bluing
- 6 tablespoons water
- 1 tablespoon ammonia
- food coloring



Place rocks in the bottom of the shallow bowl. Combine salt, bluing, water, and ammonia in a small bowl and mix well. Pour mixture over the rocks. Add a few drops of different food coloring over the mixture. Let stand a few hours. Crystals will begin to form. They will grow to be colorful and interesting for several days.

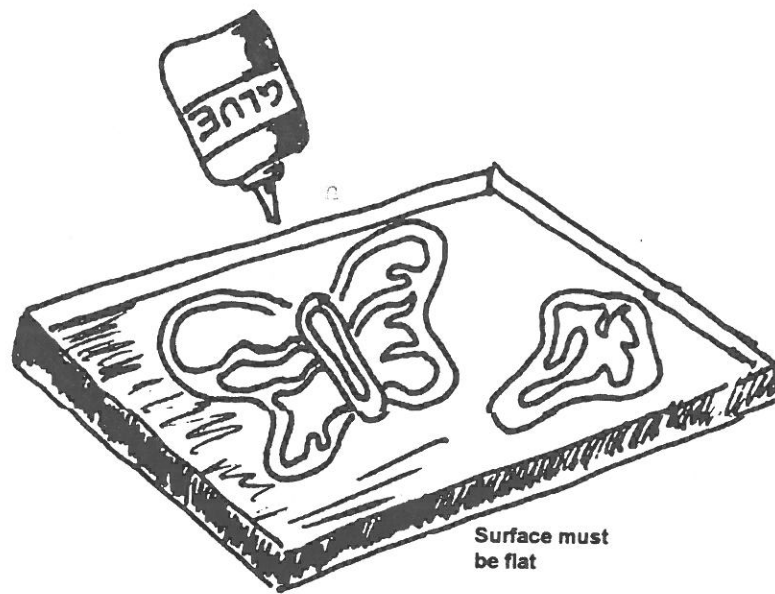
Rubber Stamp Set



What you need :

- Inner tube from a truck tire
- Scissors
- Empty spools or scraps of two-by-fours, 3-4" long
- Rubber cement
- Ink pads or paint

Cut shapes, letters, numbers, or words from the piece of inner tube. Glue these to the boards or spools with rubber cement. (Remember that letters, words, and numbers must be glued on backward to print correctly. Look at your design in a mirror before you cut it out!) Use paint or ink to print and have fun.



Glue Hangings

What you need:

- White Glue (Precolored glue may also be used.)
- Powdered tempera paint or food coloring
- Pattern of an object
- Waxed paper
- Tissue paper or colored cellophane paper
- Yarn

Color the glue with tempera paint or food coloring. Return the glue to the squeeze bottle. Give each boy a pattern. Place the pattern under the waxed paper, **making certain your work surface is flat and even.** Squeeze the glue onto the waxed paper, following the lines of the pattern. (These lines will be thick and not exactly like the pattern. If the glue separates, use a toothpick to spread the glue back together.) After the pattern is complete, squeeze additional glue across the design to strengthen the hanging. Allow the design to dry 24-48 hours, depending on the humidity in your area. Gently remove the design from the waxed paper. Trace around the design on tissue paper or colored cellophane paper. Cut the shape and glue tissue paper to the design. Attach yarn and hang your design in a window.



Pocket Parachute

What you need:

- Plastic bag
- String
- Tinker Toy connector
- Ruler
- Scissors

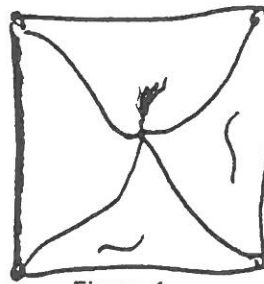


Figure 1

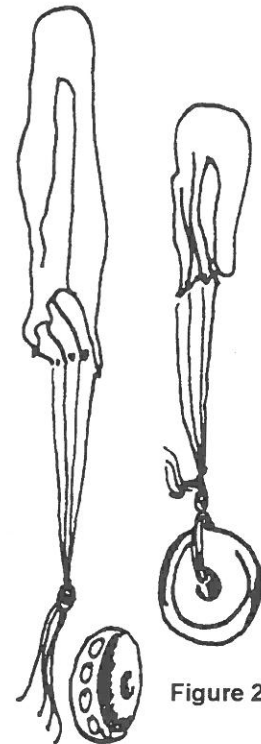


Figure 2



Figure 3

Measure and cut a piece of plastic 12 inches square. Punch a hole in each corner with a pencil or nail, but not too close to the edges or the hole might tear out. Cut four pieces of light string, each about 12 inches long. Tie a string to each corner of the plastic by putting the string through the hole and tying a knot. Lay the plastic flat, and bring all the strings in towards the center. Tie all four strings in a knot where they meet (Figure 1) and then tie the Tinker Toy connector at the end of the strings (Figure 2). If you don't have a Tinker Toy connector, you might try using fifteen paper clips - they both weigh about the same. Fold the parachute in half and fold strings over and put Tinker Toy or weight on top as shown in Figure 3. Now you're ready for launching, just throw it up in the air or launch as shown in Figure 4.

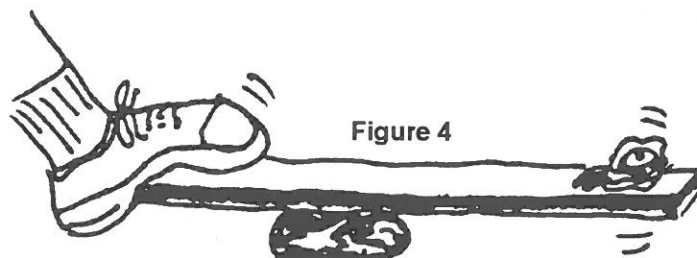


Figure 4

May, 1995 - Viking Discoveries

Viking Helmet

What you need:

- Gallon plastic bottles
- Hobby knife
- Paints

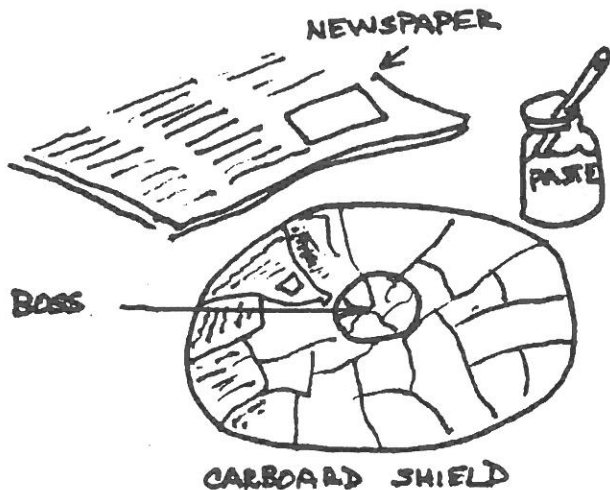
Cut the design out with a hobby knife. Use the bottom of the bottle for the top of your head and the sides for ears, eyes, and nose guard. Now you are ready to paint your helmet. Remember to use paints that will stick to plastic.



Viking Shield

What you need:

- Large pieces of cardboard
- Tape
- Scissors
- Newspaper
- Wallpaper paste and brush
- Paint

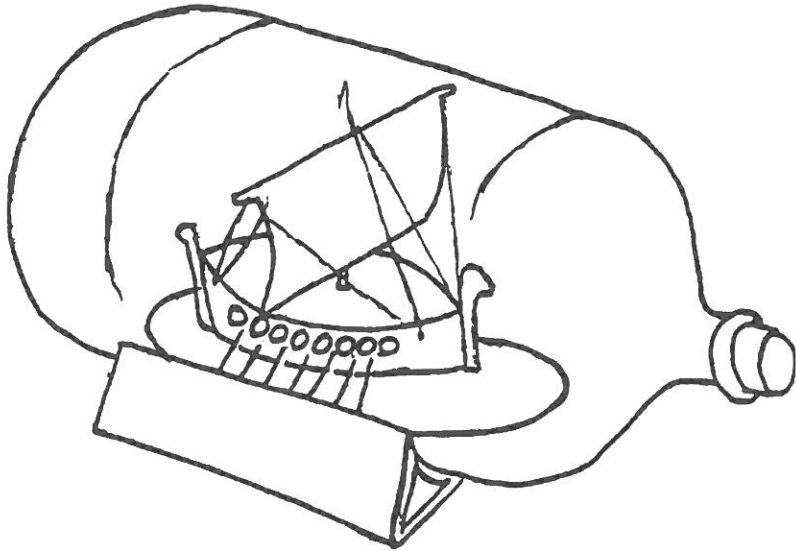


Draw a large circle on a piece of thick cardboard and cut it out. Cut a strip of thick cardboard, long enough to make a handle, and tape it to the back of your shield, just above the middle. Cover your shield with a couple of layers of pasted newspaper to strengthen it. To make a boss for your shield, mold small sheets of pasted newspaper into a mound. Glue this paper mound to the front of the shield, in the middle. When the shield has dried, paint it.

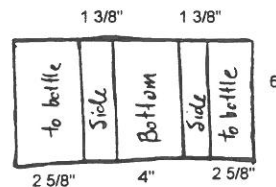
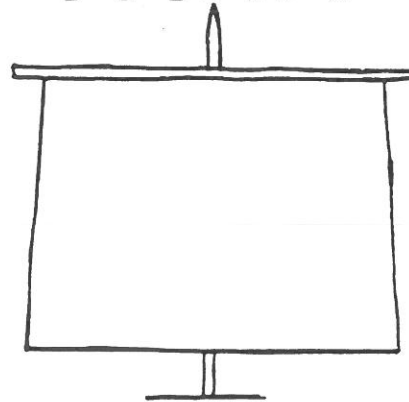
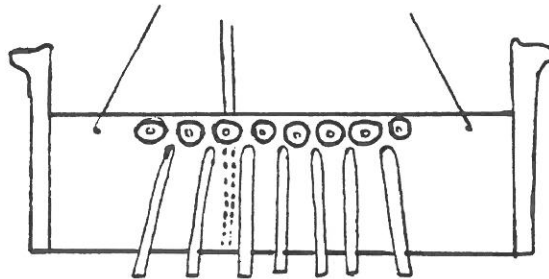
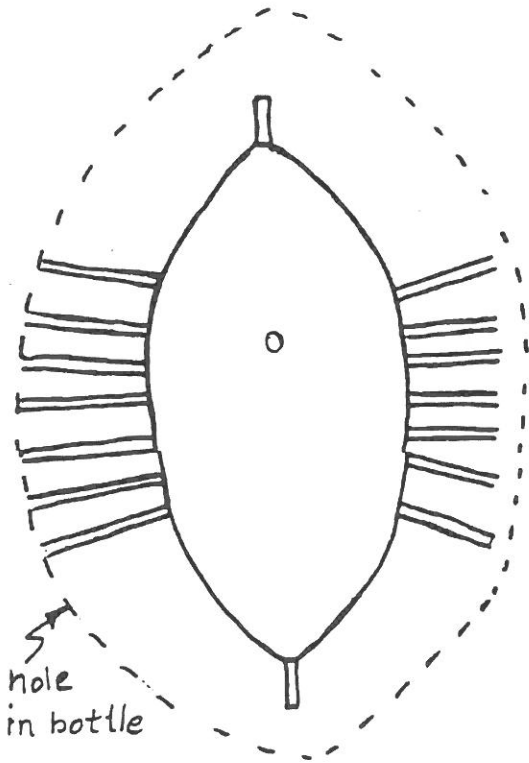
Viking Ship in Bottle

What you need:

- Modeling clay
- 2 Large party toothpicks
- 7 Small round toothpicks
- 16 5mm sequins
- 16 Sequin pins
- 1 Two liter plastic bottle
- Stiff white paper



Have boys form ship out of modeling clay . Make sure the boat is not bigger than bottle, and sized to use toothpicks as oars. Cut sail out of stiff white paper. Use large party toothpicks for top of sail and mast. Put 7 round toothpicks on sides for oars. Put 8 sequins on sides above oars for shields. Attach with sequin pins. Put sail in center of boat and secure mast with a little clay. To get ship in bottle, cut off bottom near black plastic cap. Pull out round plastic bottom out of cap. Put ship in bottle and close by sliding cap back over opening. You may pour plaster of paris inside bottle where ship will rest. Let harden and paint blue before placing ship inside.

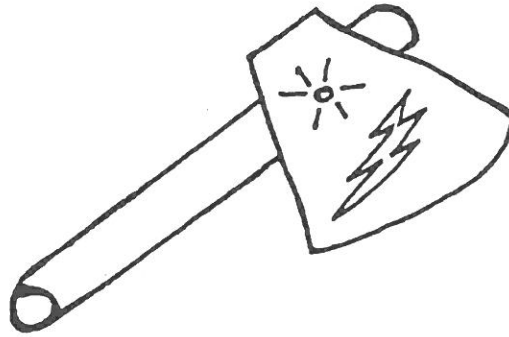


Base pattern

Viking Battle-Ax

What you need:

- Cardboard tube
- Thick cardboard
- Newspaper strips
- Wallpaper paste and brush
- Scissors
- Paint



Cut cardboard tube about 14 to 16 inches long. Cut two pieces of thick cardboard in the shape of the ax head. Make sure it is big enough to go around the cardboard tubing and tape the ends together with tape. Cover the ax head and handle with 2 or 3 layers of newspaper strips covered with wallpaper paste. Try to keep it smooth. After the ax has dried, you can paint it.

Sand Casting

What you need:

- Used plastic milk jug or half-gallon milk cartons
- Fine sand and water
- Plaster of Paris and stirrer
- Assorted objects to cast (seed pods, stones, shells, leaves, or twigs etc.)

You can make sand casting right where the sand is-- at a beach, a playground, or even your own backyard sandbox. You will need to wet the sand with water first; then use your hands to dig a shallow hole. Pat the sand to smooth it.

Press seed pods, shells, or rocks and driftwood pieces into the moist sand.

Cut the plastic jug in half. Mix the plaster in jug following directions on the package. When the plaster begins to thicken, pour it carefully and gently over the objects to cast. It will be like thick cake batter. Pour on about 1" to 2" deep. It should be thick enough that it won't spread out on the sand too much. Let it harden and dry. Wait about 30 minutes, then carefully lift up the hardened plaster and gently brush the loose sand away with your hand. Plaster casts can also be made of designs drawn in the wet sand with your fingers or a stick.



When hard, lift the plaster from the sand and brush off the debris.

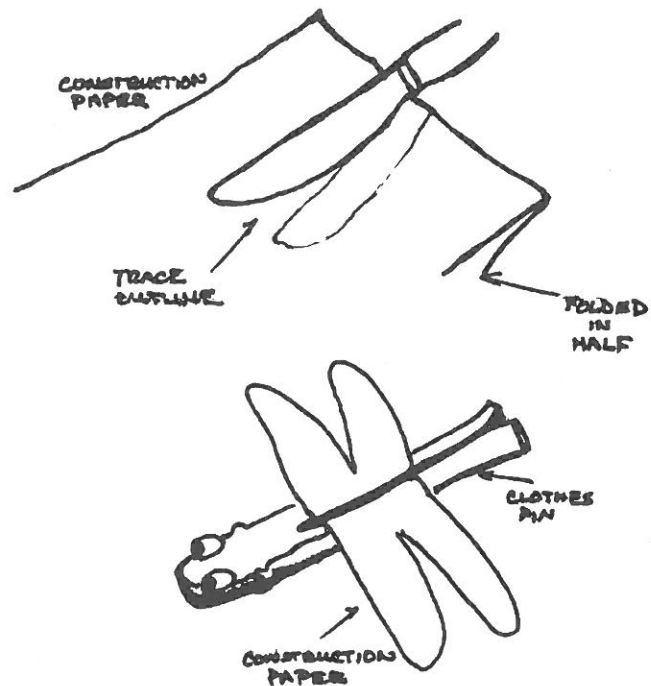
June, 1995 - Bugs n' Things

Rainbow Dragonflies

What you need:

- Construction paper
- Table knife
- Pencil, crayons or markers
- Scissors
- Clothespins
- Decorations for dragonfly (beads, buttons, yarn, pipe cleaners or foil)
- Tape
- Thread or string

To make the wings, fold a sheet of construction paper in half. Lay the top of the table knife flat on the paper. Trace around the knife onto the paper. Move the knife and trace it again, right next to the first drawing. Cut out the wings keeping them attached.

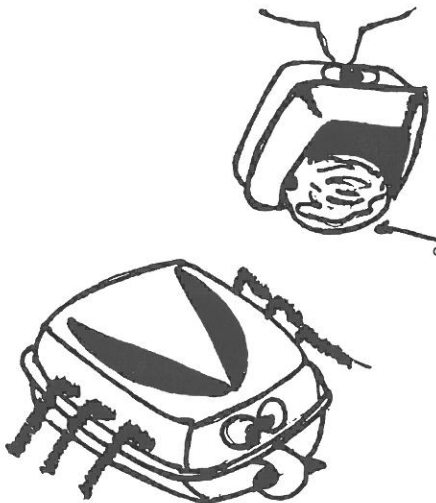


Decorate the clothespin and wings with crayons or any of the other decoration for the dragonfly. Then place the wings, folded side down, in the slit of the clothespin. Press wings open and tape to the clothespin. If you would like to hang your dragonfly in a window, tie a piece of thread around the clothespin just in front of the wings.

Scooter Bug

What you need:

- Small plastic foam box
- Pipe cleaners
- Crafts knife or sharp paring knife
- Bug decorations (markers, ribbon, eyes, brads, and construction paper)
- Tape or glue
- Whole lemon



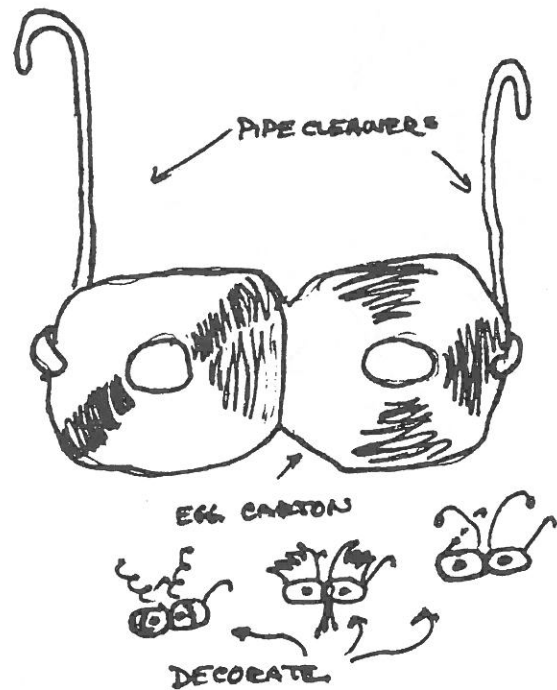
Cut the bottom out the plastic foam box with adult help. Have the boys decorate the box. They can make antennae and legs out of pipe cleaners, use markers to draw lines or spots and use ribbon to make a tongue. You can cut wings and legs out of construction paper and then tape or glue them on your scooter bug. Place the lemon underneath the box and push the box on a flat surface or floor. Watch the Scooter Bugs go. You can even have races.

Bug Eyes

What you need:

- Egg cartons
- Scissors
- Pencil
- Pipe cleaners
- Markers

Cut two egg carton cups attached and then cut the ends out to make eye holes. Use a pencil to poke a hole in each side of the attached egg cups. Push a pipe cleaner through the hole in each side and twist to hold. Curve pipe cleaners so they will fit behind your ears. Decorate your Bug Eyes with markers any way you like.



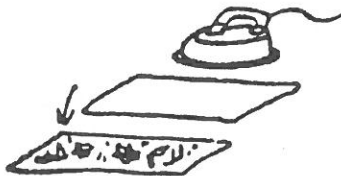
Stained Glass Collage



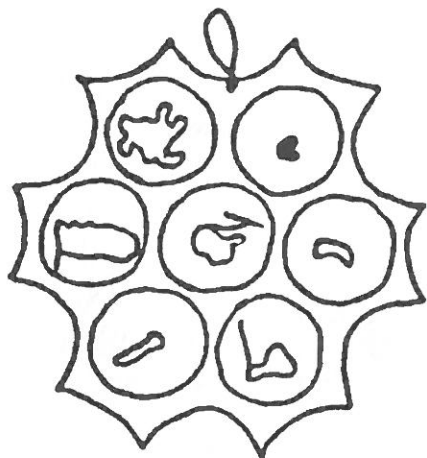
You will need:

- Waxed paper
- Iron
- Crayon pieces
- Dried flowers and leaves

Seal with a warm iron.



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.



Nature Window Hanging

What you need:

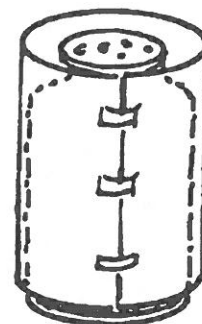
- Furnace filters
- Clear contact paper
- Yarn
- Scissors
- Small wildflowers or tiny leaves.

Cut furnace filter into pieces. Lay a filter piece on the sticky side of clear contact paper. Place a nature item in each space. Cover with a second piece of clear contact paper, and trim around the edges.

Wormery

What you need:

- A quart-sized glass jar
- Dark garden soil
- Worms
- Spray bottle of water
- Scissors
- Black construction paper big enough to wrap around the jar
- Sand
- A trowel
- Rotten leaves/compost
- Scotch tape
- Squeeze-on fabric paint



Place a layer of sand around 1 1/2" deep in the jar. Place a layer of soil around the same depth on top of the sand. Continue alternating layers of sand and soil, smoothing each layer as you go. Add 3 or 4 earthworms to the top layer of soil. Cover the top layer with a layer of rotten leaves or compost. Spray the compost or leaves lightly with water. Cut black paper to fit around the jar. Put a strip of tape down one short edge of the paper, about an inch from the end. Decorate the paper with squeeze-on paint. Wrap the paper around the jar end. Make a tab of tape that is attached to the paper on the end that does not have the strip of tape. When the paper is wrapped, you can stick and unstick the tape tab to the tape strip. Untape the tab after a few days and remove the paper to see what the worms have done to the layers of sand and soil. Make a drawing of their tunnels every few days to record their actions.

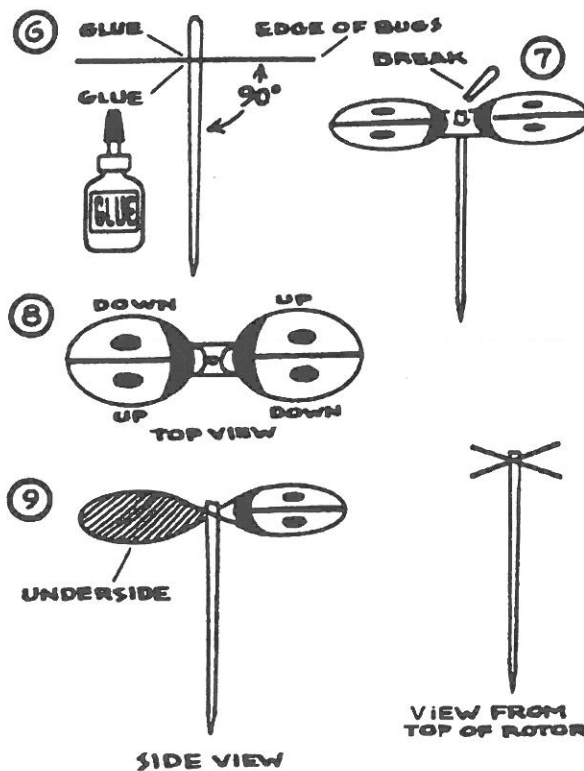
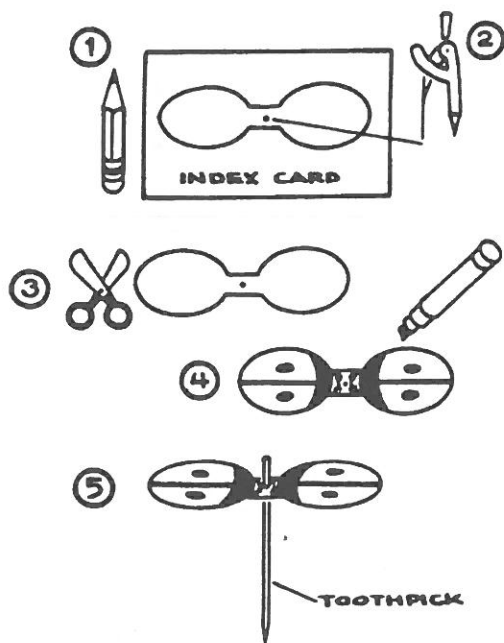
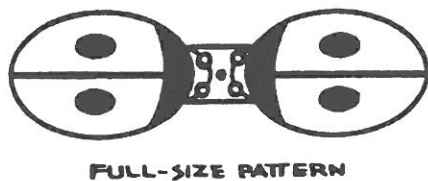
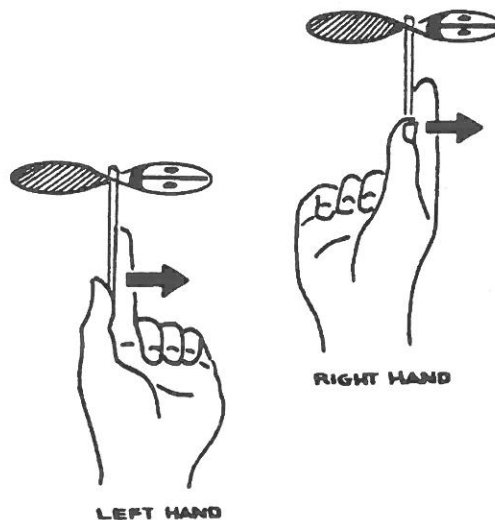
Bug Chopper

What you need:

- Tracing paper or typing paper
- White 3" x 5" index cards
- Toothpicks
- White glue or hot glue
- Markers or crayons
- Scissors

Trace the full size pattern on the tracing paper. Then copy the pattern onto the index card. Cut out the ladybugs. Color them red with black spots. Put one end of the toothpick (the thick end if you use a flat toothpick) through the center hole so it sticks out about 1/4" above the rotor. Put glue both above and below where the toothpick and the rotor meet.

Remember white glue takes longer to dry. When glue is fully dry, break off the top end of the toothpick close to the rotor. Hold one ladybug between the thumb and first finger of each hand and twist into a propeller shape. The Bug Chopper works like a top-only upside down. The bug must spin with their up-bend edges leading or it will fly downward.

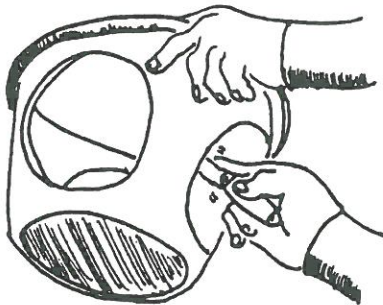
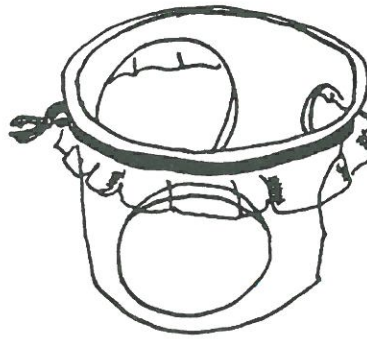


July, 1995 - Water Carnival

Water Lens

What you need:

- Plastic pail
- Clear plastic wrap
- Elastic
- Penknife
- Ball-point pen



You can find inexpensive mixing buckets at paint stores. The 5-quart size works best. With a pen or other marker draw three circles around the outside of the pail and then cut them out, using a penknife or long scissors. The circle shapes don't have to be exact, but they should be large enough to fit your hand through. Be sure to leave enough of the pail at the top, bottom and sides so it won't become too flimsy. Cut a piece of clear plastic wrap a few inches larger than the pail opening. Put the plastic wrap loosely over the

top of the pail and keep it in place with a snug fitting rubber band made from a knotted piece of elastic. Add water by pouring slowly onto the plastic wrap. The water should not be too cold, or condensation will make the lens cloudy. The weight of the water will make the plastic sag, causing it to form the shape of a lens. Put objects into the magnifier through the cutouts in the side of the pail.

Waterscope

What you need:

- One gallon bleach bottle
- Plastic
- Large rubber bands or water-proof tape

Cut the bottom out of a clean and dry bleach bottle. 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.

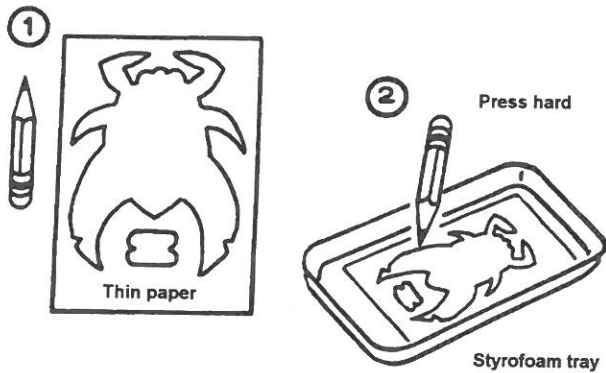
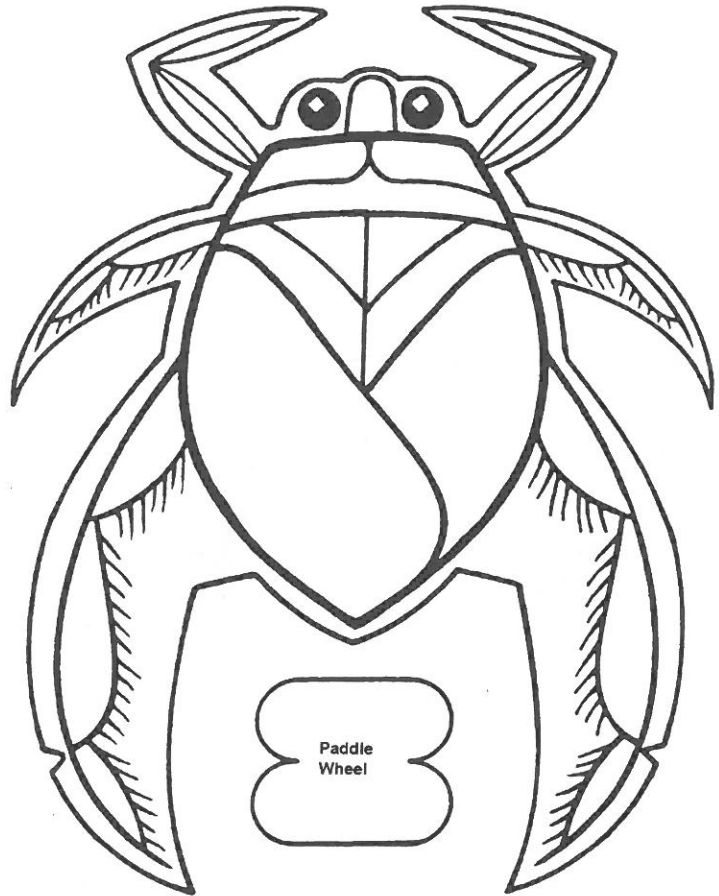


Wind-up Water Bug

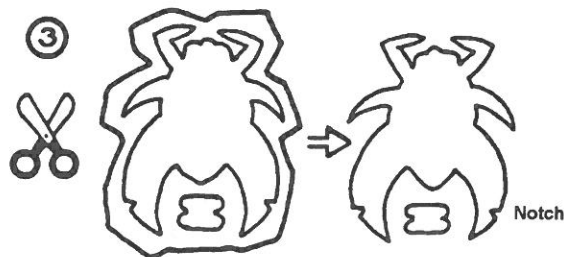
What you need:

- Tracing paper
- Styrofoam meat tray
- Rubber band

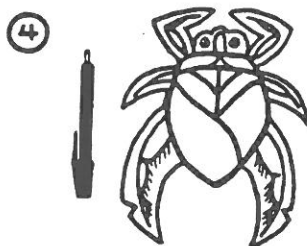
On tracing paper trace the outline of the Water Bug and the paddle wheel. Put your copy on a Styrofoam meat tray. Pressing hard with a dull pencil, follow the outlines to transfer the pattern to the Styrofoam. With scissors, rough-cut around the Water Bug and paddle wheel. Then carefully cut around the legs. Make sure to cut small notches on the sides of the rear legs for rubber band. Use a black ballpoint pen to decorate the Water Bug.



Copy the lines on the full-size pattern to make it look like a real water bug, or make up a design of your own.



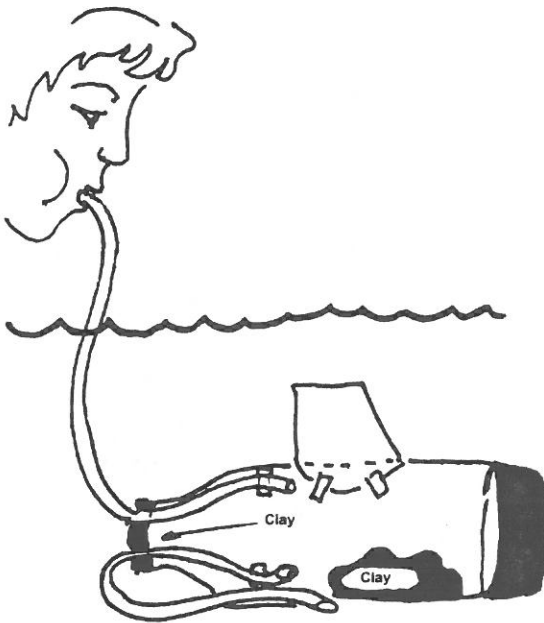
Pick out a lightweight rubber band that fits snugly around the notches on the rear legs without stretching much. Slip the paddle wheel inside the loop formed by the rubber band. Turn the paddle wheel many times so that the rubber band is wound tightly around it. Set the bug in the water and let'er rip.



Submarine

What you need:

- 2 liter plastic bottle
- 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 with clay 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. Replace bottom of bottle, tape in place. Place sub in water. Blow into long tube to make it rise and suck air out to make it sink.

Milk Carton Boat

What you need:

- Milk cartons
- Paper plate
- Penknife
- Crayons or markers



Figure 1

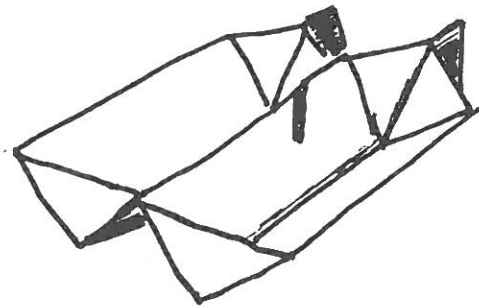


Figure 2

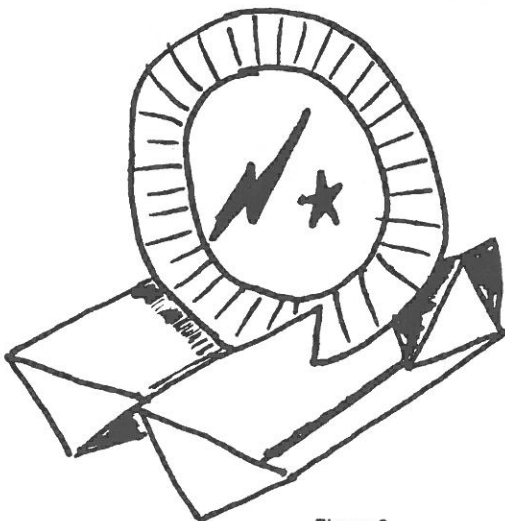


Figure 3

Using a knife, cut down one long edge of the milk carton, and diagonally across the top and bottom. Hinge open the carton. Continue to fold the carton back on itself and make a knife cut about one third of the way back from the front of the boat to accommodate the paper plate sail. The slot should go halfway down through the two thicknesses of the carton and be angled slightly to match the angle of the paper plate edge. Fold open the two boat halves and fit the paper plate into the slot to form the sail. Use crayons, paint or markers to create a sail design.

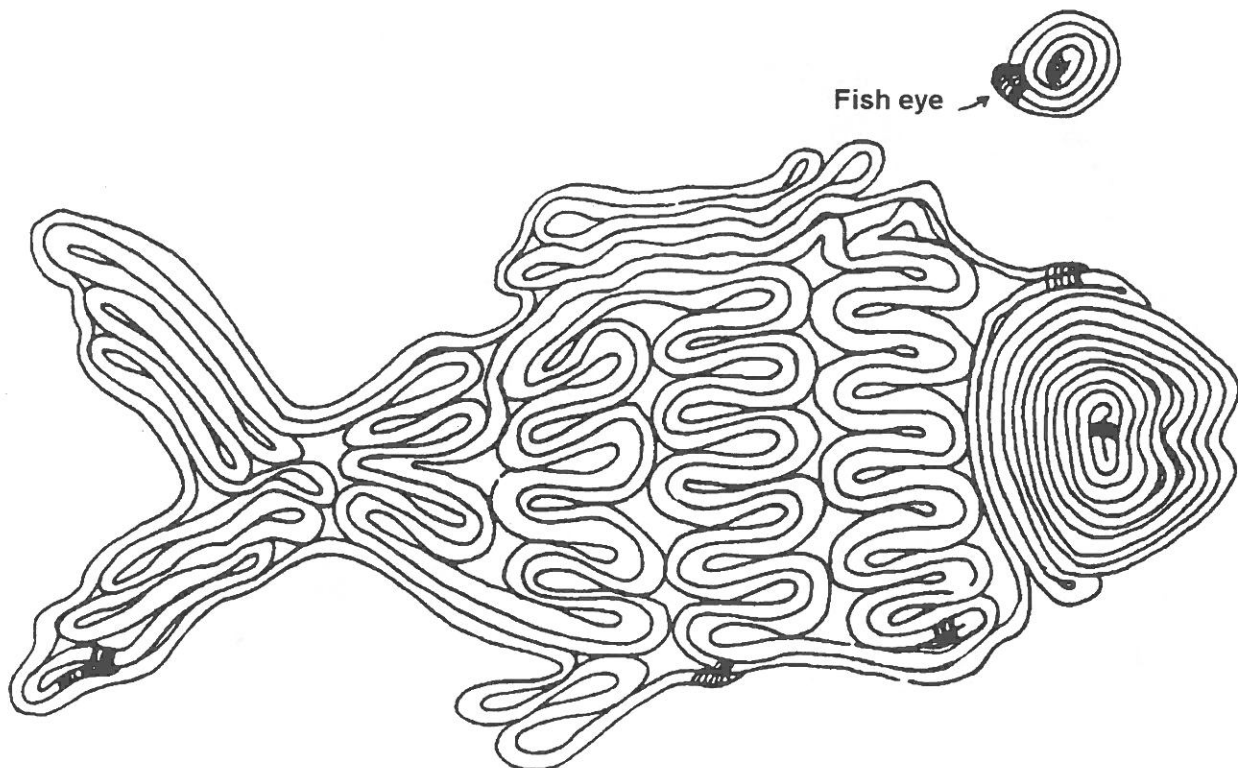
August, 1995 - Fiesta

Animal Hot Pads

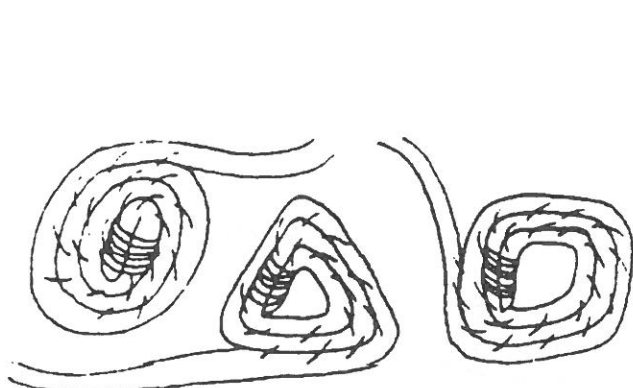
What you need:

- Macramé rope and heavy rope
- Heavy thread
- Tapestry needle
- Large piece of heavy cardboard
- Thumbtacks or T pins
- Crayons

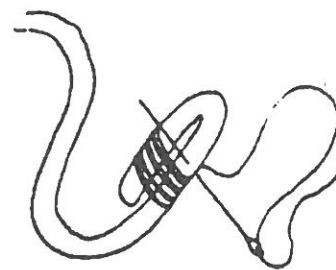
These animal hot pads are made by coiling, which is one of the easiest ways to work rope. Look at the fish design shown. This shows a mat pattern and some of the shapes into which you can coil rope. Use a crayon to draw the outline of your design on a large piece of cardboard. Draw lines inside the design to show where the eye, mouth and other features will go.



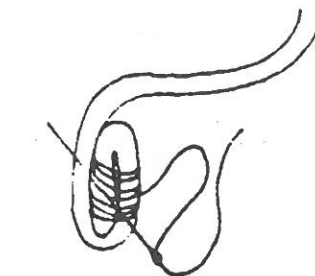
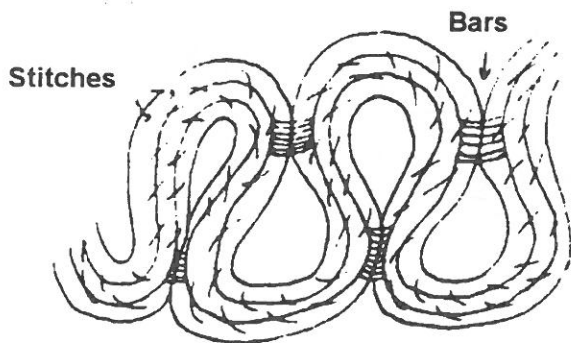
Choose a brightly colored macramé rope. Begin coiling in the center of the animal's body. Start a coil at the end of your rope. To start a coil, push a tapestry needle with heavy thread through the rope. Draw about 12 inches of thread through the rope. Then wrap the thread tightly around the raveled end of the rope several times. Bend the end of the rope over and wrap the fold together with your thread. This will be the center of your coil. Tack the center of the coil to the cardboard pattern. Begin to sew the coil. To sew, pass the needle through one of the twists of the rope and then through one of the twists of the next coil. Pull the thread tight. The coils should lie flat against each other. Coil and sew the rope in this way until the pattern is covered. The rope in the center of the design should be coiled tightly, but around the edges you can experiment with fancy loops and other designs. Be sure to keep your work tacked to the cardboard. If tacks do not hold your design firmly, you may have to use threads to anchor your work. Loose designs are held together by bars of stitches at the places where the loops meet. To make a bar, just stitch in one place three or four times and then slide the needle under the bar and make a knot.



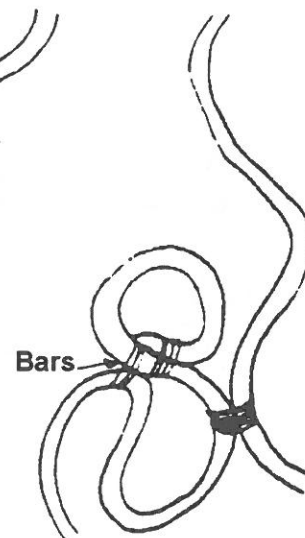
Coiled shapes showing stitches and bars



Starting the coil



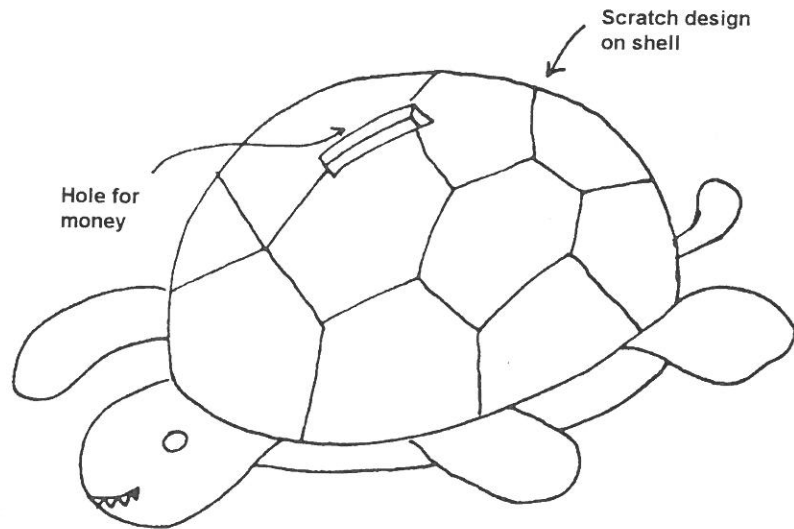
The second row



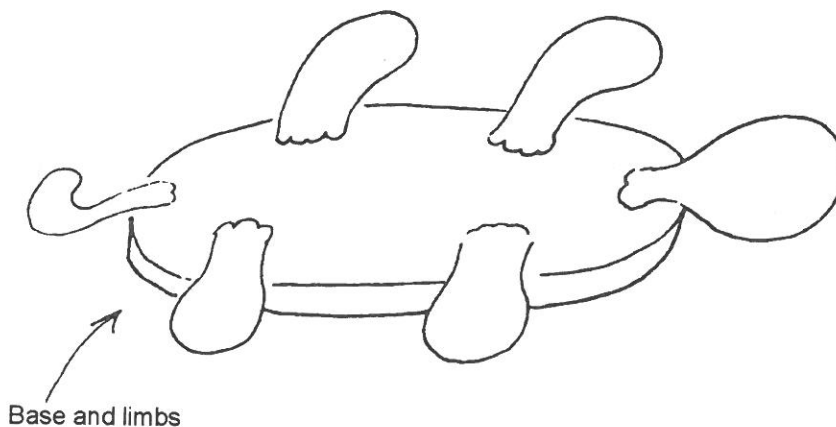
Clay Turtle Bank

What you need:

- Self-hardening clay
- Oven or kiln
- Small bowl
- Water
- Dull knife
- Thin nail
- Paints and brushes



To make your toys, you can use any kind of clay that hardens when it dries. To make a turtle bank, first knead a ball of clay until it is smooth. Then press the clay over a small bowl turned upside down. Your clay should be about 1/2 inch thick. This will be the turtle's shell. Use a dull knife to cut a coin slot in the top of the shell. Carefully slip the clay off the bowl. Roll some more clay into a ball. Then flatten it into a thick disk. The disk should be a little larger than the rim of your bowl. The disk will be the underside of your turtle. Make little rolls of clay for the head, legs, and tail of the turtle. Press these shapes onto the clay disk, as shown in the drawing. Carefully press the clay shell onto the base. Using plenty of water, smooth the joints. With a thin nail draw the turtle's eyes and mouth. Make designs on the turtle's shell too. Dry your turtle in the sun and then bake it in an oven or kiln. If you like, you can paint the turtle with tempera paints or acrylics.



Corn Cob Donkey

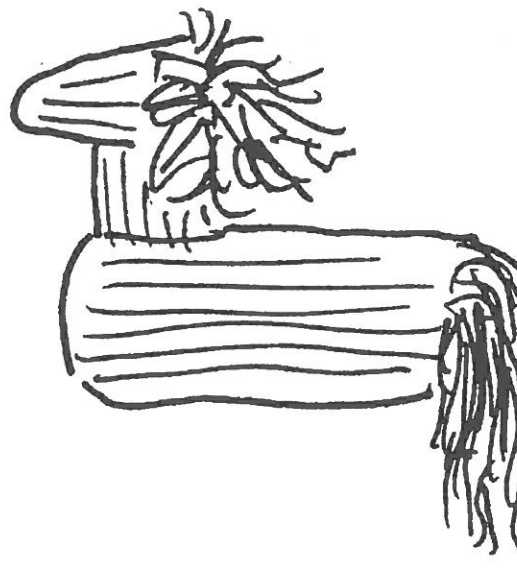
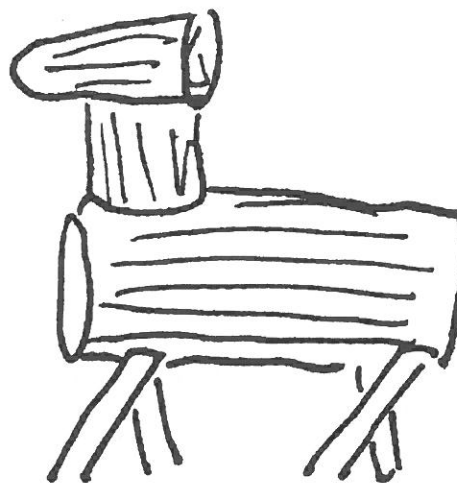
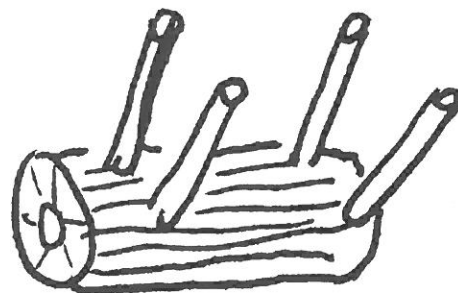
Corn cob toys are traditional toys throughout South America. They were made by the Indians long before the arrival of the Spaniards.

What you need:

- Medium size dried corn cob
- Corn silk, or yarn
- Corn husk
- Pieces of 1/4" round 2" long wood dowels or sticks
- Glue
- Peppercorns or plastic eyes.

If your cob still has the kernels on it, scrape them off. Cut the cob into three pieces; about 1 1/4" of the tapered end for the head, 1 1/4" for the neck and the rest of the cob for the body. Cut four 2" pieces of a dowel or stick. Put a small amount of glue on one end of the stick and push into the body at the end of the cob. Do the same for the other back leg. Place the other two legs at the front of the cob. Put the body on the table and see if the legs stand without wobbling. You may have to juggle the legs around slightly to make it stand up straight.

Glue the neck part on top of the front of the body in an upright position. Glue the head to the neck with the tapered end facing front. Put a bead of glue along the back of the head and the lower part of the neck and put on some corn silk or a piece of yarn. Trim the mane with scissors. Glue silk or yarn on the end of the donkey for a tail. Let the glue dry some before trimming the tail. Cut a 1 1/2" square from the cornhusk for the saddle. Glue it on top of the donkey's body. Cut two small pieces of husk, tapered on both ends, for the ears. Glue them onto the head. To finish, glue on the peppercorns or the plastic eye, one on either side of the head. You can make other animals from corn cobs; a giraffe (by extending the neck part) or a lion (by putting silk or yarn all around the head).



Burro Pinata

What you need:

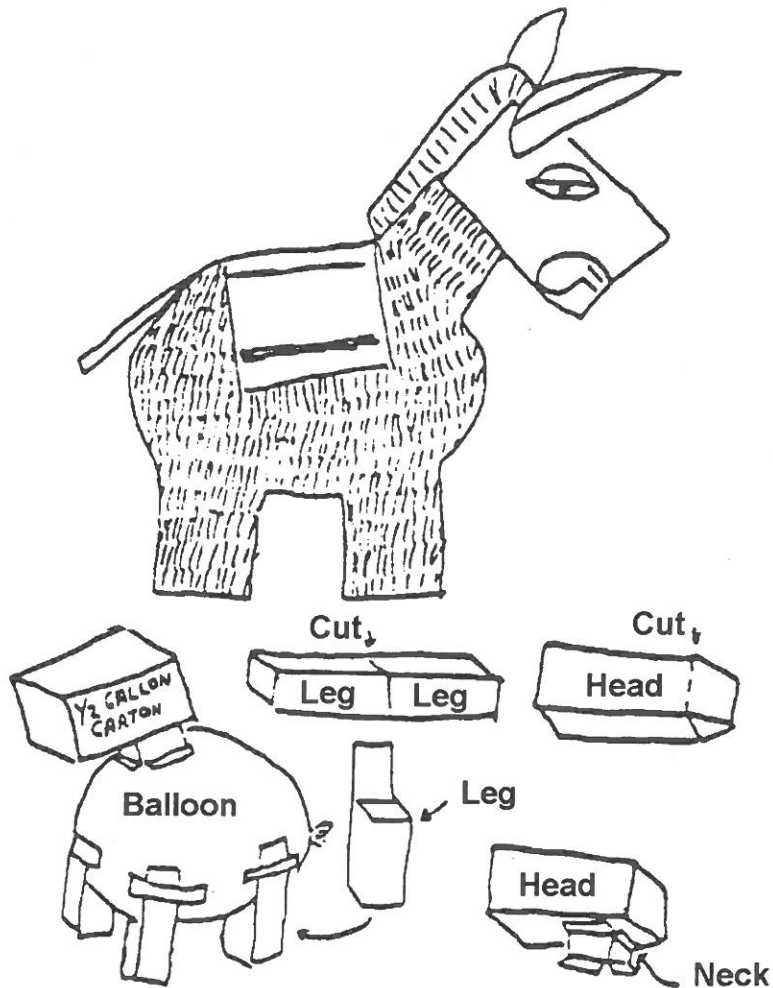
- Half gallon milk carton
- Quart milk carton
- 2 Wax paper boxes
- Large round balloon
- Newspaper strips
- Tissue paper or crepe paper
- Construction paper
- Wallpaper paste
- Paint and masking tape

Body- Blow up balloon and tie it securely. Cover with paper mache. Dry.

Legs- Cut wax paper boxes in half to make four legs. Tape to body.

Neck- Use a 2 1/2" section from the quart milk carton. Cut 1/2" slits at all four corners, top and bottom. Fold these sections out to form flaps. Tape neck to body over these flaps.

Head- Remove peaked top from 1/2 gallon milk carton and cover open end with paper. Tape head to neck over flaps on neck carton.

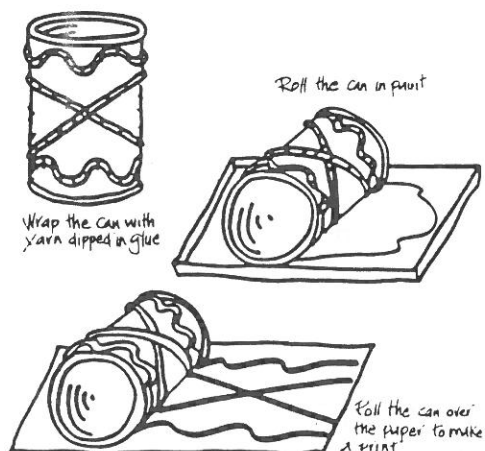


Finishing Details- Paint entire burro and allow to dry. Cut small opening in top of back, puncturing and removing the balloon. Insert wrapped candy or small gifts. Tape over opening. Cut 1" wide strips from unfolded package of crepe paper. You will need 7 or 8 strips in all. Unfold these pieces and refold them again so that they are not quite as thick. Cut narrow fringe. Wrap fringe around burro, starting with the legs. A dot of glue at 1" intervals will keep the fringe in place. After legs are wrapped, do the same with the body, working around and around until the body and neck are covered. Add a fringed mane. Leave underside of the body uncovered. Cut mouth nostrils, eyes, and ears from construction paper and glue to head. Glue on a colorful serape (blanket) on the back. Add a paper tail.

Tin Can Printing

What you need:

- Tin can
- Yarn or heavy string and scissors
- White glue in a small bowl
- Tempera paints
- Paper to print on
- Newspapers
- Packaging tray you have saved



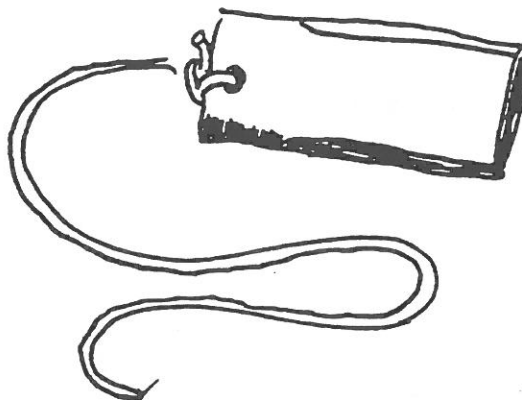
Use the newspapers to protect your table top. Remove both ends from the can. Pour some glue in the bowl. Cut a length of yarn about 12" long. Dip it in the glue and then wrap the yarn around the can, creating a pattern or design with the yarn. Add more lengths of yarn as needed. Let the glue dry completely.

Pour some paint on the tray. Roll the can in it, and then roll the can over the paper, pressing firmly to print. If you want to use several colors of paint at once, brush the paint onto the can in sections, then roll on the paper to print.

Bull Roarer

You will need:

- String
- Small, thin wood scraps
- Sandpaper
- Drill or awl



There are no exact dimensions for making a Bull Roarer; just use a small, thin, flat scrap of wood. The thinner and lighter the wood, the safer everyone will feel about something that's going to be swinging around in the air. The shape does not have to be rectangular. You might try rounding on end or giving a symmetrical shape to the sides. The side edges should be slightly tapered, though, using sandpaper. In one end of the wood, centered near the edge, drill a small hole for attaching a string. The hole can also be made with a nail and hammer or awl. Tie on a 3-4 foot length of string. Except for any color or decoration you might be inclined to apply, the Bull Roarer is ready for testing. Hold the string and quickly spin the roarer in circles over your head or in front of you. The faster you spin, the higher pitch the sound.

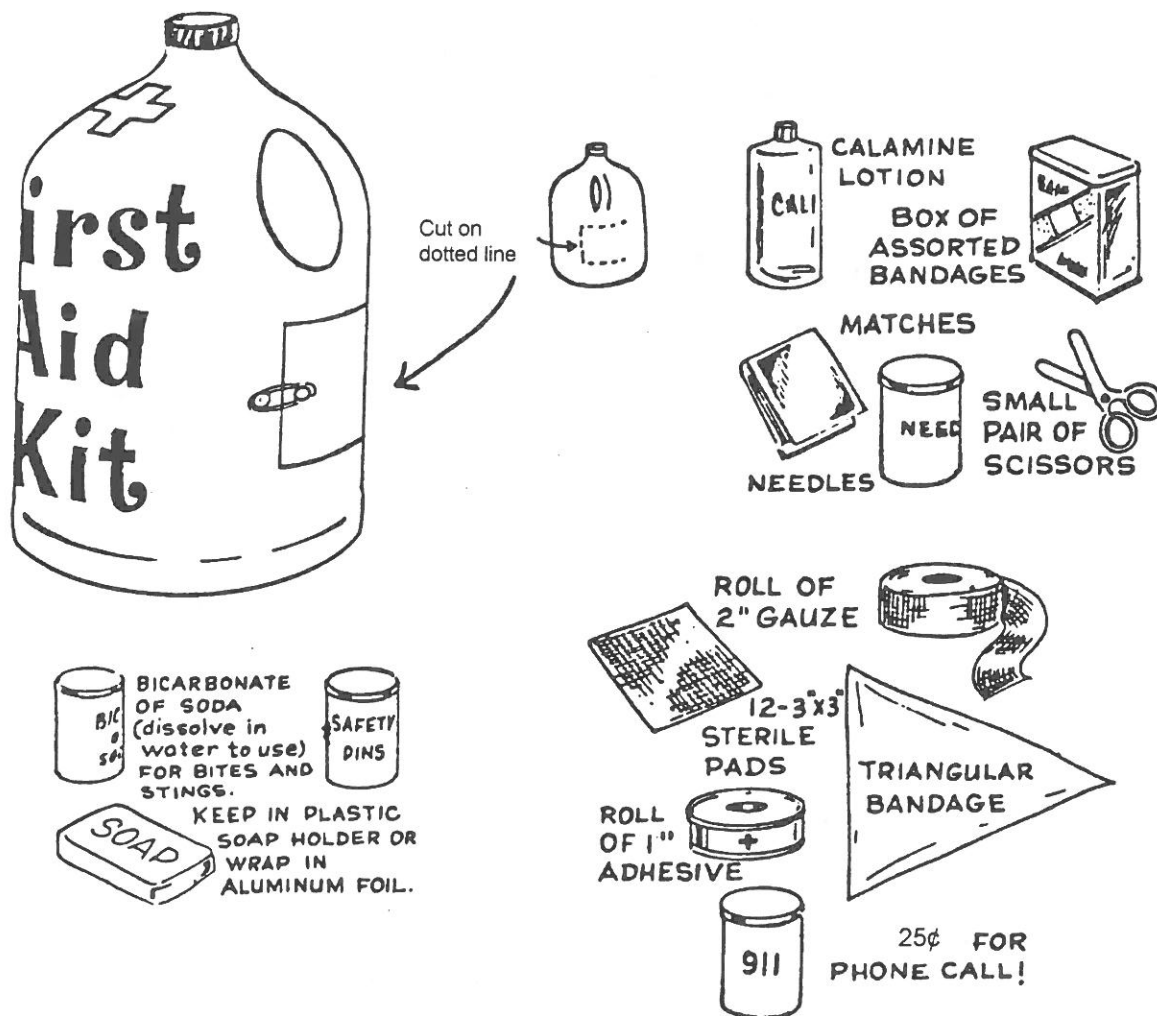
September, 1995 - Dial 911

First Aid Kit

What you need:

- Large plastic bottle (such as a bleach bottle)
- Kitchen shears
- Paper fasteners
- A rubber band
- Permanent markers.

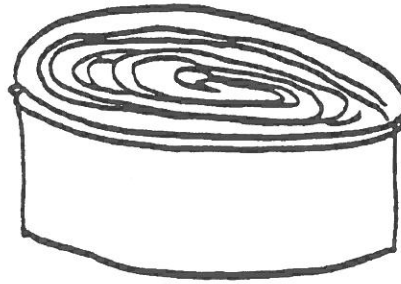
Cut a door in the side of the plastic bottle underneath the handle, as shown. Insert one paper faster in the edge of the door and one in the bottle next to the door. Wrap a rubber band around the two paper fasteners to keep the door shut. Label and decorate the container with permanent felt markers. Place all the supplies inside the container and shut the door tightly. The handle of the plastic bottle makes it easy for you to carry your first aid kit with you. There's no excuse for ever leaving your first aid kit behind.



Emergency Flares

What you need:

- Tuna cans or cat food cans
- Corrugated cardboard
- Candles or paraffin

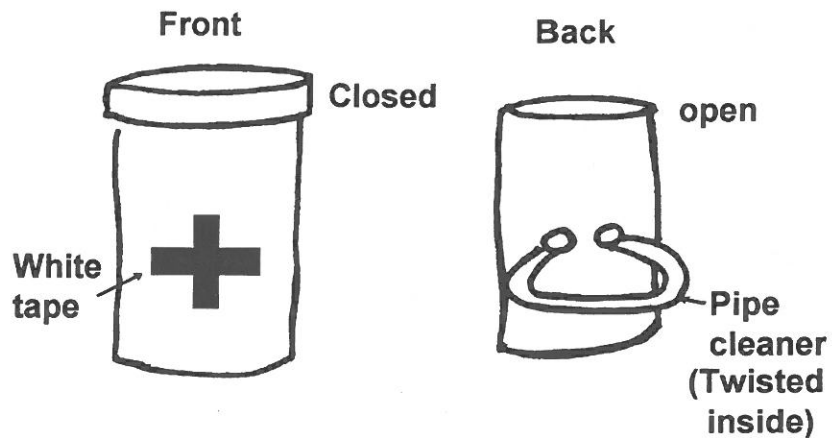


Fill a tuna can or cat food can with rings of corrugated cardboard and pour melted candles over it. Carry in car for emergency flares. Also makes a good starter for charcoal fires at picnics or cookouts.

First Aid Tie Slide Kit

What you need:

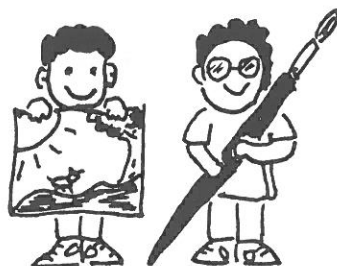
- Black plastic film canister (available free at most places that develop film)
- Pipe cleaner
- White tape for cross on outside



Medical supplies for kit:

- 1 Quarter (for phone)
- Band-aids
- Q-tip swabs
- Towelettes (Nice-n-clean)

Poke 2 holes in back of film canister for pipe cleaner. Place canister over end of broomstick for support, then use hammer and nail to make holes. Thread pipe cleaner through holes and twist together inside canister. Cut two pieces of white tape to form cross on front of canister. Then put all medical supplies inside and replace top. Now you have a tie slide and a small first aid kit.



Pooter

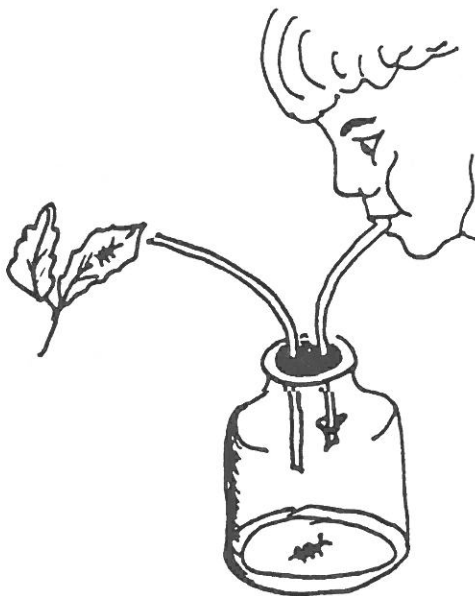
A pooter is a device that helps you collect small insects without harming them. You'll suck them right into the jar.

What you need:

- A jar and rubber stopper that fits the jar tightly
- 2ft of flexible 1/4" plastic tubing
- Scissors
- A small rubber band
- 1" square of gauze or cheesecloth or screening
- Power drill with 1/4" drill bit

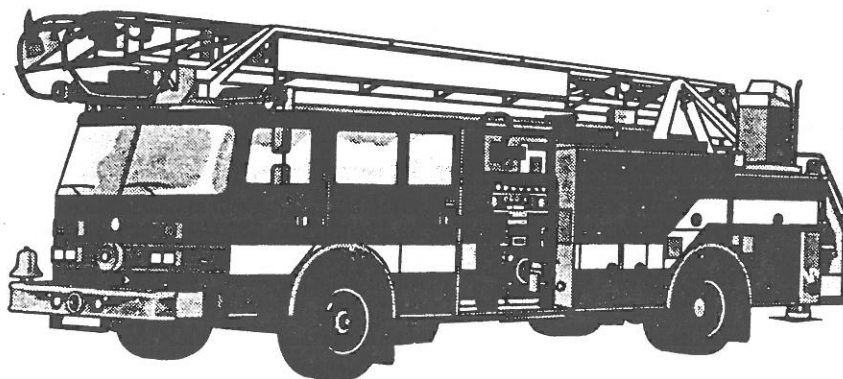
(Look for the stopper and tubing in a store that sells wine-making supplies or in a hardware store)

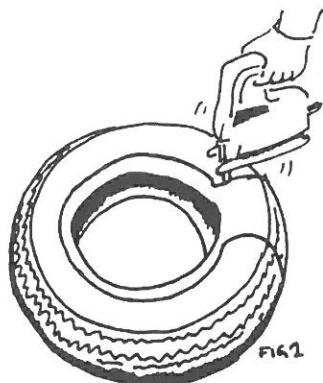
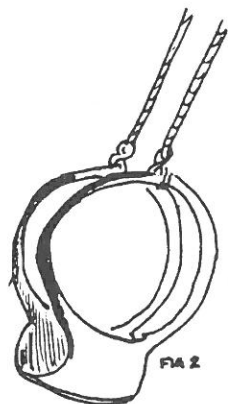
Using the power drill, drill two holes in the rubber stopper. (If your drill bit is narrower than your plastic tubing, tilt the drill from side to side to widen the hole as you drill) Cut the plastic tubing in half with scissors. Push each piece through one of the holes in the stopper. If you have trouble forcing the tubing through the holes, put a little dish detergent on the outside of the tubing to lubricate it. Use the rubber band to fasten the gauze square over the end of one piece of tubing. Make sure you put it on an end that will be inside the jar. Put the stopper in the mouth of the jar.



How to use it:

Go outside and look for a small insect that is small enough to fit through the tubing. Quietly walk up to the insect and place the jar near the bug. Put the end of tubing that has no gauze close as possible to the insect. Put the other tube (the one with the gauze on it) in your mouth and suck on the other end of it. The insect will be vacuumed into the pooter by the suction. The gauze keeps the insect from being sucked into your mouth. You can use a magnifying glass to study the insect. When you're finished studying it, unstop the pooter and release the insect into its environment.





Tire Ring Swing

What you need:

- Old auto tire any size
- Strong rope
- Electric saber saw
- Chalk

With a piece of chalk or soap, draw the cutout pattern on the tire, as shown in Fig 1. There are no exact dimensions, but be sure the seat part seems about the right size for sitting. Follow the chalk line, and cut away part of the tire. The strong cords molded inside the rubber are very difficult to cut. A fine tooth blade in the saber saw will

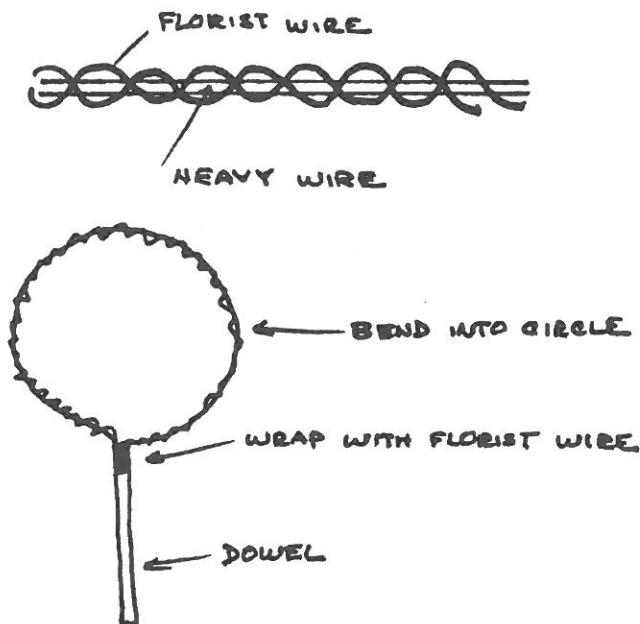
do the job. Now the swing part is finished and only needs to be hung up. Use a 1/2" manila rope or something equally as strong. Tie a length of rope to each of the rings, Fig 2. Tie a good double knot. Find a place to hang the swing about 7 or 8 feet off the ground.

Dreamy Soap Bubbles

What you need:

- Heavy wire
- Florist wire
- Pliers
- Dowels or other sticks
- Liquid detergent
- Water
- Pail

Wind florist wire loosely around the heavy wire. Make different-sized blowing frames so that you can make different-sized bubbles. Use the pliers to bend about 1 1/2" of each end of the heavy wire outward to fit over the dowel. Form a circle with the wound heavy wire. Attach the frame to a dowel with more florist wire.



Now you are ready to make the soap-bubble mixture. Mix a lot of liquid detergent with a small amount of water- experiment until it works. Dip the frame into the soapy water and swish it through the air to make bubbles.

October, 1995 - Land of Make Believe

Space Helmets

What you need:

- Gallon plastic bleach bottles
- String
- Paint
- Tape
- Can lids, pipe cleaners, egg cartons, wire, etc.

Gallon plastic bleach bottles with the bottoms removed and a section of the side cut out for a face opening, make marvelous space helmets.

There is no end to the paraphernalia and trim which can be attached to give the helmets an authentic appearance. Tie them to the helmets with string through holes punched in the plastic with heated needle or nail. To punch holes in any metal trim, use a hammer and nail.

For suitable trim, try pipe cleaners can tops, jar lids, film spools, sections of plastic baskets, cardboard rolls, wire, cardboard rings (sliced from salt boxes) or sections from egg cartons. Paint your helmets as desired and add tape binding around face opening for smooth finish.



Design Board

What you need:

- Scrap wood boards (about 10 or 12 inches square)
- Nails
- String or yarn or rubber bands, or almost anything
- Hammer

Hunt up scrap wood boards about 1/2 to 3/4 inch thick is best if you have a choice, but nearly any size will do. Check to be sure there are no splinters or sharp edges. Randomly hammer a bunch of nails into one side of the board, keeping them at least 1 inch apart. The nails should be hammered in far enough so they hold, leaving about 1/2 inch of the nail sticking out. One-inch headed nails (called "common nails") do the job well.

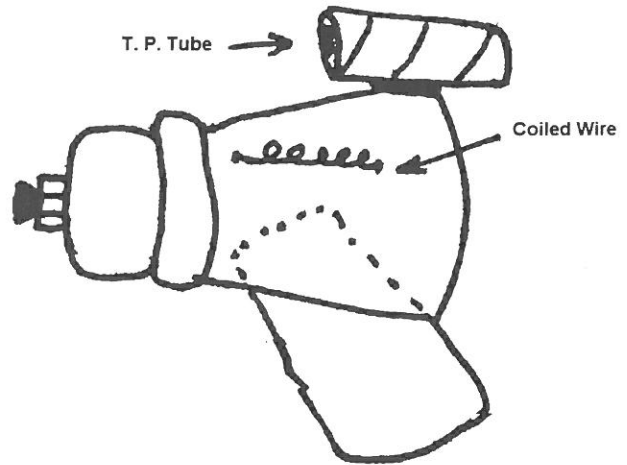


Run yarn, string or rubber bands between nails in different patterns.

Ray Gun

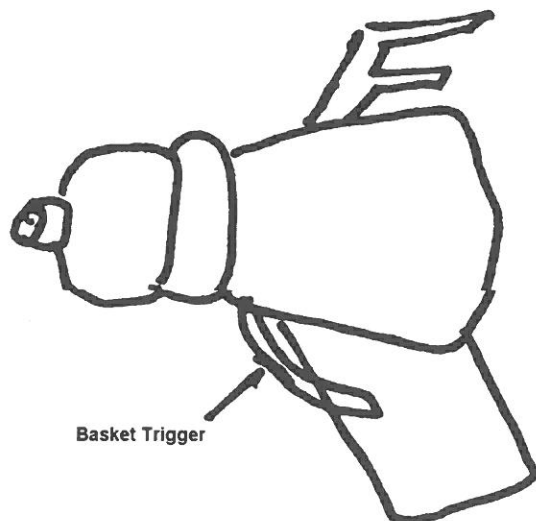
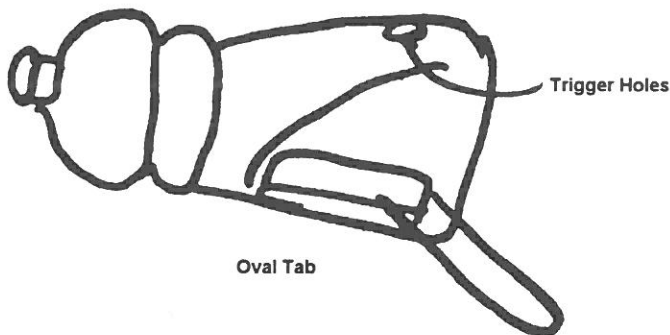
What you need:

- Two oval shaped plastic detergent bottles
- Masking tape
- Plastic tomato basket
- Knife
- Toilet paper roll
- Electrical wire



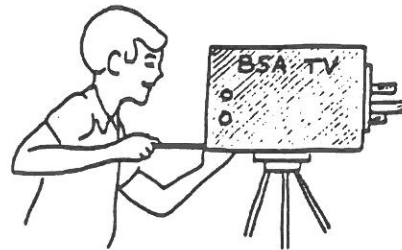
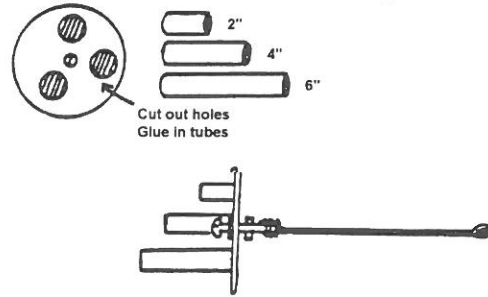
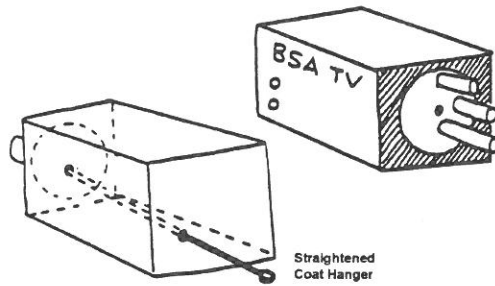
You will need two oval-shaped plastic detergent bottles, one for the barrel and one for the handle. On the narrow side of "barrel" bottle, cut a narrow oval tab near bottom, as shown. Insert neck of "handle" bottle into the opening and glue the tab to side of the handle.

For the trigger, cut a flexible strip from the top edge of the plastic tomato basket. Cut holes in the top and bottom of the barrel, as shown. For an unusual striped effect, add strips of masking tape before painting.



Dummy TV Camera

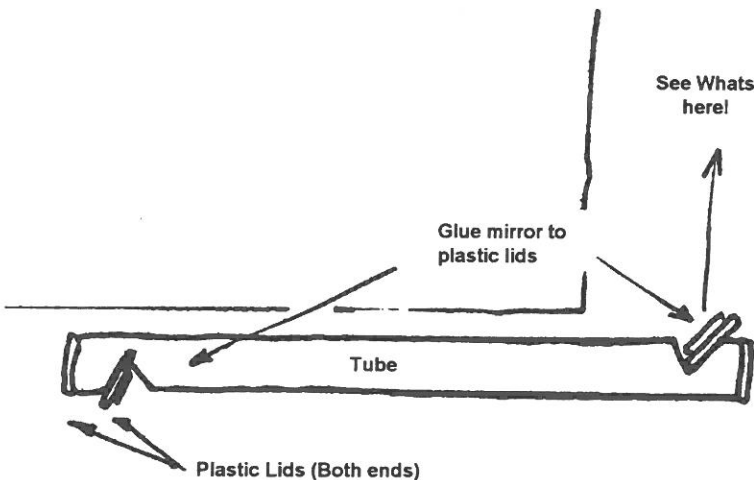
Use a medium size cardboard carton and cardboard mailing tubes in lengths, two, four, and six inches for lenses. Glue the lenses firmly to a circular piece of cardboard. After glue is dry, attach this circular piece to the box with a nut and bolt. (Bolt should go through center of circle.) Use washers so lens circle will turn freely. Paint TV camera black. Letter channel letters on each side in white. Mount box on a regular camera tripod or make a tripod from old broomsticks.



Spying Tube

What you need:

- Large cardboard tube
- 2 Small round mirrors
- Plastic jar covers
- Hacksaw
- Glue
- Paint or paper for decorating



Near one end of the tube, cut out a notch at about a 70-degree angle. Use the cut-out piece as a pattern to cut out a notch near the other end of the tube-but on the side opposite to the first cut. Put a plastic cover on each end of the tube. Glue a plastic cover in the outside part of each notch. (Or cut cardboard circles to fit and glue them on.)

Glue a small mirror on each plastic cover in the notches. Now your spying tube is ready for use. Paint and decorate it if you wish.

Apple Wreath

What you need:

- 20-25 apples
- 2 cups reconstituted lemon juice
- 2 tablespoons salt
- Wire hanger and wire cutters
- Wire cooling rack and cookie sheet
- Large bowl
- Knife
- Ribbon
- Hot glue
- Cinnamon sticks
- Baby breath or bunches of wheat (optional)

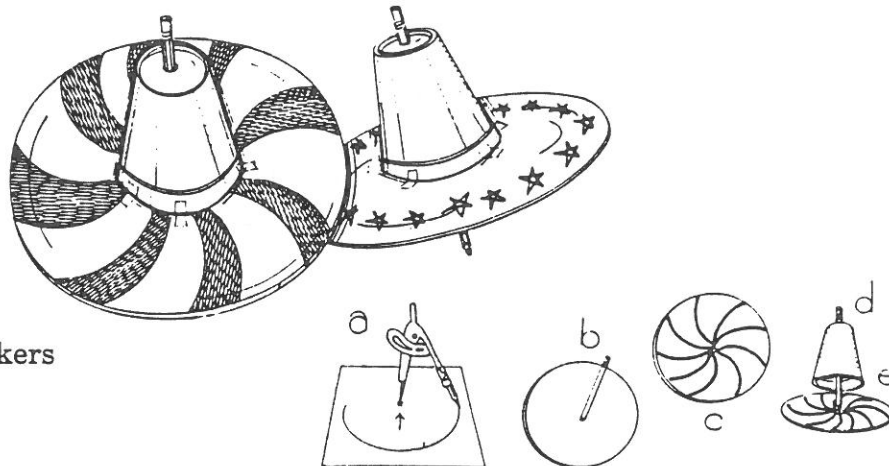


Wash apples and set aside. Mix the lemon juice and salt in a large bowl. Then cut apples horizontally into slices 1/8" to 1/4" thick. (Note: do not core apples before slicing.) Put the large center slices in mixture for three minutes and then remove and pat dry with paper towels. Place apple slices on a wire rack on top of a cookie sheet and put in oven set at 140 degrees. Leave the oven door slightly ajar during the drying process. Let apples dry until they are leathery in texture (approximately 4 to 5 hours.) Cut off the curved head of the wire hanger and bend the wire into a circle about 10" in diameter. Thread the apple slices on the wire circle by poking one end of the wire through the core in each slice. Carefully pull the slices within 2" of the opposite end. Continue to thread apple slices until all but 2" on each end of the wire is covered. Twist the ends of wire together. Attach a ribbon bow at the twisted end, and decorate by glueing baby's breath and cinnamon sticks on.

Big Tops

What you need:

- Poster board
- Compass
- Scissors
- Foam cup
- White glue
- Pencil
- Crayons or markers



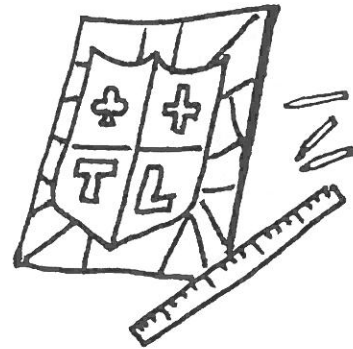
Draw a small X in the middle of a piece of poster board. Set the point of a compass on the X. Draw a circle about the size of a dinner plate (A). Cut out the circle. Draw a design on the circle with crayons or markers. Sharpen a new pencil, but do not make the lead too pointy. Carefully twist the point of a new, sharpened pencil through the bottom of a foam cup and through the X in the circle. The point should extend about as long as your thumb. Glue or tape the cup to the circle. To spin, give the pencil a good twist and let the top spin on its pencil point on a flat surface.

November, 1995 - Knights of the Roundtable

Knight's Stained-Glass Window

What you need:

- White paper
- Pencils
- Crayons
- Cotton balls
- Vegetable oil



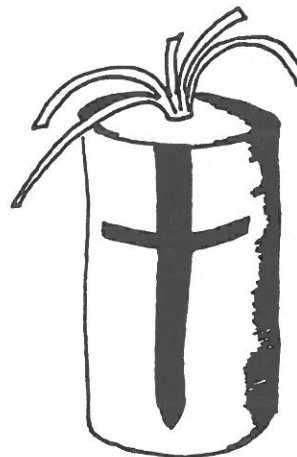
Design a coat of arms for you and your family. Your coat of arms can show what your Mom and Dad do or what your own hobbies are. Keep your design fairly simple as you need crayons for this project and they are not good for drawing tiny details.

Draw your design on a piece of white paper and then go over its outlines in black crayon. You need to press quite hard. Color the spaces between the black lines. Make sure that the paper shows through only where you particularly want it to. Once the design is finished, pour a little vegetable oil onto a cotton ball and wipe it over the back of the design. When the paper is dry, tape it on a windowpane. The coat of arms will glow when the sun shines through it, just like a stained-glass window

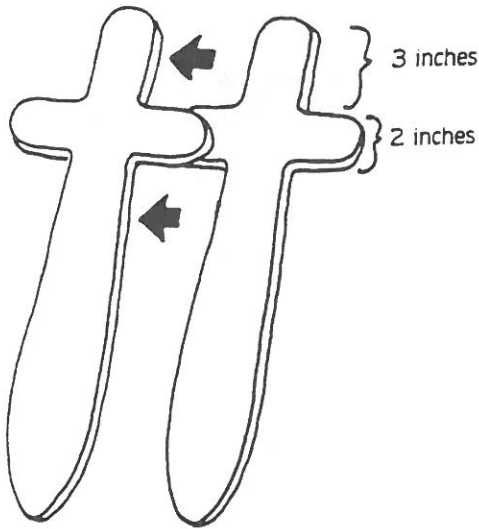
Knight's Helmet

What you need:

- Stiff paper or thin cardboard
- Scissors or craft knife
- Glue
- Tape
- Paint and paintbrush
- Pencil
- Color paper



Cut out a piece of stiff paper that will fit around your head. Cut and fold tabs along the top. Hold the paper against your face and mark two slits for your eyes. Cut these eye slits out and don't forget to cut breathing holes too. Paint your helmet and tape it together at the back. To make a plume, draw a line across a sheet of colored paper, about 2 1/2" from one edge. Cut strips up to this line. Roll the paper into a tube and tape it together. Cut out a stiff paper circle for the top of your helmet and paint it. Make a hole in its center, push the plume through and secure it with tape. Now glue the helmet together and prepare for battle.



Knight's Sword

What you need:

- Sheets of corrugated cardboard
- Duct tape
- Markers

Draw a sword shape like this one on a cardboard sheet. Make it about 1 1/2 feet long. After you cut it out, trace around it on another piece of cardboard and cut that out. Tape the two pieces back to back with silver duct tape. If you want to, you can put duct tape on the blade and paint a small design on the handle to match your shield.

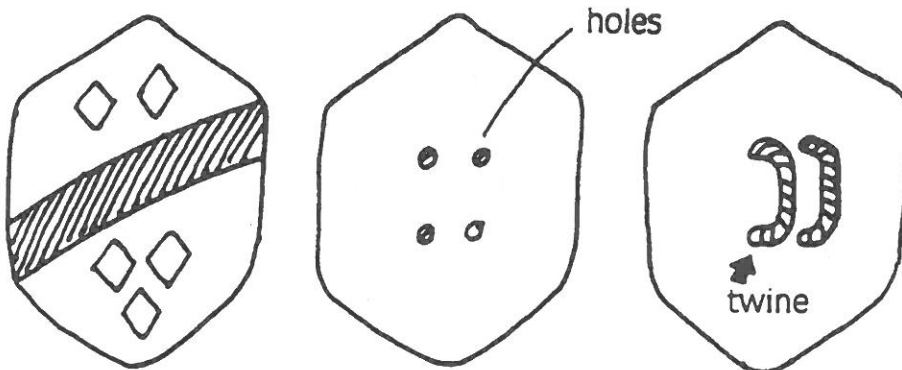
Knight's Shield

What you need:

- Sheets of corrugated cardboard
- Duct tape
- Heavy twine
- Paint or markers

Cut out two matching shield shapes (like these) from cardboard sheets. Make them about 1 1/2 feet wide and 2 feet long. Poke two set of holes in the center of one shape. Make the sets about 1 inch apart. Make the top holes about 4 inches above the bottom ones. Thread a piece of heavy twine 1 foot long through each hole. (Make loops on one side just big enough for your hand.) Tie the ends together to make the shield handle. Use a square knot and cut off extra twine.

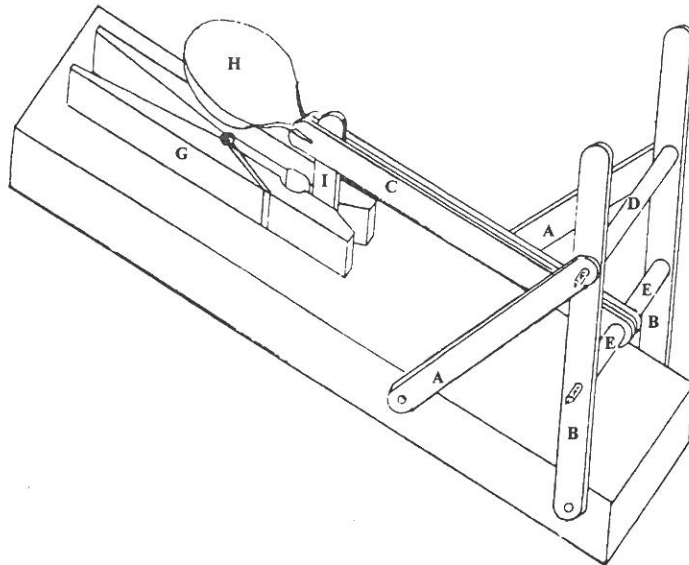
Put the shields back to back and tape the edges together. Paint your shield the way real knights did. Paint the background first. When it's dry, paint on the design. A cross or stripes or a chevron is easy to paint but a dragon is harder.



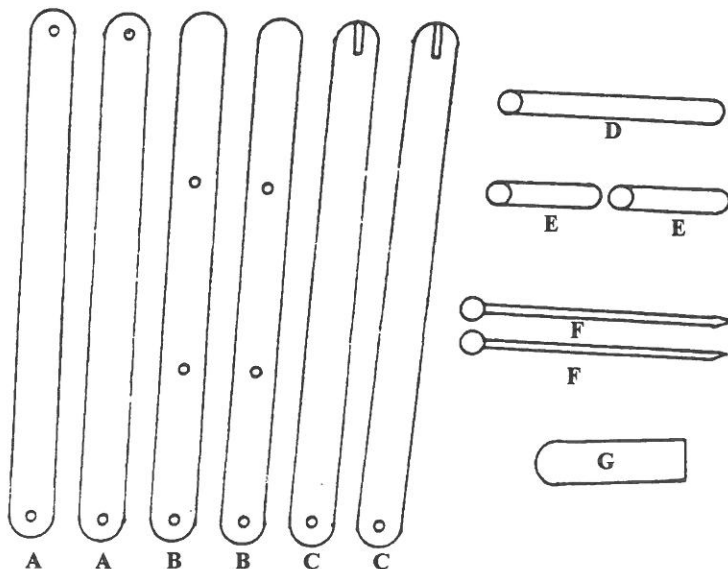
Catapult

What you need:

- 1 - 1" x 2" board 8" long
- 6 - 1/4" craft sticks
- 1 Clothes pin
- 1 Drywall screw
- 4 Upholstery tacks (or small nails)
- 2 - 2" nails
- 1 Plastic spoon
- 1 Soda straw
- 1 Rubberband



It is best to predrill the craft sticks since they split easily if you try to nail through them. First nail uprights (B) to the sides of the base about 3/4" from the end. Push a nail (F) through one upright (B), one short piece of soda straw (E), both throw arms (C), the other short soda straw (E), and the second upright(B). A daub of glue will help hold the nail in place. Push the second nail (F) through brace (A), upright (B), long piece of soda straw (D), second upright (B), and second brace (A). Glue this nail also. Nail ends of braces (A) to base. Glue trigger arm (I) between 2 throw arms (C). Pinch trigger arm (I) in clothes pin and screw clothes pin to base. Glue bowl of plastic spoon into grooves of throw arms (C). **After all glue is dry** stretch a rubberband around trigger arm (I), around cross bar (D), and back around trigger arm (I). As a den project, it might be a good idea to pre-assemble the throw arms (C), trigger arm (I), and spoon (H) so the glue will be dry and the boys can use the catapults as soon as they are assembled.



Castle

What you need:

- Milk or juice cartons (half gallon)
- Scissors
- Tape
- Aluminum foil
- Paint or markers

Rinse out the milk or juice cartons and cut off the tops. Design and cut out different-shaped roofs and windows.

Cartons can be lengthened by sticking one carton in another one and taping them together. Don't forget to cut out a drawbridge or gate. Then cover with foil and tape together. Decorate with paint or markers.



GAMES

"Let's go play a game!" Next to eating, playing games are what Cub Scouts love the best. Games are an integral part of Scouting's program because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character development, and at the same time help develop the total boy, one who is physically strong, mentally alert, and morally straight.

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



Game Leadership

In order for the games in your pack or den to be successful there are a few important things that all game leaders need to know. Game leadership is a skill that can be learned, try following these basics steps;

- Start with the best games, ones that can be easy to explain and enjoyable to play. Your initial success will give you confidence to tackle more complicated games.
- Know your thoroughly... title, rules, boundaries of playing area, number of players, what's allowed and what isn't.
- Have all the equipment readily available... ball, ropes, chairs, beanbags, etc. Use games that all can play. Vary your games, change them from active games to quiet games.
- Use a wide selection of games, choose games that everyone will enjoy.
- Make sure you have enough room to play your game.
- Don't wear a game out. A successful game will be more in demand if it is stopped while everyone is still having fun.
- Never insist on a boy playing a game if he doesn't want to. he can be used as a score keeper, judge or umpire.
- Give the boys an opportunity to lead the games, don't forget your Den Chief or Den Aide.

Remember the success of your game depends greatly on your leadership. When someone says: Games? No way! That's kid stuff..... What they are really saying is: " I don't know how" or " I'm scared to try because I might fail." Your skills as a leaders can challenge and persuade the shy Cub Scout and Channel the energy of the "show-off" making den and pack games fun for all.

December: Customs of Other Lands

England- Musical Parcels

A small gift is wrapped in masses of paper and string. Players are seated in a circle and the parcel is passed as music plays. When the music stops, the child holding the parcel tries to unwrap it. No tearing of the paper or ripping of knots in the string is allowed. If the music starts again, the child must pass the parcel around the circle again, forfeiting his chance at reaching the gift inside. The game goes on until one child is able to unwrap completely the parcel and get the gift.

Germany - Chocolate Bar

A hat scarf, gloves, knife and fork are needed to play this game. Also a wrapped bar of chocolate and dice. The players take turns throwing the dice. When one gets a double, he immediately puts on the hat, scarf, and gloves and tries to open the candy bar with only using the knife and fork. In the meantime, the other players continue to throw the dice. If another player throws a double, then the player working on the chocolate bar must remove the hat, scarf and gloves and the new player puts them on to have his turn at trying his luck at the candy. The game goes on until someone has eaten all the candy.

Brazil - Peteca

A peteca is a leather-covered trunk or bag. A small leather pouch full of sand, or a bean bag, can be used to play this game. The first child tosses the bag into the air. He must keep hitting it into the air with one hand, not letting it fall to the ground. As he hits, he recites the alphabet. The player who gets through the most letters of the alphabet without missing the bag is the winner.

Dutch Shoe Relay

You need four shoe boxes without lids and two chairs. Divide Cub Scouts into two even teams. Line boys up in straight lines. Place chairs in front of each line about 20 feet away. When leaders says go the first boy in each line places the shoe boxes on his feet and races to the chair in front of him, goes around the chair, then races back to his team, walking backwards this time. Next boy in lines puts the shoe boxes on his feet and repeats same as the first boy. Etc. until you have a winning team.

Chinese Jump Rope

A piece of elastic about 10 feet long. Tie ends together. Two boys get inside the jump rope facing each other. Pull jump rope up to their ankles, then have them back up so the rope is straight and there is enough room for a jumper. Other boys line up as you would in order to play jump rope. First boy jumps into the rope then out of the rope. All jumps are made flat footed and both feet at the same time. If a boy falls or gets caught up into the jump rope, he is out. Continue this until all boys have had a turn to jump, including those holding the rope. Next: the rope is moved up on the legs a bit. The rope continues to move up the legs each time after everyone's turn. This goes on and on until you have one winner. The winner is the one that can jump the highest, and jump flat footed, into and out of the rope with no mistakes.

January: Invention Convention

Stem Fun

This activity will demonstrate that stems transport water through plants. Split a stalk of celery halfway up from the bottom. Put one end in a glass of water to which red food coloring has been added. Put the other end in a glass of water to which blue food coloring has been added.

In a matter of an hour the scouts will see movement of the colored water as it travels up the celery. Have them write o their own words what happened.

This activity can also be done with a white carnation and red food coloring. The scouts will be amazed to see the flower turn pink!

Tower Building

Have an assortment of "blocks" made from scrap lumber- all sizes and shapes. Boys take turns stacking blocks of wood, forming a tower, one at a time. How tall can the tower grow before it tumbles?

An Experiment with Static Electricity

(A contest) Give each boy a balloon and on the signal "go" the boys blow up the balloons, ties the neck, and rubs it on his hair to make static electricity, then he sticks it on a wall or ceiling. The balloon staying up the longest wins the contest for boy.

Broken Down Car Relay

Two teams line up single file at starting point. The first player on each team represents a flat tire. He hops to the goal and back. The second player is a broken radiator... he makes a hissing sound as he runs to the goal and back. The third player has water in his tank of gas... he moves forward three steps and backward two steps until he has covered the course. Number four has a rundown battery and number five pushes him. Number six has a wheel off ... he moves on two hands and one foot. Number seven can only move in reverse ... he runs backward. Number eight is in good shape... he runs fast. Use other ideas as desired.

Lets Face It

Have the boys make a circle on the floor. The object of the game is to make the funniest face possible. Tell the boys a magic spell has been cast upon the and cannot be released until a funny face passes all around the group. The first boy changes his face looks to the second boy who mirrors it and then slowly changes it facing the next boy and so on around the circle.

February: Great Events of Scouting

Dressed for Blue and Gold

Have the dens line up for a relay, each with a suitcase filled with the following clothing; Dad's slacks, shirt, jacket or overcoat, and tie. On signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. First den to finish is the winner.

Blue and Gold Dinner

Players stand in circle and start passing a plastic cup and paper plate around the circle in the same directions. Begin with the objects spaced several persons apart. The point of the game is to try to make the cup catch up with the plate. Leader may reverse directions by calling "pass left" or "pass right". If a player gets both objects at the same time or drops one he is out. Last three boys left are winners.

Baden-Powell Game

How many words of three or more letters can be made from BADEN POWELL? Set a time limit of 3-5 minutes.

Lean Too

This is a great game for a pack meeting to get parents involved. The boys and the parents join hands and stand in a circle. Every one numbers off 1,2,1,2,1,2..... On signal, keeping legs and backs as straight as possible all the "ones" lean forward counterbalanced by all the "twos" leaning outward. Once the group has gotten its balance then have the "twos" lean forward, see how smoothly the transition can be accomplished.

Blind Family Feast

Divide the group into teams. Each team selects a boy and a parent combination to act as their representatives in the contest. Neither the boys or the parents should know ahead of time what the contest is about. The adults are seated in a row facing the audience. The boys stand in front of the adult facing them. Bibs are tied on the parents. Each boy is given a bag of potato chips or a small bowl of popcorn, and a small plastic spoon and is then blindfolded. At the signal the boys try to feed their parents with the spoon. Parents may not use hands to guide the spoon, but may give verbal instructions. First one to finish the bowl of food wins.

March: Sea Adventures

Whale Says

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

Ocean Wave

Players are seated in a circle. There is one vacant chair. A center player is standing. He yells "Slide left" or "Slide right" and the players who are seated must move to the left to fill the vacant seat and keep on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. It "it" gets a seat and the call has been "slide left" and the player to "it's" right must become "It" next.

Pirate Justice

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

Crossing the Quicksand

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

Fishing in the Tropics

Here's a chance for your cub scouts to do a little "tropical fishing". Place a dishpan with many plastic or rubber items in the bottom, on the floor in the middle of the room provide a fishing pole consisting of a stick about two feet long, on one end of which is fastened a string with a hook (Velcro works great. Be sure you put Velcro on the items in the sea.) Give each cub scout three minutes to snag as many "fish" as he can, and award a small prize when finished.

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

April: Cub Scout Magic

You're a Mind Reader

Materials: Some slips of paper, a pencil, a hat.

What the audience sees: You have different people in the audience call out different colors. You write the colors in pieces of paper. The papers are placed in a hat and a member of the audience is asked to take one. He is told to read the name on the paper and concentrate on it. You then "read his mind" and tell him what color he is thinking of.

SECRET: When the audience calls out the colors, you merely write the same color on all of the slips. It doesn't make any difference which slip is selected; you know what color is on it, because they are all the same.

Easy Secret Code

Print all the words of a secret message, but divide the letters incorrectly. Only those in - the -know can decipher such a message easily. Here's how it works.

BEFORE: It is fun to write a letter with the words spaced wrong.

AFTER: It is fun to write a letter with the words spaced wrong.

Two Coin Trick

How steady is your hand? Try holding two coins as shown in the illustration. If you have a really steady hand, you will be able to do so without any help. If not, a toothpick behind the coins-as shown by the faint dotted line in the illustration-will enable you to do it and will mystify your friends.

The Captive Dime

Materials: a glass, 2 nickels and a dime

The set-up: Place a dime on a cloth-covered table. Then place a nickel on each side of the dime in such a way that when you place an inverted glass over the dime, the rim of the glass will rest on the 2 nickels.

The Challenge: To remove the dime from under the glass without touching the dime, the nickels, or the glass.

How To Do It: Simply scratch the tablecloth with your fingernail as close to the glass as you can. Short, fast scratches will start the dime moving as if by magic. Pretty soon the coin will be out.

May: Viking Discoveries

Stormy Sea

Form two-boy teams. One teams 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, founder, 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".

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.

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 a the Frisbees, etc. The last person to get to an "Island" is out. As the group gets smaller reduce the number of "Islands."

Sumag's Jewels

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

Triangle Tag

Divide the boys into groups of four. One of the boys volunteers to be it from each group. The other three boys join hands in a triangle. One of the three in the triangle volunteers to be the target. The fourth player (it) stands outside the triangle. the object of the game is for the chaser (it) to tag the target. The three boys in the triangle all cooperate to protect the target by moving and shifting, the target must be tagged somewhere other than the hands or arms, and cannot be tagged from across the triangle. When the target is legally tagged, he becomes the next chaser and another target is selected. T make this game easier on the chaser you may have they boys in the triangle put their hands on each others shoulders instead of holding hands.

June: Bugs 'N Things

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."

Bird and Bug

The object of this game is for a bird who is IT to catch a bug. The bird has a can for catching the bug, which is tied to a spool tied on a string. Make a bug for each player. To do this, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk or make with string, 3 to 4 feet across, for the bird to stand in. Then draw another circle, about two feet outside of this, for the bugs into the bird's circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes IT and changes places with the bird.

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.

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.

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. 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 guess where the bugs are since cotton weighs almost nothing and makes no noise.

July: Water Carnival

Dunk the Clown

Paint clown heads on four, pint-size plastic bottles. Fill a medium size round tub with water. Place a board across the tub. Line clowns up on the board. Throw balls at the clown and try to knock the clowns in the water. The player who dunks the most clowns wins.

Cup and Bottle Relay

This is a very exciting and very "wet" relay, so it should be played outdoors. Form two relay teams with a bucket of water and a cup at the head of each line. At the foot of each line, place a bottle. At a starting signal, the players nearest the bucket dips up a cup of water and passes it down the line. The last player in line pours it into the bottle, runs to the head of the line, and so on until the bottle is filled.

Swimming

Form relay teams, tie two cub scouts together, back to back, at the waist. Have them race to the finish line. Form is very important. have them move their arms in a swimming stroke as they race.

Water Polo

You will need an inflated 6" -8" rubber ball for this game. Divide group into teams. Players move the ball toward their goal through opposing team by walking on the pool floor in shallow water and pushing the ball in front of them with their hands. Boys are not allowed to swim while pushing the ball. Make up your own rules for scoring.

Water Dodge ball

Use a rubber or plastic ball 6-8" in diameter. Play in water that is knee to waist deep, dodge ball rules.

Charlie Over the water

Six or more players. Players hold hands and form a circle around the one selected to play "Charlie". Charlie stands in the center while the others walk around him singing: "Charlie over the water, Charlie over the sea, Charlie caught a blackbird, but can't catch me." After the song is completed the players stop walking and Charlie tries to tag someone before he can duck underwater. The one tagged changes places with Charlie.

Treasure Dive

Divide the players into two teams. Have them line up on opposite sides of the a wading pool. Toss a coin into the center of a wading pool and have one player from each team reach into the pool at the same time during the reach the treasure. The one who brings up the coin scores for his team. Continue until all have tried.

August: Fiesta

Sneaky Pete

Everyone except it lines up, one behind the other. It sits, blindfolded (or a paper bag over his head) on a chair about six feet away from the first boy in line. An object (a pillow) is placed under the chair. The first boy in line crawls or tiptoes toward the chair and tries to snatch the pillow from under the chair. It waves his hands and feet, trying to tag it. If the pillow is taken is placed under the chair and the second boy tries to take it.

Potato Spoon Race

Establish a start and finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, boiled egg, etc.) and a spoon. Show them how to hold the spoon in their mouth and carry the potato on it. Say ready, set go! See who can get to the finish line first without dropping the potato.

Dodge Ball

Divide the boys into two teams. One team makes a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle, who are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy on the head does not count. Only boys in the outside circle may catch and throw the ball. Boys, who are hit join the outside circle and try to hit the inside boys.

Balloon Bust

Give each boy a balloon, a piece of string and a token. Have the boys blow up the balloons and tie them to one of their ankles such that the balloon can fall to the floor. Establish a circle in which the boys try to break the balloons of the others without having their own broken. The boy who has his balloon broken gives his token to the one who broke it. If he has broken other balloons before he lost his he keeps those tokens, and gives away just one. There may be two winners, one for the most tokens and one for the last balloons.

Centipedes

Divide the boys into two teams. Establish two lines about fifty to one hundred feet apart. Line the two teams up on the starting line. Have the first two teams up on the starting line. Have the first four (three or five if needed) boys on each line straddle a broomstick and with their left hand grasp the stick. On the signal to go, the centipedes race to the far line, turn around and race back to the starting line. The centipede may only advance when all four boys are holding the broomstick. Then the next four boys form a centipede and continue the relay.

September: Dial 911

Heel-Toe-Race

Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of another. About every 3 feet he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back, touches the next person who plants his seeds in the same manner. First team to finish the relay wins.

Stop Sign Relay

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw to each layer. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back. This continues until all boys on each team have carried the stop sign. This first team finished is the winner.

Explosion Relay

Divide into two relay teams. Line up at equal distances from two stacks of paper sacks. Each player takes a turn racing to the stack in front of his line, blowing up a paper bag, breaking it with his hand and while racing back to tag the next player in line he is yelling dial 911.

Fire

This game can be played at the den meeting or pack meeting. By dens or individually, have cub Scouts remove their caps, neckerchiefs, and shoes: stack them neatly and have boys lie down. . .On call of "Fire" all get up and dress. First Cub or Den dresses best is the winner.

Partner Pull-Ups

Partners sit on the ground facing each other with knees bent and toes touching, keeping the soles of their feet flat on the ground. They reach forward, grasp hands, and pull each other up to a standing position. They then lower themselves to a sitting position.

Jiggle and Squiggle

A stick or a dowel rod about 2 feet long and an inch in diameter is held parallel to the ground, supported between the waists of the two partners. A string about 18 to 24 inches in length hangs down from the center of the stick, with a small rubber ball on the loose end. Adjust the length of the string as needed so that the ball is suspended a few inches above the ground. The pair work together to wind the string and ball around the dowel and then unwind it. In order to keep the stick tight use cords to tie the ends of the stick to belts, or belt loops or tie the string around the waist.

October: Land of Make Believe

Snake eating Contest

Perhaps your cub scouts might like a safari to deepest Africa for a Snake Eating Contest. Have the boys choose or draw for partners line them up in pairs, so that they are facing each other. Give each pair a long stick of licorice candy. Each one of the pair puts one end of 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 "Snake-eaters".

Log Rolling Contest

Make logs from a 4-inch cardboard cylinders. Paint. This can be a relay, with each boy rolling a log with a dowel or stick to a given point and back to the next person in line.

Black Cat

Paste a black cat 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 a turn tossing the plate in the air.

Pony Express Rider

Den Teams are stationed around the area where stick horses receive new riders and the pony express bag (carried over the shoulder) is transferred to the new rider.

Airplane Link-Up:

Attach two parallel cords to screw eyes. Suspend a cardboard airplane from each line. Cub scout sits behind a cardboard partition and sights the two planes through the peephole. This allows him to use only one eye. He moves the cords to move the planes. When he thinks the planes are next to each other, he stops. The cub who does the best job of lining up the planes is the pilot of the

Mirror Image

Divide the group into teams of two. Have each team of two face each, almost toe to toe. One boy acts as the initiator the other is the mirror. This activity is not a competition, the intention is to make all the moves interesting and easy to follow by the mirror. the basic rules are: the partners must not touch each other, all movements must be in slow motion, one foot must remain on the ground at all times.

November: Knights of the Roundtable

Knights of Yore Battle Royal

This is a mass battle with each contestant holding a broomstick horse in one hand and swinging a weapon (such as a stuffed sock) in the other. Each Cub Scout wears a paper hat and leaves the contest when he loses his hat.

Spearing the Ring

Fix a jousting target, using a large rubber or plastic ring standing about 6 feet in height. The boys gallop by on their stick horses, and in full stride, try to pick off the ring with their lance (a broomstick). Start with a large ring, and as boys are eliminated, use smaller rings.

Knights and Dragons

An equal number of knights and dragons are selected. The dragons' left wrist are tied to the knight's right wrists. Each dragon is equipped with a long green balloon for a tail, tied behind his back. Each knight wears a helmet with a small visor and carries a rolled paper lance. A time limit is set (such as 3 minutes) and on signal, each knight tries to break the dragon's tail with a rolled paper lance. Each dragon tries to take away the lance from the knight. At end of time limit, team having most of their props left intact is declared winner.

Jousting Contests

Hand Push-Two boys face other with toes touching and palms together at shoulder height. Each tries to push the other's hands until he is forced one step back.

Broomstick Twists

The two boys should be about equal in height and weight. They grasp a broomstick held horizontally with both hands. Each tries to touch the end of the broomstick to the floor on his right.

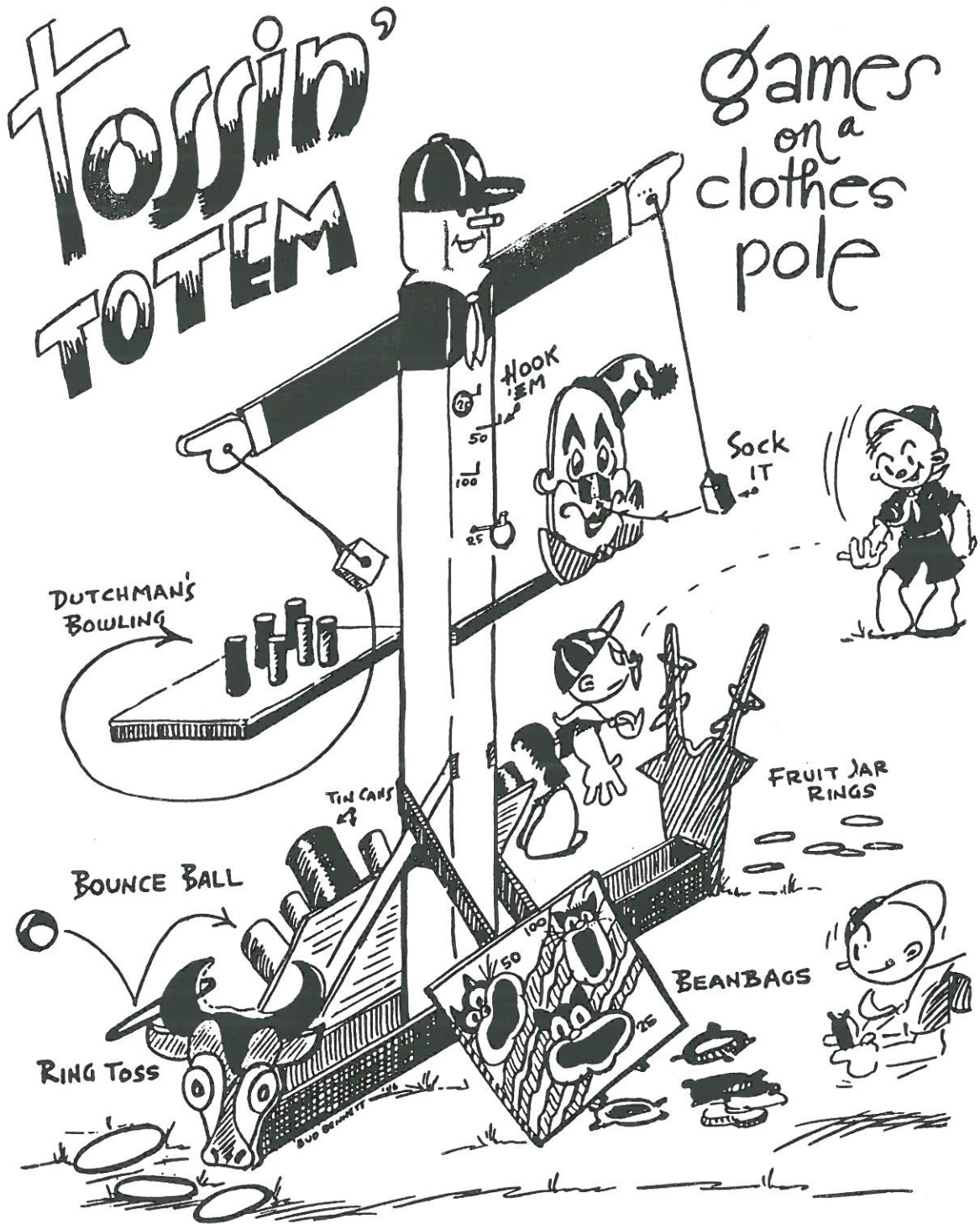
Pull - Over

Boy braces feet, grasps right hand of his opponent with his own right hand, and tries to pull him over a centerline on the ground. Vary by changing hands.

Sack Fight

Each boy stands in a burlap or similar type of bag. He must use both hands to keep the bag stretched to its full length. He tries to upset others by thrusting and pushing with shoulders and hips. This can be a dual contest or a mass battle where boys are eliminated as they lose their balance and fall.

A BLAST FROM THE PAST



From "Back Yard U.S.A" 1953 Boy Scouts of America.

JUBILATIONS

As you may have noticed many of the sections in the Pow-Wow book have rather unique and interesting titles. We hope they spark your curiosity and make you check out what's inside. This section titled "Jubilations" is just that. It contains everything you need for you and your Cub Scouts to liven up any gathering. Have fun and always remember, if you can't sing well sing loud.



SKITS

A skit is a dramatized joke or funny situation with a snappy line or sight gag at the end. Boys don't need to memorize all the lines in a skit - they can improvise or read their lines from index cards. It is important for them to get the "punch line" or sight gag across to the audience. Remind them to speak loudly, make plenty of motions, but most of all, have fun with the skit. We use skits in Cub Scouting for a variety of reasons. They usually appeal to the Cub age child, enhancing his imagination and providing a safe place to express his creativity. He is encouraged to show off, have fun and develop a sense of accomplishment. The Cub Scout may learn not to take himself so seriously, to laugh, even when the joke is on him.

- Skits are a way to allow den leaders to observe and learn about their Cub Scouts. Hidden talents will come to the surface as the boys use skits for den and pack meetings.
- Skits show the importance of teamwork and cooperation, and help develop appreciation for other people's abilities.
- Skits take the pack meeting out of the hands of adults and focuses on the boys.
- Skits encourage self-confidence and pride in the individual boy and the den.
- Skits set the mood for the monthly theme.
- Skits serve as ice breakers and comic relief during a pack meeting. They encourage laughing and fun for all.

A NOTE TO REMEMBER:

It isn't always easy for Cub Scouts to stand in front of a group and perform. Sometimes, a costume or mask will hide a boy's shyness. Pantomime might make it possible for him to lose himself in a role and not worry about remembering his lines. If not, he can be given other important responsibilities, such as sound effects, lighting, or handling the props. Each boy should be recognized as an important member of the group regardless of his role.

In this section there are several skits for each month's theme. All are simple, easy, and inexpensive. But ... don't be limited to the ideas found here. The Cub Scouts are an excellent source of ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great with jokes - write them into a skit. The boys will participate more readily if they feel the skit is their own.

There are unlimited resources available:

- Roundtable
- Libraries
- The boys
- Other leaders
- Children's books

KEEP SKITS FUN - That's what makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys!!

Keep it simple.

Keep it short (3-5 minutes)

Avoid long memorized dialogue.

Use simple scenery, props, costumes * Let every boy take part.

Use stage directions liberally so the boys all know who goes where and does what.

Make your audience hear. Boys must be taught to speak slowly, clearly and loudly. If the audience laughs or applauds, the actors should pause before continuing their lines.

PLANNING YOUR SKIT

Know your facilities, your subject, how many boys you have and what parts they will play. This will get you off to a good start planning a skit. Jot down the following:

1. The subject of your plot.
2. The title, whether serious or funny.
3. The kind of actors you will use - hand or paper bag puppets, Cub Scouts or leaders.
4. The character names.
5. Time allowed for the skit.

A theme stirs the imagination - make it real with a costume and some props. Let the boys play-act. A Cub likes to show off - to prove he can do things.

Pantomime - no words

Pantomime - with narration

Pantomime - set to music

Playlet - with short spoken lines

Puppet show - Cubs can read lines

Audience participation - audience is divided into groups and assigned sound effects to be given on cue.

The subject matter is usually related to the theme, but may have many variations:

Currents events
Historical episodes
Local legends
Embarrassing moments
Demonstration of skills.

THINGS TO AVOID

Dramatization of "bad" characters.
Criticism which makes no attempt to suggest a better way out.
Skits that ridicule persons or groups.
Characters which are difficult to act.
Long memorized dialogue.



THINGS TO REMEMBER

- KISMIF! Keep It Simple (and Short!), Make It Fun!
- Use simple props, scenery, and costumes if possible.
- Be sure the audience can hear.
- Let every boy participate in some way.

Whatever skit format you choose, this simple outline is helpful.

1. **BOY WANTS SOMETHING** (friendship, a gold mine, lost treasure)
2. **BOY ATTEMPTS TO GET IT** (by plane, train, canoe, horse, starship)
3. **OBSTACLES TO OVERCOME** (bad weather, space monster, quick sand, killer rabbits)
4. **BOY REACHES GOAL** (by an act of kindness, bravery, wisdom, ingenuity, help from others)

“The play’s the thing”

Shakespeare - Hamlet act II



Try experimenting with the following scenario:

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

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

How many different ways could you present this idea at a Pack meeting!

- How many boys would be needed to present this idea?
- This idea is obviously suited to a "Knights of Yore" theme. What other themes does it suggest? How could it be adapted for use with other Cub Scout themes?
- What elements are necessary to develop this plot idea?
- Can you think of any TV commercials, slogans, sayings, puns, mottoes, etc., that could be developed into skit ideas.

COSTUMES

The actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part ... by his acting. But his costume, his hair style, the make-up, the way he walks, and even his shape help give his character dimension. So during the rehearsal, one of the most important questions is "shall we use costumes?" and if so, "what kind?"

It is important to find the right costumes. But this isn't as hard as you might think. There are enough everyday things around your house to clothe most any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

OLD CLOTHING is very valuable for costuming. Extra material or crepe paper added to it can change its entire appearance. One costume can be made over in different ways and can be used again and again in a variety of skits. Usually, Cubs will perform their skit only once, so costumes should be easy, inexpensive and colorful.

VINYL SCRAPS can be used for "leather" trimming. Long, heavy socks are good to wear with costumes which knee pants.

SMALL PILLOWS are just right for that extra bit of padding which some costumes and some characters need.

BROWN PAPER BAGS offer many possibilities for costumes. For a leather-like appearance, crush and recrunch the paper with your hands until it is soft and wrinkled. Then spread out the paper and press with a lukewarm iron. This lends itself to easy decoration with crayons, felt markers or tempera paints, and works well for Indian and Western costumes.

LARGE CARDBOARD BOXES are good animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc. Use your imagination!

Most any costume that is intended to be cut from fabric and sewn, can just as easily be cut from crepe paper and either glued or stapled together (staple ends out). The boys can do this themselves. Rick-rack, bias tape, or braid makes good trim to glue on costumes. Use foil for covering buckles, swords, shields, etc.

If you are going to involve the mothers in costume making, choose a basic line pattern, which could be adapted to various themes. A fabric costume of this type can be used repeatedly with only minor changes.

As a den leader, don't try to make all the costumes yourself. Let the boys and their parents get involved. They will probably have some good ideas to supplement your own. Take a look around the house, use your imagination, and you will find lots of everyday materials which can be used for costumes.

STAGE MAKE-UP

Make-up will often help tell an audience what a character is like. It also makes the character seem more real to the other actors, so everyone plays his part better.

Make-up can hide an actor's own features, change their form, or make them look larger or smaller, or completely alter them in other ways. The more light that is used on the stage, the more make-up is needed.

TO GRAY YOUR HAIR - put talcum powder into your hair with a big powder puff. Don't worry, it will brush or wash out.

TO MAKE WRINKLES - use an eyebrow pencil. Draw straight lines across the forehead. Now look in the mirror and frown. Pencil in the lines that run from either side of the nose down to the mouth.

TO MAKE A WIG OF WHITE HAIR - use an old stocking. Pull the stocking down over the hair and ears. Tie it off at the top and cut off what's left. Use scotch tape to fasten white cotton balls all over the stocking.

TO MAKE CURLS - cut strips of paper in strips. Curl each strip by holding one end between your left thumb and a long pencil. Press lightly with your thumb and pull the strip over the pencil with your other hand. Do this several times for a stiff curl. Sew or tape the curls to the stocking wig.

TO MAKE BRAIDS - stretch about 3 strips of crepe paper, 3/4" wide. Twist each strip around the others. Now braid the three strips together.

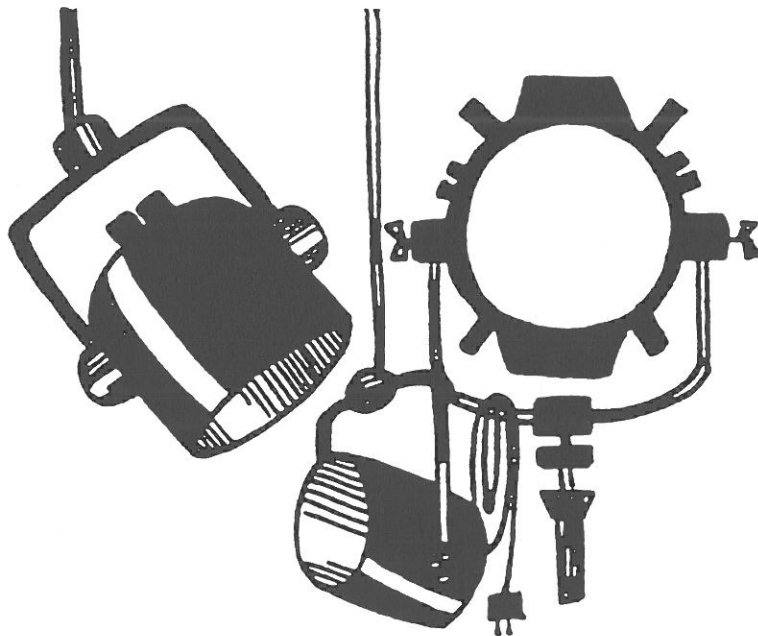
WITH NOSE PUTTY - you can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of your face. All other make-up goes over it.

BLACK TOOTH ENAMEL - can be used to give the effect of missing teeth.

NEW-LOOKING WOUNDS - can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

FOR A BALD PATE - use an old bathing cap (white or flesh color) for the base. Paint or glue a fringe of yarn hair around the edge.

TO HIGHLIGHT FEATURES - use rouge on cheeks and eyebrow pencil on eyes. Powder over this make-up to "set" it.



DECEMBER - CUSTOMS OF OTHER LANDS

THE CHRISTMAS CUSTOM MIX-UP

Characters: Christmas Elves, Narrator. (parts can be added or deleted to equal the number of boys in the den),

Props: Large name tags for each elf 3x5 cards - two cards for each elf. chair.

Sign reading: "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. As he reads each elf's name he hands them 2 cards.)

ELF ITALY, ELF UNITED STATES, ELF RUSSIA, ELF NETHERLANDS, ELF DOMINICAN REPUBLIC, ELF BELGIUM, ELF SWITZERLAND..... Go now and do your thing.

(All elves except supervisor leave the stage. He collapses in, a chair. Have someone walk across the stage carrying the sign, TIME PASSES. Elves return all excited and each wanting to speak first.)

ELF ITALY: I don't understand it. Everyone got upset and called the police when St. Nicholas climbed into windows to leave gifts.

(Other elves start pushing and shoving.)

SUPERVISOR ELF: All right! Each in turn tell me your problem!

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. 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 USA: 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 was here.

ELF DOMINICAN REPUBLIC: Oh no! Don't you see what happened? (throw up hands)

ELF BELGIUM: Yes! When Supervisor Elf dropped the cards he got our assignments all mixed up.

CHRISTMAS CUSTOMS

Cast: 7 Cub Scouts

Setting: Boys around a Christmas tree, drinking hot cocoa and eating cookies.

Cub 1: Hey guys did you know that in France a "Cake of the Kings" is made, a single bean is placed in the batter and the person finding it is crowned king of the party ?

Cub 2: That's pretty cool. Did you know that the "Tannenbaum", or "Christmas Tree" comes from Germany ?

Cub 3: You all know of course, that England was the first country to use Christmas cards

Cub 4: My dad told me that in Holland, Christmas comes on December the 5th. The children get ready for Saint Nicholas by Putting their wooden shoes outside their doors. The next morning they find them filled with gifts and sweets.

Cub 5: Yeah and I heard that in Sweden the oldest daughter plays the role of Saint Lucia. She wears a lighted wreath on here head and goes around singing carols

Cub 6: Gee, I don't think I could get my sister to walk around the house with a bunch of burning tree branches on her head.

Cub 7: You know guys, here in America we enjoy a little of the all the customs of the world. Our Christmas trees are decorated with lights and ornaments. We enjoy big banquets over Christmas Eve and Christmas Day. This is a time of peace, love, and fellowship all over the world.

All Cubs: MERRY CHRISTMAS!



JANUARY - INVENTION CONVENTION

HOW TO BUILD A THINGAMAJIG

(This can be done as an audience participation or with a few props the boys can perform this as a skit.)

DOODADS: Clickety clak, clickety clack.
DINGFORD: Whiz, bang, boom.
HOOVALATOR: Whoosh, whoosh, rraaap
PANCRANNER Snap, crackel, pop.
SCATHUREEKUS: (All sounds together)

Very few families these days can get along without a thingamjig. While you can purchase one already assembled, in a wide variety 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 yours built in no time.

The **DOODADS** of the thingamjig kit are enclosed in a plastic gizmo and stapled with the yellow assembly **DINGFORD** to a **HOOVALATOR**. The assembly **DINGFORD** may be placed on any corrugated doomafatchy or **HOOVALATOR** to assemble your **DOODADS**. Carefully remove the plastic gizmo of the **DOODADS** from the **HOOVALATOR** and lay out the **DOODADS** on a clean acka-marakus. 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 gizzflunky for the **PANCRANNER**, and a pair of pliers.

Using a whatchafliggle carefully punch 1/8 holes through the assembly **DINGFORD** and **HOOVALATOR** where each **PANCRANNER** goes. These holes are openings for the hoozits the **PANCRANNERS** use to frame the chingus to the **HOOVALATOR**. Now frammis the chingus to the **PANCRANNER** being careful not to place whatchamacallit catiwompas to the hootinanny and under the **DINGFORD**. If the chingus is reversed the thingamajig will flakbat and not work properly.

Tighten the two gravitational valves under the **HOOVALATOR** using your pliers. The gravity valves are used to widget the thingamjig from the **DOODADS**. Now gloomis a jigger to the hickeys from the humdinger by the whatchamcallits. Put a dingus on each **PANCRANNER** and tighten to the **DINGFORD**. Be sure the chingus is loose enough so that the **HOOVALATOR** can rotate freely, but don't have it sloppy loose or it may become discombobulated and fly of and hit someone in the fracas.

That's all there is to it, you now have your very own thingamajig. All you have to do is turn it on with the **SCATHUREEKUS**.

THE INVENTION FAIR

CAST: 4 contestants, as many judges as you need

PROPS: 3 inventions, clip boards for judges, 4 feet of 1/4 inch clear plastic hose.

Judges: (In front of contestant #1) Well well what is the strange device?

Cont. 1: This device will close the hole in the ozone layer and will make the world safer for all mankind.

Judges: Hmmmm... Very interesting (moves on to contestant #2) what have you built?

Cont. 2: My invention will treat seed so that they will grow in the desert, with this I can end world hunger.

Judges: I see.. (moves on to contestant #3) And what have you built my good man?

Cont. 3: My machine will stabilize the earth's crust, and prevent any further earthquakes.

Judges: Ah ha..... (moves to the last contestant) what have we here?

Cont. 4: I have invented the endless bug juice machine, with this device you will never run out of bug juice (holds up plastic hose).

Judges: That's amazing! I have never seen anything like this! Please show us how it works.

Cont. 4: All you have to do is (demonstrates the device) find someone with a cup of bug juice and when he's not looking put this end in your mouth, slip this end in the cup and instant bug juice!

Judges: (Thunderous applause) That is truly amazing, there is no doubt we have our winner..... contestant number 4.



FEBRUARY-GREAT EVENTS OF SCOUTING

THE STRANGER

Cast: Narrator, 2 punk kids, The stranger, The scout

NARRATOR: In 1909 a Chicago businessman and publisher, William D. Boyce was lost in a London fog. As he groped his way through the fog, a boy appeared and offered to take him to his destination. When they arrived the American reached in his pocket for a shilling tip. But the boy stopped him by explaining he was a Scout and could not accept payment for a "Good Turn".

Intrigued the publisher questioned the boy and learned more about Scouting. The boy took him to Baden-Powell's office, and once there disappeared into the fog.

Skit opens with the two punks just hanging out, the stranger dressed in an overcoat and a hat enters from off stage.

Punk 1: Hey old man whatcha doin around here, good place for an old man to get hurt .

Punk 2: Yeah "old dude" a guy like you might have an accident or something.
(scout enters speaking to the two punks)

Scout: Hey why don't you guys lay off, can't you see he's lost? He can't do anything to you guys why don't you give him a break?

Punk 2: If it isn't little goody two shoes, big shot Cub Scout.

Punk 1: Whatcha gonna do hold his hand and walk him across the street?
(scout takes stranger by the arm)

Scout: Come on mister this isn't the best of neighborhoods, maybe I can help you find your way.

Stranger: Thanks son but I think I can find my way back from here. Let me give you something for your trouble.

Scout: No that won't be necessary, I'll just consider it my good turn for the day.

Stranger: Well son It's good to see things haven't changed much over the years.
(stranger steps off stage)

Scout: Hey mister what's your name?

Stranger *(off stage)* It's Boyce, William D. Boyce.



THE SCOUTING SPIRIT

CAST: Narrator (Den Chief in full uniform with a campaign hat on) 7 Cub Scouts.

Props: Bible, 2 signs one with the word BLUE the other with the word GOLD, Wolf Book, a book covered and titled "JUNGLE BOOK" , a craft project, a nature collection, a buddy burner or hobo stove, an American Flag.



NARRATOR: I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Scouting past and present. Here is our future..... Cub Scouts of America.

Boy 1: (Enters carrying a Bible)

NARRATOR: We are faithful to our religious practices and learn to respect those of a different faith than our own.

Boy 2: (Enters in complete Cub Scout uniform)

NARRATOR: The two colors of the Cub Scout uniform have meaning. Blue stands for truth and loyalty: gold stand for cheer and happiness. (Boy 2 holds up blue and gold signs.)

Boy 3: (Enters carrying Wolf Book and "Jungle Book".)

NARRATOR: Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930 Indian themes were used.

Boy 4: (Enters with a craft project.) Cub Scouting means fun. We have lots of fun. I like making things.... real boy projects... things we can use.

Boy 5 : (Enters with a nature collection.) I like to go on hikes and collect things for my nature collection.

Boy 6 : (Enters with buddy burner.) We Cub Scout sure do like to eat. I like to go on picnics and cook outs. This is the cook stove I made.

Boy 7: (Enter with the American flag.) I am proud to be an American so I can salute the flag. I am part of a world wide organization. I belong!

NARRATOR: Yes I represent the past and the present. These boys, Cub Scouts, are the men of tomorrow. They will be the preservers of our heritage. These young men are our future.

THE SMARTEST SCOUT IN THE WORLD

CAST: The Smartest Man in the World, a priest, a pilot, and a Boy Scout. (Extra passengers may be added as needed.)

SCENE: Sitting in an airliner

The group is flying in and airplane. The Smartest Man in the World starts showing off his knowledge, telling the passengers all about the airplane, the country that they are flying over etc. He keeps telling everyone that he is the Smartest Man in the World. Make it clear that one of the passengers is a priest and the other is a Boy Scout. Let the improvisation continue for a bit.

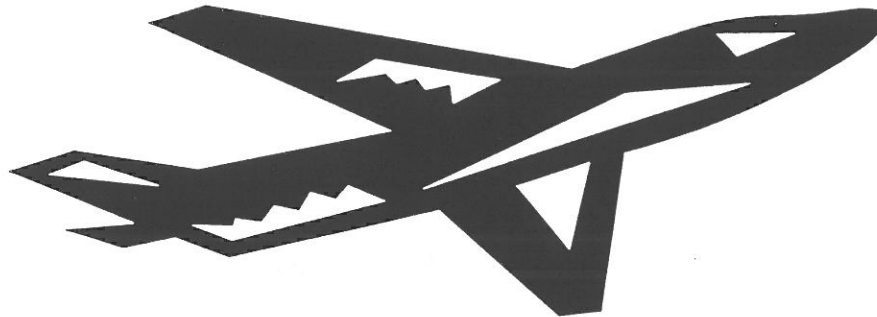
PILOT: Ladies and gentlemen I'm sorry to announce that we have a small engine problem. Nothing to worry about, but just in case I'm going to bail out. But before I go I have one small bit of bad news. Due to a shortage of Mongolian silk worms we are one parachute short. Well anyway thank you for flying Trans-Tulsa Airways. (Pilot jumps from airplane).

SMART: Well the Smartest Man in the World isn't going to be left without a parachute. I've got mine! (jumps from the plane)

(The rest of the passengers jump leaving on the priest and the Boy Scout behind.)

PRIEST: Well my son, please take the last parachute and save yourself.

SCOUT: Thanks padre, but it's no problem. I've got a parachute. The Smartest Man in the World took my back pack! (they both jump.)



“Strange how much you’ve got to know. Before you know how little you know.”

Anonymous

MARCH- SEA ADVENTURES

HOW DID YOU GET HERE?

The skit is introduced by saying that "many different kinds of ships were used by the people that helped settle America. How did you get here?"

Any number of Cub Scouts can be used by dividing the lines accordingly.

Cub#1: If the Pilgrims came over on the Mayflower how did the Cub Scouts get here?

Cub#2: I don't know? How?

Cub#1: On *handy crafts*. (As he says this a Scout comes on stage with a sample of a handicraft project and a sign identifying it.)

Cub#1: If the Pilgrims came on the Mayflower and the Cub Scouts came on handy crafts, how did the doctors get here?

Cub#2: I don't know? How?

Cub#1: On *blood vessels*. (Boy dressed as a doctor enters.)

Cub#1: How did the students get here?

Cub#2: On *scholarships*. (Boy carrying books.)

Cub#1: How did all the ordinary people get here?

Cub#2: On *citizenships*. (Boy carrying sign that says "don't forget to vote".)

Cub#2: I know how the barbers got here.

Cub#1: How?

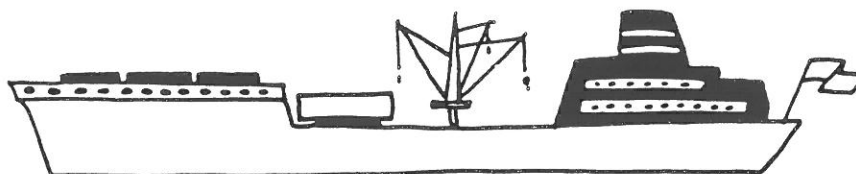
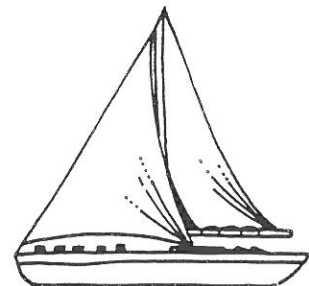
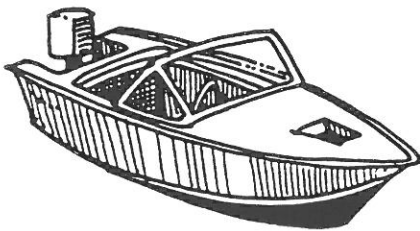
Cub#2: On *clipper ships*. (Boy dressed as a barber.)

Cub#1: How did all the movies stars get here?

Cub#2: On a *show boat*. (Boy wearing fancy clothes and sun glasses.)

Cub#2: I'll bet you can't guess how all the hot heads got here?

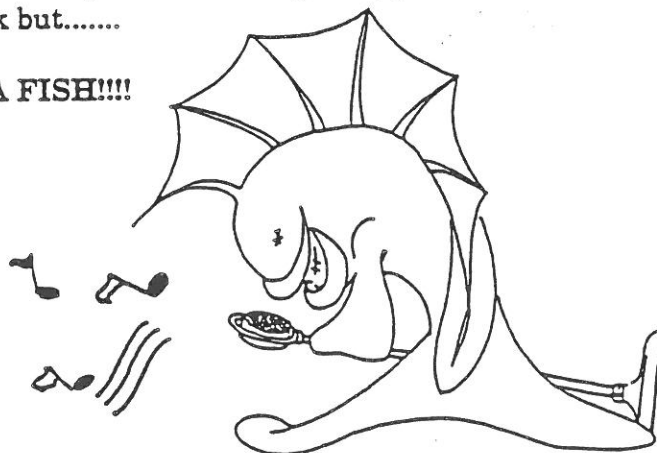
Cub#1: That's easy, they all came over on a *steam ship*. (curtain closes the end.)



KING NEPTUNE'S CHORUS

Cast: Oliver Octopus, Samuel the Sea Slug, Denny the Dolphin, Wally the Whale, Timothy Tuna, Clarence Clam the Conductor

- Setting: Boys on stage in chorus formation. Timothy to one side as soloist.
- Clarence: Fishes and Fishettes, tonight for your listening pleasure, we have King Neptune's Chorus with Timothy Tuna as the featured soloist and yours truly, Clarence Clam conducting. (Chorus is warming up, when Clarence raises his arms, they look forward and begin to sing:)
- Chorus: King Neptune was a little shrimp
Little shrimp, little shrimp
King Neptune was a little shrimp
- Timothy: Please pass the cocktail sauce (Loud, high and offkey)
- Samuel: Can I do the solo? Timothy is sooooooo bad!
- Wally: Ahh! Timothy can't help it, you know he's really small.
- Clarence: Alright, that's enough, you guys can pick your friends, you can pick your nose but you can't pick the soloist.
- Oliver: Clarence is right! Let's try it again.
- Chorus: King Neptune was a little shrimp
Little shrimp, little shrimp
King Neptune was a little shrimp
- Timothy: Please pass the cocktail sauce (Loud, high and offkey)
- Denny: That's awful, he is so off tune!
- Clarence: Well guys, you know that you can tune a guitar, you can tune a piano, you can even tune a fork but.....
- All: YOU CAN'T TUNA FISH!!!!

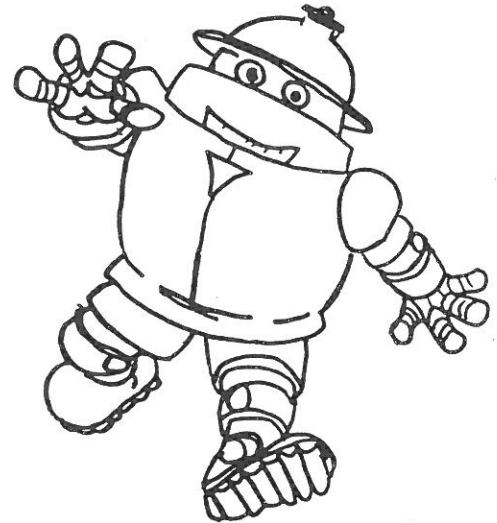


APRIL - CUB SCOUT MAGIC

ROBOTS OR RABBITS

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards). 7th scientist is dressed in the same manner and wears a top hat. Boy dressed in cardboard robot costume.

Setting: Table, covered with old sheet reaching to the floor at front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO BUILD A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.



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

SCIENTIST 2: I can't understand it.

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

(Scientist #7 enters from stage left, carrying top hat)

SCIENTIST 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places hat on the table.) You just say "Abra-ca-dabra 1-2-3!" reach in, and...

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

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's "rabbit"... not "robot"... you dunce!

(They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table.)

SCIENTIST 6: (Shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reaches behind table and pulls up the robot who has been hidden.) Hey, you guys It worked! Now I'll just push this button... (pretends to push button on front of robot. Robot drops to all fours and hopped off stage reveal a big fluffy bunny tail.)

THE MAGIC POTION

Cast: 4 boys

Props: A big pot, spoon and magic ingredients

Boy 2: Hey what are you doing?

Boy 1: I'm making up this magic disappearing potion.

Boy 3: Disappearing potion? How did you come up with that?

Boy 1: I was cleaning out my grandpa's attic and I found this really old magic book. It says right here " recipe for magic potion, that will make your friend disappear.

Boy 4: You don't really believe all that mumbo jumbo do you?

Boy 1: I don't know this is a pretty old book it may just work.

Boy 2: Well lets try it and see. What's in it.

Boy 1: First you add a gallon of turnip juice, then a quart of sauerkraut.

Boy 4: Nothings happening yet, What's next?

Boy 1: Three tablespoons of hot sauce and an old sneaker.

Boy 3: Still nothing, Is that all there is?

Boy 1: No there are a few more ingredients to go..... lets see one moldy onion five cloves of garlic and one pair of socks left over from day camp. That's it.

Boy 2: Well I don't see any magic happening, but that stuff is starting to smell pretty gross.

Boy 3: It sure is, it's starting to smell like something my sister made for dinner the other night

Boy 4: I don't know about you guys but I've had enough lets get out here. (boys 2,3,4, run off stage)

Boy 1: Well what do ya know it really works.....



MAY-VIKING DISCOVERIES

VIKING HISTORY

CAST: 3 Vikings, Judge, Narrator.

PROPS: A piece of paper, a feather, a Viking helmet with an arrow through it.

NARRATOR: Many centuries ago lived an adventuresome people called Vikings. The Vikings were great warriors and conquerors, but above all they were great sailors and discoverers. Among the many lands they founded were Iceland and Greenland. Many people also feel that they discovered other lands that they were not given credit for. In fact this particular group of Vikings thinks that they have enough evidence to prove that they discovered America. They have taken this evidence and have brought it before the "World Court of History", let's listen in.

Judge: Order.... order in the court.

Viking 1: Your honor I would like to present our first piece of evidence, this Native American feather.

Judge: So what does this prove this feather could have come from anywhere.

Viking 2: Your honor here is a letter from an Indian girl to her pen-pal in Norway, you will note the letter is dated 1442.

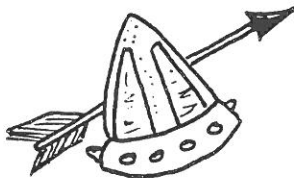
Judge: That's a little better but I don't know if this is enough.

Viking 3: Your honor, here is the last piece of evidence (hands the Judge the helmet with the arrow through it).

Judge: All I see is this helmet with an arrow through it. Hmmm (reads the arrow) The Adobe Arrow Company Boston Massachusetts, just what does this prove?

Viking 3: Everybody knows that The Adobe Arrow Company went chapter 11 in 1382 for lack of wampum.

Judge: Well that certainly proves it, I have reached a verdict. (the Vikings are jumping and cheering) All right order in the court, I have decided to change history to read that the **Indians discovered America!** Court Adjourned.



THE VIKING VOYAGE

This skit is a combination audience participation, make sure that the audience knows all their parts.

CAST: Narrator, Thor, 4 Vikings.

VIKINGS: Brave and Daring.
NEW WORLD: Land Ho, Land Ho.
THOR: Straighten them horns.
GREAT SHIP: Watch Out, Watch Out.
SAILS: Oh my aching back.



NARRATOR: Along long time ago before any of you were born on distant island lived a brave and daring group of people called **VIKINGS**. These **VIKINGS** were noted for their **GREAT SHIPS** with colorful **SAILS**.

Thor: My name is **THOR** and I have decided to take my **VIKINGS** on a perilous journey to the **NEW WORLD**.

Viking 1: For many days and nights the **GREAT SHIP** has rolled and pitched through stormy waters on its way to the **NEW WORLD**.

Viking 2: **Thor**, you had better steer the **GREAT SHIP** clear of the storm, or the wind will surely rip or **SAILS**.

Viking 3: **Thor**, you had better steer the **GREAT SHIP** clear of the storm or I'm going to barf on the deck, and we will have to use the **SAIL** to clean up the mess.

Viking 4: This merry band of **VIKINGS** has been at sea for many weeks and we haven't seen any sign of the **NEW WORLD**.

Thor: Look off in the distance at the front of the **GREAT SHIP**.... I see it, it's the **NEW WORLD**.

Vikings: (cheering) No more **SAILS** to raise..... no more rough seas..... no dried fish to eat.

Viking 3: No more barf on the deck of the **GREAT SHIP**.

NARRATOR: All the **VIKINGS** reached the shore of the **NEW WORLD**. **THOR** had **SAILED** his **GREAT SHIP** across the uncharted ocean and all was right with the world.... **THE END**.

JUNE - BUGS AND THINGS

THE BUG HIKE

SETTING: Set up a tent on stage.

CAST: 4 Cub Scouts, 2 boys back stage with flashlights



Boy 1: Boy am I glad that hike is over with I'm really tired.

Boy 2: The mosquitoes must have called up all their relatives and told them we were coming. I feel like I've been eaten alive.

Boy 3: They said a day hike... not an all day hike. Not only were we out near the river but we were out all day. That gave those blood thirsty critters to much of a chance to eat me up.

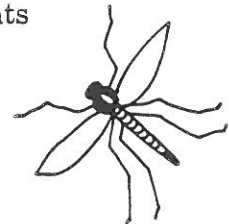
Boy 4: I feel the same way. I couldn't feel worse if I was used as a pin cushion.

Boy 1: Bugs, bugs, everywhere. I wouldn't mind if it didn't itch so much.

Boy 3: My blisters don't hurt as much as these bites itch.

Boy 2: Well we're OK now. The river is over a mile away and besides those bugs couldn't find their way here in the dark anyhow. (boys start moving flashlights around off stage)

Boy 1: Hey look over there the bugs are coming after us with their flash lights everybody hurry up and get in the tent!!!!



SECRET SOUP

PROPS: Pair of socks, pot, spoon, and several small containers for spices.

CAST: Cook and campers (as many campers as you need.)

SCENE: open with the cook sitting and stirring the pot with the socks hidden inside.

CAMPER 1: (Walks up and asks the cook) "Whatcha cookin'?"

COOK: (Give the camper a disgusted look)

CAMPER 1: Can I have a taste?

COOK: (Shrugs his shoulders and hands the camper the spoon)

CAMPER 1: Hmm it needs a little something. (Camper adds the spice of his choice and stands off to the side.)

(This goes on with all the campers. The last camper proclaims "the soup is just right".)

COOK: (Scoops out the socks and says;) "Well I guess my socks are done. (All the campers gag and fall over.)



JULY-WATER CARNIVAL

THE FISHING TRIP

CAST: 4 to 8 Cub Scouts.

PROPS: Fishing gear, a small row boat or cardboard silhouette of a boat, and a sign that says "boat dock".

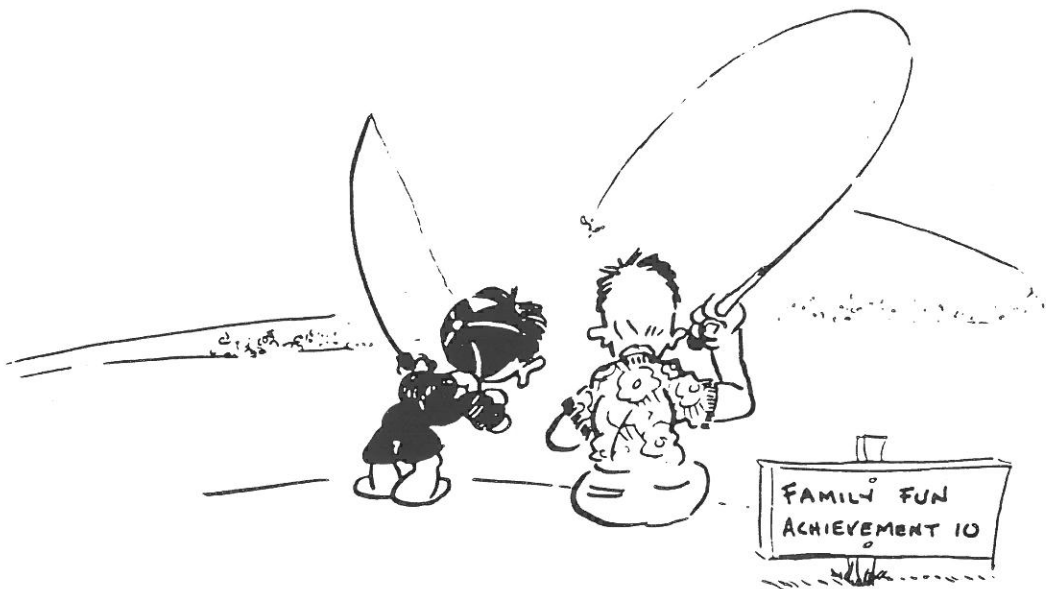
The scene starts with the boat about 10 feet away from the boat dock. The Cub scouts and their Den Chief are on their way to go fishing. The first Cub stops at the dock then walks out across the water and gets in the boat.

Boy 2: Hey wait for me! (he walks out to the boat)

Den Chief: Oh well.. (steps into the water and pretends to fall in and drags himself back to shore.)

Boy 3: Hey wait up here I come. (walks out top the boat.)

The Den Chief tries and fails again. the sequence continues until all the boys are in the boat and only the den Chief remains on shore. Finally one of the Cub Scouts says: " **Should we tell him where the rocks are?"** THE END.



"Imagination is more important than knowledge"

Albert Einstein - On science

THE AMAZING INVISIBLE DIVER

CAST: Announcer, 4 boys.

PROPS: Wash tub, ladder, flashlight, 2 medium sized and 1 larger stone painted black.
Have stage lights or room lights dim so that a flashlight beam will be visible.

ANN: Ladies and gentlemen, tonight Den 4 is proud to bring you their amazing invisible diver.
(Boys 2 and 3 bring in the wash tub filled with water, boy one brings a step ladder and sets it up next to the wash tub. The boys then move to the other side of the stage next to the announcer. Boys 4 and 5 remain off stage).

ANN: Our invisible diver will perform three dives tonight. The first will be a swan dive.
(Boy 4 who is off stage shines his flashlight at the base of the ladder).

Boy 1: This should be a piece of cake.

Boy2: You're right no trouble at all.
(Boy 4 moves the flashlight beam from rung to rung on the ladder, waits for second at the top then moves the beam through the air and shines it on the tub. Boy 5 throws in one of the stones to create a splash).

Boy3: That was great!(all start to applause).

ANN: For his next dive the invisible diver will do a single somersault.

Boy2: This could be a little tricky.

Boy3: No problem he can do it.
(Off stage boys 4 and 5 repeat the sequence, but this time the flashlight beam makes a loop through the air to mimic the divers somersault).

Boy1: Boy that was great what's next?

ANN: For his last dive our diver will try a "triple somersault full twisting half gainer belly flop"

Boy2: No way!

Boy1: He will never make it.
(Off stage the sequence is repeated, this time the flash light beam goes crazy and finally stops at the tub. Boy five tosses in the big rock this time).

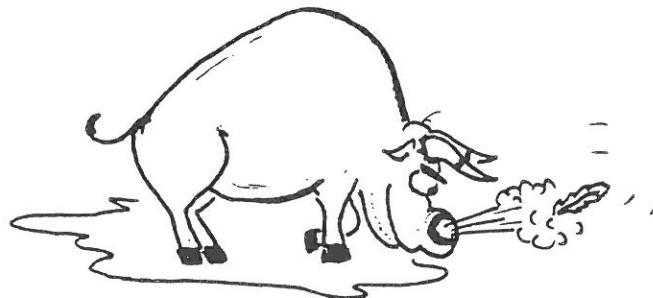
All: (Clapping loudly) That's why we call him "Amazing".



AUGUST-FIESTA

THE BULL FIGHT

- CAST: "Pedro el Magnifico" the young bull fighter, "El Snorto" the bull, the "Mayor", and the crowd.
- SETTING: The bull ring, have the crowd seated in a semi circle at the back of the stage. The Mayor and Pedro are standing together talking, El Snorto is off stage.
- Mayor: Today our youngest bull fighter Pedro el Magnifico will fight the meanest bull in all of Mexico El Snorto. As you all know El Snorto is a very mean bull he has sent many a bull fighter to "the great hacienda in the sky." Pedro are you ready for the challenge?
- Pedro: Si senior Mayor I am ready. Although I am the youngest of all bull fighters I have trained well and I am ready for the fight.
- Crowd: Hooray!
El Snorto enters the snorting and striking his hoof against the ground. He and Pedro begin the bull fight. El Snorto keeps charging Pedro's cape. As the bull passes the cape the crowd yells "Ole, Ole"
- Pedro: El Snorto you are a very mean bull indeed. What has made you this way?
- El Snorto: It is because I have very bad allergies and my nose is always stuffed up. Every day I step into the ring and the matadors wave their capes at me, all I want to do is blow my nose on it, but they keep moving it away, finally I have enough and send them to "the great hacienda in the sky."
- Pedro: Senior bull why did you not tell me of your problem, you may have my cape to blow your nose.
- El Snorto *(Blows his nose with a terrible sound)* Wow that was great, I feel so much better. How can I ever repay you?
- Pedro: Why don't you treat us to some nachos and burritos at my favorite restaurant "**The Great Hacienda in the Sky.**"
- Crowd: Hooray, Ole, Pedro your the greatest bullfighter of them all.



MANUEL AND HIS MAGIC MARACAS

NARRATOR: Our story takes place in the town of Mariposa. Our hero Manuel lives in the orphanage, it is named after Senior Miguel del la Montana a very famous millionaire that used to live in the town of Mariposa. Manuel and the other children are being thrown out of the Senior Miguel del la Montana orphanage by the malicious Senior Malito.

Manuel: Senior Malito how can you throw us out into the muck and mire? We are poor orphans we have no other place to go.

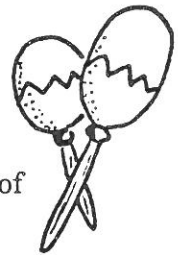
Orphans: Boo Hoo, Boo Hoo.

Malito: I can do anything I want because I am marvelously mean. I will sell this place and turn it into a mini-mart and make multiple mounds of money.

Orphans: Oh no, Oh no.

Manuel: But Senior Malito you're so rich, you do not need the money.

Malito: Ha! I do not do this malicious thing for the marvelous mountains of money.... I do this for pleasure of being massively mean.



Manuel: Please Senior Malito give us one more magnificent day before you throw us out into the meadow.
(Malito leaves in a huff)

Orphans: Aye ya yaye

Narrator: Manuel remembered that Senior Miguel de la Montana had hidden some magic maracas somewhere in the orphanage. Manuel searched and searched, he looked under the mattress, he looked in the back of the Mercury, he even looked behind the mimeograph machine. Manuel had just about given up when little Miranda asked "are these the maracas you are looking for?"

Manuel: Yes! those are the magic maracas and I will use them to drive all the meanness from that mindless Senior Malito when he arrives manana.

Malito: (returns) I am here Manuel to throw you and your orphans out and collect all my moldy money.

Manuel: (shaking his maracas at Malito) These are magic maracas and they will make you a kind and gentle man.

Malito: Suddenly I feel rather mystified, I don't feel mean anymore. Let's go out to the mall and get some munchies, they're on me.

Orphans: Hooray Manuel Saved the day.

Narrator: And that is the story of Manuel and his magic maracas.

SEPTEMBER-DIAL 911

ANY TRAINS COMING?

CAST: 8 Boys and a Station Master

PROPS: Table, book, sign saying "Train Station"

SETTING: Station Master is seated with a book in front of him. Boys enter and line up in front of the table. Each time the Station Master is asked a question he checks his book.

Cub#1: Mr. Station Master are there any trains coming from the North?

S/M: Nope, no trains from the North.

Cub#2: Are there any trains coming from the Northeast?

S/M: Nope, no trains from the Northeast.

Cub#3: Are there any trains coming from the East?

S/M: Nope, no trains from the East.

Cub#4: Are there any trains coming from the Southeast?

S/M: Nope, no trains from the Southeast.

Cub#5: Are there any trains coming from the South?

S/M: Nope, no trains from the South.

Cub#6: Are there any trains coming from the Southwest?

S/M: Nope, no trains from the Southwest.

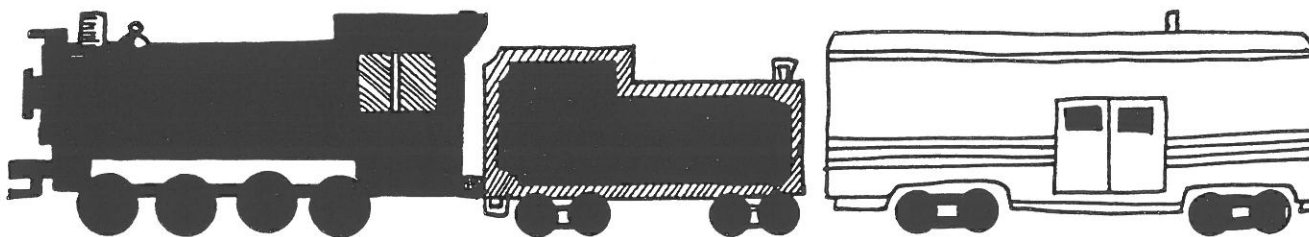
Cub#7: Are there any trains coming down the tracks from the West?

S/M: Nope, no trains coming from the West.

Cub#8: Are there any trains coming from the Northwest?

S/M: Nope no trains coming from the Northwest. Sorry boys but there aren't any trains coming from any direction at all.

Cub#1: Thank you Mr. Station Master you have been a great help with our safety program we wouldn't want to have an accident and have to call 911. Okay guys lets go, it's safe to cross the tracks.



WORST AID

CAST: Two accident victims, three "Worst Aiders" (or as many as you need to fit your den.)

PROPS: Lots of cloth for bandages, have "Worst Aiders" dressed as doctors or paramedics.

SETTING: Accident victim #1 walks on stage, trips into a forward roll and lays out flat (some loud sound effect would be great.) Worst Aiders arrive and begin to administer worst aid for everything from a simple sprain to stopped breathing.

WA#1 This is the worst accident I've every seen I think he's stopped breathing.
(starts with a very exaggerated CPR.)

WA#2 I thinks he's got a broken leg. (starts wrapping leg with lots of bandages)

WA#3 Look he's got a dislocated shoulder, I'll fix him right up. (starts wrapping all
around the chest area.)

The comments and the treatment continues until the victim is completely wrapped up like a mummy. Accident Victim #2 trips across the stage and large crash is heard in the background.

WA#1 Wow what an accident.

WA#2 Yeah the worst I've ever seen.

WA#3 Let's go

All three worst aiders get up and run off stage leaving Victim#1 behind, who finally gets up and yells "Hey what about me".



OCTOBER-LAND OF MAKE BELIEVE

SNOW WHITE AND THE SEVEN CUB SCOUTS

Characters: Narrator, Snow White, Prince, Seven Cubs, Wicked Queen.

(Boys act out action as the story is read by the narrator.)

This is the story of Snow White and the seven Cub Scouts. Before I begin the story, I'd like to introduce the main characters. First, we have Snow White. (Boy playing Snow White enters) Whenever I read the name, Snow White, you can say, "AH!" Let's practice that. SNOW WHITE --"AH!" Also in our cast is Prince. (Prince enters.) Whenever I read the Prince's name, you say "TAH, DAH!" Okay, let's try that. PRINCE -- TAH, DAH!" And finally, there is the Wicked Queen. (Queen enters.) When I say Queen, you say "BOO, HISS!" Ready? QUEEN --"BOO, HISS!" Okay, I think we're ready to start.

Narrator: Once there was a wicked old QUEEN who asked her looking glass who was the fairest Den Leader of them all. It said, "SNOW WHITE. This made the QUEEN so mad that she gave SNOW WHITE a poisoned pizza, and SNOW WHITE fell ill in the woods.

Snow White: "Oh, Pizza Poison!" (She falls to the ground.)

Narrator: But she was rescued and cured by seven little Cub Scouts who were working on their Wolf badge.

Cub Scouts: (Enter singing.) "A Cubbing we will go, A Cubbing we will go..." (Boys find Snow White and mime curing her.)

Narrator: SNOW WHITE took care of the Cub Scout Den and also made them liver jello and monkey soup on all their cookouts...

Cub Scouts: "Boy, do we like liver jello and monkey soup!"

Narrator: For the next two years SNOW WHITE to care of the Cub Scouts. Then a handsome PRINCE came riding along on his bike, and saw... SNOW WHITE

Prince: What a doll!

Narrator: ... and fell head over tongue...

Prince: Uh, uh.

Narrator: ... in love with her. The PRINCE married SNOW WHITE at once and took her to live in his tall pole office: the Princetallpole's (principal's) office, you know. Any way, SNOW WHITE became his Princess, The PRINCE became the boys' new Webelos Leader, and the WICKED QUEEN got so angry that she disappeared in a puff of Kleenex.

Wicked Queen: Ah, Choo!

SPACE TRAVELERS

CAST: Two Space Aliens, Ma, Pa, Sonny, and Sis.

SETTING: The two aliens arrive in front of the hillbilly family seated around a cook pot or a campfire.

Ma: Howdy strange lookin green fellers. What Ya'll want?

Alien 1: Tell us how to get to Tulsa.

Ma: Well I don't rightly know, but I'll ask Sonny. Oh Sonny how do you get to Tulsey?

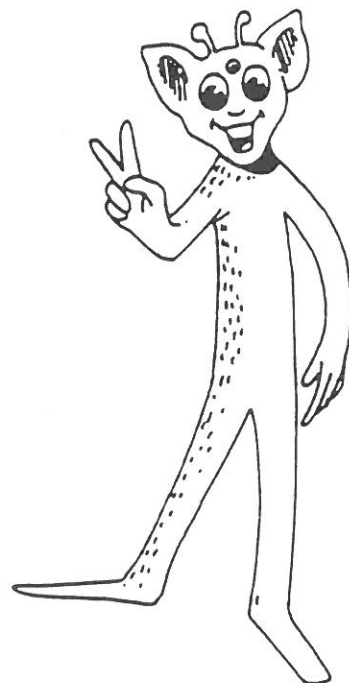
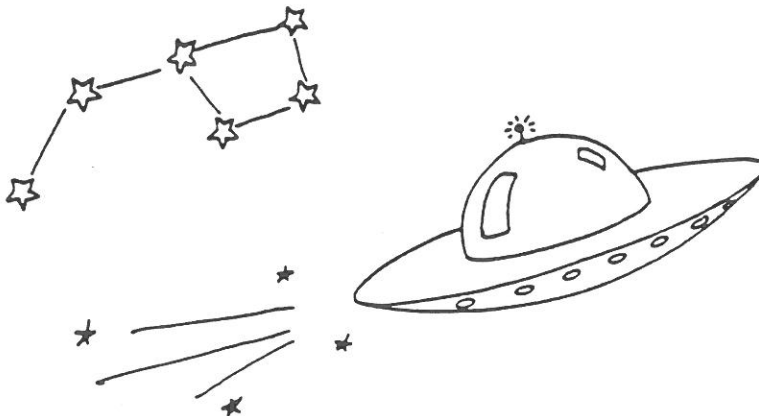
Sonny: Well Ma I don't rightly know, I'll ask Sis. Sis, how do you get to Tulsey?

Sis: Well Sonny I don't rightly know, let me ask Pa. Pa how do you get to Tulsey?

Pa: Let me see now..... I don't rightly know how to get to Tulsey.

Alien 2: Boy you earth people are really dumb.

Pa: Your mighty upity for a little green feller aren't ya. But you see it's this way, we may be Dumb but we aint lost.



"All you need in this life is ignorance and confidence, and then success is sure".

Samuel Langhorne Clemens.

NOVEMBER-KNIGHTS OF THE ROUND TABLE

DRAGON-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), Sir Cub Scout.

SCENERY & PROPS: Cardboard bushes, sword, flames, feather (large), marshmallow or hot dog, red sock.

SETTING: Dragon comes on stage. Head boy sticks red-socked hand out of mouth occasionally as if fire is shooting out.

DRAGON: Ahhhh Choooooo..... (as dragon sneezes throw red colored tissue paper on fake bush as if it had caught on fire do this a couple of times.)

SIR CUB: Now cut that out. Dragon prepare to be slayed.

DRAGON: Sir Cub why are you going to slay me? I'm a peaceful dragon I have done you no harm.

SIR CUB: No harm! What do you call all these burning bushes, your are destroying the kings forest. I promised the king I would take care of you, and that's just what I'm going to do.

DRAGON: But you don't understand it's not my fault. I just can't stop sneezing. maybe you can take care of me another way?

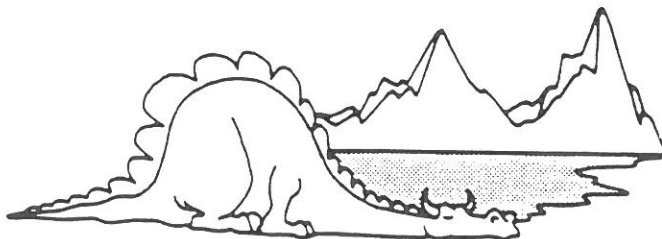
SIR CUB: (reaches into dragons nose and pulls out a feather) Here is the problem, no wonder you couldn't stop sneezing. But in order to satisfy the king we must find something useful for you to do.

DRAGON: What can I do? Being a dragon is all I know.

SIR CUB: I have an idea (pulls out the hot dog puts it on a stick and hold it in front of the dragon) Now blow on this, you can be the kings personal cook his favorite food is charcoal broiled hot dogs.

HOW TO BUILD A DRAGON

Draw Dragon on card board and paint. Each section has arm straps on back for boys to carry. Head boy uses sock on arm and sticks through the mouth to be a tongue of flame. let boys practice holding pieces together and acting like a dragon.



KNIGHT FOR HIRE

The number of knights can be adjusted to fit your group. No stage props are needed, other than a table and a couple of chairs. You will need a large sign reading "KNIGHT EMPLOYMENT AGENCY". Also a toy telephone, an alarm clock to use as a telephone bell, and a toy whistle.

CHARACTERS

MR. KNIGHT: owner of agency, dressed in business suit
KING ARTHUR: wearing robe and crown-own
LONG KNIGHT: tall boy, using fin can stilts
KNIGHT SHIRT: wearing man's night shirt
ARABIAN KNIGHT: wearing sheet, turban
SIR LAUGH-A-LOT: wen padded, dressed in a knight's costume
SIR GALLON-HAD: wearing overalls and carrying a gallon gas can

SCENE 1: (As the scene opens, Mr. Knight is seated at table and phone is ringing. Use alarm clock off stage for telephone bell)

MR. KNIGHT: Hello, Knight Employment Agency. Mr. Knight speaking. What can I do for you? Yes Mr. Arthur. You say you need some more help over at your company? Well, come right on over. Perhaps I can find the man you're looking for. (He hangs up phone..stretches) Boy, I'm really tired. Hope he isn't too late. (Leans back in chair and closes eyes) Arthur ... Arthur.. that name sounds familiar. (Stage darkens and Mr. Knight falls asleep)

KING ARTHUR: Good evening, sir I see from your sign that you have a knight employment agency. So many of my best knights are away rescuing maidens in distress, I have need of more men. Can you help me'?

MR. KNIGHT: (very flustered) Welcome your Majesty. I'm honored to have you visit my humble office. Yes, indeed. I have several unemployed knights I'd like for- you to meet. Just sit over there. I'll call them in, one by one, so you can meet them. (Mr. Knight blows a small whistle and calls out each knight by name. Each knight enters, speaks his lines, and then steps back in line.)

MR. KNIGHT: (blowing whistle) Enter, Long Knight. This long fellow is no poet, but he is bright, though he may not show it.

LONG KNIGHT: I'm over twelve hours long and several feet tall; in fact I'm the longest knight of all.

MR. KNIGHT: (blowing whistle) Enter, Knight Shirt. Here's a man that we've recruited; to serve as night watchman, he's well suited.

KNIGHT SHIRT: A night shirt at tournaments you'll never see, but for sleeping, I'm popular as can be.

MR. KNIGHT: (blowing whistle) Enter, Arabian Knight. Under this sheet there's a lot of sand; he comes from a brave Arabian band.

ARABIAN KNIGHT: (excitedly) I couldn't park my camel, I'm in a spot! I don't think this town has a Camelot

MR. KNIGHT: (blowing whistle) Enter, Sir Laugh-a-lot. This cheerful fellow all gloom would ban; we call him our Good Humor Man.

SIR LAUGH-A-LOT: (giggling) I'm fat and jolly, hee-hee-hee. Even a spear point tickles me.

MR. KNIGHT: (blowing whistle) Enter, Sir Gallon-Had. Tigers and dinosaurs he can understand; at slaying dragons he'll be a good hand.

SIR GALLON-HAD: (swinging gas can) When you're out of gas, I'm a welcome sight. At a time like that I'm a popular knight.

ALL: (standing in a group) A wealth of talent we possess; good King Arthur please say yes.

KING ARTHUR: They're all impossible I'll be bound, even your table is square not round. I've never seen a sorrier sight, all I can Say for now is GOOD NIGHT.



SONGS

Scouts throughout the world have been singing songs ever since that first campfire with Baden-Powell. Singing helps build spirit and enthusiasm. If your den is scheduled for a song at the next pack meeting don't panic. It's not hard to lead a group in song. Make sure everyone knows the words, print up song sheets or write them on poster board. Teach the song before you sing. Expect everybody to sing. That's all there is to it. Have fun.....



DECEMBER CUSTOMS OF OTHER LANDS

VIVE L'AMOUR

Let every good fellow now join in a song,
Vive la compagnie!
Success to each other and pass it along,
Vive la compagnie!

(Chorus)

Vive la, vive la, vive l'amour,
Vive la, vive la, vive l'amour,
Vive la, vive la, vive l'amour,
Vive la compagnie!

A friend on your left and a friend on your
right,

Vive la compagnie!

In love and good fellowship let us unite,
Vive la compagnie!

(Chorus)

Now wider and wider our circle expands,
Vive la compagnie!

We sing to our comrades in faraway
lands,

Vive la compagnie!

WALTZING MATILDA

Once a jolly swagman camped by a
billabong,
Under the shade of a collibah tree,
And he sang as he watched and waited
till his billy boiled,
"You'll come a-waltzing, Matilda, with
me!"

(Chorus)

Waltzing Matilda, waltzing Matilda
You'll come a waltzing Matilda with me,
And he sang as he watched and waited
till his billy boiled,
"You'll come a-waltzing Matilda, with
me!"

Down came a jumbuck to drink beside the
billabong,

Up jumped the swagman and seized him
with glee;

And he sang as he talked to that jumbuck
in his tuckerbag,

"You'll come a-waltzing, Matilda, with
me."

(Chorus)

Down came the stockman, riding on his
thoroughbred;

Down came the troopers one, two, three.
"Where's the jolly jumbuck, you've got in
your tuckerbag?"

"You'll come a-waltzing, Matilda, with
me."

(Chorus)

Up jumped the swagman and plunged
into the billabong,
"You'll never catch me alive," cried he.
And his ghost may be heard as you ride
beside the billabong,
"You'll come a-waltzing, Matilda, with
me."

(Chorus)

ALTERED CAROL *

Jack Frost roasting on an open fire.
Chestnuts nipping at your nose.
Yui and Carol couldn't sing in the choir,
Their lips were skinned by Eskimos.
Everybody's toes are colder than Siberia,
Fingers blackened by frost bite.
Tiny tots with their eyes frozen wide
Will find it hard to sleep tonight.

They know that Santa's overweight.
He's eaten all the cakes and candy on his plate.
And all of Santa's food is chicken fried,
His sleigh was just stretched another foot wide.

And so we're offering this simple phrase,
To parents angry, cross, and tired.
If you'd read the words on the side of the box,
Some assembly required.

O CHRISTMAS TREE

(German Folk Melody)

O Christmas Tree! O Christmas Tree!
Thy leaves are so unchanging.
Not only green when summer's here
But also when 'tis cold and drear.
O Christmas Tree! O Christmas Tree!
Thy leaves are so unchanging.

O Christmas Tree! O Christmas Tree!
Much pleasure thou can't give me;
Now often has the Christmas tree
Afforded me the greatest glee!
O Christmas Tree! O Christmas Tree!
Much pleasure thou can't give me.

O Christmas Tree! O Christmas Tree!
How richly God has decked thee!
Thou biddest us true and faithful be
To trust in God unchangingly.
O Christmas Tree! O Christmas Tree!
How richly God has decked thee.

IT'S A CUB SCOUT WORLD

Tune: (It's a Small World)

There are Cubs in England and Italy,
There are Cubs in France and in Germany,
When the Cub flag's unfurled, all around the whole world,
It's for Cubs like you and me.

(Chorus)
It's a Cub World, after all.
It's a Cub World, after all.
It's a Cub World, after all.
It's a Cub Scout World.

There are wolves and bears and Webelos.
We wear different badges on our clothes;
But I'll tell you it's true--we all wear gold and blue,
In our Cub World after all.
(Chorus)

Akela guides us as you all can see,
To learn and to grow to the best we can be.
And we all pass the test, 'cause we all do our best,
In our Cub Scout World.
(Chorus)

EDELWEISS

Edelweiss, Edelweiss,
Every morning you greet me.
Small and white, clean and bright.
You look happy to meet me.

Blossom of snow may you bloom and grow,
Bloom and grow forever,
Edelweiss, Edelweiss,
Bless my homeland forever.



GREAT TOYMAKER'S STORE *

Tune: (Quartermaster's Store)

There are GI Joe's, with moldy plastic
toes,
At the store, at the store.
There are GI Joe's, with moldy plastic
toes,
At the Great Toymaker's store.

(Chorus)

The toys are new, but none are free.
I have not brought my cash with me.

There are Barbie dolls, kicking soccer
balls,
At the store, at the store.
There are Barbie dolls, kicking soccer
balls,
At the Great Toymaker's store.

(Chorus)

There are tinker toys, making lots of
noise,
At the store, at the store.
There are tinker toys, making lots of
noise,
At the Great Toymaker's store.

(Chorus)

There are Nintendos, making eerie glows,
At the store, at the store.
There are Nintendos, making eerie glows,
At the Great Toymaker's store.

(Chorus)

There are hungry, hungry hippos, eating
all the play dough,
At the store, at the store.
There are hungry, hungry hippos, eating
all the play dough,
At the Great Toymaker's store.

(Chorus)

There are model cars, stuck in little jars,
At the store, at the store.
There are model cars, stuck in little jars,
At the Great Toymaker's store.

(Chorus)

There are decks of cards, scattered in the
yard,
At the store, at the store.
There are decks of cards, scattered in the
yard,
At the Great Toymaker's store.

(Chorus)

There are balls of nerf, bounced on
astroturf,
At the store, at the store.
There are balls of nerf, bounced on
astroturf,
At the Great Toymaker's store.

(Chorus)

There are Garfield cats, eating chocolate
rats,
At the store, at the store.
There are Garfield cats, eating chocolate
rats,
At the Great Toymaker's store.

(Chorus)

ZULU WARRIOR

Ay cum a zimba, zimba zia; ay cum a
zimba, zimba zee.

Ay cum a zimba, zimba zia; ay cum a
zimba, zimba zee.

See him there, the Zulu warrior,
See him there, the Zulu chief,
chief, chief, chief, chief

(Half the group continues saying chief
while the second half sings the first
stanza. All join in on second, then
switch.)



JANUARY INVENTION COVENTION

THE INVENTION SONG

Tune: (My Bonnie)

Edison gave us the light bulb,
Bell gave us our telephone;
The rubber that goes in our tires,
Came to us from Firestone.

(Chorus)

Invent, invent, they all invented the
things we use.
Invent, invent, they all gave us something
we use.

The radio came from Marconi,
Howe gave us sewing machines,
The Wright brothers gave us the airplane,
And Fulton a boat run on steam.

(Chorus)

GREAT INVENTIONS

Tune: (The More We Get Together)
verses are spoken, chorus is sung

(Chorus)

He makes great inventions, inventions,
inventions;
He makes great inventions, we'll tell you
more now.

I'll build a rocket in a minute,
Ten thousand people will fit in it;
We'll circle the mood on a two-hour
cruise.

But first I 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 two.
I'll glue them back together again;
I'm late for school, so I don't know 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 started cause my pencil
broke.
(Chorus)

MAKING THINGS

Tune: (Turkey in the Straw)

Did you ever try to make things
From the junk you find around.
From the straws and wax and
shoestrings,
Tacks and nails upon the ground.
Using string and strange do-hickeys
Built in clever little mounds;
Held by wire, glue and masking tape,
So is it safe and sound?



WORLD OF TOMORROW

Tune: (My Bonnie)

Last night as I lay on my pillow,
And drifted off slowly to sleep;
I thought of the world of tomorrow.
These thoughts through my mind they did
creep.

A computer will do all my homework.
A robot will do all my chores.
If I spend the whole day just playing,
I fear that I may become bored.

(Chorus)
Bring back, bring back,
Oh bring back the old days to me, to me.
Bring back, bring back,
Oh bring back the old days to me.

My jet powered bike will be speedy.
I'll fly in my spaceship to Mars.
But what if I get lost in space,
And can't find my way back through the
stars?

My parents will have their own rocket.
We'll travel through space very quick.
I'm not sure I'll like that fast travel,
I may even get space sick.

(Chorus)

Our family may move off to Venus.
I don't know what we would find there.
I'll sure miss my friend back on earth,
They're the best friends I'll find
anywhere.

Dehydrated food for breakfast.
Dehydrated food for lunch.
O what I would give for a Big Mac,
And potato chips I can crunch.

(Chorus)

HEY LIE LEE LO

I know a boy and his name is Fred,
Hey lie lee lie lee lo,
He makes inventions out in his shed.
Hey lie lee lie lee lo,

(Chorus)
Hey lie lee lie lee lie lee,
Hey lie lee lie lee lo,
Hey lie lee lie lee lie lee,
Hey lie lee lie lee lo.

I know a boy and his name is Phil
Hey lie lee lie lee lo,
He made four quarters from a dollar bill.
Hey lie lee lie lee lo.

(Chorus)

I know a boy and his name is Randy,
Hey lie lee lie lee lo,
He took vegetables and made some candy.
Hey lie lee lie lee lo.

(Chorus)

I know a boy and his name is Lee,
Hey lie lee lie lee lo,
He makes computers out of old TV's.
Hey lie lee lie lee lo,

(Chorus)

I know a boy and his name is Dan,
Hey lie lee lie lee lo,
He invents stuff from garbage cans.
Hey lie lee lie lee lo.

(Chorus)

I know a boy and his name is Dalton,
Hey lie lee lie lee lo,
He made a wig from a ball of cotton.
Hey lie lee lie lee lo.

(Chorus)

I know a boy and his name is Dwight,
Hey lie lee lie lee lo,
What he invented caused me a fright.
Hey lie lee lie lee lo.

(Chorus)

OLD INVENTIONS

Tune: (Auld Lang Syne)

Should old inventions be forgot,
And never brought to mind,
Just look in any antique shop
Old inventions you will find.

A victrola, a wind up toy,
An old telegraph key,
Inventions that brought hope and joy,
Don't last eternally.

An automatic nose picker,
A top coat made from flies,
A dried up envelope licker,
And jellies made from mice.

Inventions may be old and strange,
But we need new ones too.
Who'll find the cure for fleas and mange,
That inventor may be you.

THE INVENTION

Tune: (Farmer in the Dell)

I had a genius kit,
Thought lots about it.
I laid the pieces side by side
And examined them by bit.

A cork, a bolt, a screw,
A piece of hardwood too.
A leather scrap, some furry nap,
And four bottles of glue.

A needle and some thread,
A nail without a head,
A piece of tire, a bit of wire,
And this is what I said.

"I don't see how this mess,
Can really quite express
My urge for building something grand,
But now I must confess."

I sewed and nailed and glued
Until the thing I viewed
Was something grand, you understand,
A robot dog that moored.

INVENTIVE CUB SCOUTS

Tune: (Sweet Betsy from Pike)

Oh, have you heard tell of a Cub Scout
named Bill:
A Cub Scout so smart that he made time
stand still.
He chewed up some gum, made it soft to
the touch,
And stuck it inside his new Mickey Mouse
watch.

Now there is young Jerry, a smart Scout
by trade.
He's made ninety flavors of instant Kool
Aid
By adding a gerbil, and hamster and
skunk,
It's the grisliest drink that you ever have
drunk.

Now Frank is a Cub Scout as smart as a
whip.
His specialty's making those computer
chips.
He slices potatoes as thin as he can,
Then they're cooked in the disk drives
until they turn tan.

Here's an inventive Cub Scout, his name
it is Peter.
Who constructed a rocket from used odor
eaters.
When the rocket ignited it really looked
neat.
When it blew up, poor Peter went down in
de-feet.

Each inventive Cub Scout in every
respect,
May be an expert at inventing wrecks.
They'll work hard and then when the
work has been done,
They'll go and discover more ways to have
fun.

FEBRUARY

GREAT EVENTS IN SCOUTING

BLUE AND GOLD PIE *

Tune: (American Pie)

Chorus:

Eat, eat, all the Blue and Gold Pie.
 Brought my parents to the banquet,
 And my Dad wore his tie.
 And good old Cubs were eating hot apple
 pie.
 Singin' bring me one more piece of that
 pie,
 Bring me one more piece of that pie.

Now for two years, I've been in the pack.
 Those great times keep me coming back.
 But Cubs grow fast eating with their den.
 When the Cub Scouts sang at the Blue
 and Gold,
 The hot pies, well they all turned cold,
 And there's no stove round, the cook was
 told.
 The day the pies turned cold.
 We started singin'
 (Chorus)

I met the guy who cooked the food,
 And he was in a rotten mood.
 With no time left to cook more pies.
 And the three pies that are number one,
 Apple, cherry, and pumpkin,
 They turned so cold they almost froze.
 The day the pies turned cold
 We were singin'
 (Chorus)

BE KIND TO YOUR CUB SCOUTING FRIENDS *

Tune: (Stars and Stripes Forever)

Be kind to your Cub Scouting friends.
 That's a pledge from one scout to another.
 Be kind to your leaders today,
 Cause for helping, they don't get any pay.

Be kind to your neighbors and friends,

Cause by caring you follow scouting's
 letter.
 Cub Scouting and friendship are grand.
 And as we grow, the world will know,
 We've made things better.

BLUE AND GOLD BANQUET EATER

Tune: (Purple People Eater)

Well we saw this thing comin' through
 the door,
 He must have weighed a thousand
 pounds or more.
 He waddled up to me and with a voice
 that smelled,
 Said "Is this where the Blue and Gold
 Banquet is held?"

(Chorus)

It was a half-ton, twelve chinned, Blue
 and Gold Banquet Eater,
 Half-ton, twelve chinned, Blue and Gold
 Banquet Eater,
 Half-ton, twelve chinned, Blue and Gold
 Banquet Eater,
 Sure looked huge to me.

Well he started in eating, and as you
 might guess.
 The serving table turned into an awful
 mess.
 His mouth couldn't keep up, but he still
 was fed,
 Suckin' cole slaw and baked beans
 through the hole in his head.
 (Chorus)

Well he ate all the food, the plates and
 silverware.
 Then he started chompin' on the tables
 and chairs.
 Then he looked at me, I thought I'd be
 dessert,
 He said, "I never eat Cubs, they make me
 burp."
 (Chorus)

LEADERS' SONG

Tune: (School Days)

Leaders, leaders, our Blue & Gold
Leaders.
Painting and gluing and hammering
nails.
Breaking up battles and hearing our
tales.
Fun songs and skits we'll try to do,
Even when Mike falls in the glue.
We'll do our best to meet every test,
And Boy Scouts some day we will be

WHO'LL COME A-SCOUTING

Tune: (Waltzing Matilda)

Once a mighty soldier, beloved by his
fellow man,
Under the shade of the flag of the free,
Took some boys and trained them,
Made them strong and brave and true;
Who'll come a-Scouting, a-Scouting with
me.

Keep on a-working, never be shirking,
Carry out rules as he asked them to be.
And we'll sing as we put our
Shoulders and our brains to work;
Who'll come a-Scouting, a-Scouting with
me.

Soon the little band grew, swelling great
in numbers,
Through other countries, one, two, three;
Around the world was spreading,
Stronger, ever stronger;
Who'll come a-Scouting, a-Scouting with
me.

Up the trail we're climbing, to the world
reminding,
We are the Scouts that still make history.
Onward, ever onward
On the trail till it shall end,
Who'll come a-Scouting, a-Scouting with
me.

WE PUT THE OUT IN SCOUTING

Tune: (Old Spice Commercial)

We put the out in Scouting.
We give the flight to Eagle.
We light the light of Scouting
Over the world.
We'll never be hiked under,
Hear! Hear! the Scouting thunder,
We light the light of Scouting
Over the world.

All Scouts will work together,
No matter what the weather.
We light the light of Scouting
Over the world.
We leave a sign that will stay
To all who pass this way.
We light the light of Scouting
Over the world.

We'll blaze the trail from here to
Wherever duty calls us.
We light the light of Scouting
Over the world.
Scouts, standing row by row,
We're building for tomorrow,
We light the light of Scouting
Over the world.



MARCH**SEA ADVENTURES****CUB SCOUT TREASURE CHEST ***

Tune: (Yo, Ho Ho)

We are Cubs on a pirate quest.
Yo, ho, ho and a bottle of bug juice.
Looking for gold in a treasure chest.
Yo, ho, ho and a bottle of juice.

What will we find inside the chest?
Yo, ho, ho and a bottle of bug juice.
Just a note saying "Do your best."
Yo, ho, ho, and a bottle of juice.

Here's to the Cub Scout treasure chest,
Yo, ho, ho and a bottle of bug juice.
Throw out the juice and leave the rest.
Yo, ho, ho and a bottle of BUGS!!!

I LEFT MY GOLD *

Tune: (I Left My Heart)

I left my gold on some lost island.
Under a tall and leafy palm.
The tree shook loose two coconuts,
The first one hit my foot.
The second one, it hit my head,
Thought I was dead.

My gold waits there on that lost island.
But I can't find that darn palm tree.
When that nut hit my head on that lost
island,
Is when I lost my memory.

I left my brains on that lost island,
And I don't know who I might be.
My name might be Ralph, Ed, or Earl.
I just hope it isn't Pearl,
Or it might be David or Ben, or Gilligan.

If I could find that sneaky island
I might regain my memory.
Then I could be the world's richest pirate
That ever sailed the seven seas.

THAT SEASICK FEELING *

Tune: (You've Lost that Loving Feeling)

We always close our eyes,
When we're sailing on the seas.
And there's some shakiness
Going on down in my knees.
We're trying hard not to show it.
But inside, inside we know it.

(Chorus)
We've got that seasick feeling,
Oooh, that seasick feeling.
We've got that seasick feeling,
Lunch is gone, gone, gone, oh, oh, oh.

I've got a stomach ache
As I stagger toward the rail.
And if I get must get sick
I hope I don't barf on a whale.
You know I just feel like crying.
Cause something in my stomach is dying.
(Chorus)

When I get seasick, I get down on my
knees and pray.
That all my breakfast and lunch, in my
stomach will stay.
I need some Tums, some Roloids, some
Alka Seltzer too.
The cook just said he'd made another
batch of stew.
I need a pail, I need a pail, I need a pail, I
need a pail,
So bring it here please, bring it here
please, bring it here please, bring it
here please.
(Chorus)

BLOW THE MAN DOWN

I'll sing you a song
A good song of the sea;
Way, hey, blow the man down.
And trust that you'll join
In the chorus with me,
Give me some time
To blow the man down.

SHIPWRECKED CUB SCOUTS *

(Tune: Gilligan's Island Theme)

Our pack set sail on the sea one day,
In search of coins of gold.
A group of hearty Cub Scouts,
And leaders true and bold.

The weather started getting rough,
The tiny ship was tossed.
If not for the courage of our Cubmaster,
The whole pack would be lost.

Our boat touched ground on a rocky isle
And up walked a tall old man.
He tossed a towel to dry us off,
And raised high his right hand.

He said "You're a sharp pack of Cub
Scouts,
Your courage brave and sure,
To sail out on a sea like this
On a scouting adventure."

He gave directions to get home.
We set sail with good cheer.
We reached home with the setting sun,
And tied up to the pier.

We looked in the bottom of the boat
And saw the old man's towel.
His name was stitched along the hem,
The name was Baden-Powell.

SAILING ON THE SEA

Tune: (Strolling Through the Park One
Day)

We were sailing on the sea one day,
In and out of Irish bay;
We were taken by surprise
By a pair of glowing eyes,
While sailing on the sea on day.

We tried to turn our ship around,
A green and slimy thing we found;
It was swimming by the shores,
Making loud and silly snores,
While sailing on the sea one day.
We anchored to let the creature near,

He was here and there and there and
here;

He smiled and rolled his eyes,
So we waved and said good byes;
While sailing on the sea one day.

THE SEAMEN SAILED OUT TO SEA

Tune: (The Bear Went Over the
Mountain)

The seamen sailed out to sea,
The seamen sailed out to sea,
The seamen sailed out to sea,
To see what they could see.
To see what they could see,
To see what they could see,
The seamen sailed out to sea,
To see what they could see.

Sea is all they saw, sea is all they saw,
Sea is all they saw, see, all they saw was
sea.

The sea surged over the seamen,
The sea surged over the seamen,
The sea surged over the seamen,
So all they saw was sea.
So all they saw was sea,
So all they saw was sea,
Since the sea surged over the seamen,
All they saw was sea.

Seesaw several seamen, seesaw several
seamen,
Seesaw several seamen, seesawing on the
sea.

See six seasick sea serpents,
See six seasick sea serpents,
See six seasick sea serpents,
Seesawing on the sea.
Seesawing on the sea,
Seesawing on the sea,
We saw six seasick sea serpents
Seesawing on the sea.

Seasick sea serpents, seasick sea
serpents,
Seasick sea serpents, so now I'm seasick
too.

APRIL CUB SCOUT MAGIC

A HORSE IS A HORSE *

Tune: (Theme to Mr. Ed)

A horse is a horse, of course, of course.
Unless a magician can change that horse.
Into a frog or goat or worse
At the Cub Scout Blue and Gold.

I once had a horse I kept outdoors.
The Cubmaster asked if I'd bring my
horse
To the magic show at Blue and Gold
To be in the main act.

The magician chanted some funny words,
The horse began to dance.
And then behind a cloud of smoke,
Appeared a blue elephant.

A horse is a horse, of course, of course.
Unless he's affected by sorcery.
But now I own an elephant.
A magical mystery.

MAGIC RABBIT

Tune: (Dixie)

Oh, I wish I had a magic rabbit,
So my tricks I'd show by habit.
Disappear, disappear, disappear, magic
hare.
My magic tricks I perform when
I'm at meetings with my Cub den.
Disappear, disappear; disappear, magic
hare.

Oh I wish I knew more magic,
I do, I do.
But if I practice long and hard,
I'll be just like Houdini.
Abra-, cada-, bra, I'll be like Houdini.
Abra-, cada-, bra, I'll be like Houdini.

PHIL THE MAGIC CUB SCOUT

Tune: (Puff the Magic Dragon)

Phil the magic Cub Scout, lived down the
street.

And went with me each Tuesday to the
place where our den meets.

All the Cub Scout leaders loved that
rascal Phil.

He never made a mess or yelled, he just
improved his skill.

On field trips he would travel in the big
van with his den.

He would do his magic tricks on the way
and back again.

He'd do some tricks with cards, pull does
out of a hat.

And once he made a rabbit out of our Den
Leader's cat.

Then one night it happened, our friend
Phil he came no more.

All the Cubs and leaders sadly sat upon
the floor.

Without their good friend Phil, things
were not the same;

But then we pulled together and sang
songs and played some games.

But Phil, he had moved on to another
Scouting group.

You see Phil had grown old enough to join
a Boy Scout troop.

And now he does his tricks for Scouts in
his patrol;

The real magic that Phil possessed was
the Scouting in his soul.

(Repeat first verse)



MAY

VIKING DISCOVERIES

VIKING ADVENTURERS

Tune: (Viva La Compagnie)

Oh now let us sail on the oceans so blue.
Viking adventurers.
Sailing our ships on our course set so
true.
Viking adventurers.

(Chorus)

The Wolves and the Bears and the
Webelos have fun,
Sharing the daring adventure begun,
Cub Scouts have fun, for all and for one
Viking adventurers.

None of us care what direction we head,
Viking adventurers.
We'll find the new world just like Erik the
Red,
Viking adventurers.

(Chorus)

THE VIKING SONG

Tune: A Hunting We Will Go

Brave Viking men are we,
We sail the deep blue sea.
We're big and strong as we sail along;
New continents to see.

We sailed to New Zealand
We were a jolly band
We settled there without a care
With Thor in command.

Thor was the captain's son
He was a handsome one.
He sailed away to explore one day
And discovered Newfoundland.

We're Vikings brave and bold.
We lived in lands of old.
And you will see our history
Our story's finally told.

VALKYRIE

Tune: (Happy Wanderer)

I love to sail my Viking ship
So far across the sea.
But now I've sailed so far away
Don't know where I might be.

(Chorus)

Valkyrie, Valkyrah,
Valkyrie, Valkyrah, ha, ha, ha, ha, ha

Valkyrie, Valkyrah,
Valhalla, la, la, la.

I sailed my ship for many months,
Until I reached a bay.
The new land that I landed on
Is now the USA.

(Chorus)

I waved my hand to natives there,
And they waved back at me.
And then I turned my ship around
And headed back to sea.

(Chorus)

VIKINGS GO SAILING

Tune: (As the Caissons Go Rolling Along)

Over waves, over seas
Viking warriors are all we,
As the Vikings go sailing along.
Westward bound, sails unfurled
Looking for the unknown world
As the Vikings go sailing along.

On the high, high sea
We will sing of Valkyrie,
Pull all you oarsmen, faster please.
To new lands we'll go
We're the first there, now you know
As the Vikings go sailing along.

VIKINGS, VIKINGS

Tune: Sailing, Sailing

Vikings, Vikings, over the ocean blue
This mighty band of sailors looking for a
land that's new.

Vikings, Vikings, sailing without a fear,
They're heading out to sea to find the
Western Hemisphere.

Vikings, Vikings, they're warriors so it's
said,
Sailing for adventure with the great Erik
the Red.

Vikings, Vikings, the brave
Scandinavians;
They're headed west to find the shores of
northern Newfoundland.



ERIK THE RED

Tune: Mr. Ed theme song

A Norse is a Norse of course of course,
But who's ever heard of a snoring Norse,
Unless of course that snoring Norse is
That Viking Erik the Red.

Go right to the source and ask a Norse
If he ever rode on a Viking horse
A member of the Viking force
Is the famous Erik the Red.

Vikings like to sail around to pass the
time of day,
But Erik the Red will never sail until his
old beard turns grey.

A Norse is a Norse of course of course,
And the loudest of all of the snoring
Norse
Is the famous Norse who looks like a
horse,
The famous Erik the Red.



JUNE
BUGS 'N THINGS

1000-LEGGED-WORM

Said the 1000-legged worm, as he gave a little squirm.

Has anybody seen a leg of mine?

If it can't be found, then I'll have to hop around,

On the other 999.

Hop around, hop around, on the other 999.

If it can't be found then I'll have to hop around

On the other 999.

ONCE A CUB SCOUT WENT TO CAMP

(Tune: A Tavern in the Town)

Once a Cub Scout went to camp (went to camp)

Went to camp without his lamp (without his lamp)

And there he saw a spider on his bed

This is what the Cub Scout said (Cub Scout said)

Spider, spider go away (go away)

You are not allowed to stay (allowed to stay)

This is what my Den Leader said

No two bodies in one bed (in one bed)

Once a Girl Scout went to camp (went to camp)

Went to camp without her lamp (without her lamp)

And she saw a spider on her bed,

This is what the Girl Scout said (...SCREAM!!!!!!)



BABY BUMBLEBEE

(use motions to go with words)

I'm bringing home a baby bumblebee.
Won't my mommy be so proud of me?
I'm bringing home a baby bumblebee...
Ouch! He bit me!

I'm squishing up my baby bumblebee.
Won't my mommy be so proud of me?
I'm squishing up my baby bumblebee...
Yuck! Messy hands!

I'm licking up my baby bumblebee.
Won't my mommy be so proud of me?
I'm licking up my baby bumblebee...
Oooooohhh! I feel sick!

I'm barfing up my baby bumblebee.
Won't my mommy be so proud of me?
I'm barfing up my baby bumblebee...
Oooooohhh! What a messy floor!

I'm mopping up my baby bumblebee.
Won't my mommy be so proud of me?
I'm mopping up my baby bumblebee...
Yuck! Dirty water!

I'm flushing down my baby bumblebee.
Won't my mommy be so proud of me?
I'm flushing down my baby bumblebee...
Oh look! There goes another one...

MARY HAD A SWARM OF BEES

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!

CHIGGER BITES

Tune: (Edelweiss)

Chigger bites, chigger bites,
Ruin my camping and hiking.
Small and red, in my bed,
These scabs aren't to my liking.

Insect of itch, may you disappear,
Away from here forever,
Chigger bites, chigger bites,
Please don't attack me ever.

LITTLE CHIGGER

Tune: (Polly Wolly Doodle)

There was a little chigger
And he wasn't any bigger
Than the head on a very small pin.
But the lump that he raises
Just itches like the blazes,
And that's where the rub comes in.

(Chorus)
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.

There was a big mosquito
And he flew inside my window,
And he took his nose and stuck it in my
skin.
And the itchin' starts again
At the place his nose had been,
And that's where the rub comes in.

(Chorus)

There was an ugly tick
And he's burrowed in my neck,
And another one is sticking in my chin.
As I try to pull them out
I have to scream and shout,
And that's where the rub comes in.

BACKYARD BUGS

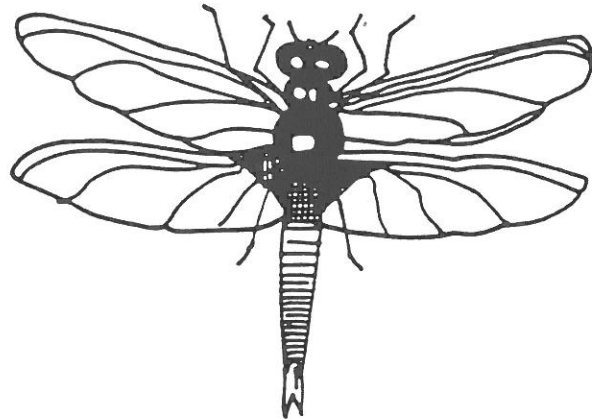
Tune: (Blue-Tailed Fly)

When a Cub Scout look to have some fun,
To keep him busy till day is done.
In the backyard he looks around.
And then starts digging in the ground.

(Chorus)
Bugs and worms and butterflies,
Bugs and worms and butterflies,
Bugs and worms and butterflies,
Will help him make his day.

Then when his mother comes to see,
What has kept her son busy.
She shivers and she starts to squirm
As he hands her a foot-long worm.

(Chorus)
But if that mother can realize
The wonder of nature in her boy's eyes.
Then she'll be proud and never fret,
Unless she finds worms in her hat.



JULY

WATER CARNIVAL

FROSTY, THE MELTED SNOWMAN *

Frosty the Snowman, can be found in any lake.

He's been gone for months, haven't missed him once,
Cause he really was a flake.

Frosty the Snowman, left a brown spot in the yard.

Seems his eyes of coal killed the grass and rolled,
'Cross the lawn and now it's scarred.

There must have been some poison in that old gray hat we found,
Cause when he melted to the lake, all the fish began to drown.

Frosty the Snowman, hope he comes back is our wish.

In six months we'll see if good old Frosty Smells like rotting old dead fish.

TO TE TA

I'm singin' in the rain, just singin' in the rain,
What a glorious feeling, I'm happy again.

Thumbs up (thumbs up), elbows back (elbows back)

To-te-ta, to-te-ta, to-te-ta-ta-ta.

To-te-ta, to-te-ta, to-te-ta-ta-ta.

(Repeat refrain) (move hips side to side in rhythm)

Toes out (toes out), knees together (knees together)

To-te-ta, to-te-ta, to-te-ta-ta-ta.

To-te-ta, to-te-ta, to-te-ta-ta-ta.

(Repeat refrain)

Buns back (buns back), chest forward (chest forward)

To-te-ta, to-te-ta, to-te-ta-ta-ta.

To-te-ta, to-te-ta, to-te-ta-ta-ta.

(Repeat refrain)

Head down (head down), tongue out (tongue out)

To-te-ta, to-te-ta, to-te-ta-ta-ta.

To-te-ta, to-te-ta, to-te-ta-ta-ta.

I walk down the lane, with a happy refrain,

Just singin', just singin' in the rain!

IT AIN'T GONNA RAIN NO MO

(chorus)

Oh, it ain't gonna rain no mo, no mo,

It ain't gonna rain no mo.

How in the heck can I wash my neck

If it ain't gonna rain no mo.

Bull frog sittin' on a lily pad

Looking at the sky,

The lily pad broke, the frog fell in,

Got water in his eye. (chorus)

Skeeter he fly high, skeeter he fly low,

If that skeeter lands on me,

He ain't gonna fly no mo. (chorus)

Peanut sittin' on a railroad track,

His heart was all a-flutter,

Around the bend came the five fifteen

Toot! Toot! Peanut butter! (chorus)

IF ALL OF THE RAINDROPS

If all of the raindrops were lemon drops and gum drops

Oh, what a rain it would be.

First "I'd go outside with my mouth open wide and go,

"Ah Ah Ah Ah Ah Ah Ah Ah Ah Ah"

If all of the raindrops were lemon drops and gum drops,

Oh, what a rain it would be.

If all of the hailstones were peppermint ice cream cones,

Oh, what a storm it would be.

First "I'd go outside with my mouth open wide and go,

"Ah Ah Ah Ah Ah Ah Ah Ah Ah Ah"
 If all of the hailstones were peppermint
 ice cream cones,
 Oh, what a storm it would be.

If all of the snowflakes were candy bars
 and milk shakes,
 Oh, what a snow it would be.
 First "I'd go outside with my mouth open
 wide and go,
 "Ah Ah Ah Ah Ah Ah Ah Ah Ah Ah"
 If all of the snowflakes were candy bars
 and milk shakes,
 Oh, what a snow it would be.

SUPERCALIFORNIASURFER

Tune: (Supercalifragilisticexpialidocious)

Supercaliforniasurfer, expert of the ocean.
 Even though the most of them do not use
 suntan lotion.
 When they hit the waves too hard they
 always cause a motion.
 Supercaliforniasurfer, expert of the ocean.

Um diddle iddle iddle um diddle lie,
 Um diddle iddle iddle um diddle lie.

Because I was afraid to surf when I was
 just a lad,
 My father took my board away and told
 me I was bad.
 But then one day I learned a word that
 every surfer knows,
 The longest word you ever heard, and this
 is how it goes.

(repeat first verse)

OH WATERMELON

Tune: (Oh What a Beautiful Morning)

There's a big rotten green watermelon,
 There's a big rotten green watermelon.
 The melon was ripe on the Fourth of July
 Now the only use left is for feeding the
 flies.

(Chorus)

Oh, watermelon for breakfast,

Oh, watermelon for brunch,
 I've got a water logged feeling
 It's watermelon for lunch.

All the big watermelons are juicy,
 All the big watermelons are juicy.
 With melons as big as my Uncle Frank's
 pig,
 And they look like Aunt Bertha when
 they're wearing a wig.

(Chorus)

All the seeds in the earth are a stirrin',
 All the seeds in the earth are a stirrin'.
 The clouds in the sky will be sendin'
 raindrops
 As the garden creates more watermelon
 crops.

(Chorus)

THE HAPPY WATERGUN

Tune: (The Happy Wanderer)

I love to shoot my watergun
 At all the kids I see.
 But when I shoot my watergun,
 They all shoot back at me.

(Chorus)

Wateree, Waterah, Wateree
 Waterah,ha,ha,ha,ha,ha
 Wateree, Waterah
 They all shoot back at me.

I shoot that water everywhere
 I shoot it in the tree.
 My neighbor's cat's a victim
 Of my aqua-tillery.

(Chorus)

Oh may I keep my watergun
 Until the day I die.
 And in my coffin one last squirt
 Hits someone in the eye.

(Chorus)

AUGUST FIESTA



MEXICO

Tune: (Dixie)

Oh, I wish I was down in Mexico
Good times eatin' hot burritos,
Take me back, take me back,
Take me back, Mexico.

In Mexico the weather's warmer,
Just south of the U.S. border,
Take me back, take me back,
Take me back, Mexico.

Oh, I wish I was in Mexico,
Ole, ole.
In Mexico out on the sand,
The beach in Acapulco.
Ole, ole, ole down in Mexico.
Ole, ole, ole down in Mexico.

DEEP IN THE HEART OF MEXICO

Tune: (Deep in the Heart of Texas)

The sun burns hot, don't rain a lot,
Deep in the heart of Mexico.
The tourists tan, out on the sand,
Deep in the heart of Mexico.

The food is nice, with lots of spice,
Deep in the heart of Mexico.
The peppers there, will curl your hair,
Deep in the heart of Mexico.

Pinatas there, swing in the air,
Deep in the heart of Mexico.
With one good swing, neat gifts it brings,
Deep in the heart of Mexico.

To Mexico, we'll have to go,
Deep in the heart of Mexico.
We'll eat a giant burrito,

Deep in the heart of Mexico.

YES, WE HAVE NO BURRITOS *
Yes, we have no burritos, we have no
burritos today.
We have tacos and nachos,
And waiters so macho,
But one thing we don't have.
Yes, we have no burritos,
We have no burritos today.

Yes, we have guacamole, we have
guacamole today.
It looks like a squashed lime,
And feels like some green slime,
But eat it anyway.
Yes, we have guacamole,
We have guacamole today.

Yes, we have no hot peppers, we have no
hot peppers today.
Cause one boy burned his tongue,
Then set fire to his lungs
While eating one today.
Yes, we have no hot peppers,
We have no hot peppers today.

ACAPULCO, HERE I COME *

Tune: (California, Here I Come)

Acapulco, here I come,
Going to burn out in the sun.
Mexico, here we go, down south to stay.
Castanets, and guitars starting to play.

Brought my pesos, going to spend
Cash on gifts for all my friends.
Where fiesta never ends,
Acapulco, here I come.

Montezuma, here I go.
South to where the life is slow.
The party pinatas swing in the breeze.
The temperature's always a hundred
degrees.

I can't wait till I arrive.
Sure hope I don't get the hives.
Gee, it's great to be alive
In Acapulco, Mexico.

SEPTEMBER

DIAL 911

THE CUB WHO NEVER RETURNED

Tune: (M.T.A.)

Let me tell you of a story of a Cub named
"Charlie",

On that tragic and fateful day,
Put his scout knife in his pocket, kissed
his dog and family,
Went to hike in the woods far away.

Well did he ever return? No he never
returned.

And his fate is still unlearned.
He may roam forever through the deep
dark forest
He's the Cub who never returned.

Now you citizens of scouting, don't you
think it's a scandal
How ol' Charlie got lost that day.
Take the right equipment, (shout) TAKE
ALONG A BUDDY!
When you hike in the woods that way.

Or else you'll never return, no, you'll
never return,
And your fate will be unlearned, just like
Charlie,
You may roam forever in the hills and
forests
Like the Cub who never returned.

DEAD DOG ROVER

I'm looking over my dead dog Rover
That I ran over with a mower.
One leg is missing, the second is gone,
The third leg is scattered all over the
lawn.
No use reclaiming the one remaining,
It's spinning on the carport floor,
I'm looking over my dead dog Rover,
That I ran over with a mower.

I'm looking over my dead dog Rover
That I ran over with a mower.

He never fetches, he no longer barks,
he hit the propeller and turned into
sparks

No need explaining there's no dog
remaining,

He's part of the lawn you see.

I'm looking over my dead dog Rover,
That I sent to eternity.

SWEET ROZY ROZINSKI

Sweet Rozy Rozinski,
She was a blacksmith by birth.
She got tired of living and,
Decided to leave this earth.

She swallowed a tape line,
But dying by inches was hard.
So she went out in the alley where,
She laid down and died by the yard.

LATE LAST NIGHT *

Fire in the house and there's water comin'
in.

Somebody called and here came the brave
firemen,

And when the last coal was gone, the
firemen said again,

There'll be no hot time in the old town
tonight.

Red and fast are the fire trucks that they
drive.

As fast as they go it's a wonder they
survive.

And as the men go to work when the fire
trucks arrive

There'll be no hot time in the old town
tonight.

When I grow up I want to be a fireman.
I'll practice now with my trusty watergun,
And when my dad strikes a match, I'll
spray it and I'll run,
There'll be no hot time in the old town
tonight.

PLEASE WON'T YOU CALL

Tune: (The More We Get Together)

Please won't you call nine one one,
Nine one one, nine one one.
Please won't you call nine one one,
Nine one one, now.

Cause I've cut up my hand
Blood's dripping in the sand.
Please won't you call nine one one,
Nine one one, now.
Cause my car hit your car
And my car is on fire,
Please won't you call nine one one,
Nine one one, now.

Cause someone's at our door
Don't know what he's there for.
Please won't you call nine one one,
Nine one one, now.

(Repeat first verse)

NINE ONE ONE

Tune: (Mrs. Leary)

Nine one one, the police all will come,
Ambulances, fire trucks on the run,
Paramedics saving everyone,
There'll be excitement in our town
tonight.

Little Tom found poison in the shed,
Drank it down, and by morning he'll be
dead,
So let's call nine, one, one, they'll save his
little head,
There'll be excitement in our town
tonight.

Grandma's cat is stuck up in the tree,
Here come the firemen, they'll help her to
get free,
And when the newsmen show up, it will
all be on TV,
There'll be excitement in our town
tonight.

Houses on fire, and cars that wreck and
crunch,
Little kids who eat poison stuff for lunch,
You just call nine, one, one, they'll beat
danger to the punch,
There'll be excitement in our town
tonight.

MAMA'S SOUP SURPRISE

Tune: (Supercalifragilisticexpialidocious)

Oh, when I was a little kid, I never liked
to eat,
Mom would put things on my plate, I'd
dump them at her feet.
Then one day she made this soup, I ate it
till I burst.
I asked her what was in it, then I knew it
was the worst!

(Chorus)

Oh, chicken lips and lizard hips and
alligator eyes,
Monkey legs and buzzard eggs and
salamander thighs,
Rabbit ears and camel tears and tasty
toenail pies,
Stir them all together, you've got Mama's
soup surprise.

I went into the bathroom and I stood
before the sink.
I said, "I'm feeling might ill, my stomach's
in a kink."
Mama said, "I've got the cure to make you
feel just great!"
She said it was so good for me, and this is
what I ate.

(Chorus)



OCTOBER

LAND OF MAKE BELIEVE

STORY OF KIM *

Tune: (Beverly Hillbillies)

Let me tell you a story 'bout a boy named Kim.

Who grew up in India, they wrote a book 'bout him.

He identified jewels by the touch and by the feel,
And helped other people, his true heart was real.

A good boy, an orphan, on his own.

Now Kim's friends said, "Kim, we love to have you here.

You can help us win the battle from the thugs that we fear."

So he got an education, and when he was through.

He helped his friends, the British, cause he knew what to do.

Tricky, a spy, he could sneak in anywhere.

Rudyard Kipling told the tale of Kim's life,

How he grew up in India in times of great strife.

You can read it on the pages that are in this great book.

To start the adventure, all you have to do is look.

Open the cover, turn the page, read!

GHOST CHICKENS

Tune: (Ghost Riders in the Sky)

A chicken farmer went to work one dark and dreary day.

He rested by the henhouse as he went along his way.

When all at once a rotten egg just hit him in the eye.

It was the sight he dreaded.....ghost chickens in the sky.

(Chorus)

Bok, bok, bok, bok.

Bok, bok, bok, bok.

Ghost chickens in the sky.

The farmer had raised chickens since he was 24.

Working for the Colonel for thirty years or more.

Killing all those chickens and sending them to fry.

Now they want their just revenge....ghost chickens in the sky.

(Chorus)

Their feet were orange and shiny, their eyes were burning red.

They had no meat or feathers, these chickens all were dead.

They picked the farmer up, they killed him with the claw.

They cooked him Extra Crispy, and served him with cole slaw.

(Chorus)

OH MY MONSTER FRANKENSTEIN

Tune: (Clementine)

In a castle, near a mountain,
Near the dark and murky Rhine.

Dwelt a doctor, the concoctor,
Of the monster, Frankenstein.

(Chorus)

Oh my monster, oh my monster,

Oh my monster, Frankenstein.

You were built to last forever,

Dreadful scary Frankenstein.

In a graveyard, near the castle,
Where the sun refused to shine.

He found noses and some toeses
For his monster Frankenstein.

(Chorus)

TRUE STORIES

Tune: (Clementine)

I was raised up in the mountains
Where the snakes all have two legs.
Where the hoot-owls speak in English
And the roosters lay flat eggs.

I shaved off my beard and mustache
On the morning I was born.
That night I beat up a cyclops
And tore off his ugly horn.

I have had some great adventures,
I have sailed the seven seas.
I have tamed man eating monsters
From alligators down to fleas.

I have swam the great Pacific,
And I've walked around the moon.
I've waded through an icy blizzard
On the thirty-first of June.

Well I used to be a pilot
And up in my fast airplane,
I flew across the ocean
And then started home again.

When I got 'bout half way over,
Well the doggone motor balked;
So I left the old thing sit there
And I got out and I walked.

Now I am a truthful fellow,
And they call me True Blue Bill,
Cause I never told a falsehood,
You can bet I never will.

INDIANA JONES *

Tune: (Oklahoma)

Indiana Jones finds buried treasure in
the caves.
He finds chests of gold and mysteries old,
And old indian relics made by braves.

Indiana Jones, adventure is his middle
name.
He finds snakes and rats, and skulls and
bats
On his search for fortune and for fame.

Oh we know that he once was a Scout,
Where he learned what adventure's
about.
And when we say, Scouts and Indy all the
way,
We're only saying you're doing fine
Indiana,
Mr. Jones, you're OK!

**SWINGIN' THROUGH THE
GRAPEVINES ***

Tune: (Heard It Through the Grapevine)

Oh, I read a book last Friday night,
'Bout a man filled with jungle might.
His skin was white and his muscles
strong.
He even looked a little like King Kong.
I once had heard of such a man.
And he went by the name of Tarzan.

(Chorus)
They saw him swingin' through the
grapevine,
He sure is one of a kind.
Not an chimp, or orangutan,
He's Tarzan the Apeman.
Where he came from, we don't know.
But in the jungle pack he runs the show.
Tarzan the Apeman.

Tarzan's girl, her name was Jane.
Her hair was soft as a lion's mane.
They had a son, his name was Boy,
Don't know why they didn't name him
Roy.
Grapevines hung for many miles,
Kept them above the crocodiles.
(Chorus)

Lions knew he was the law,
When he called "Ah-eee-ahh-eee-ahhh."
Boy came home from school one day,
Said he had a job for dad to play.
Now each month he keeps them coming
back,
He's Cubmaster of the jungle pack.
(Chorus)

NOVEMBER

KNIGHTS OF THE ROUNDTABLE

BILL THE TURKEY *

Tune: (Turkey in the Straw)

Oh we used to have a turkey and the turkey's name was Bill,
And we fed him every day until he'd had his fill.

Then we'd set him out on the kitchen window sill.

If it wasn't for Thanksgiving he'd be sitting there still.

Oh a turkey is a bird who hasn't any sense.

He don't know how to fly and his brain is very dense.

But you'll notice in November he starts getting rather tense,
And starts trying to fly up and out the barnyard fence.

Oh we cooked a little roast beef and we cooked a little ham,
And we cooked some cauliflower, and we cooked some candied yams,
And we opened up the cranberries, we even cooked some Spam,
But we couldn't cook the turkey cause he wouldn't fit the pan.

So old Bill is now a part of our barnyard family here,
And he seems to like his place there, he struts round so full of cheer.
But there's something Bill won't know and it's something he should fear;
Cause Bill's going on a diet, he'll be our main course next year.



THE CLUMSY KNIGHT

Tune: (Clementine)

I'm a knight in shining armor,
Like to rescue ladies fair.
Many knights they practice sword fights
I don't take time to prepare.

On a trip out through the forest,
Saw a lady in distress.
So I rushed to help the fair miss
Tripped and fell, and tore her dress.

Then I came upon a dragon
His breath was hot, his teeth were green.
Had to kill it or he'd eat me
Don't know how he got so mean.

So I summoned up my courage
I ran toward him, sword held high,
Then I tripped over his toenail,
My sword fell into his eye.

Now he's known as Dragon One-Eye
I'm known as Sir Trip-n-Slay.
Put my sword back in its scabbard
I'm not safe, so there it stays.

OH, SIR WINFRED

Tune: (Clementine)

Oh, Sir Winfred, with the shiny head
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,
Til their scales fall off in droves.
Run the heat off, run the beasts off
Be our hero evermore.



KNIGHTS IN SHINING ARMOR

Tune: Marine Hymn (Halls of Montezuma)

We are knights in shining armor,
And our swords are made of steel.
If we lose our horse in battle,
It's a swayback, no big deal.

(Chorus)

We are good knights, we are good knights.
But we seldom have good days,
Cause our armor's getting rusty,
And our shield gets in the way.

Met a dragon in the courtyard,
And it's breath was fiery hot.
So we cut him into pieces,
And we threw him in a pot.

(Chorus)

We are off now for adventure,
Searchin for the holy Grail.
Sir Fred thought he'd found it last time,
But it was the garbage pail.

(Chorus)

I CAN'T EAT NO MORE TURKEY *

Tune: (I Can't Get No Satisfaction)

I just can't eat, no more turkey,
I just can't eat, no more turkey,
Cause I've tried, and I've tried,
And I've tried, and I've tried.
I can't eat no, no, no more.

When the family gathers round,
At the table at Thanksgiving.
See the mashed potato mound,
And the bowls piled high with dressing,
And my dad has said the blessing.
I can't eat no, no, no more.

Cranberry, that's what I see.
(Chorus)

When I've eaten my green beans,
It's the last thing left upon my plate,

Cause my mom said it must be clean
Or I won't get the best pumpkin pie in
this state,
But I'm afraid I'm getting somewhat
overweight.

I can't eat no, no, no more.

Brown gravy, that's what I see.
(Chorus)

When I waddle to the couch,
And the football game's on the TV,
And my dad's become a grouch,
Cause his belt's digging way in to his
tummy, And my stomach's deep in
misery.

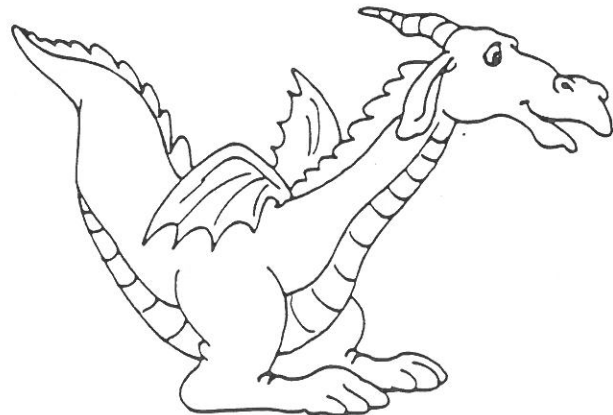
I can't eat no, no, no more.

COME A-JOUSTING

Tune: (Are You Sleeping)

Come a-jousting, come a-jousting,
Cub Scouts all, Cub Scouts all.
Out into the courtyard, out into the
courtyard;
Hear the call, hear the fall.

We are coming, we are coming,
Knights of yore, Knights of yore,
With our steeds we're riding, with our
steeds were riding,
Men of war, men of war.



APPLAUSES

Picture this, you have a large pack, you probably spend as much time applauding the boys' accomplishments as you do presenting the awards. How can you keep this endless clapping from becoming boring? Glad you asked that question, below you will find 54 of the most slap-happy, gut wrenching, yeehawing, applauds around. Use them carefully excitement at a pack meeting is a very frightening thing..... ENJOY!



ANTEATER APPLAUSE: Walk around and spy an ant hill, bend at the waist and say; SLUURRP,SLUURRP.

ALMOST APPLAUSE: Spread and hands apart and swing them closed, just as hands come together let them pass by each other.

A-MOO APPLAUSE: What does A-COW say? A-MOO of course.

BALLOON APPLAUSE: Pretend to blow up a balloon as it gets bigger move your hands apart until it's ready to burst and yell "BOOM"

BASEBALL APPLAUSE: get out your bat take a swing and yell "PLAY BALL".

BIG THUMB APPLAUSE: Hold your fist out in front of you, stick up your thumb and say "GOOD JOB".

BASKETBALL APPLAUSE: Pretend to bounce your basketball and say DRIBBLE, DRIBBLE, DRIBBLE, DRIBBLE.

BASKETBALL APPLAUSE II: Same as above but yell SLAM DUNK

BLAST APPLAUSE: group stands up throws their hands over their heads and yells "BLAST OFF".

BETTY BOOP APPLAUSE: Put one hand on your waist one hand behind your head and say "BOO BOOP BE DOOP".

BOWLING BALL APPLAUSE: Pretend to roll a bowling ball and say" OH NO ! NOT ANOTHER GUTTER BALL!"

BULL FIGHTER APPLAUSE: Pretend to swing your cape and yell "OL'E..OL'E!"

CANDLE APPLAUSE: Flicker, Flicker Flicker.

CENTIPEDE APPLAUSE: Ninety-nine THUMP...Ninety-nine THUMP..... This wooden leg is killing me.

DIP STICK APPLAUSE: Pretend to checking the oil in a car and yell "YOU'RE A QUART LOW".

DOOR APPLAUSE: Stand up and motion a closing door and yell "SLAM".

DOOR WITH WINDOW APPLAUSE: Same as above except yell "SLAM.....TINKLE TINKLE TINKLE".

ELEPHANT APPLAUSE: Stand up and yell WORK FOR PEANUTS".

FRED FLINTSTONE APPLAUSE: "YABA DABA DOOOOO".

FAUCET APPLAUSE: "DRIP DRIP DRIP".

GOMER PYLE APPLAUSE: "SHAZAM".

GOOBER APPLAUSE: "AREN'T THESE PEANUTS GREAT".

HANDKERCHIEF APPLAUSE: Throw a handkerchief in the air and have every one cheer as long as it is not in your hand.

HOME RUN APPLAUSE: Swing a bat and yell "THAR SHE GOES".

IRON MAN APPLAUSE: Stand up and flex like you are going to lift some weights and then make a motion like ironing clothes and say "JUST A LITTLE MORE STARCH".

INVENTORS APPLAUSE: "IT WORKS, IT WORKS, I DON'T KNOW WHAT IT IS BUT IT WORKS".

JAPANESE APPLAUSE: Place hands together, bow and say "AHH- SO".

JUGGLER APPLAUSE: Pretend to gather up a bunch of objects to juggle, name them off as you gather example(eggs, chain saw, hockey stick, bowling ball) start juggling and pretend like you missed and yell "OOPS, OUCH, OH MY TOE".

KETCHUP APPLAUSE: Strike the back of your hand three times like you have a stuck ketchup bottle.

KNIGHTS APPLAUSE: raise both arms over your head and yell "TO ARMS, TO ARMS, TO ARMS"!

LIGHT SWITCH APPLAUSE: "CLICK, CLICK, CLICK".

LION TAMER APPLAUSE: "BACK SIMBA BACK".

MOSQUITO APPLAUSE: Say "BUZZZZZZZZZZZZZZ, BUZZZZZZZZZZ", and then slap the back of your neck and say "GOTCHA".

MAGICIAN APPLAUSE: Pretend to reach in a hat and pull out a rabbit and say "TA..DA..".

NEW PERSON APPLAUSE: "WELCOME YA'LL".

NUTTY APPLAUSE: " CASHEW, CASHEW, GESHUNDEIT."

ORDINARY APPLAUSE: This is just normal hand clapping, but after a few special applauses it usually gets a laugh.

ONCE OVER APPLAUSE: Everybody stands and gives his neighbor double high fives.

POLITICIAN APPLAUSE: Reach over your shoulder and pat yourself on the back.

PONY EXPRESS APPLAUSE: Pretend to be riding a horse and yell " HERE COMES THE MAIL".

QUICK APPLAUSE: Have the group remain seated and on your mark have them clap one quick time.

ROBOT APPLAUSE: Walk around stiffly yelling "THAT DOES NOT COMPUTE, THAT DOES NOT COMPUTE".

RAIL ROAD APPLAUSE: "WHOO,WHOO... GET OFF THE TRACKS, GET OFF THE TRACKS".

SKATEBOARD APPLAUSE: Pretend to be ridding a skateboard and yell "WOA DUDE WHAT AN AWESOME RIDE".

SNORING APPLAUSE: Have group give three loud snores and then say "HEY (insert name) ROLL OVER".

STAMPEDE APPLAUSE: Yell "BANG", have group stomp their feet and yell "STAMPEDE".

TINY TIM APPLAUSE: "GOD BLESS US EVERY ONE".

THREE LITTLE PIGS APPLAUSE: " OINK, OINK, OINK".

UNDERWATER APPLAUSE: Hold your nose and say "GLUB, GLUB, GLUB".

UNDERTAKER APPLAUSE: Yell " PEOPLE ARE JUST DYING... TO MEET US".

VOLCANO APPLAUSE: Stand up and yell "BAROOM LAVA, RUN FOR YOUR LIFE".

WHALE APPLAUSE: "WHALE BE SEEING YOU".

WATER APPLAUSE: Pretend to wipe your sweaty brow take a long drink of an imaginary glass of water and say "AHHHH THAT REALLY HITS THE SPOT".

XEROX APPLAUSE: Move your head back and forth several times saying "COPY, COPY, COPY".

AUDIENCE PARTICIPATION

Need to get a bunch of parents excited and involved in your pack meetings? Need something to add a little sparkle to your theme ideas? Look no further.

Audience participation stunts get everyone involved, they are easy to do and even easier to make up. Pick a simple story, highlight a few major characters and assign a certain response to each. Read your story slowly and allow the audience time to respond, don't worry if they goof up that's all part of the fun. Check out the examples below and have fun creating your own.

THE GALAXY RANGERS AND THE EVIL SPACE SLIME

THE GALAXY RANGERS....."WE FLY THROUGH SPACE AND NEVER
REST, BECAUSE OUR MOTTO IS "DO YOUR BEST"

SPACE BOY ZOOM..... "GET BACK YOU SPACE SLIME CREEPS"

SPACE SLIME..... "SLURP SLURP SLURP"

FRIENDLY ALIENS....."LIVE LONG AND PROSPER"

Far into the future a brave and gallant group of boys roamed the universe doing good deeds they were known as the **GALAXY RANGERS**. Their leader **SPACE BOY ZOOM** was always looking for ways for the **GALAXY RANGERS** to perform their good deeds.

One day **SPACE BOY ZOOM** was sent an urgent message from some **FRIENDLY ALIENS** on the planet Fred The **FRIENDLY ALIENS** were being attacked by the evil **SPACE SLIME**. **SPACE BOY ZOOM** rounded up the **GALAXY RANGERS** and took off for the planet Fred to battle the **SPACE SLIME**.

When **SPACE BOY ZOOM** and the **GALAXY RANGERS** arrived on the planet Fred they found the **FRIENDLY ALIENS** were surrounded by the big, drooly, smelly green and orange **SPACE SLIME**. "Help us help us" cried the **FRIENDLY ALIENS** "the **SPACE SLIME** are coming closer and closer and won't let us out of our city" **SPACE BOY ZOOM** flew off to confront the **SPACE SLIME**. The **GALAXY RANGERS** wondered will he use the transmorgifier ray, or maybe the anti gravitational disrupter? But **SPACE BOY ZOOM** used his universal translator and just talked to the **SPACE SLIME**. He returned to the **FRIENDLY ALIENS** and explained that the **SPACE SLIME** were just hungry and wanted some of their garbage to eat. The **FRIENDLY ALIENS** were really excited " we have had a problem with our garbage it's been piling up all over the place and we didn't know what we were going to do with it. Now our problem is solved thanks to you **SPACE BOY ZOOM** and your **GALAXY RANGERS**".

Tell us **SPACE BOY ZOOM** how did you become so wise? Well he said "my great great grandfather taught me. When he was a boy he belonged to a group a lot like the **GALAXY RANGERS** they were known as Cub Scouts and their motto was " **ALWAYS DO YOUR BEST**" I guess a really great idea never grows old.

FISHERMAN'S LUCK

FISHERMAN: "Great day for fishing".

FISH: "Bubble, bubble".

WORM: "Wiggle wiggle".

REEL: everyone pretends to reel 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 and stopped along the river.

The **FISHERMAN** put the **REEL** on his rod, and a **WORM** on his hook and started to **FISH**. He patiently waited and waited, but no **FISH** came to eat the **WORM** on the hook. The **FISHERMAN** decided to leave his hook and **WORM** in the water and take a little nap. He was awakened by the screeching sound of his **REEL**, sure enough he and hooked into a great big **FISH**.

The **FISHERMAN** wound in the **REEL** and to his surprise he found a stick on the end of his hook. The **WORM** was gone. So the **FISHERMAN** put another **WORM** on his hook and tossed his line into the water. Again he was awakened by the sound of his **REEL**, this time he found a tin can on his hook. "This is getting frustrating" he said, "I really want to catch a **FISH** before I run out of **WORMS**".

One last time the **FISHERMAN** threw his line into the water and set his rod and **REEL** beside him, the sound of the **REEL** woke him once again. This time however he could not **REEL** in his **FISH** he knew for sure that his **WORM** was long gone. He **REELED** and **REELED** until finally a large black fin rose out of the water, the **FISHERMAN** had caught a submarine. RIIIIINNNG..... went the alarm clock the **FISHERMAN** rolled over and said " six thirty in the morning " The whole trip had only been a dream.



A KNIGHTS STORY

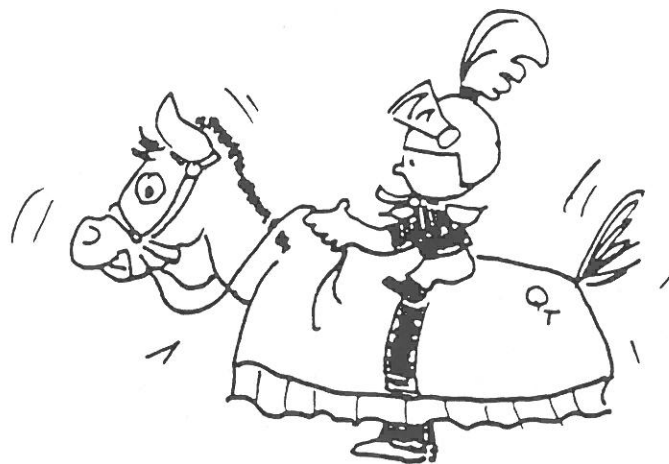
Sir Jimbo: "BRAVE AND TRUE"
 Fair Maiden: "TEE, HEE, HEE"
 Mighty Steed: "WATCH THOSE SPURS"
 Floyd: "THAT SUIT'S A LITTLE RUSTY"
 Sir Longnose : "I'LL KNOCK YOUR BLOCK OFF"
 King Elroy: "I'M IN CHARGE HERE"



A long, long, long, time ago before rollerblades and Sega. A **FAIR MAIDEN** lived in the kingdom of Moosealot, which was just a stones throw from Camelot. Her father **KING ELROY** had arranged for a joust to see which of his many knights would win her hand in marriage. "Oh father I have only one love and that is **SIR JIMBO**" said the **FAIR MAIDEN**. "Nonsense" said **KING ELROY**, there many suitors for your hand, **SIR LONGNOSE** is very rich and powerful he would make a fine son in-law.

The day of the joust soon arrived and **SIR JIMBO**, his ever faithful page **FLOYD** and his **MIGHTY STEED** were preparing for battle. "FLOYD what shall I do " asked **SIR JIMBO**? **SIR LONGNOSE** is very sneaky and he cheats. He put peanut butter on his last opponents saddle, the poor knight never had a chance. If cannot defeat him I will never win the hand of the **FAIR MAIDEN**. No problem said **FLOYD**, **SIR LONGNOSE** has a weakness. Did you ever wonder why he is called **SIR LONGNOSE**? It's because his nose is so big he can't close the front of his helmet, all you have to do knock his faceplate down it will hit his nose and that will be the end of it. Wow what a great idea, help me mount my **MIGHTY STEED**, I'm off to win the **FAIR MAIDENS'** hand from **KING ELROY**.

The joust was about to begin. **SIR JIMBO** checked his saddle for peanut butter, and mounted his **MIGHTY STEED**. **SIR LONGNOSE** sitting atop his big black horse awaited at the other end of the field. "Remember the faceplate said" **FLOYD**. The two knights charged each other, the **FAIR MAIDEN** sighed.....**KING ELROY** cheered and **SIR LONG NOSE** screamed " Oh my aching nose that really hurts" and promptly fell of his horse. **SIR JIMBO** had won the joust and the hand of the **FAIR MAIDEN**. **FLOYD** and **SIR LONGNOSE** went out and got a root beer, and **KING ELROY** went back to his castle riding the **MIGHTY STEED**.



A WISH COME TRUE

Cub Scout: Hip, hip, Hooray.
Beach: Land, Ho.
Parrot: Blow me down.
Genie: Poof. (Swing arms above head).
Pirate: Walk the plank.
Bottle: Yo, ho, ho, and a bottle of pop.
Regatta: (Everyone) Ship ahoy.

Early one day a CUB SCOUT stood on the BEACH with his sailboat. He was ready to race in the REGATTA and was hoping no PIRATES would steal his ship. Scanning the BEACH, the CUB SCOUT spotted a large green BOTTLE lying in the sand. A PIRATE with a PARROT also saw the BOTTLE.

The CUB SCOUT and the PIRATE with the PARROT on his shoulder reached the BOTTLE at the same time. Both grabbed for it, but the PIRATE slipped, the PARROT flew off, and out came a GENIE from the BOTTLE.

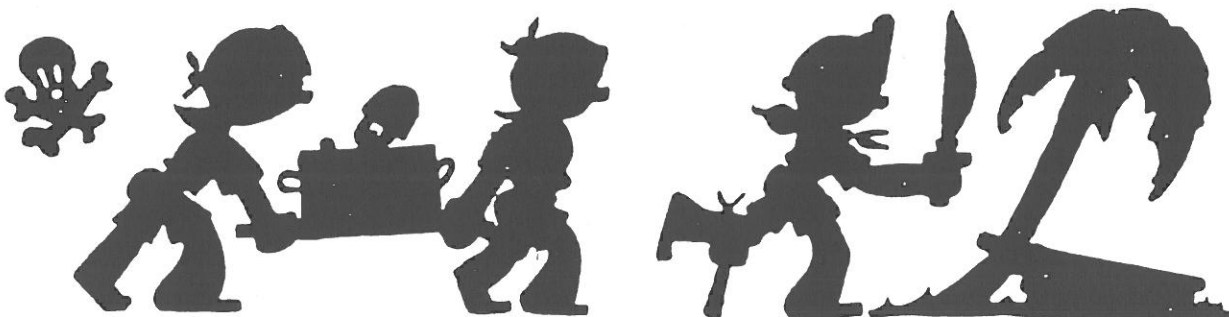
"Grant me a wish," cried the CUB SCOUT. "No, grant me one," yelled the PIRATE. The GENIE did not know what to do.

Suddenly the PARROT landed on the shoulder of the PIRATE and said, "Polly wants a cracker".

"Your wish is my command," said the GENIE. He granted the PARROTS wish, then disappeared into the BOTTLE, Which rolled down the BEACH and into the sea.

And thus we learned that we must first make a wish before it can come true. Good luck to everyone in our REGATTA.

By Denise Larson, Kailua, Hawaii.



PUPPETS

Welcome to the wonderful world of puppets! Puppetry is an old art form that has been used as far back as the beginnings of recorded history !

Puppetry appeals to a boy of Cub Scout age because he can be creative and lose himself in the world of make believe. He writes the play; he constructs the stage; he paints the scenery; and he makes his own puppet. Through puppetry he is offered a chance to build his self confidence, work on achievements and electives while having FUN!

Puppets are magical in their powers. They can come alive, do things faster and better than people. They can exaggerate their words and actions.

Puppets can overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome shyness, teach patience, and last but not least, set the imagination free!



DIFFERENT TYPES OF PUPPETS

There are seven main types of puppets: string puppets, rod puppets, shadow puppets, stick puppets, hand puppets, finger puppets, and people puppets. Rod, shadow and string puppets require more time and leader assistance than the other types. For this reason they will not be described. Those best suited to Cub Scouting are:

1 . Stick puppets

The simplest of all puppets, stick puppets, are controlled by a single stick that goes up inside the puppets or is attached to the back of them.

2. Hand puppets

Hand puppets, many times created from socks or gloves, are popular with Cub Scouts. There are many types of hand puppets but most can be classified into two general groups.

- those with moving mouths
- those with moving hands

3. Finger puppets

There are three types of finger puppets

- finger-leg, those where two fingers serve as the legs
- finger-cap, those that slip over an individual finger
- finger-face, those where faces are drawn on the finger



4. People puppets

People puppets are half person and half puppet. The easiest people puppet is a large paper sack put over the head.

MATERIALS TO COLLECT

Many inexpensive or throw away items can be used for puppet makings. The secret is a closet big enough to store them all in!

1. Stick puppets

- Paper plates, construction paper, tongue depressors, popsicle sticks, envelopes, cereal boxes, paper cups, cardboard tubes, milk cartons, paper bags, fruit, vegetables, egg cartons, detergent bottles, wood spoons, Styrofoam balls.

2. Hand puppets

- Movable mouth - Paper bags, construction paper, socks, felt, old slippers, envelopes, paper plates, paper cups, cereal/jello/cake boxes, hamburger cartons, egg cartons, tennis balls
- Movable hands - Styrofoam balls, paper mache, felt, socks, mittens, gloves, fruit, vegetables, paper cups.

3. Finger puppets

- Cardboard tubes, construction paper, pipe cleaners, peanut shells, felt, paper mache, gloves, discarded toy heads.

4. People puppets

- Boxes, paper bags

5. Decorations

- Yarn, sequins, beads, colored adhesive circles or other shapes, crayons, magic markers, paint, glue, thread and needles, buttons, trim (lace, rick rack, pom poms) scraps of materials, cotton batting, fake fur scraps, old jewelry.

CHOOSING A PLAY

There are two approaches to creating a play: The planned and the unplanned. The latter is where the cubs are given puppets and lets them speak in an impromptu manner as suggested by the characters.

When planning a play, there are also two approaches. One is to make the puppets first and plan a play suggested by the puppets. The other approach is to plan a story and then make the puppets to suit it. Most Den Leaders feel that this method is easier and safer because the story is less likely to be forced. There are advantages to both. Certainly the creative problem solving that would result from trying to build a story around a certain puppet would be worthwhile and would give the boys a starting place for their thinking. Other good ideas are to take a familiar "people" story and adapt it to animals, or to take an old favorite and add a new beginning or ending. Try using puppets as a variation for familiar skits or songs. Refer to the "*Cub Scout How To Book*" for ideas.

If older Scouts wish to create an original play, there are a number of things to keep in mind:

1. The play needs a plot, which consists of a conflict or apparently unsolvable problem with a ingenious solution.
2. Like any play, it should have an introduction, body and conclusion. The problem is introduced, there are attempts to solve it, and a satisfying ending is reached. Remember, end the play as soon as possible after the problem is solved.
3. The story needs plenty of action.
4. The puppets should keep in character (funny, worried, bossy) throughout the whole play.
5. Puppets can do things people can't, (fly, disappear, etc.)
6. It is best to get the audience involved whenever possible. Having them help the characters adds to their enjoyment of the play.
7. Avoid lengthy plays. A good puppet story can be told in 5 - 10 minutes.

It is important to let the boys feel ownership of their play without preconceived adult ideas interfering. Let their imagination and creativity soar.

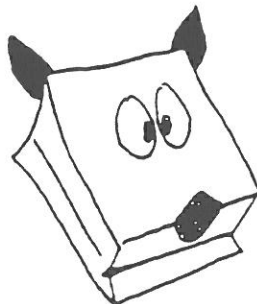
PUPPETRY TECHNIQUES

The fantasy and magic of a puppet show is increased by the puppets' voice and actions. The identity of the puppet is easier to believe when the audience can visualize it through the voice quality and actions. Certain actions will help your puppet look more realistic.

ACTION TECHNIQUES

1. Up and down bobbing movements: The puppet first walks with short up and down bobbing movements, then with an up and over movement like hopping or leaping. This is almost like drawing circles in the air. Next, it bobs up and down very fast as though running, then up and down slowly as if worn out.
2. Twisting around and back movements: Move the puppet across the stage, twisting your wrist and then back as you go. Vary the type of twists. Large but fast twists will give the impression of running while small and slow twists make a dainty walk.
3. Back and forth rocking movement: As the puppet walks, have it rock forward, then backward, forward, then backward. If this is done quickly, it appears to take very small, quick steps. When done with large, slow movements, it looks as though it is taking large steps. When you lean it forward as it rocks it becomes a very old person, lean it backward and it appears to be "stuck up".

4. Combining arm and walking movement: Once you have mastered the basic walking movements, practice arm movement along with them. Push or pull with arms, swing them, bring them together over the stomach and back out to the side and so forth. Practice in front of a mirror before performing. Here are some other movements hand puppets can do:
- | | |
|------------------------------------|--------------------|
| * Move article along edge of table | * Bow |
| * Hide face in hands and weep | * Dance together |
| * Nod and shake head | * Slap |
| * Tap hand on wall or counter | * Rub stomach |
| * Push with 2 hand | * Kiss |
| * Pull with 2 hands | * Put hand to ear |
| * Put hand to mouth | * Rub eye |
| * Stroke | * Pick up article |
| * Clap | * Shake hands |
| * Twist | * Put down article |
| * Fall | * Rub head |
| * Shake fist | * Walk by gliding |
| * Chase one another with dodging | |
5. The operator should look at the puppet in order to keep it at the correct height (particularly in relation to any other puppets on stage), prevent it from losing good posture and eye contact with other puppets and the audience and, in general, operate it convincingly.
6. Puppets should make use of all parts of the stage. They can go in and out of doors, peer through windows and appear at different levels, around corners, from behind curtains, or over edges. Sometimes it is appropriate to have a puppet come out in front of a stage as is commonly done with marionettes or story telling puppets.
7. Puppets should enter and exit from the sides or through backdrop and scenery openings rather than popping up and down. However, some performance styles and puppet characters can and even should use different ways to enter and exit. For example, a puppet can effectively convey the idea of climbing stairs as it comes up into view.
8. Puppet movements can become more clearly defined by having a puppet anticipate an action, such as by briefly stepping back before moving forward. This action is particularly effective after a puppet has been still for a moment.



VOICE TECHNIQUES

Give your puppet a strong personality trait such as grumpy, sweet or sleepy. You may feel this makes your puppet boring and one-sided, but it makes it easier for the audience to identify with. After you have established personalities, it's voice, movement and clothing easily follow.

The voice chosen should agree with the physical appearance of the puppet - frail, sickly man, a quivery voice - a witch, an nasal cackle. Beginners sometimes mistakenly make the voice tiny and squeaky just because the puppet is tiny.

Also, many err in speaking too fast and letting the voice drop at the end of a sentence so that it is inaudible. Because it is harder to understand a person's speech when you can't watch the face and lips while he or she talks, it is very important to have the puppet speak clearly and loudly. Tricks for changing one's voice include speaking into a tin can, holding the nose and using an accent.

Puppets should move when they speak, using broad, exaggerated motions that communicate the story ideas clearly, eliminating the need for extensive dialogue. Even so, it is sometimes necessary to include a statement about the action in the story. This can occur in the narration or within the response of another puppet. "Did you get hurt when you tripped over that rock?" instead of simply, "Did you get hurt?"

SOUND EFFECTS FOR PLAYS

Sounds add drama and mystery to plays. Many of these special effects can be created by Cub Scouts themselves.

- * Lightning - Made by flashing the lights on and off.
- * Thunder - Produced by shaking a piece of sheet tin.
- * Rain - Made by filling a muffin tin full of beans and moving the box slowly in a rotating manner.
- * Fire - Place a red electric light bulb behind a set of miniature logs to get this effect.
- * Revolver shot - Slap a yard stick against the floor.
- * Train - Partially fill a metal box with small tacks and if these are shaken in jerks it sounds like a train starting from a station.
- * Horses - Take 2 halves of a coconut and clap them on a piece of heavy wood, making the sound of horses hooves.
- * Gong - Hit a pan with a metal spoon.
- * Crack - Drop a metal pan filled with jar tops.
- * Sword fight - Bang and scrape two large spoons together.
- * Bubbling stream - Blow hard through a straw in a pot of water.
- * Door slam - Slam two blocks together.



SPECIAL EFFECTS

- * Rain, spouting whale - Hair spray atomizer.
- * Smoke, steam, fog - Blow excess powder off powder puff.
- * Magic dust, snow - Throw white confetti.
- * Wind - Blow a fan on the set.
- * Circuses, parties - Throw colored confetti and streamers.
- * Party blowers/horns - Tape a blower or horn to a narrow hose and insert the hose through the puppet's mouth.
- * Tape recording - Custom made sound track might include a variety of sound such as electric beeps from TV outer space programs, funny radio commercials, actual sounds such as slamming door, parents snoring or child practicing piano.

Have your scouts use their imagination to make their own sound or special effects.

STAGES

There are two basic types of stages:

1. A stage where the puppeteer is seen.
2. A stage where the puppeteer is not seen.

Each type can have varied and colorful stages. Some examples are listed, others can be created and designed by your boys.

STAGES WHERE THE PUPPETEER IS SEEN

These are generally very easy and inexpensive to create. The materials you need are mainly props.

1. An instant stage is the puppeteers' arm extended in front of him or her. The puppet just walks along the arm.
2. A purse or paper bag with a hole cut in the back makes a good staging device for a single puppet, because it usually takes the audience by surprise.
3. A big apron worn by the puppeteer with it's corners lifted by two fellow puppeteers makes another "all of a sudden" stage.
4. Theater-in-a-cup: Each boy can make his own story-in-a-cup with which to play act, while a narrator reads from a book.
5. Lap theater: This theater may be made from a cardboard box or flat board. Finger, stick or hand puppets may be effectively used with the theater. Stand-up characters or scenery work ideally on the board.
6. Paper cup glued onto a paper plate with holes cut out of the bottom. A stick puppet can be used to peek in and out.

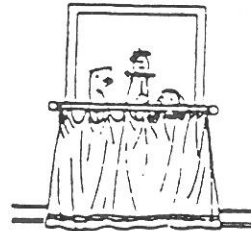
7. One-chair theater: Use a pillow case or curtain that slips over the back of a chair. The back of the chair faces the audience.

STAGES WHERE PUPPETEER IS NOT SEEN

These stages are best for creating the illusion of realness of the puppets.

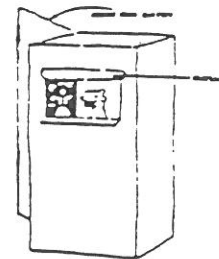
1. A card table on it's side or a sheet draped over a table makes a quick puppet stage for a den meeting.
2. A sheet or blanket thumb tacked across a doorway makes another "Instant" theater. If using an old bed sheet, a scene may be spray painted on it and slits cut in appropriate places for puppets to pop out.

3. Use a tension type curtain rod suspended across a doorway with a plain fabric curtain hung from it.

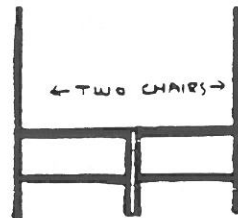


4. A table top puppet booth can be made from a smaller carton placed on a draped table. In this case, the back would be cut away and there would be no door.
5. Butcher paper can be stretched diagonally across a corner of a room and a hole can be cut in it for a stage opening. A second piece stretched about 20" behind the first and a little above it can serve as a back drop for scenery.

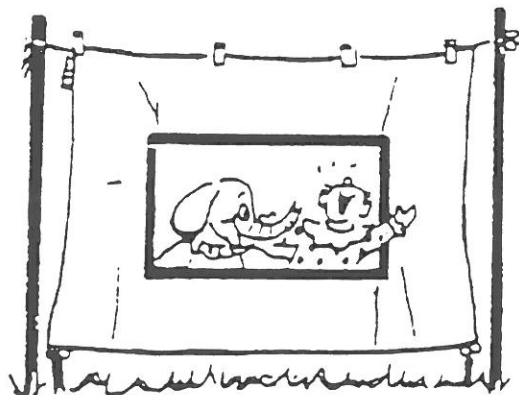
6. A refrigerator carton makes a great puppet booth. A window is cut on one side and a door for entry into the box on the other side. A string across the inside top of the window will hold a curtain. Boys can have a lot of fun painting a box like this with bright colors.



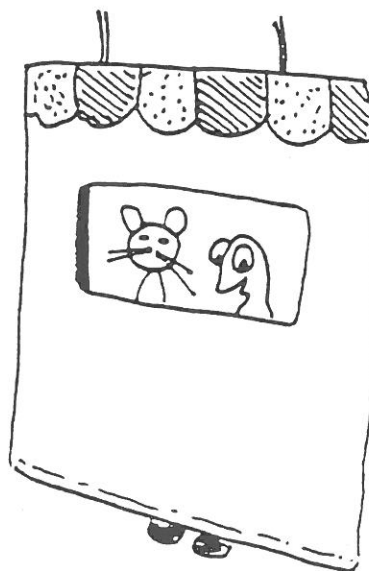
7. Two chair theater: Place two chairs together as pictured, fronts of seats together. Tape a curtain rod across the back tops of the chairs. This curtain rod holds a sheer black curtain as a backdrop. Cover the two seats with a green painted cardboard. This becomes the ground area to attach cardboard props. Each has a pipe cleaner shaped like an L stapled on back. The bottom of this L pipe cleaner is like a stand taped to the ground area. Use stick puppets with L shaped pipe cleaner handles stapled on the back of each to move them about the stage in front of the black sheer curtain that the puppeteer can see through as he works. Also attach curtains around the legs, front, and sides of the chairs. This hides the puppeteer.



8. Clothesline theater: Cut out a rectangular shape in a discarded sheet. Attach colorful tape around the edges to give this open space a colorful finish. Fasten top of the sheet securely to the clothesline with clip clothespins. Secure the bottom corners to ground stakes to keep in place.



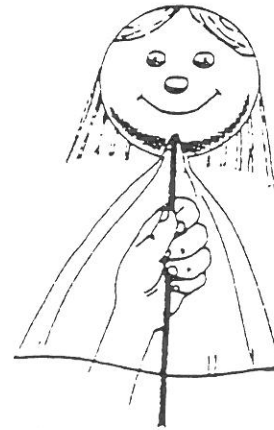
9. Hanging fabric theater: This stage is made from felt, drapery fabric, or a window shade. Upon conclusion of the plays, the theater can be rolled up and stored



PUPPETS YOU CAN MAKE

STYROFOAM STICK PUPPET

- Materials: 15" wooden dowel
 3" Styrofoam ball,
 Buttons felt, sequins, beads, yarn, pins
 Fabric (20" diameter circle)
 Nylon stocking

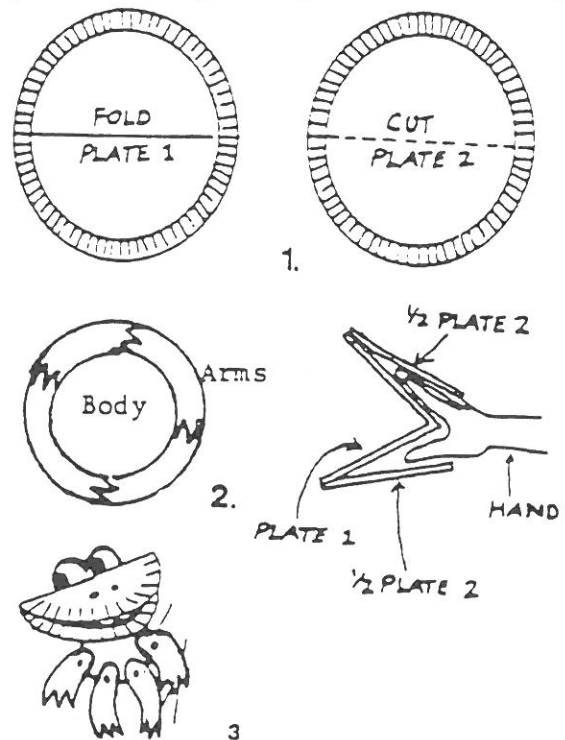


Procedure:

1. Cover Styrofoam ball with stocking, cutting off excess.
2. Place dowel in center of fabric and thrust into Styrofoam ball, pushing in end of stocking.
- 3 .Decorate face with buttons, yarn, beads, etc.

TRICKY TONGUE FROG

- Materials: One party blower
 4 large paper plates
 2 pieces Styrofoam packing material
 Green tempera paint
 Marker & paper fasteners
 Stapler
 Glue



Procedure:

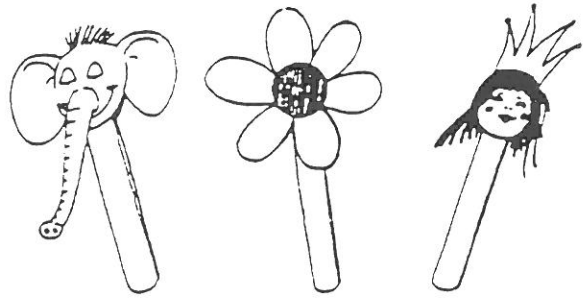
1. Fold one paper plate in half Cut another in half and staple to other to make pockets for fingers.
2. Cut out circle of another large plate and staple to bottom jaw of plates for body. (See Fig.2)
3. Make arms and legs out of unused rim of plate. Attach to body by paper fastener so they are moveable.
4. Cut out another circle of paper plate and cut two humps on top to resemble eyes. (See 3) Fold in half and staple to bottom of upper jaw.
5. Paint entire frog with green tempera.
6. When dry, glue 2 white Styrofoam packing pieces to eye humps. Make black pupils with marker.
7. Make a hole big enough for the stem of the party blower in the crease of the mouth. Slide blower in. Your frog is now ready to catch flies!

TONGUE DEPRESSOR PUPPETS

Materials: Construction paper
Glue, Tongue depressor
Black marker

Procedure:

1. Cut basic design from construction paper.
2. Design faces on small circle.
3. Glue circles on front and back.
4. Glue depressor between heads.

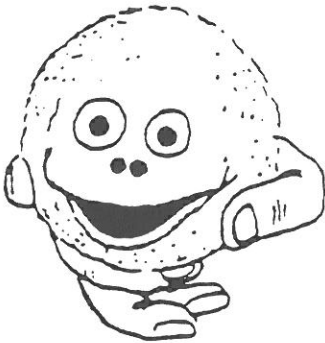


TENNIS BALL PUPPET

Materials: Tennis ball
Red and black markers
Knife or pointed scissors

Procedure:

1. Cut slit for mouth, following lines of ball.
2. Draw on eyes or glue on pieces of felt.
3. Outline mouth with red markers.
4. Open and close mouth by squeezing tennis ball.

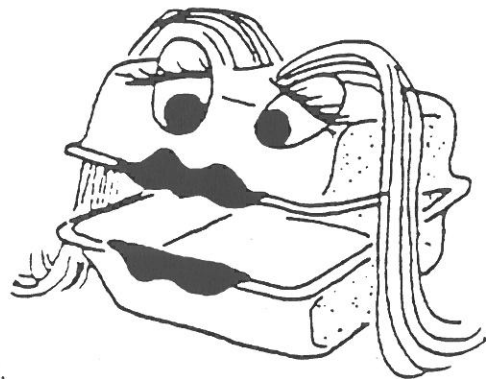


HAMBURGER CONTAINER PUPPET

Materials: Hamburger container,
Felt, yarn
Magic Marker

Procedure:

1. Cut 2 holes on back of upper section for fingers.
2. Decorate face with yarn, felt, paper, etc.

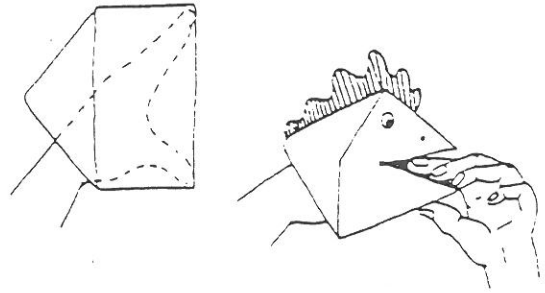


ENVELOPE HAND PUPPET

Materials: Envelope
Felt tip pen
Construction paper

Procedure:

1. Fold as shown. Add your own decorations.

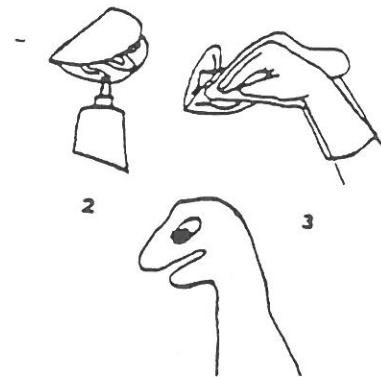


SOCK PUPPET

Materials: Sock
Cardboard, white glue
Yarn

Procedure:

1. Place your hand on a piece of cardboard and trace around your hand. (See 1)
2. Cut out oval you traced. Fold in half and put glue all over the inside. (See 2)
3. Turn sock inside out. Slip your hand inside so your fingers are in the toe and the heel is on your wrist. (See 3)
4. Place the glue side of the oval around your fingers. Have someone pull the sock off our arm turning it right side out.



DANCING SOCK FEET PUPPET

Materials: 2 socks
Felt, glue, markers

Procedure:

1. Decorate the soles of two socks with a felt pen or magic marker.
2. Have boys put over feet and lie down for a puppet show.

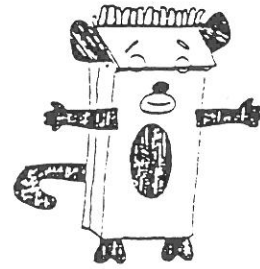


WIDE AWAKE PUPPET

Material: Paper bag (Lunch size)
Construction paper
Glue

Procedure:

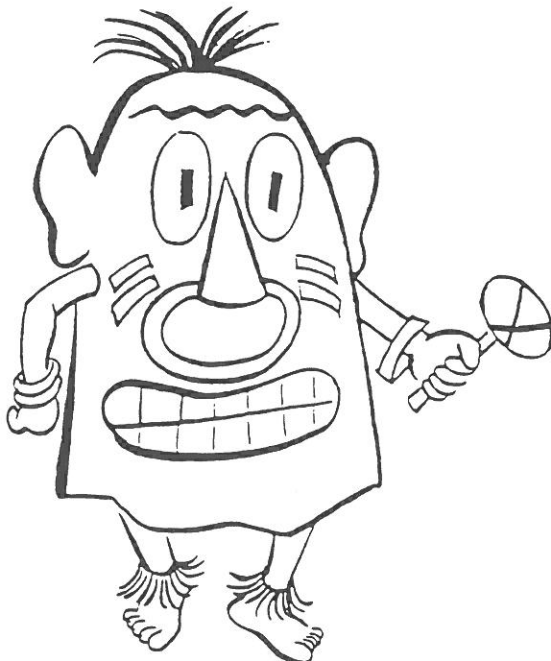
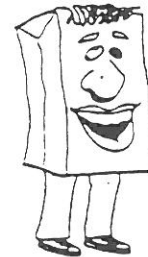
1. Cut out patterns and glue to paper bag.
2. The eyelids and eyelashes can be on the fold and the eyes themselves beneath the flap so that moving the flap will open and shut the eyes.
3. Fringe some paper and glue to back of bag for hair

**PEOPLE PUPPET**

Materials: Grocery or shopping bag
Scissors
Paint or crayons

Procedure:


1. Put bag over head and mark and cut holes for eyes and nose.
2. Paint, color or use construction paper to add facial features.
3. The bag can be turned up slightly or slit up sides to fit over the shoulders.
4. People puppets make natural transition from puppetry to drama. Also, shy boys feel more protected behind this kind of puppet than others.



A BLAST FROM THE PAST

MAKE YOUR OWN PUPPETS...

PAPER BAGS...



STUFF HEAD WITH NEWSPAPER TIE AT BASE-ALLOW ENOUGH ROOM FOR FINGER

CUT SLITS FOR "ARMS" (THUMB and FINGER)

PAINT FACE ON WITH WATERCOLOR... USE CRAYONS OR CUT OUT CONSTRUCTION PAPER FEATURES and PASTE ON...

HEADS

TBE OF AN OLD SOCK + COTTON PADDING + PAPER TUBE $\frac{3}{4}$ " x 3" = BASE FOR PUPPET HEAD

SEW ON NOSE-PAINT WITH WATER COLOR THEN, SHELLAC

COSTUME

CUT THE GARMENT, KIMONA STYLE- THIS IS THE PUPPET'S "BODY." GATHER WITH STRONG THREAD AT NECK AND SEW AROUND THE HEAD BASE


SOCK PUPPETS...

USE "LEG PART" OF SOCK FOR RABBIT HEAD


SEW and STUFF.. (EARS FIRST.)

TO MAKE the mule


- ANY SOCK WILL DO BUT I PREFER A HEAVIER SOCK SUCH AS A "ROCKFORD"
- CENTER A WORK SOCK ON YOUR HAND
- SPREAD YOUR THUMB AND FINGERS IN THE TOE, THEN CUT AS SHOWN BY DOTTED LINE
- CUT TWO PIECES OF "CARTON" CARDBOARD FOR MOUTHPIECES...
- SEW IN PLACE...
- TURN INSIDE OUT AND SEW CARDBOARDS TOGETHER LOOSELY TO FORM A HINGE...
- TUCK IN WHITE HEEL and SEW...
- MAKE PAD WIDTH 7. OF HAND TO FIT IN TOP OF SOCK HEAD
- SEW ON EARS, MANE, and EYES... EYES MAY BE BUTTONS, CLOTH, OR "JEWELS"!




DAD




Mom




Mrs. OUSTER



MULE



RABBIT



Boy

310 BENNETT

From: "BACK YARD USA" Originally printed 1953

CUB SCOUT BAND

Bleach Bottle Banjo

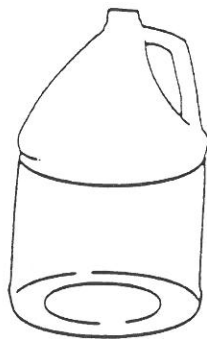
The bleach bottle banjo is part of a world-wide family of instruments that use the principle of a stick protruding through a resonator with any number of strings. These instruments can be plucked, strummed, or bowed.

MATERIALS:

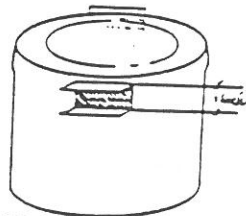
- Plastic beach bottle or other larger plastic bottle- 2 to 4 qt. size.
- (Large tin cans, large mailing tubes, paint buckets, or other containers also work well.)
- length of wood 1" x 3"
- About 3 yards of nylon fishing line
- Small piece of wood about 3/4" x 2" x 1/4" for the bridge
- Two or three screw eyes (optional: dowel pegs or guitar tuners)
- Two or three 1" finishing nails for hitch pins

TOOLS:

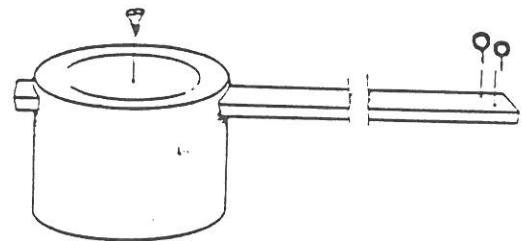
Saw
Hammer
Utility knife



A



B



C-D

ASSEMBLY:

- 1.) Cut off the bottom half of the bottle (A). Cut an H-shaped slot the size of the wood strip starting about 1" from the bottom. The wood should fit tightly when the flaps of the bottle are folded out and the wood strip is inserted (B). The slots should be cut as close to the flat end of the bottle as possible.
- 2.) Make an identical slot on the opposite side of the bottle.
- 3.) Near on end of the stick, insert 2 or 3 screw eyes (C). Space the screw eyes so that the strings will be equidistant and will not interfere with each other.
- 4.) Insert the stick through the bottle. Place a screw through the face of the bottle into the stick if necessary (D).
- 5.) Place the same number of 1" finishing nails or small screw eyes on the other end of the stick.
- 6.) Tie the string tightly between pairs of screw eyes.
- 7.) Slide the small piece of wood under the strings and prop it up on edge. You may have to make a small notch for each string in the top of the bridge to keep the strings from sliding off.

8.) To tune the strings, tighten or loosen them by turning the screw eyes. A nail inserted through the eye for leverage will aid in turning them.

You now have a fretless banjo. By stopping the string along the board neck with your fingers, you can pick out scales and melodies.

Hose Bugle

The hose bugle has been used occasionally by a classical brass player as a musical joke; however, the instrument is capable of producing true pitches and actual music.

MATERIALS:

- A length of hose (3' to 10' of garden hose will do)
- A trumpet or other brass instrument mouthpiece (optional)
- A funnel (plastic or metal)
- Masking tape

PROCEDURE

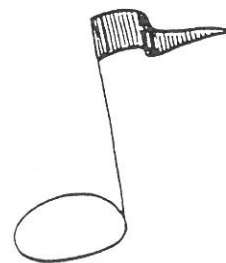
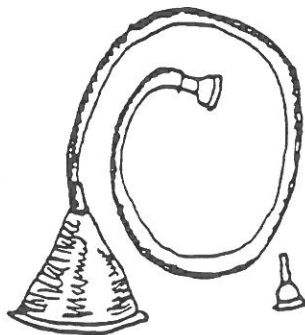
1.) Secure the funnel on one end of the hose by wrapping masking tape around the narrow part of the funnel and jamming it into the hose and wrap masking tape around the point where they connect.

Note The metal connectors may be left on or removed.

2.) On the other end simply use the metal connector as the mouthpiece or find a trumpet (or other brass instrument) mouthpiece and secure it as you did the funnel.

TO PLAY

Buzz your lips into the mouthpiece and try changing the pitch by tightening and loosening your lip pressure slightly. Play the instrument like a bugle. If you find this difficult try to find a brass player and have him give you a demonstration.



Stick Dulcimer

The stick "dulcimore" has its historical roots in the Appalachian Mountains of North America and is accounted as one of the very few truly American folk instruments.

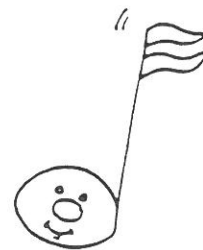
MATERIALS:

- A 1"x 2" to 3/4" x 1-1/2" board about 30" long. Hardwoods are best but may offer some resistance to the staples. Pine and other softwoods are also suitable.
- Two medium-sized screw eyes or pegs
- dowel, sanded flat on one side, for bridge and nut
- 2-1st or 2nd guitar strings
- nails

TOOLS:

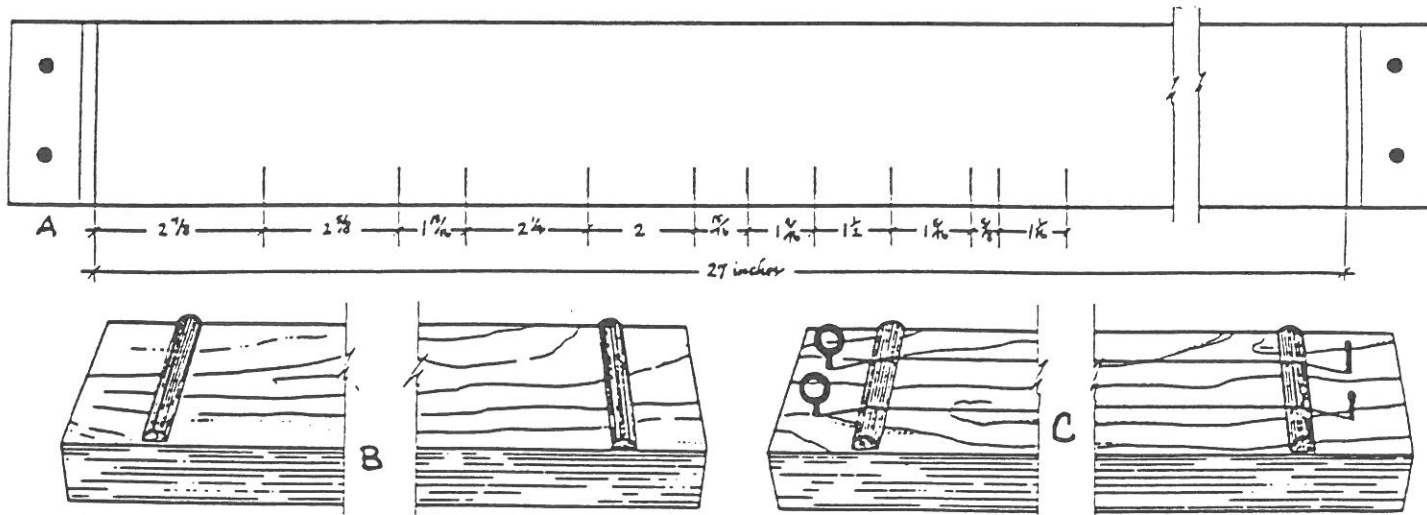
Hammer
Staple gun and staples
Glue

MUSIC



ASSEMBLY

- 1.) Sand the wood smooth.
- 2.) Draw lines on the board for the nut, bridge, and frets/staples according to diagram (A)
- 3.) It will be quite difficult to insert the staples with complete accuracy, but put them in as carefully as possible. If the staples don't go all the way in, just give them a tap with a hammer. If they go in too far pry them up slightly with a screwdriver. They should stand up about a sixteenth of an inch above the surface of the board.
- 4.) Flatten one side of each dowel and glue them to the board as shown in diagram (B). They should have exactly twenty-seven inches between their centers.
- 5.) Put the screw eyes or pegs at one end as shown and the nails at the other, so that one string will pass over the frets (C).
- 6.) Loop the string onto the nail and tie or wrap it around the screw eyes securely.
- 7.) Tune by turning the screw until the string sounds pleasant and is comfortably tight. You may have to use a dowel or nail for leverage (D).
- 8.) Make a small notch in the nut and bridge to keep the string from slipping.

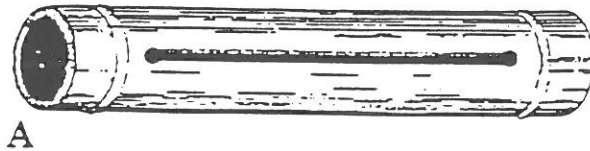


Bamboo Slit Drum

Slit drums may be found in a variety of styles and sizes. The classic talking drums of Africa are slit drums. Each lip on either side of the slit is thinned out to varying degrees so that a difference in pitch and timbre is achieved thus producing a modulation resembling speech.

MATERIALS:

- A length of 1" to 2" diameter bamboo
- A drill and 3/16" bit
- Keyhole saw
- Mallets with hard knobs



ASSEMBLY

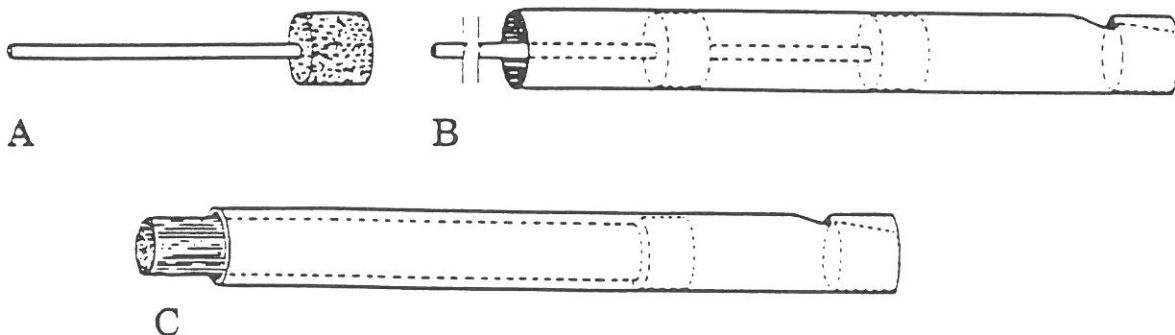
- 1.) Cut a length of bamboo which includes the natural nodes or joints at each end.
- 2.) Since bamboo has such a hard enamel skin you may find it difficult to drill and saw. It is helpful to have two extra hands to secure it while doing these operations. Make sure your tools are sharp.
- 3.) Drill two 3/16" holes about 2" from each end.
- 4.) With the saw cut two parallel lines connecting the two holes and remove the waste (A).
- 5.) Be careful not to split the bamboo or you will have to begin anew.
- 6.) Experiment with slots of varying lengths and widths.

Slide Whistle

The slide whistle is a distant relative of the slide trombone. The pitch is changed by actually varying the length of the tube with a plunger instead of with finger holes.

MATERIAL:

- One foot of firm plastic tubing
- A piece of doweling that will fit the inside diameter of the tube for the mouthpiece. A store-bought mouthpiece may be taped or glued onto the tubing if you wish.
- A length of 3/8" doweling a bit longer than the tube to be used for the slider
- A small scrap of plastic sponge about 1/2" thick
- Glue



ASSEMBLY:

- 1.) Cut a circle out of the sponge just slightly larger than the tube.
- 2.) Glue the sponge to the end of the dowel slide (A). Let the glue dry.
- 3.) Fit the sponge slide tightly inside the tube so that it slides smoothly. Adjust if necessary. A strip of felt or leather may be glued around the dowel as a seal instead of using the sponge.
- 4.) Carefully cut the air hole, shape the dowel, and test the mouthpiece or tape on a factory-made whistle mouthpiece.
- 5.) Stabilize the slide by adding a cork or hardwood plug at the end opposite the mouthpiece with a hole drilled in it slightly larger than the slider (B). This will keep the slide from being too loose. If you use a slider that is only slightly smaller than the inside diameter of the tube, this step may not be necessary (C).

PLAYING SUGGESTIONS:

The slide whistle has always been a favorite with children because of its obvious special sliding qualities. In the right hands it can also be relatively controlled instrument capable of a wide range of expression. Melodies may be played by listening carefully and moving the slide with reasonable accuracy from note to note. It is an effect that could be used to add tonal color to the appropriate song to achieve a wailing or haunting mood. Primarily, though, it is meant to be a fun instrument for "tooting" around.



"Music should strike fire from the heart of man, and bring tears from the eyes of woman." Beethoven

Tone Box

This instrument is based on an ancient Aztec drum used in initiation rites and ceremonies.

MATERIAL:

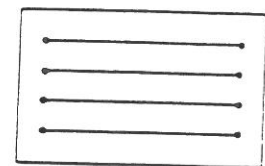
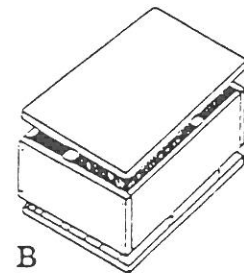
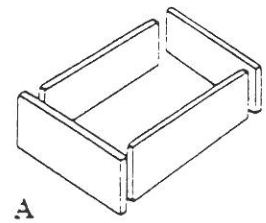
- Two slabs of softwood or hardwood, 1/4" thick. Wooden roofing shingles have been used with success. A hardwood top will produce a shaper tone than softwood which produces a mellow less resonant sound. The larger the sound-box, the more resonant the tone and more definite the pitch. Tone depends also on thickness and length of tongues. Use thicker tops for larger boxes.
- 1/2" stock for sides of sound-box
- Glue
- 1" finishing nails or clamps, rubber bands, and weights

TOOLS:

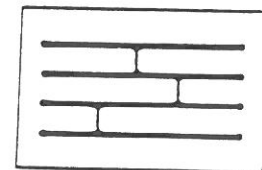
Saw
Keyhole saw or jigsaw
Drill with a 1/4" bit
Hammer, if nails are used
Finishing materials

ASSEMBLY:

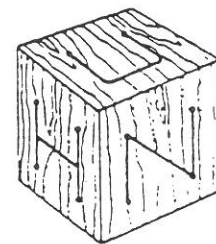
- 1.) Cut wood to be used for the sides to desired lengths (A).
- 2.) Glue and nail (or clamp) sides to the bottom slab (B) being careful to get a tight and solid fit since the instrument will be struck with mallets. Let dry.
- 3.) The top may be glued onto the box at this point and then tongues cut (B) (this procedure is best if you want to tune each tongue as you cut) or the tongues may be cut first then glued to the sound-box.
- 4.) On the top piece of wood, drill a row of 1/4" holes across the top about 1" in from the edge, leaving about 1" between holes (C). Arrange the holes so as to result in three tongues on each end (though more or less tongues may be desirable).
- 5.) Repeat this process across the opposite edge.
- 6.) Using a keyhole saw or jigsaw, join the holes opposite each other with a saw cut (C).
- 7.) Then create a series of "H's" or tongues of wood by cutting at right angles to the previous cuts (D). The resulting tongues should be of unequal lengths for different tones.
- 8.) Glue top to sound-box if this has not been done previously, making sure to get a good tight bond since the instrument will be struck.
- 9.) Sand off excess edges and round the corners.
- 10.) Finish with varnish, oil, or lacquer (follow the directions on the can).



C



D



E

Note If you put wooden or rubber feet (thumbtacks partway in will do) onto the bottom of each corner of the box, this will raise the box off the table and create a richer tone. It will resonate even more if you hold it lightly in the air.

PLAYING SUGGESTIONS:

Strike with hard mallets and soft mallets to get the desired effect. Strike the tongues in different places to find the "live" or most resonant spot. Mark these spots if you wish. Play rhythmic patterns over and over again creating a hypnotic effect. Change the speed and pattern according to your feelings. *Note* On large hardwood tone boxes care might be taken through experimentation to cut each tongue to a pitch. Simple rhythm boxes might consist of a soft or hardwood box with a pattern cut into each facet (E).

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"Music is the universal language of mankind"

Longfellow.

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 approved 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 in 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 dens.

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 aids 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.

CRITICAL ELEMENTS FOR A SUCCESSFUL DEN

Many elements go into having a successful den, but a few stand out as critical.

- Quality program
- Trained leadership
- Enthusiasm
- Fun

WEBELOS ADVANCEMENT

The advancement program in the Webelos den is different from that in the Wolf and Bear dens. It has 3 parts; 20 activity badges, the Webelos badge and the Arrow of Light. The Webelos leader or activity badge counselor is responsible for signing the completion of each advancement for Webelos.

PROGRAM PLANNING

The Webelos den does not operate with the recommended Cub Scout monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a Boy Scout troop. That's why a quality program is of such importance.

Annual Planning - A Webelos/Troop annual planning meeting should be held during the summer before the Pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan

Monthly planning - At least once each month the Webelos Den Leader, Assistant, Webelos Den Chief and Troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

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 of each pack. There are two 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 years boys. Separate 1st and 2nd year dens are encouraged but not required.

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:

| <u>First Year</u> | <u>Second Year</u> |
|-------------------|--------------------|
| Aquanaut | Artist |
| Fitness | Athlete |
| Showman | Citizen |
| Traveler | Engineer |
| Communicator | Geologist |
| Family Member | Outdoorsman |
| Craftsman | Readyman |
| Handyman | Scholar |
| Forester | Scientist |
| Naturalist | Sportsman |



Other arrangements are, of course, possible.

COMBINED DENS

For small packs with limited membership and leadership, the separate dens 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 themes.

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 group working on Webelos rank and first year activity badges, and the second year group 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.

TRAINING AVAILABLE

Webelos Den Leader and Assistants should complete their district's Cub Scout Leader Basic Training, which includes Outdoor Webelos Leader training (OWL). They should also attend their district's monthly roundtables and council Pow Wow.

Fifth grade Webelos Leaders and Assistants are encouraged to attend the Boy Scout Leader basic training before they start the second year. In this way, the leaders will have a better understanding of the Boy Scout program. This will enable them to better plan and conduct their meetings and activities in the final stages of this transitional period.

CHARACTERISTICS OF WEBELOS SCOUTS

FOURTH-GRADE BOYS

1. Fourth-grade Webelos Scouts have a desire to be useful and needed.
2. They enjoy active, rough and tumble play and have a great interest in team games. They have good body control and like to develop strength, skill and speed.
3. They need to belong to and be accepted by a group. They enjoy group adventure and play. Problems may result if they are not accepted by their group.
4. They are curious about what is happening in the world around them. They like reading, writing and using books and references. They are more interested in the real world than fantasy.
5. They like to test and exercise a great deal of independence. They are very conscious of being fair and are highly competitive. They have difficulty admitting mistakes but can accept their mistakes and take responsibility for their actions.
6. They are very aware of right and wrong. They want to do right, but sometimes over react or rebel against authority that is too demanding.
7. They seldom receive praise without appearing to resent the praise. Remember that when he is the most unlovable, the fourth-grader needs love the most. And when he is the hardest to understand, he needs understanding the most.

FIFTH-GRADE BOYS

1. Fifth-grade Webelos Scouts have a wide range of development and behavior. Some are physically developed while others are still trying to catch up. Some are responsible and stable; others are immature and seem younger than their years. Most are experiencing rapid muscular growth.
2. They enjoy learning and have a good attention span. They are beginning to deal with abstract ideas and think logically. They love to memorize.
3. They like to tease. At times they may be rude, uncooperative and resistant, while friendly and cooperative at other times.
4. They have periods of just fooling around - pushing, wrestling, poking and giggling.
5. They have a strong loyalty to their group. At times they are more likely to value the rules and opinions of their peer group than those of adults. The Webelos den is particularly good since it involves constructive activity rather than the destructive activity of some fifth-grade groups.
6. They want to be independent and have responsibility. They want to feel useful and important.
7. They are critical of themselves and resent criticism from others. They can be touchy and irritable and do not like to admit they are wrong. They are very conscious of fair play and have a strong moral sense.

FAMILY INVOLVEMENT

Too often, this vital area is overlooked by both the pack leaders and the leaders of the boy's new troop. Not only is there the possibility of ignoring a potential new resource for the Scouting program, but also the chance that the boy really needs his family's support to make it through what could be a very difficult time.

There is no magic formula for success. It takes work. It must be a cooperative effort on the part of your pack, the Boy Scout troop and the boy's family. This transitional program involves knowledge, communication and cooperation of all parties.



WEBELOS TO BOY SCOUT TRANSITION

HOW THE TRANSITION PLAN HELPS THE BOY

Some Webelos Scouts will go on into Scouting with no help at all, but most 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.

It will be the boy's decision (and the family's) so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scouts the various elements of Scouting they want to know. We need to include everyone, starting with the Webelos Scouts themselves and that makes the transition plan an unlimited opportunity.

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 CAN 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 camp-outs with you, supply a Den Chief and a troop Webelos resource person, and establish a pack-troop relationship on a permanent basis.



AQUANAUT



Aquanaut is a term that isn't even found in the new dictionary, but it is a part of our Webelos Scout terminology. An aquanaut might be defined as one who is at home in and on the water.

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in the body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our den. Through learning to swim, each boy will gain a sense of achievement, as well as gaining a skill that may save his life some day.

Today, swimming and water safety go hand in hand and it is important that all Webelos Scouts not only can swim but are water safety conscious. Being at home in water is self-defense against water tragedies. With more pools being built each year and with easier access to swimming areas, it is most important that boys become aquanauts.

The aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise. Some of your boys may know how to swim and others will need help in learning how. Read the pages on this activity in the Webelos Scout Book, then get your boys into the water as often as possible.

To help your boys feel at home in the water get them to play some water games. If they have any fear of water, obtain the advice of a swimming instructor. The familiarity with water will normally lead to greater proficiency in water sports which is the aim of the requirements for the badge.

The Aquanaut badge is designed for cubs who are good swimmers. Any cub who is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge, it is important to not that all Cubs should be aware of all safety rules regarding swimming and boating. They should swim in a well supervised area with permission from their parents.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but next year at summer camp, their value will become apparent to him.

When Webelos Scouts are surrounded by lakes and pools, swimming skills are extremely important.

To use swimming pools in the cooler, off-season months, check with local YMCAs, YWCAs, and community schools.

RULES FOR A SAFE SWIM

1. Secure adequate facilities.
2. Teach the Buddy system.
3. Maintain good discipline.
4. Follow pool rules.
5. Teach rescue methods.
6. Use a qualified instructor
(Check with a local troop).

**SAFE SWIM SPOTS**

The best place to swim is one that has qualified lifeguards. If there is "no" supervision, always make sure you go with a buddy...never alone.

WEEDS...It's pretty creepy to swim through weeds as they can get tangled in your legs and cause trouble. If you get trapped, don't struggle...take it easy with slow movements to free yourself.

AFTER DARK...Don't do it. Supervision is impossible. If you go under you couldn't be spotted.

CURRENT...Sometimes you run into these in rivers. It's best to stay away from them. If you are caught, don't try to swim against it, swim the flow and diagonally until you reach the shore.

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. **QUALIFIED SUPERVISION:**
A responsible adult in complete charge. If he has not had water safety training, he must have assistants who are trained.
2. **PHYSICAL FITNESS;**
Every boy should have a physical examination each year.
3. **SAFE AREA:**
Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)
4. **LIFEGUARDS ON DUTY:**
Two who are capable swimmers stationed ashore with life lines such as 100 feet of No. 5 sash cord).

5. **LOOKOUT:**
Someone who can see all swimmers from shore.
6. **ABILITY GROUPS:**
Divide Webelos Scouts into non-swimmers, beginners, and swimmers. Make sure each group stays in its area.
7. **BUDDY PLAN:**
Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies." They check in and out of the water together.
8. **DISCIPLINE:**
Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

DEN ACTIVITIES

1. Make a simple buddy board and have buddy tags for all the boys and insist that they are used each time they go swimming. Each boy is responsible for his buddy.
2. Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100-foot requirement.
3. After your boys are classified, play some water games described on the games page in this section. Observe the boys carefully. Determine which ones need help and encourage them to become better aquanauts. If you have no non-swimmers, get another father to help you. . .and help them become better swimmers.
4. Have someone, perhaps a den chief who knows how, demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment or have them use their own. Start off with the fins and show them the difference in speed with and without them. Have the boys practice seeing into water with masks and learning to breathe. Next, the boys try the snorkel in shallow water before venturing out into deep water. The instructor should know how to clear the snorkel and mask of water in case it gets inside while underwater.
5. Have the boys learn the basic safe rescue methods as illustrated by the words: "REACH", "THROW", "ROW", "GO". Have them practice a reaching rescue with a shirt, pole or by throwing a rope, ring buoy, or other life-line.

NECKERCHIEF SLIDE. . .Life Preserver

On a piece of styrofoam about 1/2" thick, draw a 3" circle and cut out. From the center of the circle, remove a 2" circle. Loosely wrap cord around edge of styrofoam and bind in place, as shown, with red "Mystic" tape. Print "Cub Scout" on one side and "Pack No. ---" on the other. Insert and glue ends of a piece of white chenille into back for ring.

**GAMES FOR AQUANAUT ACTIVITY BADGE****THAT SHE BLOWS**

For this game you will 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 who 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. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

HORSE AND RIDER GAME

Pair the boys off and have the larger boys be the horses and the smaller boys be the riders. Obviously they start while in the pool. The boys that are the riders try to push and pull the other boys off. The last boy still on his horse is the winner. Teams can be chosen or this can be a real free-for-all.

BOBBING FOR APPLES

Surely you have tried this at Halloween...but it's much more fun in the swimming pool. The only change in the rules is that the boy must grab onto the apple from underneath the water.

SCAVENGER HUNT

Play this game at a river or lake, after the boys have learned the buddy system. Boys use masks and fins. Have the boys jump in and see who can find the most worthwhile debris in the lake area.

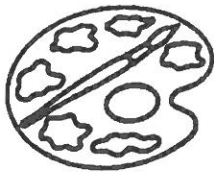
SNORKELING SKILL TEST

Weight several inflated balloons of various colors and sink them in three-to-four feet of water in a winding course over 50 to 100 feet. Using mask and fins and snorkel have the boys swim the course passing over each of the balloons.

PEARL DIVE RELAY

Rocks, marbles, or other weights are placed in the bottom of the pool, 25 feet away using the same number of weights as you have Cubs. Cubs race using mask, fins, and snorkel, do a surface dive, and retrieve one of the weights. He swims back as far he can under water and tags team mate. Variation: number the weights and the Cub must retrieve his own number.

ARTIST



This is fun and easy activity badge to complete. Let your boy's creativity run wild, you will be amazed at the wonderful works of art they will create. Just remember to keep plenty of paper towels around.

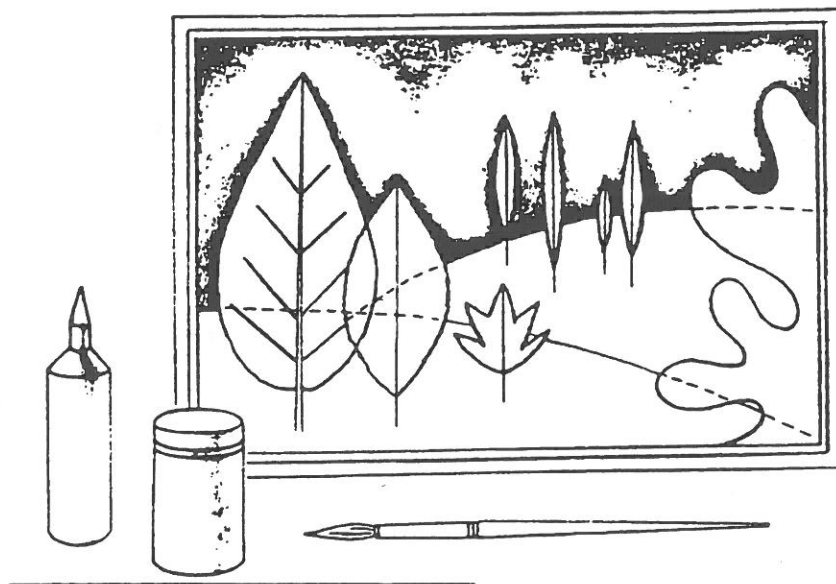
LEAF SCAPES

Using leaves, paint and your pen or pencil, you can make an interesting landscape.

Diversification of leaf form is the key to the basic formation of these designs. Select many leaves and press until partially dry. Place on a sheet of construction paper until the design and pattern fits the individual taste and need. Hold various leaves in place with a straight pin. Lightly spray with various colors as your own individual creativity dictates. Remove leaves that have provided a stencil effect for the leaf scapes. Additional artistic effects may be obtained by using a brush or pen and appropriate colors. Mount and frame as desired.

This activity would be a good way to study complimentary colors or shading and blending from the color wheel. It is also a way to make a design using both straight and curved lines.

Press and dry many leaves of various species of trees. (Leaves can be dried between sheets of wax paper, weighted down with heavy books.) These leaves are carefully glued to construction paper and are again pressed to insure their adhesion to the paper. As leaves dry, their colors are frequently lost. To bring back some of nature's greatness, the leaves are retouched with water color to resemble their natural state. Or you can use the spray paint technique discussed on the previous page. Add your originality and personal ideas for enhancement.



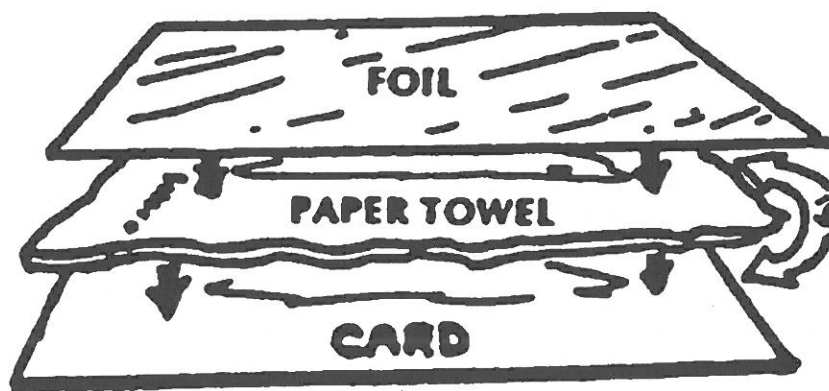
FOIL ETCHING**Materials:**

Aluminum Foil
 Paper towels
 Glue
 Ball pen (empty) or pencils
 Paint
 Cardboard

Coat a suitably sized piece of cardboard with glue. Add paper towel, glue again, add foil. **Note that several layers of paper toweling will yield deeper etching effect.**

Using an empty ball point pen or a pencil draw a suitable design. Complete your design or picture at one time while the glue is still wet.

Allow to dry overnight. Then cover the whole surface with paint. With a soft cloth or tissue, wipe the paint off the raised areas and this will leave your design boldly displayed.

**PALETTE SLIDE****Materials:**

1/4" x 2" x 2" block of pine
 Drill and 1/4" bit
 Toothpicks (round or flat)
 Paint (red, yellow, blue)
 Plastic pipe



Cut an artist palette from a small piece of wood. Drill a 1/4" hole where shown on the illustration. Smooth all edges and paint white. Use 1/2 a toothpick for the paint brushes. Dip each tip in a different color of paint. Allow to dry and the drop of paint will appear to be the brush bristles. Epoxy the brushes into the hole as shown. Epoxy the plastic pipe on bottom of the palette and allow to set up completely. Drop some fairly thick acrylic paint onto the palette to look like to artist's paint.

ATHLETE



This activity badge can be done as gathering activities for your den while you are also working on another activity badge during the main portion of your meeting.

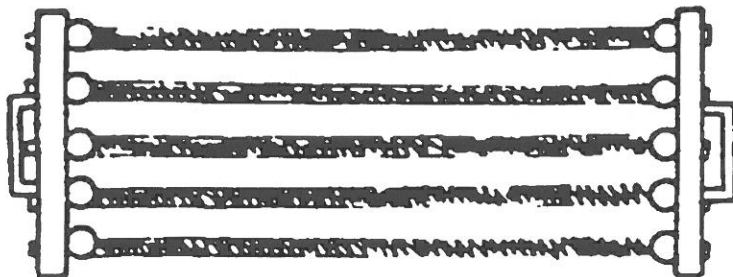
The boys enjoy being tested on these skills and you may want to test them several times during the year. They will like seeing the progress made as they become more proficient.

Be sure to see the: *Cub Leader How To Book* and the *Webelos Den Activities* book for help with the badge.

Some exercise equipment that you can use with the den can be made from such things as: old inner tubes, cardboard boxes, and screen door springs. See below.

Spring Register

This is made with five No. 7 screen door springs which are 16 1/2" long. Connect them with eyebolts to two wooden frames about 8" long. Put large screen door handles on the outside of the frames for grips. Grip the handles and pull apart in front of the chest and behind the back for arm, shoulder, and back development exercises.



Inner Tube Muscle Builder

Discarded inner tubes make great exercise equipment. Cut an inner tube in half and loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides and stretch the tube forward as far as you can. Do this 8-10 times.

If you have two bike inner tubes, loop both of them around an upright pole, then lie down and slip each foot through a loop of rubber. Pull against the tube, one leg at a time, with the tubes resting at just about your heels. Try this for six times with each leg to start.



Cardboard Boxes

Lay two rows of large and shallow cardboard boxes about a pace apart on a carpeted floor or on the ground. Start out walking through them with each step in a box. Gradually increase speed until you can run through the course and not miss any boxes. This course can also be set up outside using old tires laid on the ground.

Den Games

La Plama (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 ground. Draw a straight line away from the stick. Measure out a distance of 3' along the line and from the stick. Drive in a peg. Repeat until 6 pegs are in the ground along the line and spaced 3' apart. You will need a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do hit it move on to the next peg. Those who do not stay at one peg until they hit the stick. The first boy to complete the six throws from the 6 pegs wins the game.

Crossing the Rice Fields (China)

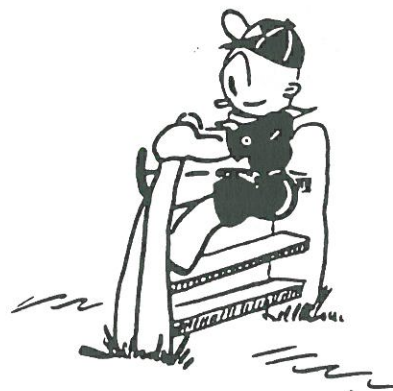
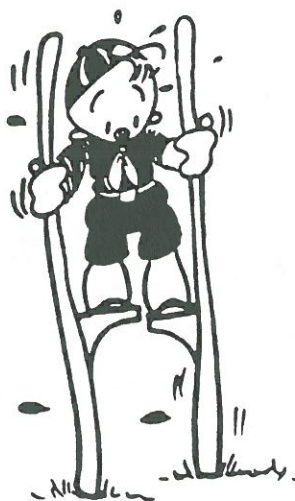
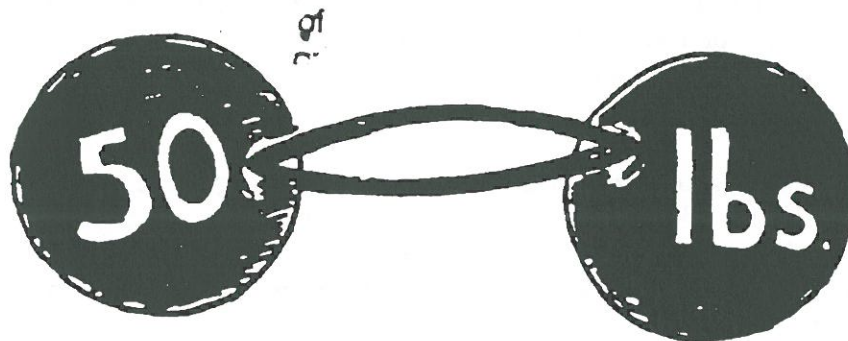
Players line up in teams of two, forming two or more columns as in relay formation. On the word "rice" the first team in each column forms a wheelbarrow and races across the rice fields to the river (two parallel ropes stretched out on the floor crossed by two 2 x 4's - one for each team). At the edge of the river, the players break up and walk across the "bridge" being careful not to fall in the river. On the other bank they turn around and come back across the bridge and then reform their wheelbarrow reversing positions and "roll" home again. The first team to get all of the pairs across the river and back again wins.

BARBELL SLIDE

Materials:

- 2 small 1" styrene balls
- 1/2 of a black pipe cleaner
- black paint
- white paint, paint marker, or vinyl stick-on letters

Paint the two balls black. Cut the pipe cleaner into 2 equal pieces. Push the pieces into the ball about 1/4" apart. Pull the pieces apart slightly, curving them outward. With the white paint put the lbs. on the two balls. You can use 5 lbs., a combination of Pack number, or some outrageous amount of weight.



CITIZEN



Citizenship comes from the Latin word "civitas" which means citizens united in a community. Citizenship means full membership of a nation, state, or community...and full membership means taking part in every aspect of the community or nation that is possible.

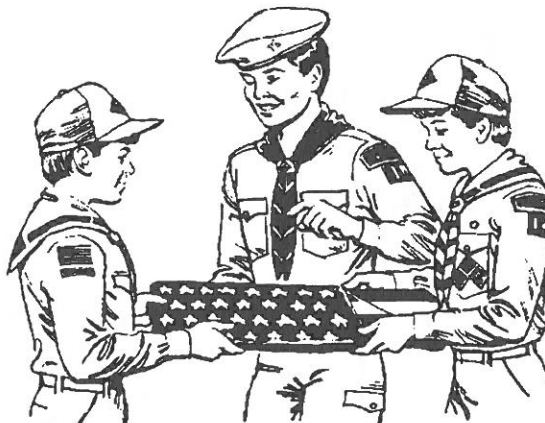
The Citizen Activity Badge relates directly to developing responsible citizenship, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is a requirement for the Arrow of Light award.

The Webelos leader should plan carefully so that boys get a feeling for the real meaning of citizenship without spending a lot of time in study. There are various ways to do this. You might give them the opportunity to get a close look at government by planning a field trip to a local government agency or court. One of the best ways to stress the meaning of good citizenship is by practicing the good turn. This should be a "must" for every boy. Working on this badge can be exciting, fun, and informative, or it can be just more reports to write.

Good citizenship is emphasized throughout Scouting. Being a good citizen means helping other people, knowing the history of our country, appreciating the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obeying the laws, and doing things that will benefit the community.

- Just how much importance does the Scout program attach to citizenship?
- One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship."
- One of the three aims of Scouting is "Citizenship...used broadly, this means the boys' relationship to others."
- To become an Eagle Scout, the boy must earn a total of 21 merit badges. Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World are three of the 11 required merit badges.

For a boy on the road to Eagle Scout, the Citizen activity badge is the most important step in his Webelos year. For a boy on the road to adulthood, citizenship is his most important skill.



SUGGESTIONS FOR DEN MEETINGS

Learn more about your community. Your local historical society can help with this.

The Webelos demonstration is an active part of the Webelos den program and can be used on everyone of the activity badges. What follows are some ideas that can be used as demonstrations at the monthly pack meeting.

Make a chart that shows the responsibilities of a citizen and discuss this with the parents and younger Cub Scouts.

Make and hand out small posters showing how to raise and lower the flag and give a demonstration on folding the flag.

Make and hand out voting posters and tell everyone why it is important to vote.

When doing a community service project, take slides or photographs and give a presentation and lecture about community service.

Make and hand out litter bags. Tell why litter hurts all of us.

Remind and encourage people to fly the flag.

Offer your services as flagbearers, ushers, etc. at a citizenship-naturalization ceremony.

Invite a new citizen to speak to your den on what becoming an American citizen means to him or her.

Plan and make a display on citizenship for pack meeting.

Make "GET OUT AND VOTE" door hangers and help the pack place them on every door in your neighborhood. REMEMBER, DO NOT PUT THESE IN THE MAIL BOX!

IDEAS FOR PACK MEETING:

Exhibit: Logbooks on requirements, charts or poster on community activities.

Demonstrate: Oral reports on any trips taken (accompanied by snapshots or slides) and requirements completed.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos leader in presenting it. It can be exciting, fun and informative or it can just be some more reports to write. Because of its importance the leader should be encouraged to make a special effort in planning it. Perhaps the den would like to involve the whole pack in a neighborhood good turn, such as litter pick up, tree planting, etc. In this way, the excitement and rewarding feeling of doing something for others can be expanded from the den to all the boys in the pack.

CITIZENSHIP RATING SHEET

Ask the boys to rate themselves on their citizenship using the chart shown below. Rating themselves might have the effect of improving their citizenship traits...or at least their efforts to become better citizens. Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME _____

| TRAITS of | SCORES | |
|---|--------------|-------|
| | DATE | DATE |
| 1. I am honest, even in little things. | | |
| 2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader. | | |
| 3. I try to show good sportsmanship. | | |
| 4. My parents and friends can trust me to do what I say I will do. | | |
| 5. I work and play cheerfully with others. | | |
| 6. I always keep my promise. | | |
| 7. I take good care of my own things and things that do not belong to me, such as school books, school property, etc. | | |
| 8. I do my best to keep the Cub Scout Promise all the time. | | |
| 9. I always help to clean up after den meetings and when I'm needed in my school classroom. | | |
| 10. I never make fun of people (except maybe kidding around with my friends.) | | |
| | TOTAL | _____ |

Rating scale: 5=very good 4=good 3=fair 2=poor 0=very poor

GREAT DOCUMENTS QUIZ

How much do you know about two of the greatest documents ever written...the Declaration of Independence and the Constitution of the United States?

1. **The first words of the Declaration of Independence are:**
 "We hold these truths to be self-evident..."
 "We, the People of the United States..."
 "When in the course of human events..."
 "Four score and seven years ago..."
2. **The first draft of the Declaration of Independence was written by:**
 John Hancock Button Gwinnett
 George Washington Thomas Jefferson
3. **The Constitution of the United States was signed in what year?**
 1776 1492 1787 1620
4. **What is the minimum age for a President of the United States, and in what document is this stated?**
5. **Which amendment to the Constitution provided for the abolition of slavery?**
 Tenth Amendment Thirteenth Amendment
 Third Amendment Sixteenth Amendment
6. **A senator serves a term of:**
 Six years Two years Four years Eight years
7. **What is the maximum number of years a President may serve?**
8. **Which amendment to the Constitution guarantees freedom of speech?**
 Fourteenth Amendment First Amendment
 Twenty-ninth Amendment Fifth Amendment
9. **What legislative body has the sole power to impeach a President?**
10. **Who takes over in the event of death of the President?**

ANSWERS: 1. "When in the course of human events..." 2. Thomas Jefferson 3. 1787 4. Age 35, as stated in the Constitution 5. Thirteenth 6. Six years 7. Ten years (two terms plus the remainder of a predecessor's term if 2 years or less) 8. First Amendment 9. House of Representatives 10. Vice President

Citizen Games**DO YOU KNOW YOUR FLAG?**

(This is a quiz which can be very tricky!)

1. The flag is raised: (a) slowly (b) briskly (c) at any speed that is comfortable.
2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or False?
3. The flag must never be lowered no matter how bad the weather conditions. True or False?
4. The flag is never allowed to fly after daylight hours anywhere in the world. True or False?
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?
6. The flag's honor guard walks: (a) on the flag's right (b) just behind the flag (c) on either side of the flag.
7. If you are a Cub Scout, Scout, or Explorer, you always give the Cub Scout, Scout, or Explorer salute to the flag whether or not you are in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True or False?
9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True or False?
10. The only time a flag is flown upside down is as a signal for help. True or False?

- ANSWERS:
1. (b) briskly. It is a happy occasion.
 2. False. The flag is never dipped to anyone.
 3. False. The flag is not flown in bad weather.
 4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
 5. True.
 6. (c) On either side of the flag.
 7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.
 8. False. It is carried on the right of the other flags or at the front of the center of the line of other flags.
 9. False. The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical.
 10. True.

CITIZEN'S AWARENESS QUIZ

Supply paper and pencils to the boys. Explain that to be a good Scout, they should be aware of the paper and departments that make their city a nice place to live.

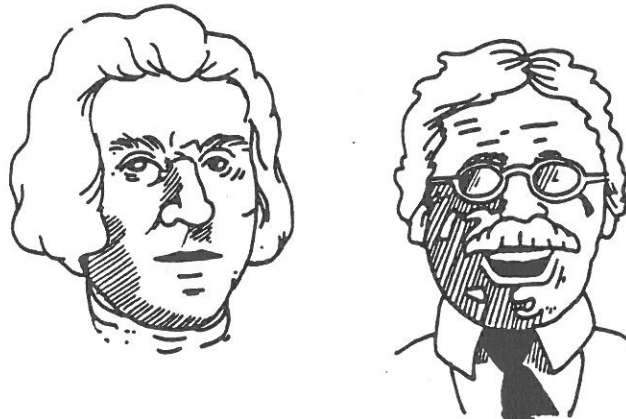
1. Who is the leader of our city? (Mayor, City Manager)
2. Who moves the sick? (ambulance)
3. What area of town are people dying to get into? (cemetery)
4. What is black and white and read all over? (newspaper)
5. What department in our city could be called the shockers? (electrical)
6. Who rides in and out on the big red trucks? (firemen)
7. What department are the stinkers? (sewer)
8. What department provides the liquid for the swimming pool? (water)
9. Who is the big blue bear that protects us all? (policeman)
10. Who picks up all the animals that roam the streets? (animal control)

CITIZEN TEST

Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, the President, Vice President, Governor or other fitting subject. A correct answer entitles that team to take one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first is the winner.

SCRAMBLED PRESIDENTS

Have the boys unscramble names of presidents, such as GINSHAWNOT (Washington) or KOCSANJ (Jackson).



COMMUNICATOR



We communicate everyday in many different ways as you will learn as you teach and study this activity badge.

CODES

Most people enjoy trying to break a code. Codes play an important part in our lives today. You will find codes on products at the grocery or drugstore telling you how long that produce can stay on the shelf and still be fresh. Other codes are read by the machines at the checkout counter to find out the price.

Our military and defense system uses many codes to send and receive messages.

Computers use codes to transpose letters into a series of 000s and 111s. That is all they understand. Just think of the many combinations needed for every letter, number and symbol used by computers today!

How many other uses for codes in our lives can you think of?

Now make up a code of your own.

OTHER KINDS OF COMMUNICATION

Another way we communicate is to mark something in a certain way to show ownership or a relationship. Your "last name" indicates that you are part of a family and related to others with the same name. Even names are "codes" of a sort. The blacksmith sometimes became known as SMITH and his son would be SMITHSON. Take a phone book and see if you can guess how a name may have come about.

People wear pins or jewelry to communicate. Engagement and wedding rings tell us someone is going to be or is already married. People in certain clubs and organizations may wear a pin that will tell you that they belong to it. Challenge the boys to look around this next week and observe the different ways people communicate with clothing and jewelry. Ask them to keep a list of what they saw.

Your own Webelos Scout Uniform communicates many things about your career as a Cub Scout. Take a good look at another Webelos Scout and see how many things you can learn about him as a Cub Scout without his saying a word.



INTERNATIONAL SYMBOLS

The following symbols are used to communicate information to people of all countries since they do not use words. Have the boys look at the symbols and identify what they mean.



- | | | | |
|---------------------|---------------------|--------------------|-----------------------|
| 1. No U-turn | 2. No bicycles | 3. Tent site | 4. Hotel, motel |
| 5. Boat ramp | 6. Forest | 7. Restrooms | 8. Wet floor |
| 9. Trash can | 10. First Aid | 11. Red Cross | 12. Animal Crossing |
| 13. Handicap Access | 14. Wildlife Refuge | 15. Magnetics | 16. Shower |
| 17. Information | 18. Campsite | 19. Child Crossing | 20. Fasten Seat Belts |

BRANDS

Another type of symbol is the "brand." A "brand" is a mark put on cattle to indicate the owner of the cattle. Have the Cubs pretend that they own a large cattle ranch and design a "brand" for their cattle. Here are a few brand types.



Rocking M: When you see a curved line under a brand, you read it as "rocking."



Walking F: When you see two "legs" on a brand, you read it as "walking."



Lazy J: When you see a brand on its side, you read it as "lazy."

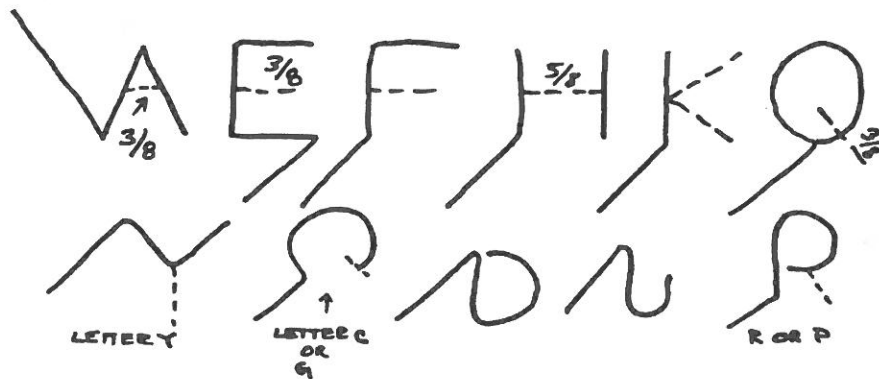


Crazy Clef: When you see an upside-down brand, you read it as "crazy."

COAT HANGER BRANDING IRONS

The den may wish to make a set of "branding irons" to use on neckerchief slides, bolos and plaques for awards. They can be used on wood and heavy leather.

Easy to shape letters and numbers from wire coat hanger. Use long nose pliers to do the shaping and make brands approximately 1" in size. Most letters and numbers can be made as one piece. The letters A E F H K Q T X will need two separate brands. Make two running (straight brands) one 3/8" and another 5/8".



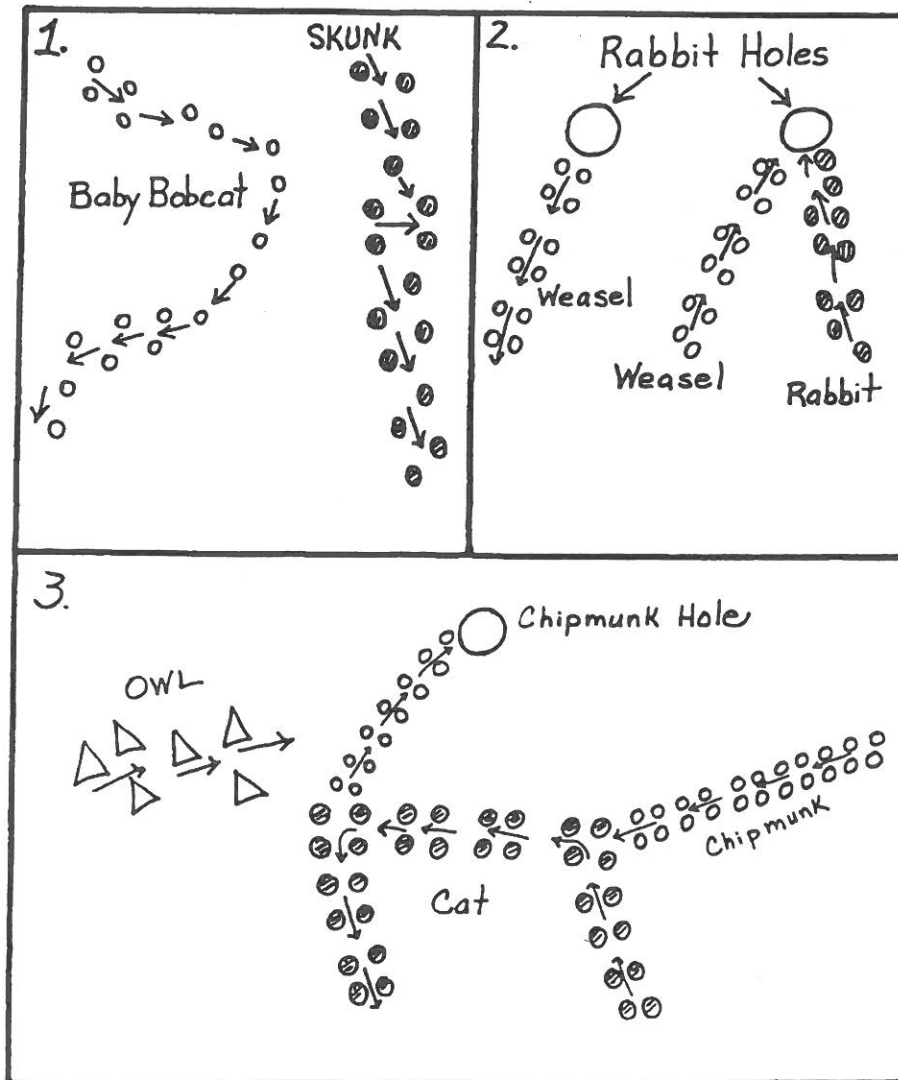
Letters are heated with a propane torch till cherry red and immediately applied to surface to be branded. Older boys can do these with close supervision.

When forming the handle of the brand be sure the letters are reversed so the brand comes out right side up.

TRICKY TRACKS

Animals communicate to us in many ways. One way, their body language is discussed in your Webelos Scout Book. Another way is through the tracks they leave behind

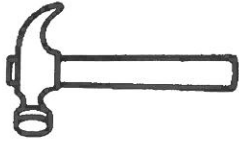
CAN YOU DECIDE WHAT THESE "TRICKY TRACKS" ARE TELLING YOU?



Answers to Tricky Tracks

1. Skunk felt that the baby bobcat was getting too close so it turned around and sprayed it. Then the bobcat ran off.
2. The weasel chased the rabbit into his hole. There was an escape hole but it did the rabbit no good. A weasel can get into any hole a rabbit can.
3. First the house cat caught the chipmunk but did not kill it. Then the owl swooped down to take the chipmunk from the cat. The cat dropped it and the chipmunk ran into its hole.

CRAFTSMAN



The Cub Scouts coming into your Webelos den have probably been working on crafts for two years, so it is time to present some more advanced projects and give them a challenge. This activity badge requires woodworking and one other material that you and each boy agree upon (leather, tin, plastic, glass, etc.). Some boys will want one option and some another, so you will need to be familiar with all. You don't have to be a master craftsman. Almost anyone who can pick up a hand tool can do the projects. But if you are convinced that you have ten thumbs, then seek help from some of the parents, or your Boy Scout Troop. Sometimes craft stores have classes on the boys' level for a nominal fee.

What follows is borrowed wisdom from years past. When working with the boys on their projects, you must have P, P, P.

Patience - Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief, and fathers. Do not do it all alone.

Preparation - Have all tools laid out before the den meeting starts. Build a sample of the item and make note of the steps that are required. Be prepared to help boys individually in these areas. Show them the sample to give them an idea of what the finished product will be like.

Perseverance - Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Do not use a project which the boys cannot complete within a reasonable length of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

Encourage every boy to put forth his very best effort. Praise only what deserves praise. Give encouragement in other areas. Do not encourage competition. This activity badge can be quite a problem for some boys. Remember "Do your Best" is the only judging criteria for you and the boys.

TOOLS

HOW TO USE YOUR TOOLS

Wood chisel - A right-handed person will guide the chisel with the left hand and apply the moving power with the right. Always push the chisel away from you, keeping both hands behind the cutting edge.

Screwdrivers - The screwdriver should fit the screw head slot as shown in the drawings. When the tip is too wide, the wood around the screw will be damaged. A tip that is too narrow will slip out of the screw slot and damage the screw head. If the tip is worn to a sharp or chisel like shape it is very difficult to keep the screwdriver in the slot.

Planes - There are many different kinds of planes. The five most common ones are: block, smooth, jack, fore, and jointer. The block plane is the smallest and the most practical for the young woodworker. It is about six or seven inches long which makes it easy to hold and ideal for fine work and cutting across end grain. The plane iron or cutting blade is placed in the body of the plane, the bevel side up. Position the lever clamp and tighten the lever cap screw.

Rasps and files - Useful in woodworking as well as in metal work. Many worker and hobbyists use them to smooth wood after it has been roughly cut.

Saws - Two important saws in a woodworker's tool kit are the rip and crosscut saw. Both saws look alike in size and shape. The difference is in the shape and spacing of the teeth and the way the teeth are filed. Rip saw teeth are designed to cut with the grain of the wood and so are straight-filed. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed. The most popular size of rip and crosscut saws is 26 inches, with 5 or 5 1/2 teeth (points) to the inch for rip saws and 8 or 10 teeth to the inch for crosscut saws.

Coping saw - Used to cut curved lines.

Hammers - The primary use of the carpenter's hammer is to drive or draw (pull) nails. The carpenter's hammer has either a curved or straight claw. The face may be either bell-faced or plain-faced, and the handle may be made of wood or steel. The ball-peen hammer, as its name implies, has a ball which is smaller in diameter than the face. It is therefore useful for striking areas that are too small for the face to enter. There is a right and wrong way of using a hammer. Except for light blows, hold the handle close to the end to increase the lever arm and produce a more effective blow. The thumb should rest on the handle and never overlap the fingers. Try to hit the object with the full force of the hammer.

Wrenches - A wrench is a basic tool that is used to exert a twisting force on bolt heads, nuts, studs, and pipes. Solid, nonadjustable wrenches with openings in one or both ends are called open-end wrenches since there is less likelihood they will slip off the work. They completely surround or box a nut or bolt head.

Snips - Used for cutting tin, sheet metal, and steel of various thickness and shapes. Snips will not remove any metal when a cut is made. There is danger, though, of causing minute metal fractures along the edges of the cut. For this reason, it is better to cut just outside the layout line. This procedure will allow you to smooth the edges while keeping the material within required dimensions.

Hacksaws - Used to cut metal that is too heavy for snips. Thus, metal bar stock can be cut with a hacksaw. There are two types, the solid and the adjustable.

Pliers - are made in many styles and sizes and are used to perform many different operations. Pliers are used for cutting purposes as well as holding and gripping small articles in situations where it may be inconvenient or impossible to use hands.

1. Do not make pliers work beyond their capacity.
2. Do not use pliers to turn nuts. Pliers must not be substituted for wrenches.

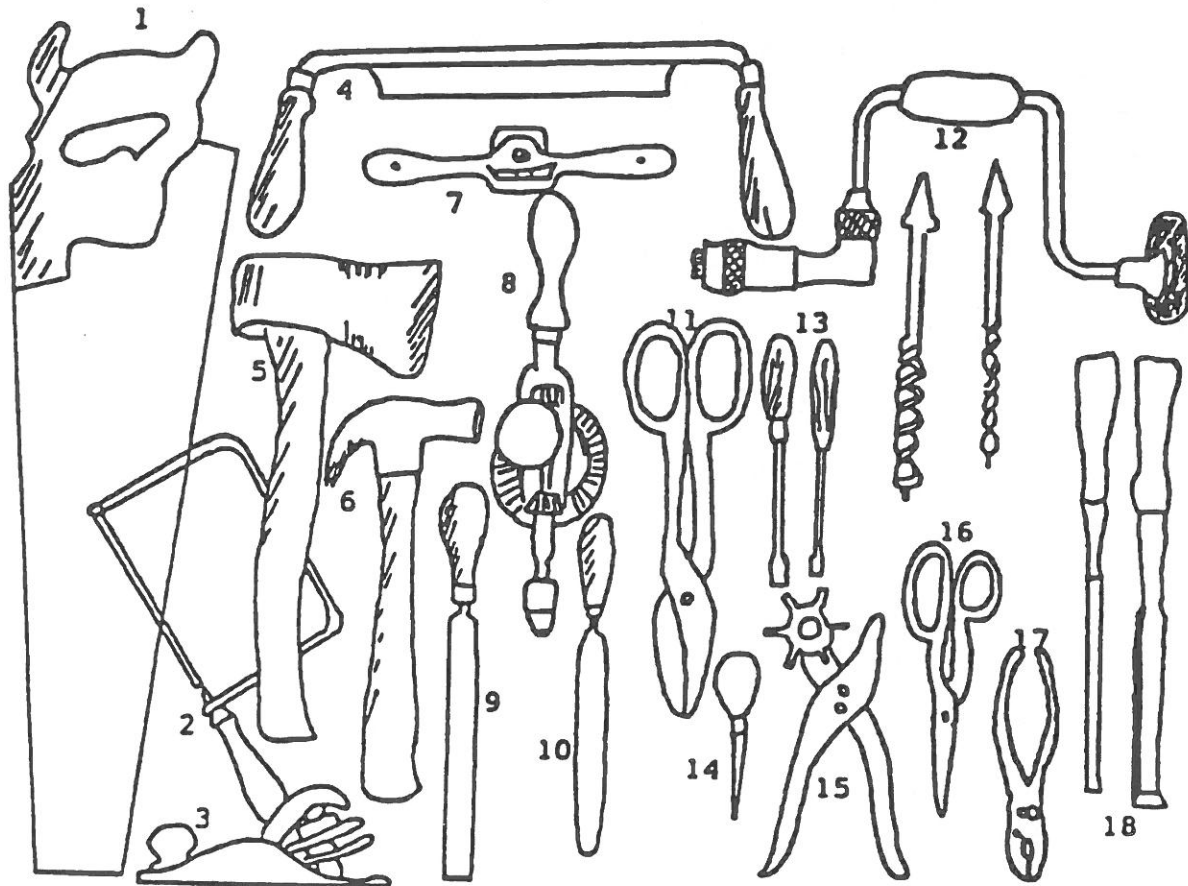
GATHERING ACTIVITIES

Name the tool:

Cut different silhouettes of tools from construction paper and glue them on lightweight cardboard. Use these as flashcards to help the boys learn the names of the tools. As they grow proficient, have them name the tool and tell what it is used for.

Pictured below are some of the basic tools Webelos Scouts may use when working with wood, leather or tin. See how many they can name.

- | | |
|----------------|-------------------------|
| 1. Saw | 10. Half-round File |
| 2. Coping Saw | 11. Tin Snips |
| 3. Plane | 12. Brace and Bits |
| 4. Drawknife | 13. Screwdrivers |
| 5. Hand Ax | 14. Awl |
| 6. Claw Hammer | 15. Leather Punch |
| 7. Spokeshave | 16. Shears |
| 8. Hand Drill | 17. Pliers (slip-joint) |
| 9. File | 18. Chisels |



CONTESTS

Nail Driving - Give each boy a hammer and five nails and a piece of log 4 inches in diameter and about 6 inches high. On the word go, they are to nail all five nails completely into the piece of log. First one finished is the winner.

Board Sawing Contest - This is the same as the nail driving contest. Give each boy a small hand saw, pencil, ruler, and a 2" x 4" board (any length). On the word go, each boy is to mark and saw his board in half. The first one finished is the winner.

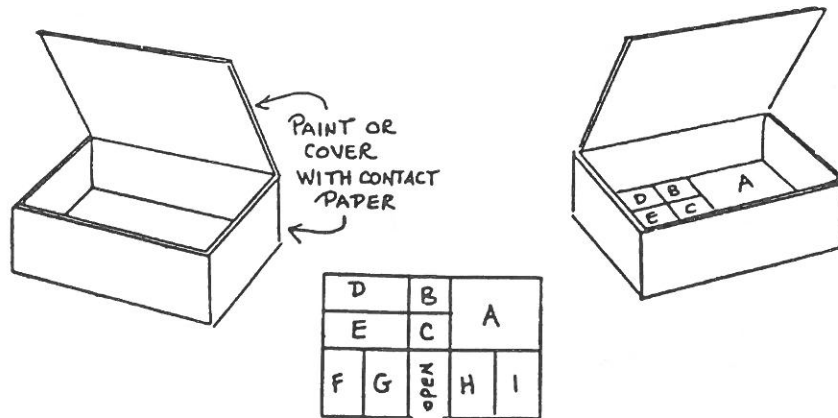
NOTE: Judge the contests on skill and speed. Drive the nails straight, and measure the boards correctly. Also supply safety goggles for each boy whenever they are actually working with the tools.

DEN ACTIVITY IDEAS

- Visit a furniture factory, lumber yard, saw mill, or cabinetmaker.
- Visit a tannery or leather goods manufacturer. Tandy Leather is always willing to help Cub Scouts.
- Invite an expert to give a demonstration on the proper care and use of tools.
- Have someone give a demonstration of leathercraft and explain how to use leather tools.
- Have someone give a demonstration of metal work, using tin snips and vise.
- Discuss finishing methods for wood projects:
The importance of sanding, filling holes and scratches, and various types of finishes such as shellac, stain, lacquer, varnish and enamel.
- Let them practice driving nails straight.
- Have a bird house building activity.
- Make a den knot board.
- Build the bridges you will study in engineering.
- Tie in with scholar and discuss how education will help in doing crafts and working on the job.
- If the pack doesn't have a pine wood derby track, build one.
- Note: The How To Book is full of craft ideas.

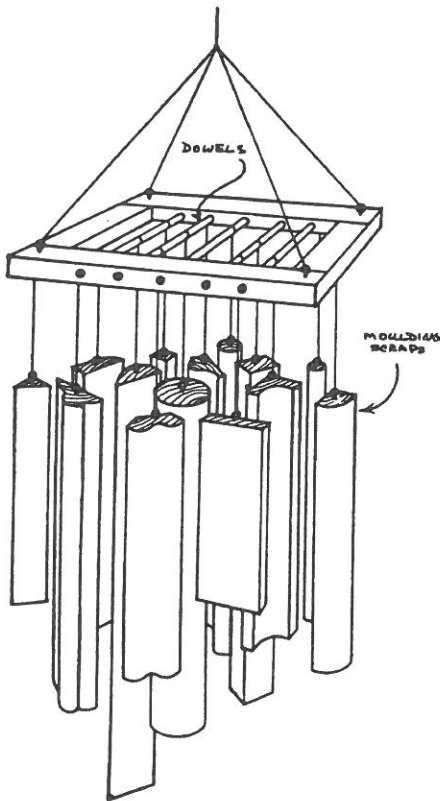
BOX PUZZLE

Paint a box (the cardboard boxes sold for elementary school supplies are a good size) or cover the outside with contact paper. Cut a piece of paper the exact size of the inside bottom of the box. Divide it in half lengthwise; then divide lower section into 5 equal parts. Divide upper section as shown in illustration.



Cut nine blocks from plywood, making each one about 1/8" smaller than the paper patterns, so they can slide easily. Sand smooth being careful to remove only a small amount of wood and keeping the edges straight. The blocks can be painted or stained. Mark each block with the proper letter. Glue the paper over the bottom of the box and place blocks on the corresponding sections.

Now the fun begins! Slide the blocks around until you get block A in the upper left hand corner. It isn't easy, but you'll feel a real glow of triumph when you make it.



WOODEN WIND CHIMES

Create your own open-air concert with an orchestra of lattice, screen, rounds, half rounds, quarter rounds, dowels squares, base caps, coves and stops, all clustered together to form a melodious wind chime. The tones will vary according to the weight, length and patterns of wood moldings you choose. After you've made your selection, attach small eye hooks at the end and suspend them from a frame of squares with dowel cross pieces. The distance between them should be far enough apart to swing freely, but close enough to touch in a gentle breeze. Stain or oil as you desire, then hang it from your porch or a nearby tree and await the first musical selection.

TIN CRAFTS

General Instructions: Always wear gloves when cutting or shaping metal. Remove lids from cans with an opener which leaves a clean edge. Use tin snips for cutting. Hammer cut edges and file well until perfectly smooth.

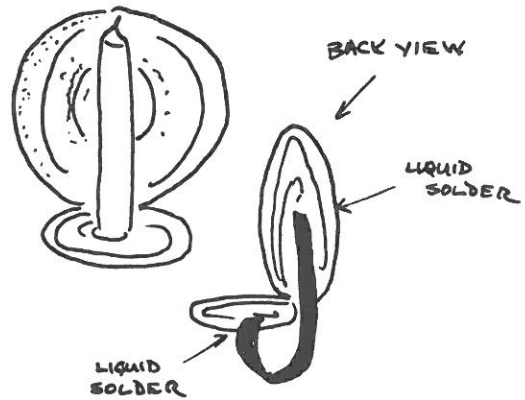
To obtain strips from a can, remove both ends and cut straight down with tin snips on each side of seam. Flatten and cut as desired.

To glue, use liquid solder (available in most hardware stores). Be sure to follow directions on the tube, especially for the length of time required in drying.

Finishing - painted designs should be made with enamel. Tooling can be done by tapping lightly with hammer and nail. If you are using the silver side of the cans, polish the surface with fine steel wool. All projects can be given a final protection with lacquer or wax.

CANDLE SCONCE

1. Select a large lid for the back and stipple with hammer and nail, if desired.
2. Cut a strip 1" wide and 6" long from a tin can. Bend strip into a curve and attach one end to back of lid with liquid solder.
3. The base is a second smaller lid. Bend up the edge of the smaller lid to form a tiny scallop. Attach with liquid solder.
4. Attach base to free end of strip with liquid solder. Punch a small hole at the top, or use gummed hangers.
5. Drip a small amount of melted wax in the center of the base and set your candle in the warm wax.

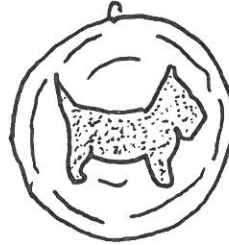


LETTER RACK OR NAPKIN HOLDER

1. You will need two large lids (such as the bottoms of coffee cans).
2. Cut one lid in half for the front. For back, remove a small section from the second lid to form a straight edge.
3. Decorate with tooled designs.
4. For the base, cut a piece of wood 1 1/2" wide and a little shorter than the front. Sand smooth and stain or paint. Nail front and back to the wood with decorative nails.

TOOLED SILHOUETTE PLAQUE

1. Make these plaques in sets from identical size lids, or use different sizes for hanging on a ribbon.
2. Cut a circle of black paper 1/8" smaller all around than the size of the lid you have chosen.
3. Trace and cut out a figure at the center.
4. Glue the paper to the lid.
5. With a hammer and nail, stipple figure area surrounded by the paper like the dog shown in the picture.

**TOOL TIE SLIDES**

Each different slide uses 1/2" PVC pipe.

Hammer

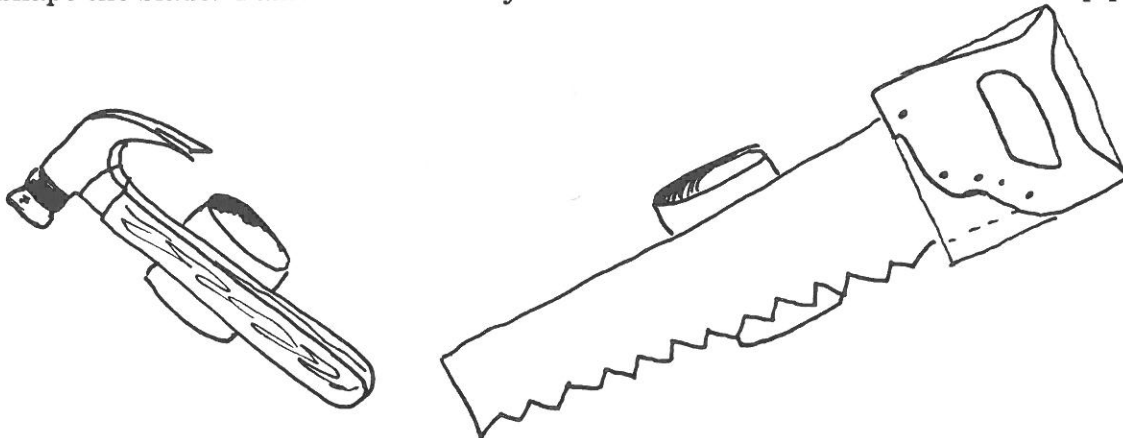
Use a 1 1/2" piece of wood for the handle. Shape the head from fast drying clay or salt dough. Paint the head silver and the handle brown. Glue to a piece of leather or PVC pipe.

Saw

Cut the saw blade from a piece of aluminum can. Use pinking shears to make serrated edge. Cut two 1" squares of wood for the handle. Glue them together with the saw blade inserted between. Draw the outline of the handle of the wood. Experienced whittlers may wish to cut away the excess wood. But it looks nice if filled in with markers. Add PVC pipe to back.

Screwdriver

Make a screwdriver from dowel. Use a thicker piece of dowel for the handle. Use sandpaper to shape the blade. Paint handle red or yellow and shaft silver. Attach to the PVC pipe



ENGINEER



One of the greatest things about being a Webelos Den Leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scout's father is an engineer, be sure to recruit his help.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other Webelos activity areas. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems in construction, industry, and other areas.

DEN ACTIVITIES

Make block and tackle. Be sure to explain its purpose...to lift weights easily. A single block and tackle has an ideal mechanical advantage of two, which means that if there were no friction, a 1 pound pulling force could lift 2 pounds. A double block with 1 pound pulling could lift 4 pounds. As additional blocks are added, the mechanical advantage is increased, but each additional pulley also decreases the distance the load is moved. Friction is a factor affecting the lifting power. Make your own block and tackle using spools, cord, nails, and blocks of wood.

Have the boys find pictures of different bridges and bring them to a den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank beam, pier beam, and deck, and the truss and arch bridge types. The more complex kinds are the bascule (the old castle draw-bridge type), vertical lift, cantilever, and pontoon. Many of the swinging bridges are in use today.

Visit a college engineering department.

Have the boys collect pictures of bridges and note the different types of construction.

GAMES

Syllable Puzzle

Use each syllable given below to form the words that fit the seven definitions.

bine bu car die en ler gine li ni pel pro ra re sel ter cop tor tur u um he

1. The part of a boat that moves it through the water.
2. An airplane that hovers.

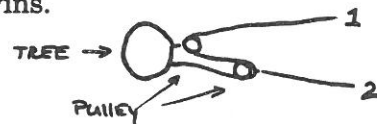
3. A machine that turns energy into work.
4. A machine in which a wheel is turned by water, steam, or hot gases.
5. The most common type of nuclear fuel.
6. The part of an engine which mixes air and gasoline.
7. One type of internal combustion engine.

Answers: 1. Propeller 2. Helicopter 3. Engine 4. Turbine 5. Uranium 6. Carburetor 7. Diesel

Balance Battle

Two teams line up at opposite ends of the seesaw. The first person from one team sits on one end of the seesaw at any spot that he chooses. When he has chosen his spot, he cannot move. He must sit perfectly still and cannot shift his weight. A member of the second team must select a spot on the seesaw which he thinks will balance it. He must then get on the seesaw at that point. If it balances the first player joins his side. If the second player fails to balance the seesaw, he must join the other side. The play continues until everyone has had a turn. The team with the most members at the end of the game wins.

Pulley Tug-O-War

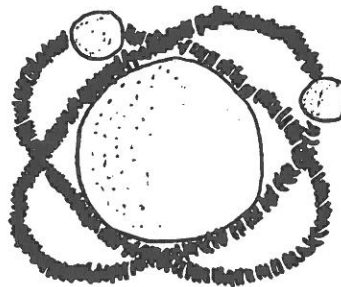


NOTE: Prior to the start of this game, you should attach a rope and pulley to a tree or post as illustrated.

The boys are divided into two teams. Each team has the same number of boys. If you have an uneven number of boys, place the extra boy on rope #2. Each team gets a firm grip on one of the ropes and starts pulling when they hear the signal "PULL!" When the marker on rope #1 crosses a mark on the ground, the leader shouts "STOP!" The rope is moved back to the starting position and a boy from rope #2 goes over to team #1. Repeat this process each time the marker crosses the mark on the ground. This continues until the pulling contest becomes even or team #2 is finally pulled by team #1.

ATOM SLIDE

- Materials:
- 1" styrofoam ball
 - 1/4" red pompom
 - 1/4" yellow pompom
 - 4" pipe cleaner
 - 12" pipe cleaner



Cut the 12" pipe cleaner in half. Make an oval big enough to go around the 1" styrofoam ball. Glue the ovals on the ball at angles to each other. Glue the red and yellow pompoms on the ovals as shown in the illustration. Make a loop out of the 4" piece of pipe cleaner and glue the loop into the back of the styrofoam ball.

FAMILY MEMBER



One definition of a family is "all the people living in the same house." Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding is part of every family structure.

The family member activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping, and house cleaning are all elements included in the family unit. Remember to stress that each boy is important to his own family and that his family is important to him.

PLACES TO GO

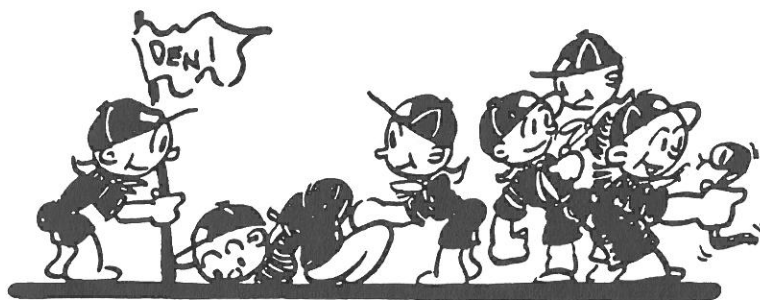
- Tour a fast food restaurant or small restaurant.
- Have someone from OSHA or plant safety committee give a talk after touring a manufacturing facility.
- Tour an energy conservation home (underground or energy efficient).
- Tour PSO and get an employee to explain ways to save energy.
- Tour the local water company and ask for ways to conserve water.

SPEAKERS FOR DEN MEETINGS

- Invite a fireman, policeman, or security personnel to a den or pack meeting to talk about home safety...how to and why.
- Invite a home economics teacher or dietitian to talk to the den.
- Invite an energy conservation engineer to give a talk on energy.
- Invite a home builder to come and tell you what measures he uses in house building to save energy.
- Have a family relations teacher visit and talk.
- Invite someone from a professional housecleaning or maid service to give a talk.

DEN ACTIVITIES

- Make a list of fun activities of little cost and do them over several den meetings.
- Switch chores with another family member for a month.
- Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
- Before the boys inspect the home and grounds to make a list of hazards or lack of security you might want to talk over some of the home hazards they may find.
- Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning they must plan the meal, shop for the food and then cook it.
- Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year...or at least three months.
- Plan a family game night...each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.
- Have a contest on folding the wash. Let a mother judge the teams to make sure they are doing things the right way.
- Have a contest...take a small piece of cloth and a button, needle and thread. Have the boys sew a button on...judge the button that is sewn on the best.
- Make a contest out of making a list of things families spend money for. See who can make the longest list. Talk about the list and item. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
- Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cookouts!



FITNESS



The material for this badge is organized somewhat differently. It will have information and activities presented in the same order in which the requirements are listed in the Webelos book.

FACTS ON CIGARETTE SMOKING

1. **Cigarette smoking is addictive.** It fulfills these three criteria:
 - a. Smokers develop a tolerance to nicotine (they need to smoke more and more for an effect.)
 - b. Smokers become dependent on it (they need it to feel comfortable.)
 - c. Smokers suffer withdrawal symptoms (physical and psychological discomfort) when they try to stop smoking.

2. **There are hundreds of chemicals in cigarette smoke.** Three of the most damaging ones are:
 - a. **Tars** - damage delicate lung tissue and are considered the main cancer causing agent in cigarette smoke.
 - b. **Nicotine** - a poison found only in tobacco leaves. One drop of pure nicotine can be fatal to humans. It is a powerful stimulant to the brain and central nervous system that "hits" the brain within four seconds. But then it has a depressant effect on the cardiovascular system. It narrows the blood vessels cutting down the flow of blood and oxygen throughout your body. The heart has to pump harder, thus increasing the chance of heart disease. It raises the blood pressure and narrows air passages in the lungs, depriving the body of some oxygen.
 - c. **Carbon Monoxide** - replaces needed oxygen in your red blood cells. Even after one stops smoking, carbon monoxide stays in the bloodstream for days depriving the body of oxygen until the oxygen level in the blood returns to normal. Carbon monoxide is a product of cigarette smoking and also of gasoline engines.

3. **Some of the diseases caused by cigarette smoking are:**
 - a. **Chronic Bronchitis** - an inflammation of the bronchi which are the breathing tubes in the lungs.
 - b. **Laryngitis** - an inflammation of the throat.
 - c. **Emphysema** - a degenerative lung disease that destroys breathing capacity.

- d. It is a contributing factor in cancer of the lungs, mouth and esophagus.

ACTIVITIES THAT WILL HELP THE BOYS UNDERSTAND THE HARMFUL EFFECTS OF CIGARETTE SMOKING

1. **Define "pollution."** ("Pol-lu-tion: to make unclean, impure, or corrupt; desecrate; defile; contaminate; dirty." Webster's New World Dictionary of the American Language)
2. **Discuss pollutants in the air in the outside environment.** Use pictures from magazines or newspapers. Include: factory smoke, car exhausts, rocket launches, smoke from someone else's burning cigarette and so on.
3. **Explain how all living things need air to breath.**
 - a. Put a plant under an airtight container. What begins to happen?
 - b. Put ants or other insects in an airtight jar. Give them everything else the need to survive. What happens? Why? (When the ants' activity begins to decrease, open the jar and set them free.)
4. **Talk about the fact that smoking cigarettes is harmful to our health and how it "pollutes" the internal environment of our body (the lungs).**
 - a. Blow smoke from a cigarette through a tissue. What did you observe? Wouldn't that also make your lungs "dirty?"
 - b. Hold your breath and have someone check the time. Did you have to breathe very soon after you started holding your breath?
 - c. Demonstrate the effects of sick or injured lungs:
 - (1) Light a candle. Ask a boy to stand a reasonable distance from the candle. Instruct the boy to take a deep breath, and then blow out the candle.
 - (2) Relight the candle. Ask the boy to stand at the same distance from the candle. Instruct him to take a deep breath and blow out at least half of the breath before attempting to blow out the candle. With the breath that is left, ask the boy to blow out the candle. What happened?

PRESCRIPTION DRUGS

Ask the boys to define "**drug**" - (any substance, liquid, powder, or solid taken by mouth, inhaled, injected, or rubbed into the skin, that affects the way the body or the mind naturally works.)

Define "**prescription drugs**" - (medicines that, legally, can be purchased only on the order of a doctor or a dentist, a)for specific reasons, b)for a specific person, and c)prepared by a specially trained person called a pharmacist.)

have the boys talk about the last time they went to the doctor or dentist and were **given medicine**. What was the problem? What medicine was given? Did it make them feel better?

Bring in empty, clean bottles that once contained prescription medicines.

Note:

- the label,
- the name of the one particular person,
- the name of the medicine,
- the amount and the time to be given,
- the name of the doctor, the date
- the prescription number,
- the number of refills, if needed, and
- the pharmacy name, address and phone number.

Discuss some of the considerations the doctor must make before he can order your medication: (1) age, (2) weight, (3) general health of the person, and (4) severity of the condition.

A DRUG MAY AFFECT DIFFERENT PEOPLE IN DIFFERENT WAYS!

Have the boys make reports on the discovery of drugs/medicines that have helped mankind. (Ex. measles vaccine, polio vaccine, penicillin, and so forth.)

Stress that **medicine may be taken only under the supervision of a parent, physician, nurse, or specifically designated adult**.

Have the boys list safety rules to be followed when taking medicine. Put these on a large poster to be displayed at the Pack meeting.

Be sure they include the following rules:

1. Take medicine as directed.
2. Finish the entire prescription.
3. Discard any unused medicines.
4. Never share your medicines with anyone else.

5. Keep medicine in a safe place, out of the reach of children.
6. Keep medicines in their original container.
7. Do not take several medicines at the same time unless the doctor is aware of all of them.
8. Mixing drugs and alcohol can be fatal.
9. Never describe medicine as "candy."
10. Never give medicines in the dark.
11. Never give medicine from an unlabeled container. **WHEN IN DOUBT - THROW IT OUT.**

NONPRESCRIPTION DRUGS

Define the term "**nonprescription drug**" (Medicines that do not require a doctor's order or the assistance of a pharmacist. They can be found on open shelves in a drug store or supermarket.)

Take the boys to the local supermarket and have the boys make a survey of the drugs they find there. Ask them to read the labels and list:

1. The name of the product.
2. The condition for which it is to be used.
3. Is it a liquid, tablet, capsule, cream, or spray.
4. Any warnings or cautions listed on the container.

Was there more than one product that could be used for the same condition?

Locate and list 3 substances which are socially acceptable, contain a drug and can be bought in supermarkets.

1. Cigarettes (tobacco contains nicotine)
2. Coffee, tea, cocoa, cola (all contain caffeine)
3. Beer, wine, whiskey (all contain alcohol)

Have the boys report on two TV commercials dealing with nonprescription medication (aspirin, cold preparations, etc.). In the report answer the following questions:

1. Does the medicine always seem to make the people better and happier?
2. Can that be true always?
3. Why would the manufacturer want people to believe that?
4. Are they always completely honest?
5. Compare ads for brands of aspirin.
6. Can they all be the best?

FACTS ON ALCOHOL

1. Alcohol is a drug which affects the way the body naturally functions. It is a depressant which slows the body processes.
2. It is the oldest and most abused drug in the world.

3. There are predictable, though varying physical effects upon everyone who drinks alcohol. (This is why the law has set a specific blood alcohol level for defining drunkenness while driving.)

The brain is the control center of the body.

- a. The brain is the organ most affected by the presence of alcohol.
- b. Alcohol is a drug that depresses the central nervous system, thus reducing the activity of the brain.
- c. Alcohol arrives in the brain almost as soon as it is consumed.
- d. The bloodstream carries alcohol to the brain.
- e. It keeps circulating through the brain until the liver has had time to change all of the alcohol into carbon dioxide and water for release from the body.
- f. It affects the higher functions of the brain-judgment, learning, and behavioral control. It then affects vision, coordination, and speech.

Too much alcohol in the bloodstream kills by depressing the breathing center. This means that a person who drinks too much alcohol in one day can die. This is called "acute alcohol poisoning."

NUTRITION CONNECTION

Nutrition and fitness go hand in hand. Teach the boys the four basic food groups and what each does for the body.

Have the boys make a poster or collage showing foods that belong in each group. Use magazines and advertisements from the Sunday papers for these.

Let each boy make up a menu for a meal and let the other den members check it for balance. This would be good to do for a campout menu. They need to be balanced also.

MILK GROUP

Milk and Milk Products
 Cheese
 Cottage Cheese
 Ice Cream
 Builds teeth and bones!

FRUIT-VEGETABLE GROUP

All kinds of fresh fruits
 and vegetables
 Builds energy and helps your
 body defend against disease.

PROTEIN GROUP

Beans
 Meat
 Fish
 Peanut Butter
 Eggs
 Builds muscles, bones and
 blood.

BREAD-CEREAL GROUP

Rice
 Cereal & Grits
 Bread
 Flour Products
 Spaghetti
 Quick energy builders, helps
 to make your body work
 better.

FORESTER



At one time, both the east and west coasts of the United States formed a continuous changing, forest of trees ranging from pines to palms. Then, in a period of 350 years these forests came down and in their place rose eroded hillsides, flooded plains, and dead animals. The small areas of forested land left are in danger of being destroyed by the advent of asphalt, pollution and people. The purpose of the Forester badge is to teach the boys to respect one of the few things that serve people while they live and after they die...trees.

Trees, like boys, come in different sizes, shapes, descriptions, and uses. Most of the requirements are set up to point out this difference and help the boys to feel at home in the woods and also in the neighborhood.

Tree and plant identification can be done in the neighborhood as easily as in the forest. The first requirement is to have an identification chart or book so that you know what tree you are talking about. The library has these books in the 580 section (Botanical Sciences). There are both programmed and non-programmed books for field use and descriptive books to be used during a meeting.

If this is the only badge you are working on and you want to have something for the boys to be doing on their own, suggest a leaf sample collection where they collect a leaf, a sample of the seed, and if possible, a piece of the bark. Lay them out on a sheet of paper and glue them down with white glue. Then they can write the name and description of the tree and the location and date the sample was collected. Make sure the leaves are pressed first.

Another project you can do with trees is to check pollution from the book Science Projects in Pollution by Seymore Simon.

Coat two index cards with a thin coat of Vaseline. Pin one of the cards to the trunk of a large tree. Pin the other card to a near-by place that is not shielded from above by leaves. After a few days remove the cards and examine them with a magnifying glass. Which card has more pollution particles and do the particles on one card differ from those on the other card? What does this show?

With a den of boys this can be done over an entire neighborhood, and a pollution chart of the neighborhood can be drawn up to show where high pollution areas are.

Ten year old boys and trees are natural companions. To these boys, a tree is good for climbing, swinging from, or building a tree house. Through the Forester Activity badge, it is hoped that the boy's appreciation for trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them, or how to plant and care for them. Hopefully, he will learn how important a role they play as one of our natural resources. One hundred twenty-five thousand forest fires are started each year by careless people. The Webelos Scout should learn how to prevent becoming a part of that

statistic. Later, when he becomes a Scout, the boy may wish to continue the study of trees with the Forestry Merit badge. It is certain he will spend a lot of time in the woods hiking, camping and adventuring. This is just the beginning of his life-long friendship with trees. He should learn not to use his knife or ax on live trees; the difference between green and dry wood, and which is best for campfires.

A forester deals with the care and growing of trees. A Webelos Scout, working on his 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.

America is a land of trees...they grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees...our wooden houses and the furniture in them, the rayon clothing we wear, the film in our cameras, and many of the good fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were no trees. Our world couldn't and wouldn't be as interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making 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 excellent health and a love of the outdoors.

SUGGESTIONS FOR DEN ACTIVITIES

1. Make tree life-history posters.
2. Make U.S. maps showing different kinds of forests.
3. Ask a fireman or forest ranger to talk to the boys about wildfires and how to prevent and control them.
4. Make a tree survey of your area.
5. Bring a log to the den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather...dry or wet spells...through which the tree lived by looking at the rings.
6. Make a collection of leaf prints.
7. Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
8. Check with a local conservationist for advice on planting project and seedlings.
9. 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.
10. Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
11. Teach boys how to measure tree diameter and height.

PACK MEETING ACTIVITIES AND DISPLAYS

Exhibit: Forest plants, posters of tree's life history, leaf prints. Make a "window on the insect world" display for pack meeting. Make a tree exhibit from "roots to fruit" for pack meeting.

Demonstration: Tree planting methods. Show samples of different kinds of wood and/or bark.

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them!

A TREE QUIZ

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwood)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which tree gives maple syrup? (Sugar and Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in the fall? (Larch and Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, and Juniper)
12. Which broad-leaf keeps its leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long Leaf & Loblolly Pines)
15. Which is our most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreens)
17. Which trees are the hardwoods? (Deciduous)
18. Which trees are often called "Stinkweed"? (Ailanthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)

JUNIOR FOREST RANGER QUIZ

Circle the correct answer

17-20 correct...Official Junior Forest Ranger

12-16 correct...Junior Forest Ranger

8-11 correct...Junior Ranger

0-7 correct...You need to study some more

1. Campfire permits are required for: (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
3. The best place to ask where forest campfires can be built is: (a) sheriff's office, (b) sporting goods store, or (c) ranger fire warden station.
4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hours to check the fire.
5. When you see a bear in the forest, park, or zoo, you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him.
6. To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small compact fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.
7. The best way to put out a campfire is: (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, or (c) let it alone and it will burn itself out.
8. The best spot for a campfire is: (a) inside a rotten log or stump, (b) under a tree, or (c) in a cleared open space away from trees.
9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.
10. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, or (c) get other Junior Forest Rangers to fight the fire.
11. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.

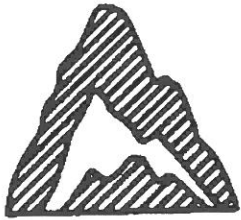
12. Camp matches should be: (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
13. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
14. Well-managed forests give us: (a) Smokey Bear, (b) wood, water, wildfire, grass, and outdoor fun, or (c) just lumber, paper, walnuts.
15. A match or cigarette thrown from a car window: (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
16. A windy day is a good time: (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.
17. A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, or (c) used only on windy days.
18. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, or (c) drink three glasses of water.
19. Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

ANSWERS:

1. b 2. c 3. c 4. b 5. c 6. b
7. a 8. c 9. a 10. b 11. a 12. a
13. c 14. b 15. c 16. c 17. a 18. b 19. c



GEOLOGIST



Our knowledge of past geological ages is gained from records written in rock. The formidable mountain ranges of antiquity did not vanish into nothingness. After they had been ground down and washed down, their pulverized fragments helped build layer upon layer of sediment in the sea. The quantities of eroded debris are so vast that their total thickness, adding up all separate layers from different periods, exceeds sixty miles.

Although the deep sea has been probed with modern coring instruments, no instrument in use today can haul up a sediment column hundreds or thousands of feet long. Perhaps future delving will provide the long-awaited information. But the record beyond the shelves has so far been quite inaccessible.

Geologists do not always have to drill holes into a mountain to study the sequence of events. Like the folds of a bed sheet with which they are often compared, the folds of mountains have a tendency to flop over on their sides. Layers that once were stacked flat on top of one another are rearranged so that they slant upward or are even lined up on edge - a series of stony ribbons, each of which was molded during another age. Dozens of those ribbons next to each other form a graphic picture of the geological events during periods lasting 10, 20 or 50 million years.

Interestingly enough, all records, regardless of their age reveal almost identical developments. Immediately after a geological revolution, when the mountains are young and high, rainwater tears large pieces from their flanks. After the mountains are leveled, rivers carry chiefly mud and silt. There is, in the record of sedimentary rocks, an almost monotonous repetition of coarse material followed by finely ground materials.

To most ten year old boys, the study of geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is, Geology can be fun. Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a good deal, also. Most boys have had a rock collection. This natural curiosity about rocks can make this a natural starting point for the Geologist Activity Badge. The Webelos Scout book contains information on volcanoes, geysers and the formation of mountains so that they boys will acquire a fairly good knowledge with only a little assistance.

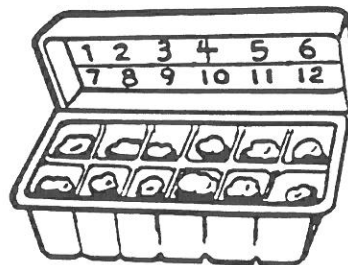
This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used and how a Geologist works.

A Webelos leader in this area of the country shouldn't have any trouble securing the help of an expert. There are many geologists working for industries in central Arkansas. The Thunderbird District Executive, Jesse Carter, is a geologist.

If you can locate a rockhound in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. Perhaps one of the dads is a Geologist...and if so can be of great help.

DEN ACTIVITIES

1. Take a treasure hunt for rocks and minerals. At another den meeting, identify them and check specimens on mineral hardness scale.
2. Cigar boxes, egg cartons, or small cardboard boxes with dividers for displaying rocks and minerals.
3. Start a collection of geologic materials used in home construction. Make a display for pack meeting.
4. Visit a geology exhibit, department, museum or collection. The Arkansas State Capitol building has a very good collection.
5. Tour a quarry, mine or gravel pit. Look for fossils. **DO NOT GO ALONE TO ANY OF THESE PLACES.** Get permission from the owner. Try to get someone who is familiar with the quarry, mine, or gravel pit to take you. Be sure to strictly follow safety precautions.
6. Visit an industry that uses geological materials.
7. Make a mineral hardness kit.
8. Study cause and effects of earthquakes. Make posters and charts.
9. Have a demonstration of a rock tumbler.
10. Have boys begin drawings of causes of volcanoes, geysers. and earthquakes.
11. Make a buckskin nugget pouch to carry rocks. This not only will help on Geologist badge, but will complete one of the requirements for the Craftsman badge.
12. Have a geologist come to den meeting to demonstrate use of geologists' tools.
13. Have a contractor come to talk to boys about minerals used in home building such as slate, limestone, brick, marble, cement, gypsum.
14. Visit a rock collector's club meeting.
15. Visit a jeweler's shop.



COLLECTION BOX

PACK ACTIVITIES

1. Exhibit rock and mineral display.
2. Display drawings of causes and effects of volcanoes, geysers, and earthquakes.
3. Demonstrate hardness test for minerals, rock tumbling.
4. Demonstrate your volcano.
5. Have the boys display their rock collections.
6. Demonstrate how mountains are formed.

PHYSICAL GEOLOGY.....deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been, changed.

This includes:

mineralogy.....study of minerals

*Petrology.....study of rocks

*Structural geology.....study of arrangement of rocks on earth

*Geomorphology.....study of origin of surface features

*Economic geology.....study of earth's economic products and their commercial and industrial uses.

HISTORICAL GEOLOGY.....is the study of the origin of earth and its inhabitants.

It includes:

*Stratigraphy.....origin, composition, proper sequence, and correlation of rock strata

*Paleontology.....study of ancient organisms, fossils

CREATE YOUR OWN ROCK FORMATION

Stalagmites are mineral formations on the FLOOR of a cave. Stalactites are mineral formations found on the ROOF of a cave. Both are made by the dripping of mineral water, usually lime water. As the water evaporates, the minerals form a layer which builds a stalagmite.

Directions:

Into one cup of water stir 1/2 cup of Epsom salts. After all of the salt is dissolved, pour 1/2 of the solution into a second cup. Set the two cups about four to five inches apart on a tray or piece of board. Attach a piece of heavy cord or piece of cloth twisted until it is ropelike into the solution in one cup. (Be sure this is rope or cloth that will absorb liquid.) Attach the other end into the second cup. Let the cord loop slightly in the middle. In a short time the liquid should begin to drip. Be sure that it drips very slowly. Soon you should be able to see a stalagmite form.

LET'S GO ROCK COLLECTING

CLOTHES: Wear the type of clothes you would wear hiking or hunting. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones.

COLLECTING BAG: A knapsack type collecting bag is ideal. Use one with pockets to hold maps, notebook, small tools and labels. Use lunch-size brown paper bags to hold specimens. Take along newspapers to wrap the rocks in first.

FIELD NOTEBOOKS AND LABELS: As you collect each specimen, give it a number. Put the label on the rock before you wrap it up. In a small pocket notebook list the following information:

NAME _____

LOCATION _____

DATE _____

COLLECTOR _____

Later at home you can enter the information into your permanent records.

BIG AND LITTLE HAMMERS: An eight-to-ten pound sledge hammer is useful to break up large rocks into a smaller size. A geologist's hammer weighing one and a half to two pounds is the most practical hammer to take along on your expeditions.

CHISELS: One or more good steel chisels are essential collecting tools. Do not use wood working chisels, as they become dull and nicked quickly.

GOGGLES AND FACE SHIELDS: These are important pieces of equipment to use while hammering. Your eyes will thank you.

MAGNIFIERS: A good hand lens or pocket magnifier will help you identify many characteristics of rocks

COMPASS: A good compass is an invaluable tool. Learn how to use one to keep from getting lost.

FIRST AID KIT: Any trip away from home requires a First-Aid kit. Keep one handy.

MAKE YOUR OWN FOSSILS

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence.

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, at some later time in earth history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way will show the nature of the exterior of the shell and is called an external mold. If at some later time this mold became filled with minerals or other sediments, as cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some paleontologists call casts and molds "circumstantial evidence" of prehistoric events.

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.

Now compare the original shell with the plaster cast. Notice that even some of the more delicate marking on the shell have been preserved in plaster.

The paleontologist used this same technique in reconstructing the shells of long dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting case will usually show clearly the size and shape of the foot of the animal which made the track. From this information the paleontologist can often tell what animal left the footprint.

VOLCANO SLIDE

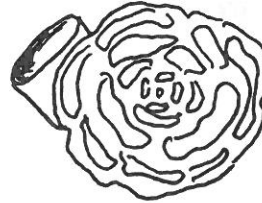
Materials: 1½" x ½" plastic pipe
Plaster or self drying Sculpty Clay
Paint



Use plaster or clay to build up the pipe in the shape of a volcano. Let the plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like the escaping lava. Using green and or brown paint, paint the mountain. Use red to paint the lava flow.

ROSE ROCK SLIDE

Materials: Rose rock 1½" dia.
 Plastic plumbing pipe ½" x ½"
 Epoxy, clear acrylic spray



Clean the rock with water and a small soft brush to bring out the petals of the rose. Epoxy the rock to the piece of plumbers pipe and allow to dry completely. Coat the rock with several coats of acrylic spray. This slide could be made from any rock. It would be good to take the boys on a hike to discover the rocks for themselves. The rose rock itself is unique to the central part of Oklahoma beginning in the north part of Norman and extending to the southern portion of Oklahoma City. Troser Park on S.E. 29th has a deposit of the rose rock. They are not the largest to be found but there are still some of adequate size.

GAMES

THE BIGGEST HANDFUL.....Have the Webelos collect egg-sized rocks for this contest. See which boy can hold the most rocks in one hand.

KING OF THE MOUNTAIN.....Draw a large circle on the ground. The denner is chosen to be the King of the Mountain. The other boys must remove the King from the circle to become the new King of the Mountain.

NUGGETS IN THE BAG.....The Den Chief is to put a certain number (known only to him) of different sized rocks in a cloth drawstring bag. Each boy is given the bag for 15 seconds. He then passes it to the next boy. When all of the boys have had a chance to examine the bag for fifteen seconds, it is returned to the Den Chief. The boy who guesses the correct number of rocks in the bag then takes his turn as the one who puts an amount of nuggets in the bag.

MINERAL TAG.....This is played as regular tag, except that the players must be touching an object made from minerals to be safe.

DIAMOND HUNT.....Hide playing cards that have diamonds on them. The one finding the most diamonds wins. Use number of cars or point values on cards for scoring.

DIAMOND STRAW CARRY.....Two teams. Furnish a straw for each player. First player on each team sucks on the straw until the diamond playing card attaches to the straw. Player puts his hands down to his side and walks to the finish line before taking the card off the straw and running the card back to the next player.

BUILDING THE HOUSE OF DIAMONDS.....Two teams build a card house made of diamond playing cards. Individuals can build with cards also.

ROCK PICK-UP.....Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 small rocks. On signal, the contest is on to see who can be the first to lift out five rocks. With each round, increase the number of rocks needed to win.

HANDYMAN



Handyman is a wonderful activity badge especially for the Webelos leader, After all where else can you get your tires rotated and your oil check on your car for free! All kidding aside the Handyman activity badge deals with simple home and auto repairs along with safety at home as well as on the road. You won't find 18 different designs for stool or sawhorses in this section. What you will find are some ideas and games to help you out at your den meetings.

GAMES

TOOL BOX SORT OUT.....Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc., to be sorted. The first boy to sort by size in the proper places in the "tool box" wins.

NAIL DRIVING CONTEST.....Give each boy a hammer and five nails. On the word "go", they are nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner.

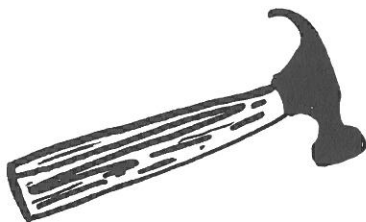
BOARD SAWING CONTEST.....This is the same as the nail driving contest. Give each boy a small hand saw and a 2" x 4" board. On the word "go", each boy is to saw his board in half.

NAME THE TOOLS.....Cut different silhouettes of tools from construction paper, such as a hammer, plane, brace, bit, wrench, screwdriver, etc. Glue these on lightweight cardboard, and use as flashcards.

NAIL GAME.....Players work in pairs for this game. Items needed: Hammers, boards, nails. Provide each team with a nail, board, and hammer. First Cub drives nail into board. Second Cub tries to pull it out with the hammer. First team to do this wins.

MEASURING WORM.....Each Cub is measured from shoulder to feet. He assumes a push-up position with elbows and knees straight. He then inches his feet as close to his hands as possible, keeping knees straight. The original position is left by inching forward with his hands, thus finding out the distance from one point to another, depending on how many times he has moved forward. The Cub with the closest measurement is the winner.

TWENTY QUESTIONS.....Each den has five minutes to write down twenty things it takes to make a house. Not what is in a house after it is built, but what it takes to make it. The den that gets 20 things written down first is the winner.



PLACES TO GO

- Visit an Auto repair shop or your local tire store. Make arrangements ahead of time so you can visit when the shop may not be so busy.
- Take a trip to your local home center. Check with store manager before you .
- Visit a bicycle shop.

DEN MEETING IDEAS

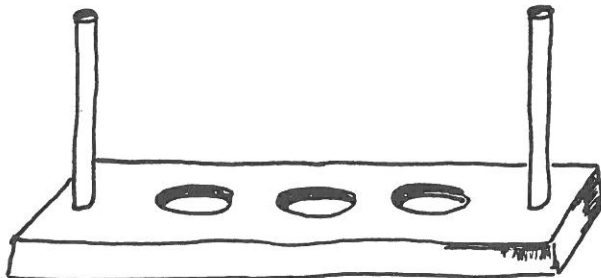
- Have a car wash day. All the adults can come and have there car washed, afterwards have snacks.
- Have a bicycle repair day. Enlist the help of several parents, be sure to have some lubricants such as WD-40 on hand ,a tube repair kit and plenty of rags.

PROJECTS

SUPER CAN CRUSHER

supplies: Two 2x4s 18" long.
 2 1/2" hole saw.
 Two pieces of PVC. 1" in diameter 18" long.
 1" spade bit.

1. With the spade bit, drill one hole in each end of the 2x4s. Dill completely through one board and only 2/3rds of the way through the other. The latter will be the bottom board. The PVC pipes should slide freely through the top board, so sand the holes accordingly.
2. With the hole saw, cut holes in the inside faces of the boards(bottom of the top piece top of the bottom piece) about 2 1/2" across. These should not be cut all the way through the boards. these will hold the cans.
3. Assemble the crusher, putting the bottom piece on the ground and the sliding pipes into place. Put four cans into the holes on the bottom. slide the top board in place, hold tight to the pipes and jump on the board to crush the cans.



NATURALIST



“You want me to take my Webelos outdoors and teach them about nature? No way I haven’t the slightest idea about the names of trees or types of bugs. The boys will eat me alive.”

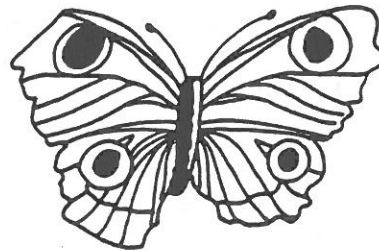
Sound familiar? Don’t worry naturalist is a breeze. Just be ready to explore nature’s world around you along with your boys. Don’t know the name of a particular kind of bird? Make one up and see if you can identify it later. The main thing is don’t be afraid just have fun.

HIDDEN NATURE ITEMS

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one word or parts of several words. Circle each one as you find it. Example: The grasshopper jumped high.

grass fly lizard frog ant bee bug garden acorn
worm tree leaf plant leaves bush flower carrot

1. The antics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was pale after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for awhile.
9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny.
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. A light dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.



NATURE THEME RIDDLES

- | | |
|--|--|
| 1. When is a baseball player like a spider? | (When he catches a fly.) |
| 2. How do bees dispose of their honey? | (They cell-it.) |
| 3. Which insect eats the least? | (the moth. It eats holes.) |
| 4. Why is a frog never thirsty? | (Because in an instant, he can make a spring.) |
| 5. What kind of bird is present at every meal? | (A swallow.) |
| 6. Why is the letter A like a sweet flower? | (Because a B (bee) is always after it.) |

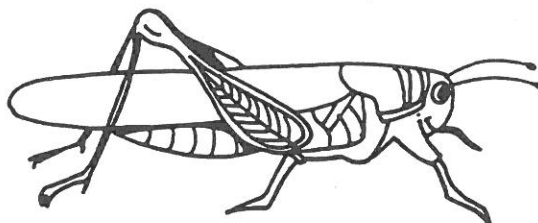
GAMES

MOTHER NATURE'S HOUSING DEVELOPMENTS.....People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow. It's fair to count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A hollow tree might be the home of several animals: woodpeckers, owls, bats, or white footed mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Caution the boys not to remove or destroy these homes.

MIXER NATURE GAME.....Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed the card is then pinned to the front of his chest.

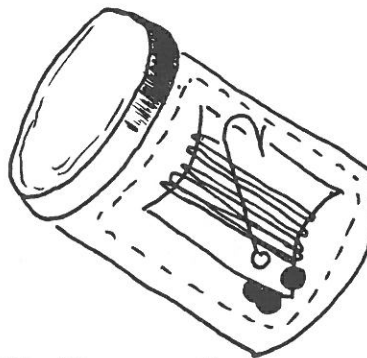
NAME AND TELL.....Form a circle. First boy names a neutral object beginning with the letter A and tells one thing about it. Next boy names a B object and tells something about it. Continue around the circle through the alphabet. Examples: A is for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

MEASURING WORM RACE.....In this race all contestants line up at the starting line, fall forward on signal to start and rest their weight on their hands. Next they draw their legs up under them and then fall forward again on their hands, this method of movement continues until the winner reaches the finish line.



NECKERCHIEF SLIDE**Instant Fishing Kit**

Materials: 1 35 mm Plastic Film Can
 20 ft. good fishing line
 2 3/4 hooks and 2 lead weights
 small cardboard and tape
 a fishing fly or fish stickers



Cut the cardboard to fit the diameter and height of the film can. Cut a curve on each end of the cardboard to aid in holding the fishing line. Prepare the line with a hook and weight. Tape the end of the line to cardboard and wrap the line around the cardboard loosely so it will not collapse. Secure the sharp end of the hook under the line. Tape the extra hook and weight inside the can. Epoxy a 1/2 x 1/2 piece of plastic plumbers pipe to the back of the film can and decorate the can with a fly or fish stickers as desired by boy. When fishing the can slide serves as a bobber too, when snapped over the line.

DEN ACTIVITIES

Plan your den meetings with lots of outdoor activity, but first observe these suggestions:

- *Be sure the boys can identify poisonous plants, insects, and reptiles.
- *Cover the outdoor activities section of the Webelos book.
- *Know and practice the Outdoor Code on all field trips.

TIGER OF THE GRASS STEMS

Make a pet of a praying mantis, the tiger of the grass stems. It's really a very helpful creature. Most of the insects on which it preys damage crops and gardens. In captivity this insect does things you would expect from a dog or cat. Speak to a mantis. It turns its head toward you and seems to respond. Offer your hand. It will alight on it, sit up and beg. Your mantis will learn to eat bits of fresh liver from your fingers or from a toothpick. A mantis will even drink from a spoon. They like milk or watermelon juice. Mantises need live food, small insects such as grasshoppers, flies, and beetles. To capture these and the mantis itself, a net is a must. (See the Webelos Scout Book on how to make this.) Take along a box on your insect hunts. Treat gently whatever you capture. You should make a good home for your mantis or any other flying or jumping insect that you catch.

WHAT IT TAKES TO BE A BUTTERFLY

Would you like to watch Nature's greatest now-you-see-me, now-I'm-something-else-act? It begins with moth or butterfly eggs that hatch into a caterpillar that becomes a cocoon or chrysalis. The cocoon or chrysalis emerges into a moth or butterfly, whose eggs hatch a caterpillar.

Look for cocoons/chrysalis before trees and shrubs leaf out. They are easily spotted, hanging from branches and twigs. Cut away part of the twig to which the cocoon is

attached, taking note of the tree or shrub. The butterfly or moth sleeping peacefully in your cocoon will need food - leaves from the same plant upon which you found it. Shake the cocoon. If you hear a rattling sound, discard it. The pupa inside is probably dead.

Keep the cocoon in a clean can or jar with a tight cover. Punch a few holes in the cover to provide ventilation. Put the cocoon in a cool place outside. You do not want it to warm up and hatch before a food source is available. When the trees are fully covered in leaves, bring your cocoon indoors and make a suitable home.

KEEP AN AQUARIUM OF INSECTS

Brooks, ponds, lakes, and swamps are alive with insects. They have found really amazing ways to inhabit water. The water strider walks and runs on spider-like legs across the water's surface. A beetle called the back swimmer clings to the underside of the surface while his hind legs propel him along. The whirligig beetles skate over the surface of the water, chasing one another in a crazy patch of circles. A scuba diver called the water boatman keeps his air supply in a bubble between his front legs and moves through the water with his oar-like hind legs. Nymph naiads swim through the water, catching and eating smaller insects. They finally crawl up onto a log or rock above the surface of the water and turn into dragonflies and damselflies. All of these aquatic insects are common and easily caught.

Take along jars to bring insects home to your aquarium. Feed the aquatic insects, flies, mosquitoes, mosquito wrigglers, ants, grasshoppers.

IMPORTANT.....VERY IMPORTANT.....FEED ME

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 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; lettuce, and I'll even eat peanut butter. |
| Click Beetle- | I like soft-bodied insects and water. |
| Grasshopper- | 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. I 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 - they become beetles within 3 weeks.) |

BIRD BAKERY

A simple bird feeder can be made out of two jar lids, a long nail and a donut. Find two lids about the same size as a donut. They can be either metal or plastic. Use a nail with a large head, and pound it into the center of each lid. You may have to work it a bit to get it through. (Be sure pounding is done on a thick board or on the ground.) To put the bird bakery together, stick the nail through one lid, through the donut hole, then through the second lid. Using pliers, bend the point of the nail as flat against the bottom of the lower lid as you can get it. This will hold everything in place, and also prevent injury to the birds that will use it. You might want to put a strip of filament tape across the sharp point of the nail. If the nail is too thick to bend, wrap tape around the end several times or tap the nail into a small piece of wood. Tie a string to the head of the nail and the feeder is ready to hang. Then check every few days to see if the donut needs replacing. You can use another donut, a bagel, dry dinner roll or even an apple.

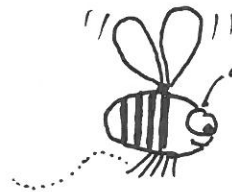
WORMY EXPERIMENT

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with a half-dozen 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 and 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.

MORE OUTDOOR OBSERVATION

Following is a list of things you can ask boys at an outdoor meeting. Or maybe you would like to use one or more of these questions or activities in a short den opening or closing at each den meeting this month.

1. What is the farthest thing you can see from here?
2. Find a seed that floats in the breeze.
3. Find a seed with wings.
4. Find a seed that sticks to you.
5. Find 3 things made by man.
6. Listen! Do you hear - A. a bird B. a cricket C. distant car D. Anything?
7. Can you find 2 things that are white or any color besides green?
8. Look at moss through a magnifying glass.
9. Find a picture in the clouds.
10. How many different shapes of leaves can you find? Found, oval, long, heart-shaped, smooth edges, toothed edge, etc.



OUTDOORSMAN



This activity badge is one of the most important. It is a taste of what awaits the Webelos Scout when he enters Boy Scouting. Don't miss this opportunity to spend some with your Webelos and their adults partners. The Overnight camp-out takes some planning but is well worth it.

DEN GAMES

MAP STUDY... Each boy is given the same state or regional map. They are then given the names of two cities which are located fairly far apart on the map. Using crayons, the boys try to trace as many different routes as possible that connect the two cities without duplicating a road in any of the routes.

You can use the same map to teach the boys map symbols, how to calculate mileage and other map skills.

MAP CONCENTRATION... Let the boys make sets of map symbols on index cards and play a game of concentration.

NATURE TRAILING.....Game leader clearly marks off an area no more than 200 yards in any direction from outing area. Anything beyond this area is off limits. One player sets off from outing area. Anything beyond this area is off limits. One player sets off alone. As he walks, he scuffs up fallen leaves, bends twigs and impresses his footprints in wet or sandy spots, in order to leave a trail that others may follow. After 3 to 5 minutes, all others set out to find the trailblazer. They try to follow his trail whether individually or in groups. Meanwhile, the trailblazer hides or returns to outing area and hides. First player to spot him is the winner.

ROADSIDE OBSERVATION.....As hike begins, each player picks up ten small stones or pebbles which he carries in one hand. During the hike, game leader points out some natural object - a kind of leaf, fern, or flower - without identifying it. He calls on one of the players to name the item. If the identification is correct the hiker can drop one of his pebbles. If not, the next hiker gets a chance to name the object. The game continues in this manner until one of the hikers has dropped all his pebbles.

CLOCK HIKE.....Each boy picks a time, then using a compass with north as 12 o'clock, you simply hike a predetermined number of paces that the "time" dictates. Then use the next boy's selected time for the new direction. Teaches a little of compass usage and provides some exposure of what they will get into in Scouts.

MEMORY HIKE.....Take a short hike in the area near the Den Meeting Site. While on the hike the Leader points out several things of interest. Return to the meeting room and hand out pencil and paper. Have each boy list as many of the items pointed out on the hike as he can remember. The one with the most correct items wins. In large groups the boys can work as teams, with each team compiling a list.

NECKERCHIEF SLIDE

The Square Knot

Cut a circle out of paneling and drill four holes in it. Pass the two ends of the rope through the holes to the front. (Leave enough slack on the back to pass the scarf through.) Tie the square knot, pass the loose ends through the holes to the back and glue down.

OUTDOOR UTENSILS

Webelos can make simple cooking tools for those first Den outings.

Homemade Mess Kit:

Staple together two aluminum foil pie plates for thickness. Staple together two more. Use one double thickness for top or mess kit, the other for the bottom. Fasten together on opposite sides with paper clamps.

Tie a leather shoelace through hole in one paper lamp to make a strap to hang on belt or bicycle handlebar.

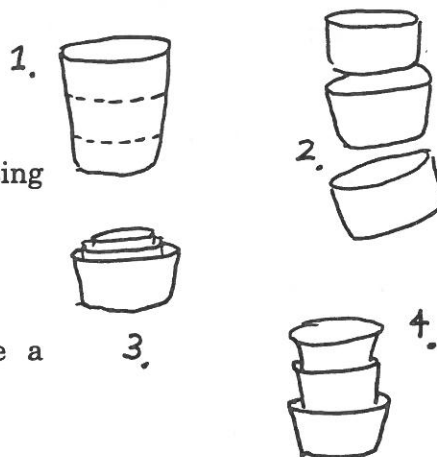
This mess kit will hold pill bottle set of salt and pepper shakers, a collapsible cup, and plastic fork and spoon.

Salt and Pepper containers:

Use plastic pill bottle, about 2½" high and at least 1¼" in diameter. Make holes in the lid with a large needle. These bottles can also be covered with popsicle sticks which have been cut to fit below the lid. Write salt or pepper on each with a permanent marker.

Collapsible Cup:

1. Cut a styrofoam cup into 3 pieces as shown.
2. Fit each piece inside the other, in reverse order, using the largest piece as the bottom.
3. This is how the folded cup looks.
4. Pull upward on outside piece and you will have a collapsible cup which will hold water.

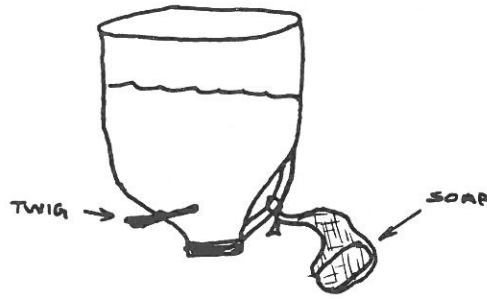


Roasting Tools:

Wiener or marshmallow roasting utensils are made from wire coat hangers which have had the paint sanded or burned off. Handles are either pieces of wooden dowel or spools glued together. Be sure the holder is long enough so that you can stand back from the fire when using it.

Hand washer:**Materials needed:**

- 1 large bleach bottle or milk jug
- 1 bar of soap
- Leg of old panty hose
- String and knife
- 1 roll of paper towels
- 1 sturdy stick and small twig



Punch a hole in each side of the bottom of the bleach bottle or milk jug. Run a string through one hole and out the other. Wrap each end of the string around the ends of a sturdy stick. (First slide the roll of paper towel onto the stick.) Bring ends of the string together and tie. Then hang over tree limb.

Slip the bar of soap into the toe of the panty hose. Tie to handle of the bottle. Punch a small hole about 1 inch from the bottom and plug with a small twig. Remove twig use. You may wish to tie the twig to the handle with string so as not to lose it.

CAMPOUT PREPARATION GUIDE FOR WEBELOS LEADERS

All Webelos camping is to be done on a one on one basis. Every boy will have an adult partner with him.

1. Prepare Yourself:

The material found in this section guide will help you in preparing yourself for Webelos overnight camping; however, do not rely on this as your only source of information. There is valuable information to be found in the *CUB SCOUT LEADER BOOK* on this subject.

A. Select the date and camping facility. This should be done well in advance so that the necessary permits and reservations can be made. **Always remember to file a tour permit.**

B. Enlist the assistance of others - assistant den leaders, parents, Webelos den chiefs, troop Webelos resource person, activity badge counselors, etc. in planning the details of the campout.

2. Prepare the Boys:

Preparing the boys goes beyond just informing them that a campout has been planned. The period of preparation for the campout offers many opportunities to introduce materials and develop skills that will be helpful in their Webelos training. Some examples are listed below.

A. Discussing the campout with the den will help satisfy one of the requirements of the Outdoorsman Activity Badge. "With your family or den, plan and participate in an evening activity which includes a campfire."

B. Teach the boys the rules of fire safety. This will help satisfy another Outdoorsman Badge requirement: "Know and practice the rules of fire safety." An excellent set of fire safety rules is found in the Outdoor Code. A review of the Outdoor Code will not only help prepare Webelos Scouts to be good campers, but will introduce them to Boy Scout requirements.

C. Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents and it will help them in learning more of their Scout knots. Enlist the help of the Den Chief.

D. Plan ahead for campfire program activities. (Songs, skits, stunts). If your den is taking part in an overnight where other dens will be in attendance, or with a troop, you will probably be called upon to participate in the campfire program. If you are camping alone, you will still need a planned campfire program. The den chief will be helpful in coming up with suitable ideas. Be certain all activities and actions uphold the ideals of Scouting. It is a good idea to preview the skits prior to performance before the group.

E. At least a week before the campout, send home with each Webelos Scout an individual checklist, along with a letter giving final details about the campout.

III. Prepare the adult partners:

Preparing the adults is equally important as preparing the boys. The end result will be a smoothly-run campout with everyone knowing what is to be expected of them. Properly informed adults will reduce the load of responsibility on the Webelos leader.

Information is best imparted at an informal meeting with the adults. Contact can be made by letter or telephone, inviting them to the meeting. This meeting should be held at least two weeks prior to the campout. This will allow a fairly good estimate to be made of how many adults and Webelos will be going and should be close enough to the campout date so that last minute changes in plans can be avoided. If all adults cannot attend this meeting, be certain they receive the necessary information.

The meeting agenda should cover these items:

1. Date of Campout.
2. Location - Cover in detail. Provide maps if necessary. Decide if transportation will be on an individual father and son basis or some other method. Carpooling will save on gasoline expense.
3. Time and Place of Rendezvous - Also announce the estimated time of arrival back home after the campout.
4. Schedule of Events - Involve the dads in deciding what type of activities will be included in the campout. For example:

| | |
|-------------|---------------------|
| Nature Hike | Activity Badge Work |
| Fishing | Advancements |

5. Menu for Webelos Scouts and adults - Keep the menu simple, remembering that each adults and Scout will cook, eat, and clean up together. This satisfies the Outdoorsman Badge requirement "With your parents or other adult, help prepare and cook your own lunch or supper outdoors and clean up afterwards." It is a good idea to suggest that similar (Though not necessarily identical) meals be planned by all involved. At least two meals involving some cooking should be anticipated - Saturday evening and Sunday morning. A sack lunch can be used for Saturday noon, and a light snack used prior to returning home Sunday afternoon, if necessary.
6. Equipment - Each adult should have a personal equipment checklist similar to the boy's.
7. Fire Wood - If firewood is in short supply at the camping location, make sure everyone brings their own.

The adults' meeting can also be an excellent time to get better acquainted. Perhaps some of the adults' have experience or talents which will be beneficial on the campout. Give them a chance to take the leadership in activities such as nature hikes, fishing, etc.

ONE FINAL NOTE - This is a planning meeting. To accomplish the most in the least amount of time, make it for adults only. **Take time at this meeting to discuss BSA policy regarding alcoholic and controlled substances, liquid fuels, and firearms.**

IV. Summary

Aside from the fun the boys will experience on the overnight campout, they should complete enough requirements to earn the Outdoorsman Activity Badge by the time they return home.

In addition, certain requirements for other badges can be accomplished while on a campout. For example:

Geologist - Collect 5 geological specimens that have important uses.

Naturalist - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.

Forester - Identify 6 forest trees and tell what useful wood products come from them.

Traveler - Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip. Check the First Aid Kit in the car.

AN IMPORTANT REMINDER

Boy scout troops can provide valuable assistance and resources for Webelos overnight campouts. The troop Webelos resource person can make arrangements for the loan of troop camping equipment and can help recruit additional personnel needed for the campout.

In addition, Boy Scout publications are a great source of information. *The Official Boy Scout Handbook* and *The Field Book*, are just some of the books containing valuable information. Remember - these are only resources. **Avoid making the Webelos outing a Boy Scout outing.**

Webelos Campout Checklist

Our Webelos den is going camping on _____ (date)

at _____ (campsite). We will meet at _____ (place)

at _____ (time). We will return at _____ (time) on _____ (date).

Tents: _____ Will be furnished _____ Bring your own

Each boy will share a tent with his adult partner.

A full Webelos uniform is required for the campout. Sturdy shoes, suitable for hiking will be useful.

During the campout we will be working on the requirements for the Outdoorsman Activity Badge. The material in the Webelos Scout book related to this badge should be read and carefully studied in advance. Bring your Webelos book to camp.

The following is a list of optional equipment which will be useful on the campout. Make a check mark in pencil by each item as you lay out your equipment pack.

- ____ Blankets or sleeping bag
- ____ Waterproof ground cover
- ____ Sweater or jacket
- ____ Extra pair of shoes
- ____ Poncho or raingear

Clothesbag Containing:

- ____ Handkerchiefs
- ____ Extra clothing
- ____ Extra socks

Toilet kit containing:

- ____ Soap in container
- ____ Washcloth
- ____ Hand towels
- ____ Toothbrush and toothpaste
- ____ Comb
- ____ Toilet paper

Eating kit containing:

- ____ knife ____ fork ____ spoon
- ____ plate ____ cup

Repair kit containing:

- ____ Safety pins ____ Shoelaces
- ____ Flashlight/extra batteries
- ____ Mosquito repellent
- ____ Webelos Scout Handbook

Note: This is a sample and should be modified to fit the season and the needs of your Scouts.

SAMPLE WEBELOS OVERNIGHT CAMP SCHEDULE

SATURDAY

- 8:00 AM - MEET AT SCHOOL TO DEPART FOR CAMPSITE
- 10:00 AM - ARRIVE AT CAMP - SET UP TENTS
- 11:00 AM - RAISE FLAG - GENERAL MEETING
- 12:00 PM - SACK LUNCH
- 12:30 PM - NATURE HIKE
- 1:30 PM - SNACK BREAK
- 1:45 PM - FIELD GAMES
- 2:45 PM - FREE TIME (WORK ON SCOUT SKILLS, KNOT TYING, ETC.)
- 4:00 PM - DEN GAMES (KNOT TYING CONTEST, TREE IDENTIFICATION, RELAY RACES, ETC.)
- 5:00 PM - PREPARE DINNER
- 6:00 PM - DINNER
- 7:00 PM - LOWER FLAG / CAMPFIRE PREPARATION
- 7:30 PM - CAMPFIRE PROGRAM
- 9:00 PM - GET READY FOR BED
- 10:00 PM - LIGHTS OUT

SUNDAY

- 7:30 AM - REVEILLE / RAISE FLAG / PREPARE BREAKFAST
- 8:00 AM - BREAKFAST / CLEAN UP
- 9:00 AM - CHAPEL SERVICE
- 9:15 AM - BREAK CAMP
- 10:00 AM - LOWER FLAG / FINISH BREAKING CAMP
- 11:00 AM - DEPART

For more information on Cub Scout Camping see the Den and Pack Activities section of this book.

WEBELOS CAMP COOKING

Here are just a few simple recipes to help satisfy those hungry appetites after a full day of fun.

FOIL COOKERY

"vw" or "pleated bottom" - with this type of fold you are able to stand your foil pack on end allowing more foil packs to be placed on the charcoal. Use one layer of Reynolds wrap "extra heavy duty" aluminum foil (yes it does make a difference). You will need a piece that is approximately 24" to 28" long. Fold in half with shiny side inside (do not crease foil when folding it),

Now fold foil back approximately one inch from the bottom so that shiny side is on the outside now. If you were to look at the bottom you would see a "v".

Now fold back one inch from the bottom so that the shiny side is on the inside again. If you look at the bottom you will see two pleats or a "w".

Starting at your pleated or "vw" bottom, fold at the corner diagonally about 1" wide three times. Do both ends.

The sides now need to be folded. Again about 1" fold three times toward the center of the foil pack, you will overlap your fold where the bottom has folded up. Do both sides.

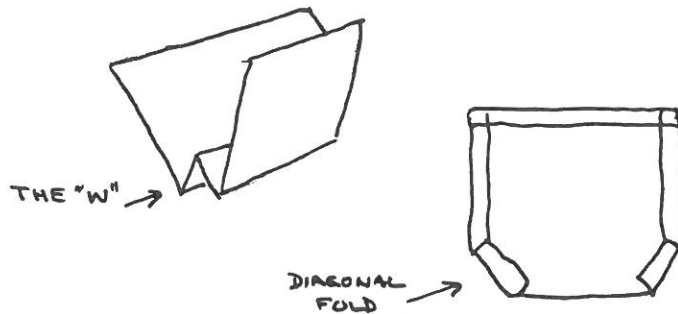
You now have a pouch to place your food. The pleat on bottom will keep your food directly of the coals and allow steam to cook your meal. Fill your pouch with the ingredients you like best.

Rice works well with this type of foil pack and need not be the instant rice.

After pouch has been filled with ingredients fold top down three times each fold should be about 1" wide.

Cooking times:

- Hamburger10 - 15 minutes
- Chicken15 - 20 minutes
- Fish15 - 20 minutes
- Rice 15 - 20 minutes
- Hot dogs5 - 10 minutes
- Carrots15 - 20 minutes
- Sliced potatoes 15 - 20 minutes



When combining several of the listed ingredients above to your foil pack increase cooking time 5 - 10 minutes.

Be sure to have lots of spices to add to your foil pack such as garlic salt, lemon pepper, cream of chicken/celery/mushroom soup, Cheddar or nacho cheese soup, taco seasoning, Dijon mustard, whatever suits your fancy.

FRUIT COBBLER

- 1 box yellow cake mix
- 2 cans fruit (apples, peaches, cherries, pineapple, etc)
- 1 cup water (or use juice from fruit, if pie filling was used, add 1/2 cup water)
- 1 stick margarine (liquid margarine works well, butter will burn)
- 3 eggs
- Spices / nuts to taste (cinnamon, ginger, all spice, etc.)

Mix cake according to box directions. (eggs, use juice for water). Add fruit and spices/nuts to batter. Dump into dutch oven and bake approximately 45-60 minutes.

Dutch oven - 12" dutch oven will require 12 - 15 charcoal briquettes on top / 6 - 8 briquettes on bottom. Cook cobbler in dutch oven using both top and bottom heat for about 2/3 of the cooking time (30 - 40 minutes) then remove bottom heat and finish cooking with top heat only.

BAKED BANANA

- 1 banana
- 1 square aluminum foil
- 1 tablespoon butter
- 1 tablespoon brown sugar
- Few drops vanilla extract

Slice banana lengthwise and place on foil, add butter, brown sugar and vanilla on banana. Wrap banana in foil and place on coals. Turn frequently, cook approximately 15 minutes.

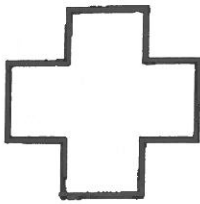
ANGEL SURPRISE

- 1 large angel food cake (store bought)
- 1 large cool whip
- 1 can pie filling (blueberry, cherry, apple, etc)

Slice cake into layers (2 or 3)
Spread layer with pie filling top with cool whip
Add layer of cake and repeat spreading with pie filling and cool whip, finish with pie filling and top with cool whip.



READYMAN



At your first meeting you will want the boys to explain what first aid is.

FIRST AID is immediate help right after an injury. First aid isn't playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If you do, you'll be cool and calm, because you know you can help.

Your confidence will show and it will help the injured as you ease their pain and worry.

This would be a good meeting to have a guest speaker or take a field trip.

SOME SUGGESTIONS FOR A SPEAKER

Ask a First Aid Merit Badge Counselor from a Scout Troop in your area to attend the meeting and explain the items in a first aid kit, or have him show what to do for "hurry cases."

- Invite a Scout Troop to your meeting to show first aid for cuts and scratches, burns and scalds, and choking.
- Invite a police officer to speak on bicycle safety.
- Have a swim instructor go over the safe swim defense plan.

SUGGESTED FIELD TRIPS

- Visit a fire station with an E.M.S. Unit.
- Visit a hospital E.R. or and Emergency Clinic.

THINGS THE DEN CAN DO

Give a talk to younger Cub Scouts (Wolves, Bears) on 6 rules of safety to remember while riding in a car.

Put together a first aid kit for you Pack to take on outings.

Stage a mock disaster involving injuries and have the boys treat the injuries. This could be done in conjunction with a Patrol from a nearby Troop. With the Scouts demonstrating more complicated skills and acting the part of the injured.

Attend "Camp Bandage" at medicine square gardens in Broken Arrow. Check the newspaper or the council office for times and dates.

Plan a fire escape plan for your home.

GAMES

Pressure Pad Relay: *Equipment - Each boy using his own neckerchief.* One boy lies about 30 feet in front of the team with arterial "bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies a pressure pad over the simulated wound. When correct, the judge yells "off", the boy removes the pad and runs back to the team, tags off the next boy who repeats the operation.

Stretcher Race: *Equipment - Two staves, one blanket, and one inflated balloon for each team.* Teams line up in relay formation with two victims from each team lying from 30-70 feet in front of the team. On signal, two members of the team run up to the first victim with the blanket and staves, make a stretcher, and put the victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off (to ensure care in handling the victim). If the balloon falls off, the judge counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team. The first team to bring the second victim over the starting line is the winner.

Bandage Demonstration: *Equipment - As needed.* One member of a den is the patient; the rest are first-aiders. On "Go" Number 1 runs to the patient and ties a head bandage and runs back; Number 2 ties cross chest; Number 3, thigh; Number 4, ankle bandage; Number 5, sling for arm; then Numbers 6 and 7 go up and be chair carry transport for the patient back to the starting point. **NO TIME ELEMENT** (Note: In case of a small den, one or more boys may go up twice, until the project is completed). Base scoring on excellence.

What's wrong with me? Write down several different accidents or afflictions. (example: A broken leg, A nose bleed, Choking, Shock, etc...) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.



SCHOLAR



The following is an addition to the "Brief History of Education" found in the Webelos Den Activities book and the Webelos Scout Book.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The education system in early America was of four types:

1. *Apprenticeship training.* Poor children and orphans were bound out as apprentices to learn a trade.
2. *Elementary schools.* Many were supported by churches and similar groups. Town schools were at first private and later supported by town taxes.
3. *Secondary and higher institutions.* The emphasis was place on Latin to prepare boys for college.
4. *Pre-vocational schools.* These academies taught technical subjects.

Nine universities had been established in America by 1751. Harvard was the first. All except the University of Pennsylvania were founded by religious groups. The northwest Ordinances of 1785 and 1787 had an impact on education in the United States that is still felt. Congress provided that in the Northwest Territories (and all later territories) every township would reserve one section of land to support public education. The ordinances guaranteed the rights of all to freedom of worship, freedom of speech, the right to a jury trial, protection from cruel and unusual punishment, and the right to a public education.

The first normal schools for teacher training were started in 1939. Massachusetts passed the first compulsory public school attendance law. The first public high school was in Boston.

SEVEN WAYS TO IMPROVE GRADES

01234567

1. **LEARN TO LISTEN.** Look at the speaker and concentrate on his words. Teachers often review important facts many times. Some even give the exact information that will be required on a test. Take notes. Participate in discussions.
2. **DEVELOP GOOD STUDY HABITS.** Have a study place at home away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit. Make a list. Do the things you hate first. Cross off each item as you finish. Schedule a short break if the list is long.

3. **USE THE RIGHT READING TECHNIQUE.** Learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember. This is good when learning something new, studying or reading directions for a test.
4. **IMPROVE YOUR VOCABULARY.** Look up words you don't know. Write them down. Note the spelling, pronunciation and meaning.
5. **SHARPEN YOUR WRITING SKILLS.** Organize your thoughts. Keep your sentences short. Don't start every sentence with **THE** or **I**. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. **LEARN HOW TO TAKE TESTS.** Study for a test well ahead of time, carefully and calmly; do not "cram". Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next, answer the questions you know for sure. Pace yourself. If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you hand it in.
7. **DEVELOP A POSITIVE ATTITUDE.** This is most important. You are what you think you are. Think you are going to pass and you probably will.

TIPS ON HOW TO TALK TO YOUR TEACHER

A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set your goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and be honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills or behavior. Be sure to thank your teacher.
4. Check your attitude. Are you willing to work to improve?
5. After your talk, write down what you and your teacher agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

Teachers are people too; they respond to genuine interest and enthusiasm. They want you to be a success.

A Webelos Den Leader can help his Webelos Scouts on the Scholar Activity Badge in several ways. He will find most helpful the ability to listen to the boys, to give them a pat on the back for school accomplishments, and some advance planning.

The leader can influence the boys' thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. If the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge. Webelos Scouts are in the most receptive period in their lives to learning. You can guide them in establishing a good foundation and thirst for knowledge.

The requirements for the Scholar Activity badge are clearly listed in the Webelos handbook, but the Webelos Den Leader can assist his Webelos Scout in these ways:

- ⇒ Help expose the boys to other school people outside the classroom. A visit to the Board of Education or school superintendent's office by your den would let the boys meet some of the important people in their school system on an informal basis.
- ⇒ You can be an influence in the Webelos pattern of thinking by stressing the importance of education in you attitude toward the scholar activity program.

The quality a Webelos Leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to fourth and fifth graders.

You will need to find out who works at the schools where your boys attend and how the educational chain-of-command works in your locality. The school secretary, the Education Service Center, or officers of the P.T.A. should be able to help you get this information. Try to find out some of these things:

- ⇒ What jobs are there at school for the boys to do?
- ⇒ What extra-curricular activities are available?
- ⇒ What community activities are the school used for?
- ⇒ Who are the people on the office staff, cafeteria staff, custodial staff? What are their responsibilities?
- ⇒ What are some of the problems of the school and how can you help?

After getting this background information, you are ready to proceed. The teacher or principal can sign off the first three requirements of the badge.

Let's face it. A majority of Webelos-age boys may not like school. There may be one of a dozen different reasons. Probably the main reason is that a fourth or fifth grade boy is... or would like to be... a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in you den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, math, 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, 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. The requirements are quite easy.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged to actual performance." Make this happen in your Webelos den, so that the boys are doing something as often as possible and under your guidance are learning the skills which will help them get more out of life and become better citizens.

Here are some suggestions to help a Webelos Leader increase the value and effectiveness of the boy's education, which can be worked into the den program:

- ✓ By keeping physically fit, the boy is more likely to get the most out of school.
- ✓ Emotional health is as important as physical health. Help him with this emotional development. Encourage him to talk about his problem and listen when he does. Pat him on the back when he does well.
- ✓ Help each boy lead a balance life, Studies should be counter-balanced with recreational and social activities.
- ✓ Help him to make wise use of his time. Horace Mann wrote: "Lost, yesterday; somewhere between sunrise and sunset; two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever."
- ✓ A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's looking to you for guidance.
- ✓ Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education and you, as his leader, are an integral part of his growing up process.
- ✓ Encourage your boys to find out all they can about the schools in their community -- the good things and the problems. Discuss these points in den meetings as they work on the requirements for the Scholar Activity Badge.

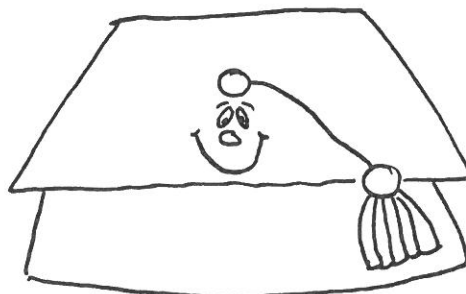
Note: Most of the work on this badge will be done by the boy in school, but don't let this deter you from planning interesting den meetings. You might take a trip to a high school and college to show the differences from elementary school. The service project will make the badge seem more real to the boys. Also consider ways of helping under-privileged children by providing books, clothing, and other things.

DEN ACTIVITIES

1. Play a Newspaper Search game looking for articles about education.
2. Ask a librarian to explain the Dewey Decimal System...visit the public library... have the boys complete applications for a library card.
3. Talk with the boys about the history of education; how schools developed in America. Try to arouse their curiosity.
4. Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.
5. Take a tour of the Education Service Center, the Board of Education, or the school superintendent's office to give the boys an opportunity to meet some of the important people in their school system on an informal basis.
6. Encourage the boys to talk about what is going on at school; the people who work at the school; how each boy is progressing in school. (These boys are at an age where it is the "in" thing to knock the school system, but their ideas can be greatly influenced by your attitude.) Get them to talk about the jobs they are doing at school (safety patrol, etc.) and why they are important.
7. Contact the Board of Education and/or your school secretary for information about the educational chain-of-command in your area. (Do this prior to den meeting.) Lead a discussion with the boys. Don't try to force "school is good for you" attitude on the boys, but instead be a supplier of information and channel the discussion in a positive way.

MORE DEN ACTIVITIES

8. Encourage boys to find out all they can about schools in your community...the different types and how they work... the problems and opportunities. Discuss these at a den meeting.
9. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
10. Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.



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)

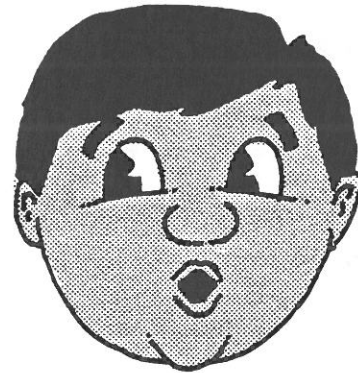
Two cars start from Denver to drive to Colorado Springs, a distance of 80 miles. They are both the same make of car, and both are being driven at the same speed. One of the cars makes the trip in 80 minutes while it takes the other care on hour and 20 minutes. Can you explain the reason?

(Answer: 80 minutes and one hour and 20 minutes are the same.)

INTELLIGENCE TEST

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence number 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence number 5.
8. Put an "x" in the lower left-hand corner of this paper.
9. Draw a triangle around the "x" you just put down.
10. If you thing you have followed directions up to this point call out "I have."
11. Now that you have finished reading carefully, do only number 1 and number 2.
12. You have finishes. How did you do?



SCIENTIST



Scientist has to be the most fun activity badge of all. Boys like nothing better than pretending to mix up strange concoctions, and discovering new ideas and principles of science, chemistry, and physics. In this section you will find simple experiments to amaze you and your Scouts.

GAMES AND STUNTS

HOT AIR BALLOON POWER

Divide scouts into 2 or more teams, each player is given a balloon which he blows up and holds by the neck until his turn. A raceway is defined for each team and a Ping-Pong ball is then placed at the beginning of each raceway. Team players take turns letting air escape from their balloons, blowing a Ping-Pong ball down the raceway. The winner is the team that blows the ball the furthest down their raceway.

HUMMINGBIRD

What you need: A friend who is a good sport

What you do:

1. Ask a friend to hum a song, his mouth must be kept closed while humming.
2. Bet him you can make him stop humming by touching him with just two fingers. If he looks suspicious, promise it won't hurt.
3. While he is humming, gently pinch his nose, he will not be able to hum.

Why it works:

Humming sounds are made by air passing over your vocal cords. When your air supply is cut off, you cannot make a sound. Hold your hand against the front of your throat, now hum, can you feel the vibration of your vocal cords?

EXPERIMENTS

BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the *Webelos Scout Handbook*.

1. **Materials:** A Ping-Pong ball, some adhesive tape, a foot of thread or string and a faucet.

What to Do: Tape the string to the Ping-Pong ball. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What Happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

2. Materials: Two Ping-Pong balls, two feet of thread, some mending tape and a drinking straw.

What to Do: Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about one foot below your fingers and about one or two inches apart. Have a boy blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What Happens: The air current directed between the Ping Pong balls reduced the intervening air pressure. Stronger pressure from the far sides pushed the balls together. The strength of the air from the straw will determine how close the balls will come.

3. Materials: A candle and candlestick. Two bottles - one with rounded corners, the other with square corners. Metal or cardboard containers can be used instead of bottles.

What to Do: Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the square bottle in front of the relit candle and blow hard. The candle will remain lit.

What Happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step: Using different bottles, and two Ping-Pong balls on strings, place a ball on opposite sides of the bottles so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come close to the bottle and the other move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

PASCAL'S LAW

THE BIGGEST BALLOON

Advance preparation is needed for this game. You will need a pop bottle and a balloon for each player. Into each pop bottle put 3 tablespoons of vinegar, and in each balloon put 2 tablespoons of baking soda. At the word go, have each put his own balloon on his pop bottle. When the baking soda mixes with the vinegar, the balloon will expand. Have the boys tie off their balloons to see which is the largest. (Suggest this be done outside.)

What happened: The baking soda and vinegar produce CO₂ which pushes equally in all directions. The balloon, which can expand with the pressure, will do so.

"CARTESIAN DIVER"

Materials: A medicine dropper, a tall jar - well filled with water, a sheet of rubber which can be cut from a balloon, and a rubber band.

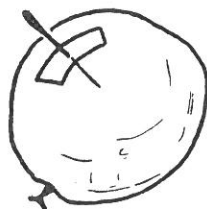
Directions: Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in the jar and if it starts to sink, eject a few drops from it until finally it floats with the top of its bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What is happening: The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

A REAL ATTENTION GETTER

Inflate a balloon and affix 3 - 4 squares of plastic tape to it. Have a boy stick a pin through the center of each piece of tape. To everyone's amazement, the balloon will not burst. When the pins are removed the balloon still will not burst.

What is happening: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.



AIR PRESSURE

THE UPSIDE-DOWN GLASS THAT WON'T SPILL

1. Fill a drinking glass to the very top with water. The water should spill over the top a bit.
2. Carefully lay the cardboard square to completely cover the top of the glass. Holding the cardboard on top, turn the glass over until it is straight upside down. Stop holding the cardboard on. It will stay on by itself.

THE UNDRINKABLE DRINKS

1. Using a can opener make a small hole in a can of juice. Try to drink the juice. What happens when you punch another hole in the can?
2. Open a bottle of juice. Add enough water to fill the bottle to the very top. Put in a straw. Use clay to completely block the opening of the bottle around the straw. Try to drink the juice.

What is happening: There is no air in the glass of water to punch down on the cardboard. The air pressure pushing up on the cardboard is greater than the weight of the water. And the juice won't come out of the hole unless air can get in to push down on it; you need a second hole to let air in. Juice won't go up the straw because no air is getting in to push down on the juice.

MORE STUFF

BALANCE

Materials: 3 baseball bats of similar size.

What to do: Point the handles of the bats together so that they form a "Y". Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat to the left and over the handle of the lower bat. The bats should form a low solid stool.

What is happening: Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering. (This can also be done with 3 table knives. The blades being the handles or 3 pieces of wood that are the same general shape.)

CRYSTAL CLEAR

You will need:

salt
sugar
Epsom salts
laundry detergent flakes
4 glass jars
4 spoons
magnifying glass
thread or thin string
very hot water
pencils
paper clips
food coloring

1. Fill a jar half full of very hot water. Stir in a cup or more of salt, a little at a time, until no more will dissolve.

2. Rub some salt onto a piece of string. Tie it around a pencil, tie a paper clip to the other end, and drop into the water. Lay the pencil across the jar.

3. Put the glass in a cool place where it won't be disturbed. Do not touch the jar or the pencil. Watch for a few days.

4. Repeat the process with Epsom salts, sugar, and laundry detergent flakes. Try adding a little food coloring to one of the solutions.

What is happening: The salt dissolves in the hot water. But cold water can't hold as much salt in a dissolved form. So as the water cools, the salt forms again on the string.

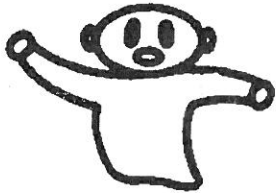
OPTICAL ILLUSION

Materials: A sheet of paper about 11 inches long.

What to do: Roll the paper into a tube one inch in diameter. Hold the tube to your right eye and place the side of your left hand against the middle of the tube, with your left palm directly toward your left eye. Keep both eyes open as you look through the tube and you will "see through" your left hand.

What is happening: Since one eye is looking through the tube and the other is looking at the hand, the two views blend to form an optical illusion of a hole in the center of the left palm. A slight shifting of the tube may improve the illusion.

SHOWMAN



The Showman Activity Badge appears to be the least sought after of all the badges. Why? Because, on the whole, most people are afraid to get up in front of an audience. Somehow this attitude seems to rub off on the kids even if we don't want it to.

Have you ever seen a fourth or fifth grade boy playing with his friends who WASN'T shouting and screaming when having fun? Take the same boy, put him in front of the pack meeting, and nine times out of ten you can hardly hear him in the front row!

How can we as Webelos Leaders help the boys overcome this? Confidence! By building up their confidence as much as we can, (but not obviously) whenever we can. As far as we are concerned there is no such thing as over-confidence in a young boy.

Use the Showman Activity Badge to teach the boy to speak well. Remember, practice makes perfect. Also, don't forget to set the example, get up there yourself and speak out.

there are three areas a Webelos can choose from to work on his Showman badge: puppetry, music, and drama. There is an excellent section on puppetry in the *Cub Scout Leader How-To Book*. Also check the *Webelos Den Activities* book and the *Webelos Scout Book*.

DRAMA Putting on a play will let the boy's talents shine like stars. The boys can write, direct, produce and even act in their own play. This play can be a small skit or an elaborate play with props and scenery. It could also be an illustrated joke. See the *Webelos Scout Book* for examples.

MUSIC How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? Improvise! Make your instruments from cardboard boxes, oatmeal boxes, rubber bands, tissue paper rollers, aluminum foil, rolled up pieces of tin, or just about anything; then let your boys have some fun.

While making instruments, your Scout can learn about music. The Scouts can pretend that they are rock-and-roll singers. Let them think up their own name and perform at the den meeting, or the pack meeting. They can perform to recorded music and that way they don't have to really sing.

PUPPETS Puppetry can offer a lot of fun for your boys. Puppets can be made from just about anything. Stage settings can be simple or elaborate. For the shy boy, puppetry can be a means of expressing his talents while drawing attention to the puppet and away from himself. This not only comforts the shy boys but affords them a chance to grow.

DEN ACTIVITIES

1. Ask a high school drama teacher if there is a tournament during the month that your den might attend.
2. Write a one-act play for the pack meeting.
3. Discuss stage directions and what they mean.
4. take your entertainment to a children's home or hospital as a good turn.
5. Have the boys write a speech of two minutes on a Scouting topic and give it at a den meeting.
6. Have several topics written down and let the boys choose three topics. Select one. Give him two minutes to prepare a three minute speech. Topics could be fun, humorous, serious, current event, etc.
7. Make up a band. Have boys make homemade instruments and learn a song.
8. Play Charades.
9. Invite a high school drama teacher to explain and demonstrate make-up techniques, and the meaning of stage directions.

Showman is another name for that helpful boy who is needed when the pack is going to have a skit, play, circus or other form of group entertainment as part of the program. It is a lot of fun to put on a show...to be a showman... and there are other reasons why there is a Showman Activity Badge.

Every conscientious leader of boys is working to further the development of the whole boy - physically, emotionally, spiritually and mentally - so he will be prepared to take his place as a well-adjusted member of his social group. Educational trends are moving toward creativity so that dramatics is becoming a regular part of class room activities in most areas. The underlying theme of the creative arts is to develop richer living through a well-rounded personality. The Showman Badge offers, through its various requirements in puppetry, music and drama, the opportunity for a boy to develop his creativity and to broaden his base of aptitudes.



PACK ACTIVITIES

- Exhibit:** Variety of puppets, costumes, posters, or charts of composers, a puppet stage.
- Demonstrate:** Put on some entertainment - musical, puppet show or skit. Demonstrate make-up techniques; explain stage directions; put on a ventriloquist act with puppet dummy.

MUSIC**SCRAMBLED WORDS**

These are all music terms or names of musical instruments.

Answers:

- | | |
|-------------------------|-------------------------|
| 1. COFISUMLK | 1. FOLK MUSIC |
| 2. RUDM | 2. DRUM |
| 3. LECOL | 3. CELLO |
| 4. NILOIV | 4. VIOLIN |
| 5. LETUF | 5. FLUTE |
| 6. CEVOI | 6. VOICE |
| 7. TARUIG | 7. GUITAR |
| 8. MICERULD | 8. DULCIMER |
| 9. HATUPORA | 9. AUTOHARP |
| 10. JABON | 10. BANJO |
| 11. FATSF | 11. STAFF |
| 12. FELCBELRET | 12. TREBLE CLEF |
| 13. SABS CEFL | 13. BASS CLEF |
| 14. PARHS | 14. SHARP |
| 15. FATL | 15. FLAT |
| 16. OETN | 16. NOTE |
| 17. RETS | 17. REST |
| 18. TANRALU | 18. NATURAL |
| 19. SICLAMU SUMRENSTNIT | 19. MUSICAL INSTRUMENTS |
| 20. SEMARUE | 20. MEASURE |

PRODUCE A FILM

One way to handle the play-writing phase of the Showman Activity Badge is to let the Webelos Scouts product a film. This opportunity should excite any boy. Let them write the script, direct it, film it if possible, and act in the film.

One of the most important points that the Webelos Leader has to consider when looking at a boy's skit is that the Webelos Leader is not an art critic, but a production critic. Don't work on the idea or story, but point out where a prop or line of action can not be handled easily.

One way to handle the play writing option is to let the boys product a film. This unique opportunity should excite even the dullest boy.

The following information comes mainly from the book MAKING YOUR OWN MOVIES by Harry Helfman. This book, and other, can be found at the library.

The main idea is to let the boy write his script, direct it, film it, if possible, and the rest of the boys in the den act in the film. The ideas to use for a plot will come easy, but there will have to be much help in the mechanics of making the film. Here is a rough outline of the steps in making the film.

1. The type of camera used does not matter, but if the Webelos Leader has an inexpensive camera, it may prevent several problems.
2. One fifty foot film cartridge will run about 3 ½ minutes, so it is important for the boys to have a script. Five seconds film time is the shortest amount of time for any one scene or title to allow the audience to "see" what is going on. The script should contain a plot outline to tell the story, and a detailed scene by scene outline describing the action in the scene and the time elapsed.

Example: Title: "HAUNTED HOUSE" 5 seconds
 Credit: John Jones, director, writer, cameraman
 Den One Actors 7 seconds
 Scene 1: Front of Old Scary House 5 seconds
 Scene 2: Boys sneaking up on the house, up to the front
 door 15 seconds

3. Have a "table run" where the boys learn what they are to do and the director take them through their first reading.
4. Then comes a dress rehearsal with an unloaded camera, to check out film angles and let the actors get "used to" their parts. Mark any ideas and changes on the scene script.

When a boy finds himself tied in knots when it comes time for him to hit the ball with the stick, remind him of these three words: **grip, stance, and swing**. Whether he aims a golf club or a baseball bat, he must know those three basic points. Where he goes from there depends mostly on how much he practices. After he begins to hit the ball well with the stick of choice, then he can begin to wonder about the experts. By that time it may not seem so important.

GAMES

Unscramble the following group and individual sports.

| | |
|--------------|----------------|
| LABLTKESBA | (BASKETBALL) |
| WLGIOBN | (BOWLING) |
| LLBBAASE | (BASEBALL) |
| HISNGFI | (FISHING) |
| CKYHOE | (HOCKEY) |
| LFGO | (GOLF) |
| NGIKIS | (SKIING) |
| BTELA NESNTI | (TABLE TENNIS) |

Have the Webelos figure out a football play or a basketball play and diagram it. Local high school or little league coaches are sources of assistance.

Give Webelos a list of famous sports figures and have them name the sport involved.

HOLD-EM BALL

Players stand in a semi-circle facing the Webelos who is "It" at a distance of about 10 yards. "It" throws the ball to any of the players. If the player misses, he goes to the "low" end of the line. The ball is thrown back and forth until "It" misses. He then goes to the "low" end of the line and the player on the "high" end becomes "It".

FOUL SCORE

The leader gives the signal for a foul in any of the three sports: baseball, basketball, or football. Then he calls on a boy to name the violation and the sport. If the boy gets both right, he scores 2 points. If he gets only one correct, he scores 1 point and any other boy is allowed to try to correctly name the answer to the part missed and score a point. This can be played for individual scores. Just remember to ask each boy the same number of original questions. It can also be played by dividing the den into teams.