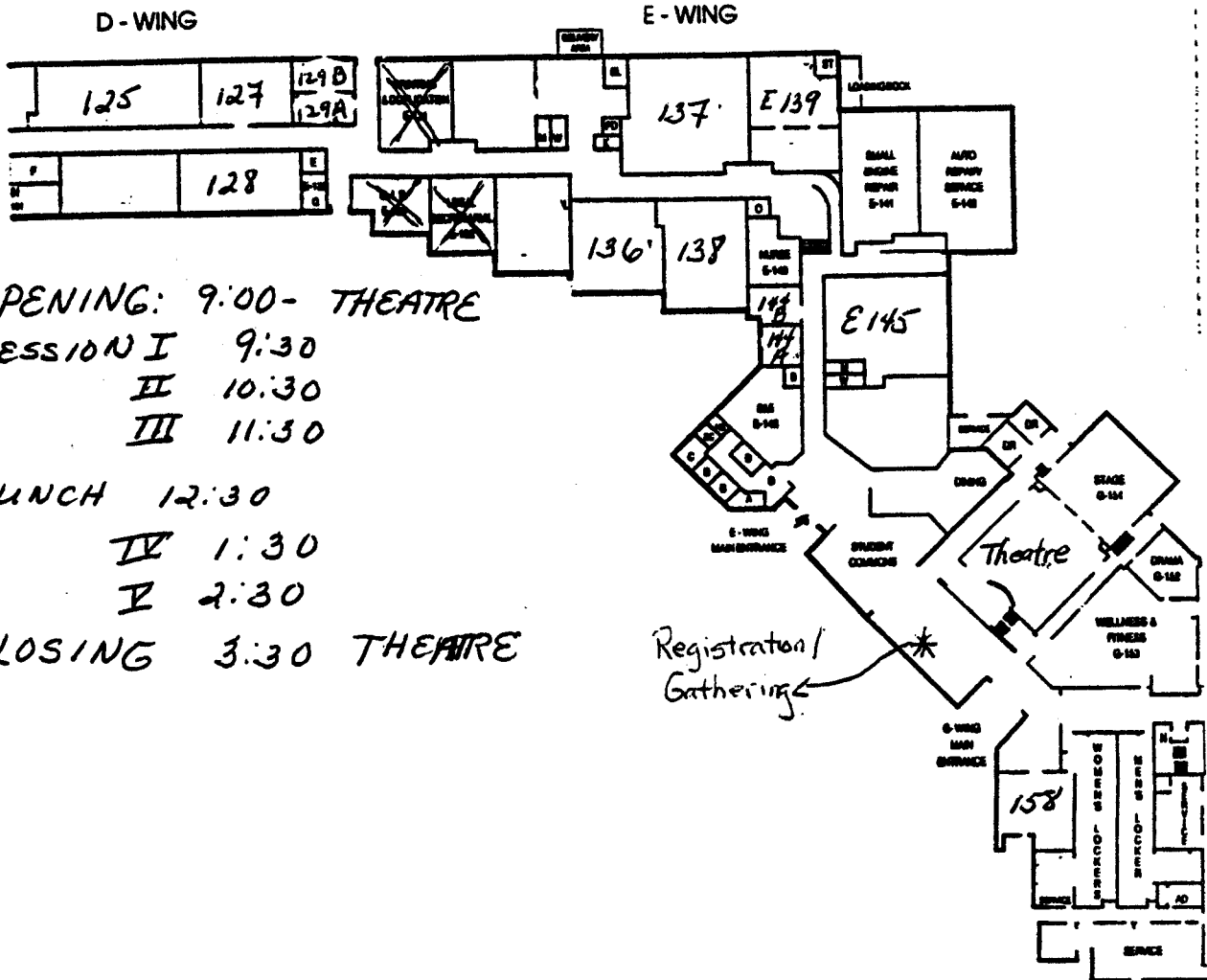


Scouter:  
Council:

# GLOUCESTER COUNTY INSTITUTE OF TECHNOLOGY



OPENING: 9:00- THEATRE

SESSION I 9:30

II 10:30

III 11:30

LUNCH 12:30

IV 1:30

V 2:30

CLOSING 3:30 THEATRE

LORD ROBERT BADEN-POWELL'S  
FAREWELL MESSAGE  
TO SCOUTS OF THE WORLD



*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 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, nor by self-indulgence. One step towards happiness is to make yourself healthy and strong while you are a boy so that you can be useful and so 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 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*

*My dear Scouts,*

*How glad I am to share this great occasion with you all.*

## A HISTORY OF CUB SCOUTING

Cub Scouting is a program of the Boy Scouts of America for parents, leaders and institutions to use with boys 8, 9 and 10 years of age for the purpose of: influencing the development of character and encouraging spiritual growth; developing habits and attitudes of good citizenship, encouraging good sportsmanship and pride in growing strong in mind and body; improving understanding within the family; strengthening the ability to get along with other boys and to respect other people; fostering a sense of personal achievement by developing new interests and skills; showing how to be helpful and do one's best; providing fun and exciting new things to do; preparing them to become Scouts.

The Cub Scout program of the Boy Scouts of America was carefully built as a direct answer to the 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 the other European countries.

At the first National Training Conference of American Scout Executives in 1920, the needs of the 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 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 this 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 to produce the necessary literature. Dr. H. W. Hurt was employed to serve as the Research Executive to carry on this project.

In addition to the committees already mentioned, advice was sought at various steps in the building of the program for a group of over 13,500 leading psychologists, sociologists, teachers, school superintendents, professors of education and college executives, and recreation and welfare directors.

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 generally as a part of the Boy Scout program throughout the country. In 1935, Mr. William C. Wessel was appointed 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. Quite uniformly, these efforts met difficulty in keeping their activities different from those of the Scout troop, and so found themselves trespassing upon Scouting, which took the edge off the boys' later experience.



Our Cub Scout program corrected this condition. It is different from the young boy programs of any other country in the world, because it is home and neighborhood centered and is built around "between-meeting" time 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 things that youngsters enjoy doing "on their own" when not under adult direction. These activities are particularly suited to the boy of Cub Scout age and must be kept quite different from those he will encounter at eleven years of age.

Cub Scouting in our country has drawn upon the dramatic lore and lure of the American Indian for program background. Its Promise and Law was 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 check-up was developed to meet known physical needs of this age of American boys. The emphasis on safety was introduced because accidents are the chief cause of death at these ages.

The system of electives was instituted to force practice in making decisions 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 the Scout program.

The Laura Spelman Rockefeller Foundation and the Boy Scouts of America were determined that this new Cub Scout program meet the needs of the American family. And so the leading scientific minds of the country were called upon to design a program quite different in emphasis and content from the other younger boy programs of the Scouting world.

The program was brought up to date and released to 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 20 years ago, you will notice that improvements have been made...just as your son will recognize more improvements when he becomes an adult. Scouting is sensitive to the needs of boys everywhere.

## 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. I will keep confidential matters confidential...

I promise to take to my work an attitude of open-mindedness; to be willing to be trained for it; to bring to it interest and attention. I realize that I have many assets that my co-workers 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 co-workers may 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, to those who direct it, to my colleagues, 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 the volunteer as my code to be followed carefully and cheerfully.

Dr. Lillian M. Gilbreath

## EDITOR'S NOTES

As we put together this book, we tried to provide material that was useful, yet not readily available. We do not claim to have the largest *FourWow* book ever published; however we believe that you will find this book pertinent and applicable to the monthly themes and the Cub Scout program in general. We all hope this year's *FourWow* book will provide you with many more ideas than before. Add to it today at your selected sessions. We also hope that by this time next year, you will have worn it well with use. It cannot be any help to you or your Cubs if it sits on a shelf. **USE IT, TEAR IT APART, SHARE IT.** Then and only then can we say that our book was a success.

We, furthermore, wish to encourage anyone wishing to reproduce any part of this book to do so in the interest of promoting and improving Cub Scouting.

If you find mistakes in this book, you must realize they are here for a purpose, we tried to include something for everyone and some people like to look for mistakes.

Putting together a *FourWow* Book is no picnic.

If we print jokes, people say we are lightminded.

If we didn't, they say we are too serious.

If we publish only original material, they say we lack variety.

If we publish things from other books, we are too lazy to write our own.

If we don't print all contributions, then we lack proper appreciation of others.

If we do, the book may be a mess.

Probably, someone will say that we copied some material from other books—we did.

We would like to thank all those people who—knowingly or unknowingly contributed to this book.

Don't forget to use all the literature available from BSA to further enhance your program. And **NEVER-EVER** forget those experienced leaders who have many resources they would love to share!

# November

# Knights of the Roundtable

## CAMELOT OPENING CEREMONY

equipment: Three candles, tape recorded trumpet music

personnel: Leader dressed as Merlin, the magician, Cub Scouts dressed as knights.

**MERLIN:** To you who over countless years hold aloft the honor and spirit of Scouting, I bring greetings. I am Merlin the Magician. Tonight I am commissioned by by liege and lord, King Arthur, to take you back through the years to the court of Camelot. All you need to do to make the journey safely is to close your eyes when I tell you and keep them closed until you hear the sound of trumpets. It is most important that you do as I say. For if you open your eyes too soon, you will be lost somewhere between now and then and it might o=not be possible to find you. We are now ready.

First I light the magic fires. I light the fore of honor. (light one candle). I light the fire of duty. (light the second candle). I light the fire of courage. (light the third). Now close y our eyes.

Oh, magic fire burning bright, take us swiftly through this night.  
Let us through the centuries fly, til, yea, a thousand years go by  
Now close your eyes til trumpets sound, for only then is Camelot found.

*softly fading*

Now close your eyes til trumpets sound, for only then is Camelot found.  
(At this point, a trumpet fanfare sounds and the knights march in.)

## KNIGHT'S CODE OPENING CEREMONY

Have a color guard present the U.S. flag and lead the Pledge of Allegiance. Then have a leader read the Knight's Code:

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

Defend the poor and help them who cannot help themselves.

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 brak your promise.

Chivalry requires that youthe should be trained to perform the most laborious and

humble of offices with cheerfulness and grace and to do good unto others.

Point out that the Knight's Code can be used to reinforce the lessions of the Cub Scout Promise and the Law of the Pack.

## ADVANCEMENT CEREMONY

Advancement chairman: As the Knights of the Roundtable traveled together, certain of their members performed tasks so well that they earned special recognition of tasks well performed. There are four ranks in Cub Scouting.

(light candle) ORDER OF THE BOBCAT - for all boys just entering Cub Scouting.

(light candle) ORDER OF THE WOLF - for all 8 year olds who complete the 12 Wolf achievements.

(light candle) ORDER OF THE BEAR - for nine year old Cub Scouts who complete 12 Bear achievements.

(light candle) ORDER OF THE WEBELOS - for the 10 year old to earn before leaving Cub Scouting. The Arrow of Light which he will earn may be worn on his Boy Scout uniform.

While waiting to become of age to pass the next rank, Cub Scouts may earn additional honors called Arrow Points. Tonight, at our Roundtable we will welcome these new knights and recognise those earning special honors.

Will the following candidates for ORDER OF THE BOBCAT please come forward?

Candidates will kneel on left knee. As knights of this group, we will expect you and your family to be ready to help us in all our activities. Our Roundtable can be no stronger than its weakest member. You will be expected to follow your leader and give good will. Repeat after me: "I, \_\_\_\_\_ promise to do my best." (Candidates are knighted with sword and "I dub thee Sir Knight.") Welcome, new knights. As you leave this great hall of the Roundtable may you carry with you the spirit of true knighthood. Rise and return to your seats.

The following knights have performed their tasks so well that they have earned recognition in the ORDER OF THE WOLF. (Read names for Wolf and arrow points. Knights kneel on left knee, knight with sword and say, "I dub thee, Sir Wolf," give badge as name is repeated.) Congratulations to each of you and may you earn many more recognitions of tasks well done as a Wolf.

## OPENING

- Den Chief - To promote our theme, Knights of the Roundtable, we have some special guests who have come all the way from King Arthur's court to be with us this evening. (4 or more Scouts in full or partial costumes)  
Sir Shawn!
- Sir Shawn - I'm the best dragon-slayer in the land.
- Den Chief - Sir Paul!
- Sir Paul - I'm the best jousting in the country.
- Den Chief - Sir Michael!
- Sir Mike - I'm the best rescuer of damsels-in-distress in Camelot.
- Den Chief - Sir Philip!
- Sir Phil - I'm the best crusader in all of Christendom. (Few seconds pause - den chief looks at two remaining boys in Cub Scout uniform).
- Den Chief - And what do you do best?
- 2 Cubs - (in unison) We do our best at everything!!!

## FROM LORD BADEN-POWELL'S SCOUTING FOR BOYS

The Knight's patrol used to stick to him thru 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 and 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 kept themselves strong and healthy and active to be able to do these things well.

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

## OPENING

Cubmaster: (Dressed to resemble King Arthur) Welcome, Knights of the Roundtable. Just as the Knights of old had their code of conduct, so the young Knights of Cub Scouting have their code, the Cub Scout Promise. A Cub Scout promises to do his best.

Cub 1 : (lights candle) To do his duty to God and his country

Cub 2 : (lights candle) To help other people

Cub 3 : (lights candle) To obey the Law of the Pack

Cubmaster: The young Knights also abide by the Law of the Pack

Cub 4 : (lights candle) The Cub Scout follows AKELA

Cub 5 : (lights candle) The Cub Scout helps the pack go

Cub 6 : (lights candle) The pack helps the Cub Scout grow

Cub 7 : (lights candle) The Cub Scout gives good will

Cubmaster: You may now join the other Knights, and let the evening begin.

## OPENING - CIRCLE OF KNIGHTS

Cub Scouts form a closed circle around the Cubmaster, holding shields in front of them and facing out.

Cubmaster: We, the Knights of the Roundtable, are bound together in a circle of steel. Let the steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Roundtable, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

Cubmaster reads Cub Scout Promise from "scroll". Asks everyone to please stand and sing "America".

## GAMES

### TOOTHPICK CASTLE

Give each player ten flat toothpicks. The first player puts one toothpick on the top of an empty soda bottle. In turn, the other players add one toothpick at a time, the player whose toothpick causes the castle to fall gives his remaining toothpicks to the player behind him. Then start another castle. The player with the most toothpicks after a specified time wins.

### KING ARTHUR AND THE SLEEPING KNIGHTS

(This can be played either by a den or a pack)

The game is based on a legend that a shepherd boy found a cave and when he entered it he discovered to his amazement that it sheltered King Arthur and all of his knights, fast asleep. Scattered around the cave were King Arthur's treasures. As soon as the boy began to pick up any of the treasures, the knights began to stir, so he ran away.

King Arthur and his knights are played by leaders. They are at one end of the room "asleep". Around them are various items of treasure. The Cub Scouts start at the other end of the room. As they creep forward and try to take a treasure, the sleeping knights may start to wake up. If a Cub Scout is spotted by one of the knights, he must go back to the starting point and begin again. After about five minutes, end the game and count the number of items successfully taken.

### CLIMBING RAPUNZEL'S HAIR

Rapunzel was a maiden who was kept locked away in a tall castle tower. She was rescued when she dropped the ends of her very long hair out of the tower window, and a knight climbed up the hair to help her.

Tie a rope to a tree and have a leader seated on the limb. In turn the Cub Scouts try to climb the "hair" to be rewarded a piece of candy from "Rapunzel".

### SPOON JOUSTING

May be played as a battle between two players or den battle royal. Give each player two table spoons and a small potato. The player carries the potato on a spoon in one hand and uses the spoon in the other hand to try to knock the potato off his opponent's spoon. Meanwhile, he tries to protect his own potato.

### KNIGHTS AND THE DRAGON

Three Cubs make up the Dragon. The first in the line is the head; the others hold on with both hands to the belt of the boy ahead. The remaining boys are knights, who try to grab the dragon's tail and hold on while the leader counts to five. The dragon tries to avoid this by running and whipping its tail. If a knight succeeds in holding on for a count of five, he becomes the dragon's tail and the "head" becomes a knight. There is no scoring.



### DRAGON RELAY

Divide the group into teams of ten to fifteen people. Have the teams line up in a straight line with one team member standing behind another.

On "go", the first person on each team runs to a designated point and back. The second person bends forward at the waist, places his hands on the hips of the first team member, and the two of them run to the designated place and back, all the while remaining attached to each other.

If the line breaks, the team must start the relay over again.

The team continues to add on people to each line, until the whole team has joined hands to hips to form a dragon.

### SPEAR THE RING

You need a canning jar ring or a ring of similar size cut from heavy cardboard. Tape the ring to a piece of string and the other end to a doorway. You also need a broomstick or dowel five feet long.

In turn, the knight's "gallop toward the ring and try to spear it. Score one point for each hit.

Winner is the one with the most hits after three or more tries.

## CRAFTS

### King Arthur's Castle

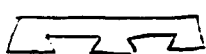
Use boxes of varying sizes and shapes. Cut holes for doors and windows; cover them with black paper from the inside. The drawbridge is a box lid. Castle flags are taped to hat pins or dowels. The front posts are thread spools holding flags taped to wicks of candles. Paint the castle stone gray.

### Heraldry shield hat rack

Draw outline of shield onto pieces of plywood. Cut out using a coping hand saw or jigsaw. Divide the shield into at least two sections. Find the symbol for your birth order, and for a character trait. Add symbols for favorite activities, likes, etc. Paint.

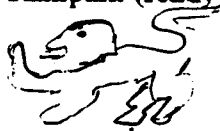
Cut another piece of wood 3" by 24". screw to back of shield. Add 4 binder clips(size2) spacing along strip and screwing through one handle of clip. Place a hanger on back.

oldest (file)      second (cresent)      third (mullet)      fourth (martiet)      fifth (annulet)



Lions were a favorite symbol of the English. They were shown in four positions.

Rampant (ready to climb) couchant (lying down) passant (walking) statant(standing)



cresent-victory over adversity



eagle-strength of mind, wings spread

falcon- bravery



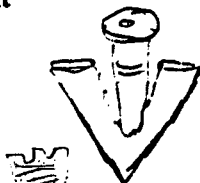
griffin-valor and vigilance

hand-generosity

leopard-wisdom, agility

stag-purity and strength of spirit

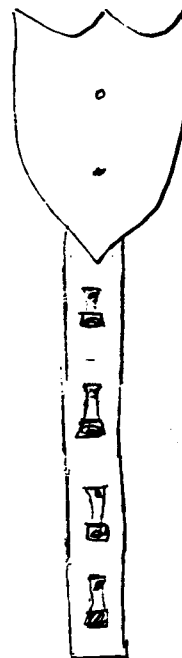
pheon-speed and directness



sun-splendor and royalty

heart-loyalty and love

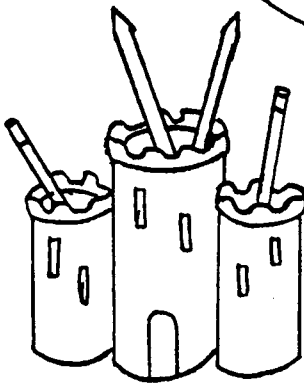
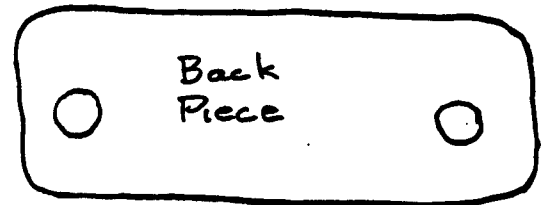
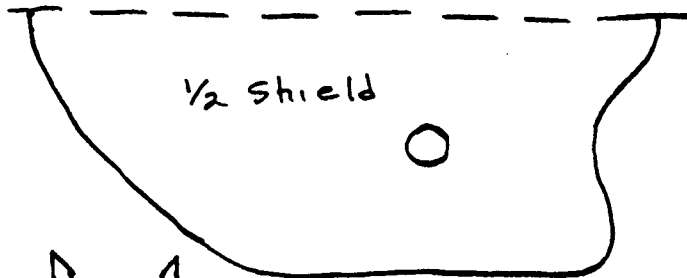
tower-strength and protection



## TIE SLIDE OF THE MONTH - KNIGHT'S SHIELD

Material: Aluminum flashing (or poster board), paper fasteners, paper punch, markers.

1. Cut shield and back piece from aluminum flashing using the pattern. Leaders should do this as the aluminum can cut. Poster board can be substituted.
2. Punch holes in the shield and back piece as indicated.
3. Bend the back piece and use paper fasteners to attach it to the shield.
4. Use markers to put a design on the shield.



## CASTLE PENCIL HOLDER

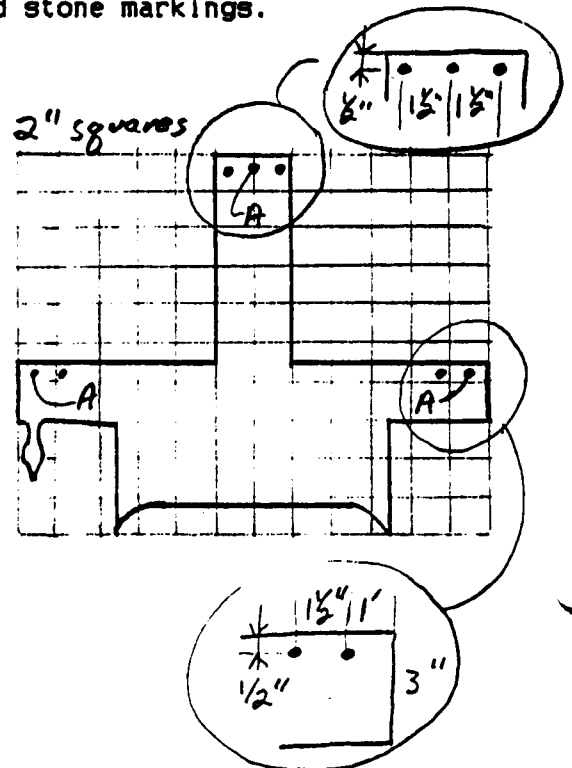
Material: Pill bottles, construction paper, poster board.

1. Cover the pill bottles with paper and then glue them together with the largest in the center. (Juice cans and a soup can are good substitutes if you don't have any pill bottles)
2. Cut battlements from poster board and glue to the top of each bottle.
3. Paint on doors, windows and stone markings.

## KNIGHT'S HELMET

Material: Poster board, paper fasteners.

1. Enlarge the pattern to the dimensions indicated.
2. Trace the pattern on a sheet of poster board and cut out.
3. Punch holes where indicated (1 1/2" space between holes).
4. Decorate with markers or crayons as desired.
5. Bend the poster board to form the helmet, fastening it together with three paper fasteners. The center paper fastener should go through all three holes marked A.



THE FORGETFUL KING

Cast - King Akela - 2 guards - Sir Bobcat - Sir Wolf -  
Sir Bear - Sir Leader - Kings assistant

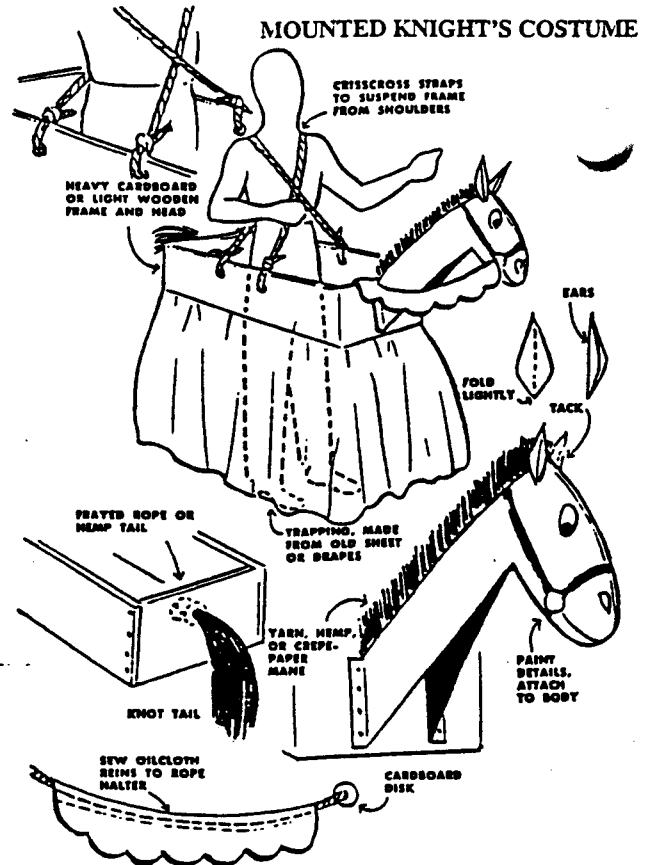
King in kings robes, knights in their armor - King  
sitting on throne, his assistant enters

- King : Well assistant what's on the-docket for today?
- Assistant: Bring in the first prisoner! (Guards enter dragging  
prisoner) King Akela, this is Sir Bobcat. He for-  
got to brush his teeth.
- King : Off with his head! I hate people who forget things.  
Guards drag Sir Bobcat off screaming!!  
Whats next assistant old boy?
- Assistant: (As guards bring in Sir Wolf) Your highness, this  
is Sir Wolf, he forgot to shine his shoes today.
- King : Off with his head! I just can't stand forgetful  
people.  
Guards drag Sir Wolf off screaming!!  
Assistant, haven't you got anything more interesting  
for me?
- Assistant: I'm sorry King, but that's the way the cookie crumbles.  
Bring in the next case. (Guards bring in Sir Bear).  
Akela, old chap, this is Sir Bear, he forgot to wash  
his face.
- King : Don't get so familiar assistant, you can be replaced  
with a jester!!  
Forgot to wash his face huh? What a bore. Off with  
his head. (Guards drag Sir Bear off screaming)  
O.K. assistant, who's next?
- Assistant: (As Sir Leader is dragged in) Your Honorableness, this  
man really forgot. He forgot to go to his roundtable  
meeting.
- King : Horrors, off with his head too!! I just can't stand  
people who forget. (As Sir Leader is dragged off  
King Akela rises, drops his robes while mumbling, "I  
can't stand people who forget". King is minus his  
pants - Cub can wear a long shirt.

SONGS

KING ARTHUR'S QUARTERMASTER STORE

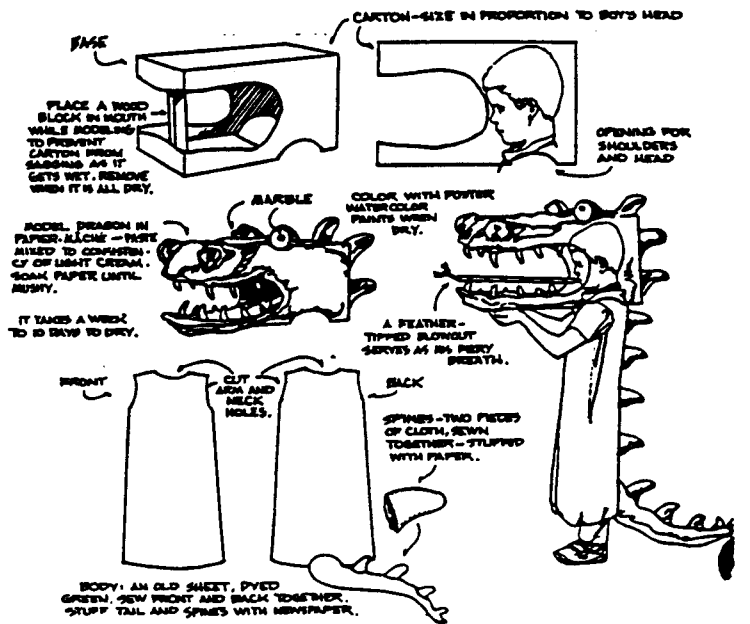
There are squires, squires, squires  
 Rolling around the tires  
 In the store, in the store.  
 There are squires, squires, squires  
 Rolling around the tires  
 In the Quartermaster's store.  
 My eyes are dim, I cannot see  
 I have not brought my specs with me.  
 repeat substituting:  
 Kings...trying on the rings  
 Queens...spilling all the beans  
 Dragons...Riding in the wagons  
 Wizards...feeding all the lizards  
 Owls...Ripping up the towels  
 \*make up more verses



FRED THE FEARFUL DRAGON (Puff the magic dragon)

Fred the fearful dragon lived close to me  
 He always hides when I'm outside  
 He was even scared of cheese.  
 Fred the fearful dragon hides in the trees  
 Till late one night, all filled with fright  
 He crawled right up to me.  
 We told him we were Cub Scouts,  
 He had nothing to fear  
 We lived here in the castle where  
 its safe and full of cheer.  
 Noble ings and princes would come to visit Fred.  
 He got so brave, he'd roar and wave  
 his tail and toss his head.  
 Oh Fred the fearful dragon left up today  
 But full of pride and courage  
 He's sure to find his way  
 Fred the fearful dragon, strong, sure and brave  
 Can grow with pride and hide inside  
 And scare knights from his cave.

DRAGON COSTUME



## KNIGHT'S PLEDGE

(O Tannenbaum)

Quietly we now will part  
Pledging ever in our heart;  
To strive to do our best each day,  
As we travel down life's way.  
Happiness we'll try to give,  
Trying a better life to live.  
Till all the world be joined in love,  
Living peace, under skies above.

As I travel down life's way, May I do some good each day;  
May I ever thankful be,  
For the blessings given me.  
May I join my fellow man;  
Doing for others what I can.  
So a better world we'll see,  
Living together in harmony.

## DUKE OF YORK

The grand old Duke of York	
He had ten thousand men	sitting
He marched them up the hill	stand
and then he marched them down again.	sit
And when you're up, you're up,	stand
And when you're down, you're down	sit
And when you're only halfway up,	stand
You're neither up, nor down.	in between

(Variations: go faster, trying to keep up with motions  
do motions in reverse of what saying)

CUB SCOUT KNIGHTS

Tune: London Bridges

We're the knights of Cub Pack 12,  
Cub Pack 12,  
Cub Pack 12,  
We're the knights of Cub Pack 12,  
Please come join us.

We have fun and learn new things,  
Learn new things,  
Learn new things,  
We have fun and learn new things,  
Please come join us.

Service projects, hikes and trips,  
Hikes and trips,  
Hikes and trips  
Service projects hikes and trips,  
Please come join us.

Bless our leaders one and all,  
One and all,  
One and all,  
Bless our leaders one and all,  
Please come join us.

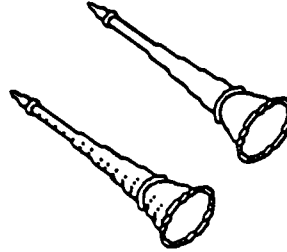
CUB SCOUT KNIGHTS

Tune: Deep In The Heart of Texas

A suit of armor,  
All shiny and bright,  
(clap 4 times)  
We're pledged to protect you

A scary dragon,  
Breathing hot flames,  
(clap 4 times)  
Our knights will protect you.

In your cities,  
And the open plains,  
(clap 4 times)  
Cub Scout knights will protect  
you.



In The Good Old Wintertime

Tune: In The Good Old  
Summertime

In the good old wintertime,  
In the good old wintertime,  
I love the snow, the rain, the  
sleet,  
This season you can't beat.

I'm frozen in, I'm frozen out,  
It is without a doubt.  
The coldest time of all the  
clime,  
In the good old wintertime.

With great big smiles and  
cherry hellos,  
(clap 4 times)  
Our knights will spread some  
good will.

Come on in and join our pack  
(clap 4 times)  
We're really glad  
To have you.

Sit right down,  
And join the fun,  
(clap 4 times)  
Our pack is really growing.

## THE FAIR MAIDENS' PLIGHT

Divide group into four. Advise them to say or do the motions assigned to them when their word is read.

Knights - "Clankety-clank"  
Maiden - "Help, help"  
Mean King "Grr-rr-r"  
Dragon "Roar-r-r-r-r-"

Back in the days of bold knights and fair maidens there lived a mean king with his daughter, who was indeed the most beautiful maiden in all the land. All those who passed by their castle would see this fair maiden sitting by the hour in the window longing to be set free.

It was told about the land that this fair maiden had a curse put on her by a wicked witch, that if a dragon which lived in the woods close by, were to look upon her, she would suddenly become the most ugly maiden who ever lived. That is why the mean king kept her locked within the castle.

Of course, after hearing this, all the brave knights for miles around came to that part of the land, hoping to kill the terrible dragon, and thus save the fair maiden from a terrible fate. Night and day the brave young knights searched for that terrible dragon. Each one hoped to save the fair maiden and take her away from the castle of the mean king.

One day there came a gallant knight who was much wiser than all the rest. He decided that since the dragon was nowhere to be found that maybe there was another reason why the maiden didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

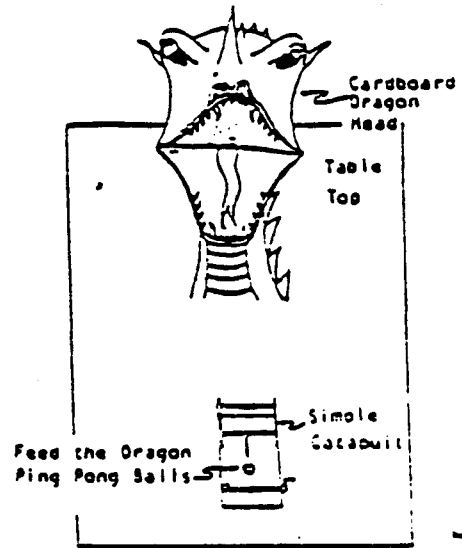
It seems the maiden couldn't find the door because the castle was such a mess, and that is why she hadn't come out. The brave young knight bounded up the stairs and carried his fair maiden down and put her on his horse. They rode away from the castle of the mean king and left the other knights still searching for the terrible dragon which didn't exist.



Below are some games that are ideal for a den or a pack meeting. In the den the Cub Scouts can compete against each other, at the pack meetings the dens can compete against each other. They would also be easy enough for the younger ones to play at the pack meeting and fun enough for everyone to play.

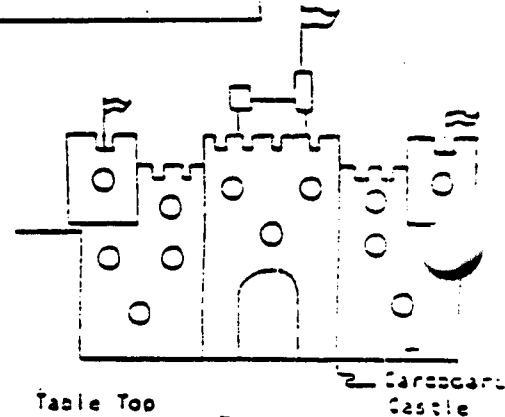
### FEED THE DRAGON

Cut a dragons head from heavy cardboard. Paint in features, have opening for the mouth. Using a simple catapult, each contestant gets 5 tries to see how many ping pong balls they can shoot into the dragons mouth. Highest score wins.



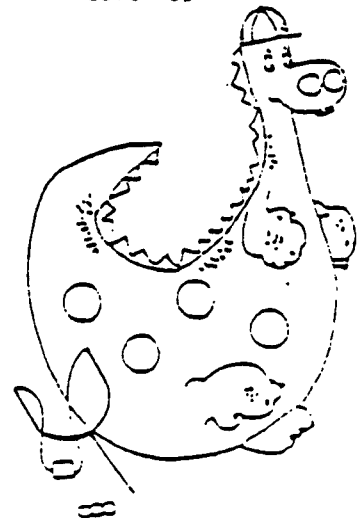
### CASTLE BALL

Cut a fairly large castle out of heavy duty cardboard. Paint. Cut out holes in several places, large enough for a tennis ball to fit thru easily. Toss tennis balls thru holes in castle - one point per successful toss. Highest score wins.



### SLAY THE DRAGON

Cut dragon from heavy duty cardboard - cut holes large enough for ping pong balls to fit thru easily. Paint brightly. The object is to shoot the ping pong balls thru the holes in the dragon with a sling-shot. Each player gets 3 chances to slay the dragon.



# DECEMBER

# DO A GOOD TURN

## GREETING OPENING CEREMONY

equipment: nine large greeting cards, each with one letter of "greetings" printed on it.  
personnel: den chief, nine Cub Scouts

The Cub Scouts line up in proper order to spell "GREETINGS" but hold their cards with the blank sides facing the audience. The den chief asks the audience to follow the Cub Scouts' directions as they speak. In turn, the Cub Scouts turn their letters to face the audience while speaking their lines.

G-"Glad to see you here tonight."

R-"Reach out your hand to a friend, left or right."

E-"Everyone smile and shake that hand."

E-"Everybody smile and nod at another friend."

T-"Together now, stand on your feet."

I\_"I'd like for you to take your seat."

N\_"Now that we're all friends, let's start the show."

G\_"Goodwill is a feeling we all like to know."

S-"So now, Cubmaster \_\_\_\_\_ our program's begun."

This Cub Scout motions for the Cubmaster to come on to the stage.

## GOOD SHIPS OF SCOUTING CEREMONY

equipment: 6 Cub Scouts holding large cardboard cutouts of ships, on which have been printed the following words: SCHOLARSHIP; FELLOWSHIP; FRIENDSHIP; SPORTSMANSHIP; WORKMANSHIP; AND STATESMANSHIP.

Cubmaster: Tonight, Den \_\_\_ would like to tell you about the six good ships of scouting. These are ships which launch good will and are 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 the officers as ambition, determination, intelligence and application. Her flag bears symbols of the letter "A" and the plus sign. May we always do our best.

2nd Cub: FELLOW-SHIP: This ship stands for good spirit, fine cooperation and never failing unity. Its flag floats high, the flag of scouting, may I never lose my smile and spirit.

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. May I always value my friends.

4rd Cub: SPORTSMAN-SHIP: This is the ship that's fair and square. It never veers from its source. Its flag is never at half mast. May I never put winning before fairness.

5th Cub: WORKMANSHIP: The ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath. May I work well.

6th Cub: STATESMAN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity. May I always promote the common good.

Cubmaster: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Goodwill ships of scouting!

## HOLIDAY HANDSHAKE

This is a get acquainted game for a pack meeting. Give each Cub Scout and adult ten Christmas seals or other markers and a card. Each person is to introduce himself to ten other people (not family members). He leaves a seal with each of them on their card. Adults may not accept a seal from a boy unless the introduction is complete and the boy can repeat the adult's name.

INDUCTION, ADVANCEMENT, OR SPECIAL RECOGNITION

Using the prop shown on the right -  
Cub Scout lights white candle first saying -

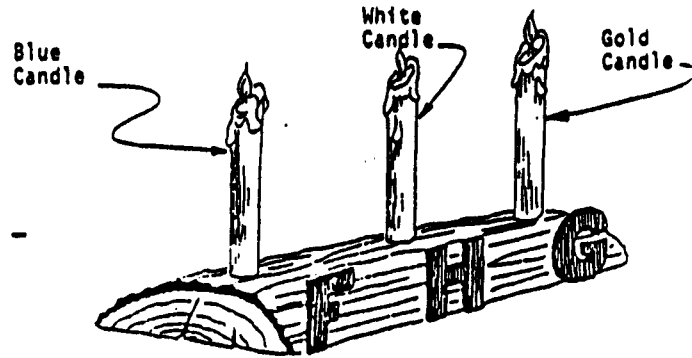
"A Cub Scout "follows" Akela.

Cub Scout lights blue candle second -

"A Cub Scout helps the Pack go, the  
Pack helps a Cub Scout grow"

Cub Scout lights gold candle third -

"A Cub Scout gives "Goodwill"



The Cub Scout is then charged to follow, help and give and is awarded his badge with parents involved to receive card, book and the parent supplement.

'T WAS THE NIGHT OF THE PACK MEETING - ADVANCEMENT - Paul Wellman

Twas the night of the pack meeting and all thru 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 & clear.

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

When all of a sudden, the Cubmaster was ready with helpers nigh  
To pass out awards as the boys were called and they filed by.



First came the BOBCATS all new to the pack  
Akela is ready with the guidance and experience they lack.

Come up all you 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.

--Call Cubs and their parents forward and present awards--



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

Come up all our Wolf Cubs, you are Wolves to be praised  
Achievements and electives you've done, so with the Wolf  
badge and arrow points, in rank you are raised.

--Call Cubs and their parents forward and present awards--



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

Come all our Bear Cubs, your work and learning is ap-  
plauded, for completing achievements and electives, tonight  
you're rewarded.

--Call Cubs and their parents forward and present 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.

--Call Cubs and their parents forward and present awards--

Now, let's give all these Cubs our Santa applause for a job well  
done!!!!

PASS IT ON

If a friend gives you a cherry word, -- pass it on,  
If a consoling voice in your grief you heard, - pass it on,  
If someone helped you in your need  
By word of encouragement, smile or deed,  
And your troubled mind in some way freed, -- pass it on,

It may never be that you may still -- pass it on,  
To the friend who helped you up the hill, -- but pass it on,  
For someone is always sadder than you,  
And if you help him, you'll find it true  
That someone will always help you through, -- if you pass it on.

## HOLIDAY GIFT ADVANCEMENT CEREMONY

equipment: All awards have been individually wrapped in blue and gold paper (or holiday paper) and ribbon as Holiday gifts. They are set in the front of the room and three stacks on table.

**CUBMASTER:** Tonight we celebrate a season of giving good will and gifts to each other. Now let us give some presents to Cubs to have tried their best.

Our first presents go to the Cubs that are new  
So we would like to award Bobcat to these few.  
(Read names and give each a "present")

To celebrate their efforts and time  
We'd like to award Wolf badges to these Cubs combined.  
(Read names and give each a "present")

Our last group of Cubs to be recognised tonight richly deserve this gift by right.  
The Bear badges they've earned take time and attention, and work on their part too numerous to mention.  
(Read names and give each a "present")

(After names have been read and gifts given, present Webelos badges in much the same fashion and then give the closing thought below.

Enjoy these small gifts from Scouting that you've worked to achieve.  
But remember, a gift is much richer by far  
When you give instead of receive.  
So please give what you have learned in Scouting  
To others-tonight when you leave.

## OTHER ADVANCEMENT CEREMONY IDEAS

Make a large Holiday book using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten the awards on the left hand page and opposite each award, write the statement to be read as award is presented.

Have Santa Claus present to the Cubmaster a package wrapped in Blue and Gold paper, containing all of the awards. After awards presentations, have same type of package delivered to the Chartered Organization Representative containing thank you certificates for all leaders.

CUB SCOUT UPSIDE DOWN STEW

Setting : On stage is a huge pot, made from cardboard carton. The pot could be painted on the side of the carton. Boys getting into the pot, pile on top of each other face down.  
Boy with chef's hat is stirring in pot with a broomstick, or oar.

Chef : Pretends to taste - "tastes like a well rounded den to me."

Den Mother: What did you put in it?

Chef : Reading from oversized card marked "Recipe".  
Cub Scouts that do their best.

A number of uniformed Cubs climb into pot.

A sense of humor.

Grinning Cub wearing sign "Humor" climbs into pot.

A pinch of wanting to please.

Cub wearing sign "I want to please" climbs into pot.

A dash of mischief.

Cub wearing "Mischief" sign climbs into pot.

A bit of obedience.

Cub wearing "Obedience" sign climbs into pot.

A bundle of "sunshine.

Cub wearing "Sunshine" sign climbs into pot.

And a ton of energy.

Cub wearing "Energy" sign scampers into pot.

Stir well and you have Cub Scout Upside Down Stew.

Den Mother: Pretends to taste stew. "Tastes like dirty blue jeans to me!"

## CLOSING CEREMONIES

### DO A GOOD TURN

STAGING: Houselights are dimmed. Foru pster with each of the four Cub Scout ranks, eight candles (two near each poster)

CUBMASTER: This is the first Pack meeting of 1994. It is a fine time to reconfirm our beliefs in ourselves and the Scouting program.

light two candles by the Bobcat poster)

Will all Bobcat Cub Scouts and their parents please stand. Bobcats, do you promise in 1994 to do your best, to be true, to help other people, to obey the Law of the Pack, and to advance one rank?

BOBCATS: We will do our best

(If there are no Bobcats present: Since we have no Bobcat, will the Pack leadership please stand. Will you rededicate for yourselves and for future Bobcats of our future, to do your best, to be true, to help other people, to obey the law of the Pack?

LEADERS: We will do our best.

Follow the same procedure for Wolf and Bear Scouts

CUBMASTER: Will all Webelos Scouts and their parents stand.

Webelo Scouts, do you in 1994 promise to do your best, to be true, to help other people, to obey the law of the pack, and to earn the Arrow of Light award?

WEBELOS AND PARENTS: We will do our best

ASST. CUBMASTER: The first four candles are the four parts of the Cub Scout Promise- Duty to God, duty to country, to help other people, and to obey the law of the pack.

The second four candles are the four parts of the Law of the Pack-The Cub Scout follows Akela, the Cub Scout helps the pack go, the pack helps the Cub Scout grow, the Cub Scout gives goodwill

CUBMASTER: I know you will be loyal Cub Scouts in 1994, As the spirit of Cub Scouting burns here it also burns in the hearts of Cub Scouts everywhere. May it continue as we go upward and forward in Pack\_\_\_\_\_.

### GOLD RUSH CLOSING

large "gold nuggets" with letters to spell out GOOD TURN

G-greeting;remembering to say hello to people we meet

O-obey;a Cub Scout promises on his honor to obey the Law of the pack

O-over;good turns should be done over and over again

D-daily;do a good turn daily, not just think about it

T-together; we must all learn to live together

U-uniform;you wear a uniform that makes you a special person with special beliefs

R-remember;at the beginning of the year remember to use each beginning well

N-nobody;we need each other, nobody is an island

EACH NUGGET IS PLACED

CUBMASTER: Let us always treasure our Good Turn gold.



FOR CHRISTMAS

The Box

Scene; Santa enters leading a big shabby box on stage by the hand.

Santa: I'll leave you here on the street. Maybe someone will take you home this year.

Box: I hope so. I'll get busy right away trying to make someone take me.

(1st Cub Scout enters)

Box: Please will you take me home as a Christmas present?

1st: My mother would yell at me if I brought home a junky thing like you with me. (exits)

(2nd Cub Scout enters)

Box: Please will you take me home as a Christmas present?

2nd: Nah, I want a new baseball bat (exits)

(3rd Cub Scout enters)

Box: Please will you take me home as a Christmas present?

3rd: Are you trying to be funny? I won't take home a dirty thing like you. (exits)

(4th Cub Scout enters)

Box: Please will you take me home as a Christmas present?

4th: Of course not! I don't pick up stray things on the street. (exits)

(5th Cub Scout enters)

Box: Please will you take me home as a Christmas present?

5th: Kids want presents that are new. (exits)

(Enter Santa)

Santa: Well, I see you didn't get anyone to take you again this year.

Box: I haven't given up hope, someday someone will take me.

Santa: You know, I've been hauling you back and forth for so long that I've even forgotten what you are.

Box: I'm not sure either, but when God packed me up nearly 2,000 years ago, he called me "Peace on Earth."

Santa Knows About Rudolph's Nose

Characters: Santa Claus, 6 elves (wearing hats); Rudolph (wearing horns)  
Scene: Santa sitting in an easy chair by fireplace reading newspaper. It is Christmas eve.

1st Elf: (rushing in) Oh Santa, come here. Bad news I must tell. Rudolph's nose is all frozen. He can't smell a thing.

2nd Elf: (running in) Hey Santa, listen here while sad news I tell you. Poor Rudolph's nose is cold and it's turning all blue.

3rd Elf: (hurrying in) Oh Santa, I've come to tell you of Rudolph's plight. He has a cold in his nose that has put out his light.

4th Elf: (rushing in) Santa Oh, Santa! I'm so sorry to tell. Rudolph's nose is all warm and he doesn't feel well.

5th Elf: (running in) There's something I must say, but I'd rather not. You see, poor Rudolph has a nose that's very hot.

6th Elf: (rushing in) Santa, please come. See Rudolph's burned nose. It's all black like charcoal not red like a rose!

(enter Rudolph)

Santa: (While Rudolph hangs his head) No! Don't say anything, but please let me guess. Your friends were all lying, so you've come to confess. I knew all the time that it was only a plot. For how could your nose be both cold and hot!

Rudolph: Well you see, Santa Claus, I was feeling quite low, and decided on our trip I didn't want to go. But now I've learned a lesson. The truth is always best. It could have saved me from this embarrassing mess!



## SONGS

### DO A GOOD TURN

(Are you sleeping?)

Do a good turn, do a good turn,  
Do your best, do your best,  
Do a kindly favor  
Be friendly to your neighbors  
Cheerful Cubs, cheerful Cubs.

### CUB SCOUT PRAYER

(O Tannenbaum)

Lord, in this evening hour I pray  
For strenght to do my best each day.  
Draw near to me that I may see  
The kind of Cub Scout I should be.

In serving others, let me see,  
That I am only serving Thee  
Bless me, O Lord, in Thy great love,  
That I may be a better Cub.

### LET THERE BE PEACE ON EARTH

Let there be peace on earth, and let it begin with me!  
Let there be peace on earth, the peace that was meant to be  
With God as OurFather, brothers all are we  
Let me walk with my brother, in perfect harmony.  
Let peace begin with me, let this be the moment now  
With every step I take, let this be my solemn vow.  
To take each moment and live each moment in peace eternally  
Let there be peace on earth and let it begin with me.

### SLEIGH APPLAUSE

Bob up and down on a chair like riding in a sleigh and say "TING-A-LING" 3 times

## CHRISTMAS SONG

(Rudolph the red-nosed reindeer)

Here's to the Cubs in our den  
As they follow, help and give;  
All of the boys in our den  
Know just how a Cub should live.

Now that's it's time for Christmas  
We've been very helpful boys  
We've gathered lots of old things  
And fixed them up like brand new toys

Saved our pennies every meeting,  
Brought a lovely Christmas tree  
Trimmed it up to take to our  
den adopted family,

Bright and early Christmas morning  
When they see our shiny toys  
We'll be happy that we shared our  
Christmas joy with other boys.

## SANTA'S COMING ROUND THE WORLD

(Are you sleeping)

Santa's coming, Santa's coming  
Round the world, round the world  
He has many faces  
Seen in many places  
Santa Claus, Santa Claus.

Santa's coming, Santa's coming  
Round the world, round the world  
In France he's Father Christmas  
Who fills the children's wishes  
Santa Claus, Santa Claus

continue substituting:

In Hungary he's Kris Kringle, Bring gifts to make tots tingle.  
A Belgium child leaves carrots bunched, For Nicholas' horse to munch.  
No matter what his face or name, Goodwill and peace are just the same.

## PACK GOOD TURNS

- \*\*\*\*Have each Cub Scout make a gift for a resident of a nursing home or other facility for the elderly
- \*\*\*Have a holiday party for residents of a nursing home or the children's ward of a hospital. Bring small gifts, sing holiday songs, and play games. You might also perform the skits for songs prepared for last or this month's Pack meeting.
- \*\*\*Aid your chartered organization by shoveling snow, or cleaning or at one of their holiday events.
- \*\*\*Refurbish good used toys and give them to a charitable organization for distribution to the needy.
- \*\*\*Collect good used books for a hospital or nursing home,
- \*\*\*Collect canned goods and good used clothing for distribution by a charitable organization.
- \*\*\*Adopt several elderly persons for the next month( or the winter) and provide regular visits-running errands, shoveling snow, reading to them, etc.
- \*\*\*Organize a pack carol sing for the homes of shutins and nursing homes.
- \*\*\*Organize a Holiday party for children in your community.

## GAMES

### I SPY SANTA

Before the Cubs arrive, hide a small figure or picture of Santa somewhere in the room. Announce that Santa is somewhere nearby, and when a boy finds him, he is not to give away the location. Instead, he comes to the leader, whispers the location, and sits quietly to watch the others look.

### CLAP A CAROL

The first player claps the rhythm of a well known Christmas carol, Hanukkah song, or other holiday tune. The others try to guess what it is. When one succeeds, he becomes the clapper for the next round.

### KRIS KRINGLE RELAY

Boys line up in teams, relay style. Each team has two shoe boxes or large paper bags, representing Kris Kringle's boots. On signal each player, in turn, places his feet in the "boots" and shuffles up to and around a designated point at the opposite end of the room. He shuffles back to the starting point, where the next boy takes over.

### SANTA'S BAG

Number 10 brown paper bags from 1 to 10. Put a familiar article in each bag (preferably something related to Christmas, a ball, candy cane, etc) and staple the bag shut. Each boy is given pencil and paper on which he lists 1 to 10. He tries to guess what is in each bag by feeling through the paper, and lists on his paper.

### HELPING PARTNERS

Each pair links arms and is given a balloon. On signal, they start batting the balloon towards the finish line, 50 ft. away. They may not unlink arms during the race. If the balloon falls to the ground, they must stop and pick it up before continuing on.

### "DO A GOOD TURN" RELAY

Divide the boys into two groups. Give each a list of things the team must do in order to win, first team back and done wins.

Example: Have the boys fill a pail and carry it over to a predetermined area and pour out the water. Then they could have to ride a broom back and put that up against a fence. Perhaps clean up "trash" into a can. Some jobs may be silly such as folding paper hats to try to carry the water in; or serious such as reciting the Cub Scout Promise. Ideas are flexible and limited only by the imagination. The only true rule is to make it fun.

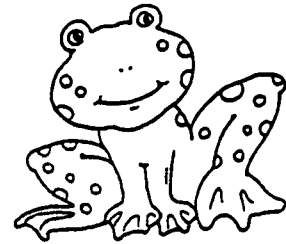
THE TALE OF THE THREE GOOD TURNS  
Tune: Polly-Wolly Doodle

A Wolf Cub hiked with a careless stride  
Along a dusty road,  
When out from a tree there hopped with glee  
A big, fat, husky toad.

Chorus:

Hike along, hike along,  
Hike along with a stride so free,  
But when you see an old black bear,  
Just let that old bear be.

Says the toad to the Cub, "Hello, my lad,  
Where are you headed for?"  
"I'm on my seven-mile hike," says he,  
"And I've only one mile more."



Chorus:

"What have you done while on this hike?"  
Says the fat old toad, says he.  
I've had some fun and I ate a bun  
And I've done my good turns three."

Chorus:

What were these good turns three, my Cub?"  
Says the fat, old toad, says he.  
"Well, I helped a man to catch a cow,  
And I found a lost baby."

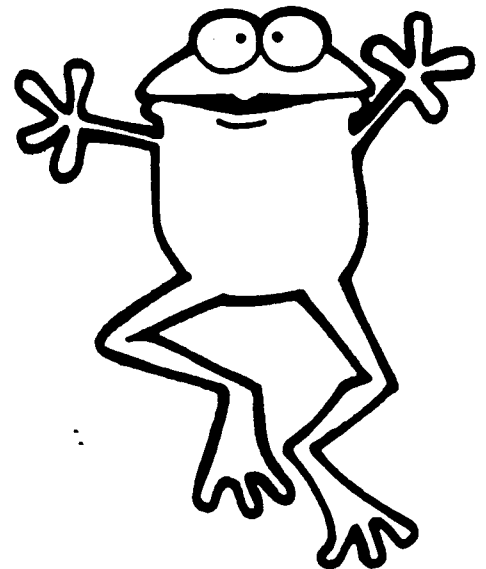
Chorus:

"That's only two," says the fat old toad,  
"And you told me you'd done three."  
"Well, wait a while till I get my breath,"  
Says the Five Star Cub, says he.

Chorus:

"As I went up the mountain side,  
I spied a tall oak tree,  
And up in the top was a big, black bear  
A-looking down at me.

Chorus:



THE TALE OF THE THREE GOOD TURNS (Continued)

And I thought to myself when I spied that bear,  
'What an awful shame it would be  
If I disturbed that big black bear  
A-looking down at me.'

Chorus:

So I turned around and I hiked right down,  
And I let that old bear be;  
And that good turn with the other two  
Makes the good turns three.



TAPS

ENGLISH

Day is done, gone the sun  
From the sea, from the hills,  
From the sky.  
All is well, safely rest,  
God is nigh.

FRENCH

C'est la nuit, tout se tait  
Sur la pleine, les collines  
Et les bois,  
C'est la paix, tout est bien  
Et Dieu vient.

NORWEGIAN

Dagen dor, skumring rar  
Over skog, over land, over hav.  
Alt er ro, hvil kun trygt,  
Gud er naer.

FINNISH

Ilta saa vinahtaa  
Paivyto vetten ja, matsien taa  
Tyyntä yönä, Iivonaa on  
Herra ain.

ITALIAN

E la sera, tutto tace  
La nel piano, la nei boschi  
Tutte pace, tutte bene  
E dio viene.

URDU  
(Pakistan)

Raat ahee, din gaya  
Az zameen, az jabal, az falluck  
Shub e care, shub e care  
Hafeez raab.

## CRAFTS

### RUDOLPH

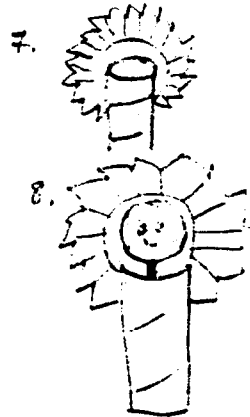
- Paint two clothes pins with brown paint
- Glue two clothes pins in opposite directions
- Glue on googly eyes and red puff ball nose
- Tie ribbon around neck
- Attach hanger string to back



### ANGEL

To make an angel, you will need: a toilet paper tube, a lollipop in a wrapper, blue paint, a piece of heavy cardboard, glue, a white cupcake liner, a paintbrush, scissors, crayons.

1. Put your tube on the heavy paper, draw around the tube. This will be the angel's head.
2. With your crayons, draw the angel's face and hair.
3. With your scissors, cut out the angel's face.
4. Put glue on the back of the angel's face, put the angel's face on the lollipop's wrapper.
5. With your paintbrush, paint the tube blue. Let dry.
6. Put a line of glue halfway down the tube.
7. Put the bottom half of the cupcake liner on the glue. This is the angel's wings.
8. Put the lollipop in the top of the tube. Your angel is done.



### YULE LOG

Take a log cut in half length wise.

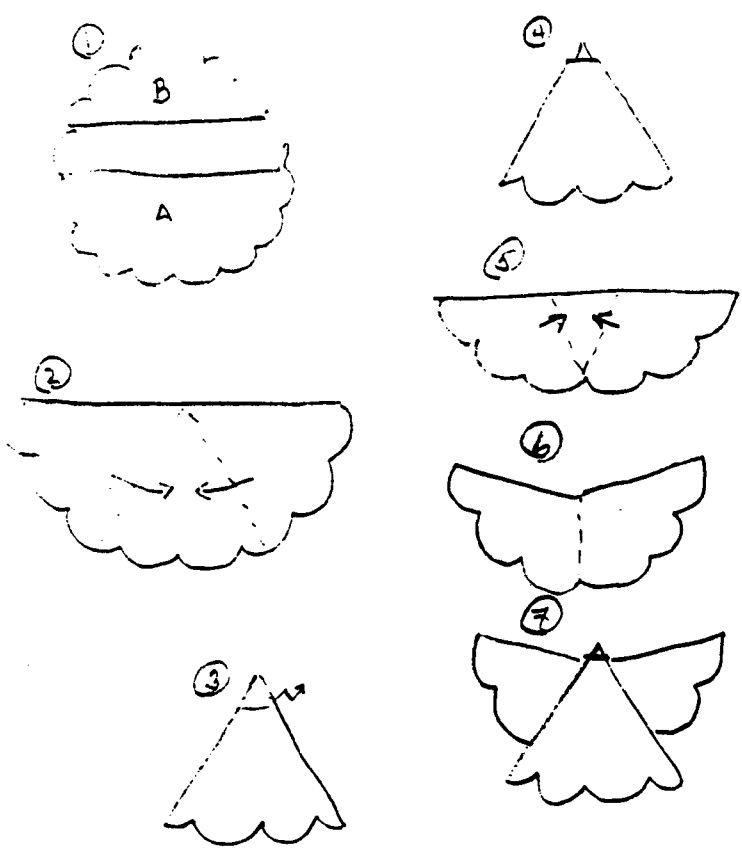
Drill holes in the top of the curved side (as many as you like).

Decorate with greens, silk flowers and ribbon.



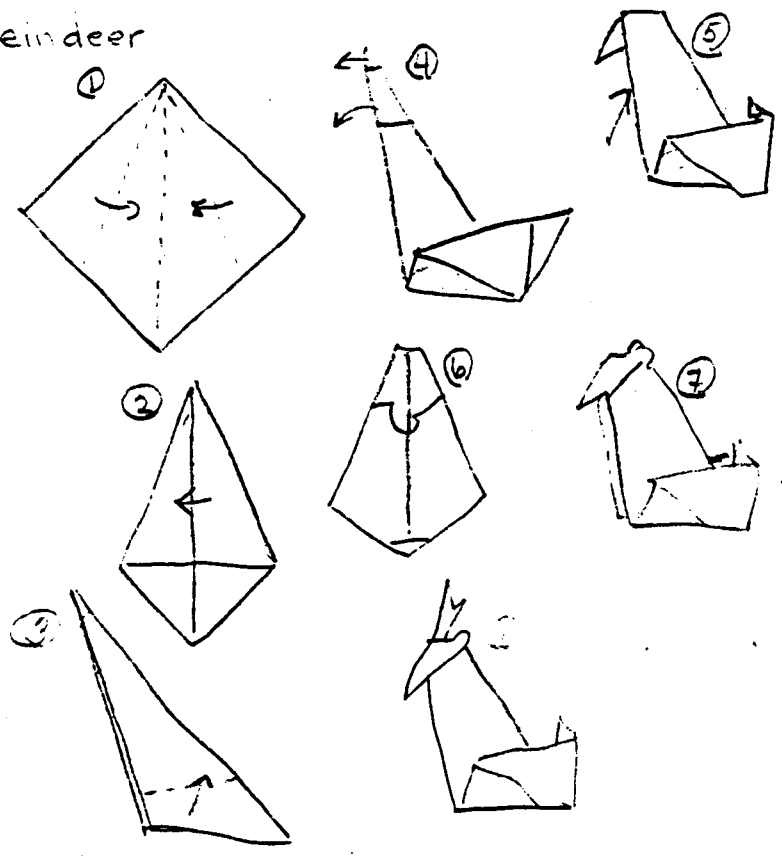


# Dragon Angel



1. Cut lacepaper
2. Fold A to divide in three parts
3. Fold top
4. The body is finished
5. Fold B
6. Fold wings to back

# Reindeer



3. Fold to outside
4. Fold inward
5. Open
6. Cut only one piece of paper inside
7. Leaving the surface cut around and again
8. Add antlers

# JANUARY

# WORKING WITH WOOD

## HISTORIC FLAGS OPENING

Ceremonies honoring various flags from our nation's history can be used for a series of pack meetings. Replicas of the flags can be painted on old sheets or poster paper. For designs, see pages 471-72 in the Boy Scout Handbook or black and white on page 87 of the Webelos Scout Book. Here is a sample ceremony.

equipment: Painted replica of Old Glory

personnel: Cubmaster, den chief, den color guard

Cubmaster: Everyone please stand. Den\_\_, proceed with the flag ceremony.

Den Chief: Den\_\_color guard, present the colors. (The color guard marches forward with the present US flag and a replica of Old Glory.) Hand salute!  
(The Den Chief or denner leads the audience in the Pledge of Allegiance. On the command, "Two!", the salute is dropped, the colors are posted, and the audience sits down. One den member holds the historic flag.)

Den Chief: Many flags have flown over our country. Early explorers from Europe brought the flags of their countries-the raven banner of the Vikings, and the flags of Spain, France, Holland, Sweden, and England. Our first official U.S. flag was created in 1777-the year after the Declaration of Independence. You see a replica of it here. It was called Old Glory, It has thirteen stars and thirteen stripes, representing the original thirteen colonies. Let us honor the flag by singing "America".

## EXPLANATION OF THE PLEDGE OF ALLIGENCE OPENING

A good way to start the new year is to remember why we say the Pledge of Alligence and what the words mean.

equipment: flag

personnel: 14 Cub Scouts holding cards with parts to be read in turn.

I-We, an individual, a committee of one.

Pledge- Dedicate all of my worldly goods to give without self pity.

Alligence-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 dignity that shouts "Freedom is everybody's job!"

Of the United-United-that means that we have all come together.

States of America-States-individual communities that have united into 50 great states-50 great communities with pride and dignity and purpose; all divided by inaginary boundaries, yet united to a common purpose-love for country.

And to the Republic-Republic, a state in which sovereign power is invested in representation chosen by the people to govern; and th egovernment 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, the right to live one's life without threats, fear or some sort of retaliation.

And justice-The principle or qualities of dealing fairly with others.

For all-for all, which means, boys and girls, ladies and gentlemen, it's as much your country as it is mine.

Now, will you all please stand and repeat with me the Pledge of Alligiance!

## SONGS

### PINEWOOD DERBY SONG (Camptown Races)

Cub Scouts all join in song, Doo dah, doo dah  
Pine car truck is mighty long Oh doo dah day!  
Going to run so fast, going to get ahead  
Bet my money on a blue pine car, somebody bet on red.

Red cars, blue cars, green and gray, doo dah, doo dah  
Running on the track today, oh doo dah day!  
Going to run so fast, going to get ahead  
Bet my money on a blue pine car, somebody bet on red.

Pinewood cars have lots of class, doo dah, doo dah  
Even though they don't use gas, Oh doo dah day!  
Going to run so fast, going to get ahead  
Bet my money on a blue pine car, somebody bet on red.

They're the pride of all the lads, doo dah, doo dah  
Built by Cub Scouts and their dads, Oh doo dah day!  
Going to run so fast, going to get ahead  
Bet my money on a blue pine car, somebody bet on red.

### WE'VE BEEN WORKING ON OUR PROJECTS (I've been working on the railroad)

We've been working on our projects, all the live long day.  
We've been working on our projects, just to pass the time away.  
Can't you hear the hammers pounding? Rise up so early in the morn.  
Can't you hear the leader shouting ...Watch your fingers Cubs.

Watch your fingers cubs, watch your fingers cubs  
They're not for the hammer to pound.  
Watch your fingers cubs, watch your fingers cubs  
They're not for the hammer to pound,

Someone missed the nail I heard  
Someone missed the nail I heard  
Someone missed the nail I heard  
Thank goodness it only hit wood.

## GAMES

### GATHERING SNOWBALLS

Players are furnished with a large wooden spoon. Then try to gather cotton balls from the floor and place them on the table. No hands are allowed.

### WOOD TAG

Choose a Cub to be IT. Play tag using anything as a base that made of wood. Any runner touching base forces the present base holder to run for another base.

### CLOTHESPIN MIXER

equipment-clothespins 3 or 4 for everyone

Give everyone 3 or 4 clothespins. Tell them that the object of the game is to get rid of their clothespins without having any one else pin THEIR clothespins on them. With everyone trying to get rid of their clothespins at the same time, as fast as possible, this is a rowdy and fun way to start a meeting.

### CLOTHESPIN RELAY

equipment: clothespin for each player, rope suspended across the playing area (2 people could hold it up)

Divide the group up into two relay teams. String a clothesline from one end of the area to the other, shoulder high to the average player. Clip all the clothespins on the line. On the signal, the first player must run to the line, remove a pin with his teeth (no Hnds), and bring it back to the team. First team done wins.

### NAIL DRIVING RELAY

"seat" several nails into a block of wood.

In turn allow the boys to drive their nail into the wood with a hammer. First team done wins.

\*remember to review tool safety rules before beginning.

## SKITS, STUNTS, AND STUFF

### HOW TO BUILD A THINGAMAJIG -an audience participation-

DOODADS -- "Clickety, clack, clickety clack"  
Dingford -- "Whiz bang boom"  
Freedinstat -- "Whoosh Swoosh"  
Hygoricky -- "Snap, crackle, pop"  
Scathuhreekus -- (All sounds together)

Very few families these days can get along with a thingamajig. While you can purchase them already assembled in a wide range of sizes, shapes and colors, they are relatively easy to put together yourself using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The Doodads \_\_\_\_\_ of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly Dingford \_\_\_\_\_ to a Freedinstat \_\_\_\_\_. The assembly Dingford \_\_\_\_\_ may be placed upon any corrugated doomaflatchy or Freedinstat \_\_\_\_\_ to assemble your Doodads \_\_\_\_\_. Carefully remove the plastic gizmo of Doodads \_\_\_\_\_ from the Freedinstat \_\_\_\_\_ and lay out the Doodads \_\_\_\_\_ on a clean acka-ma-rachus. Learn the name of each Doodad \_\_\_\_\_ by comparing with the assembly Dingford \_\_\_\_\_ and assemble the Doodads \_\_\_\_\_ in the order listed. You \_\_\_\_\_ will need a deal with a 3/16 inch gizflunky for the Mygorickys \_\_\_\_\_, and a pair of shriilloracks.

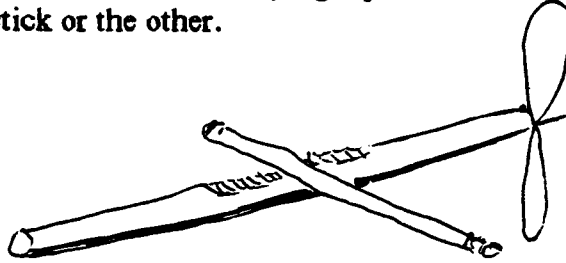
Using a withzfizzle, carefully puch 1/8 inch whatnots through the assembly Dingford \_\_\_\_\_ and Freedinstat \_\_\_\_\_ where each Hygoricky \_\_\_\_\_ goes. These whatnots are openings for the hoosis Hygorickys \_\_\_\_\_ used to frammiss the Doodads \_\_\_\_\_ together. Now frammiss the chingus to the Freedinstat \_\_\_\_\_, being careful to place the whatchamacallits catiwompis to the hootnanny and under the hygorickys \_\_\_\_\_, as shown on the Dingford \_\_\_\_\_. If the chingus is reversed, chingadera for shmenaws, the thingamjog will not function properly.

Tighten two fistareous valves underneat the Freedinstat \_\_\_\_\_ using your dealy. The fistareous valves are used to widget the thingamjig hickeys from the Doodad \_\_\_\_\_ to another. Now glommis a jigger jig hickeys from one Doodad \_\_\_\_\_ to another. Now glommis a jigger to the demesanti and the dooflunky by the whatm,achallits. Put a dingus on each Hygorick \_\_\_\_\_ and tighten to the Dingford \_\_\_\_\_. Be sure the chingus is Toose enough so that the thingmajabob can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and hit somebody in the doohinky.

Now yo're done and should have a smoothly operating thingamjig when you the Scathuhreekus.

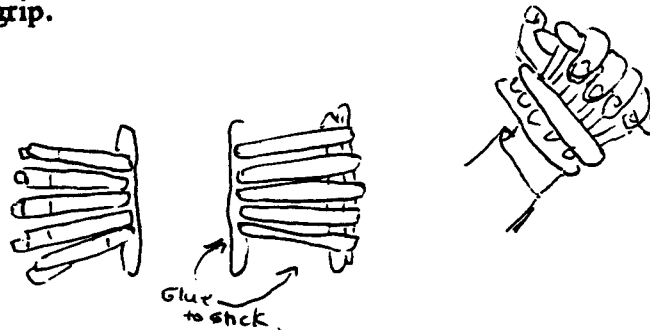
## ENERGY STICK

Fasten a light propellor to the end of a notched stick or dowel with a pin or a nail. By rubbing the notched edge of the stick, you can make the propellor revolve. At will, you can stop the propellor and reverse the direction of its revolution. Do this by rubbing a pencil along the notched edge of the stick to set up vibrations that will cause the propellor to revolve rapidly. The direction of the revolution can be controlled by light pressure with the thumb or forefinger on one side of the notched stick or the other.



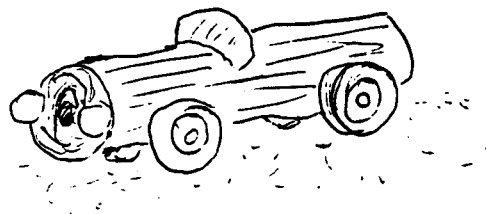
## TENSION HANDGRIPS

Place the closed ends of five clothespins together, side by side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip, squeeze to open the closed end of the grip.



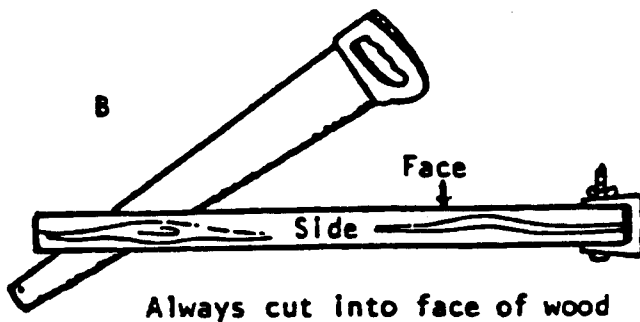
## WHITTLED RACING CAR

Just for fun, not for the pinewood derby. The body is a small branch, cut and carved as desired. Make a notch for the driver's seat and glue on a bit of clear plastic for the windshield. Use tacks for headlights. The wheels are buttons or slices of a twig.

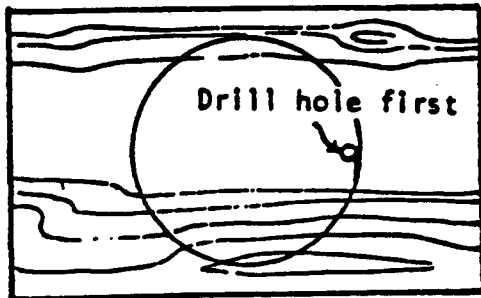


### CUTTING

In using a saw, always cut into the face of the project. (See illustration B) On long thin parts, start at the top end of such parts and saw along one side to a wider portion, then start at the other end and saw on the other line, keeping the part to be sawed firmly held in a vise or flat on the bench with a C-clamp. The use of a vise or C-clamp will make cutting easier.



To make an inside cut (such as a ring), drill a small hole within the area to be removed. (See illustration C) Put the coping saw blade through the hole, refasten in the frame and saw.



When using the wood file to take away amounts of wood too large for sandpaper to accomplish, keep the motion with the grain. Going

### SANDING AND FILLING

Small prepackaged units of assorted sandpaper are adequate for most projects. All sanding should be done with the grain. To correct slight cutting mistakes, use a wood filler to fill spaces. Wood filler can be made by mixing sawdust with any white glue to form a paste. After filling spaces the project should be ready for sanding.

### FINISHES

A quick and colorful finish is obtained by the use of tempera or poster paint into which a little glue or paste is well stirred to prevent rubbing off in use. If a coat of shellac is brushed on, an even harder finish is obtained.

Oil stains are quick finishes and are obtainable in soft greens, browns or reds. They may be rubbed dry within a few minutes of application and waxed if so desired.

Varnish stains are adequate for those who like a high gloss. When staining, always start from the center of the project and work out.

At least three brushes should be within reach; a very small brush for fine lines and decorative detail, another about 1/2" wide, and a third brush about 1 1/4" wide for larger surfaces.

Turpentine, followed by soap and water, is a good brush cleaner and will keep the brushes soft and pliable. Shellac and varnish on brushes require a cleaner with an alcohol base or just Plain Alcohol.





## POWER TOOLS

Power drills are handy when there are a lot of holes to drill. Power saws are a time saver to cut many pieces of wood and if a very thick piece of wood needs to be cut. Remember an adult should always be in charge of power tools.

## SAFETY RULES FOR TOOLS

- Use each tool for the job it was intended and the way it was intended to be used.
- Most accidents occur to the hands, face or feet. Protect the eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood which is being worked.
- Be patient and never use force. Don't work with tools when tired. Alertness is necessary.
- Don't wear loose clothing or jewelry which can be caught in moving parts.
- Never use electrical tools in damp or wet locations. (Power tools are reserved for adult use only.)
- If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
- Unplug all electrical tools when finished and put them out of reach of children. Don't leave any tools unattended.
- Keep tools sharp, clean and oiled.
- All boys should work with adult supervision.
- Work areas should be large, clean and well lighted.
- Work slowly and carefully.
- Work tops should be "knuckle" high for best results.
- Do not force work. Tools, sawblades, and knives should be kept in good working order to prevent "kickback", binding, slipping and breaking.
- Most 8-9-10 year old boys will not be able to effectively handle any hammer over 12 ounces in size.

- OSHA recommends safety glasses whenever striking nails with a hammer or using power tools where flying wood chips are common.

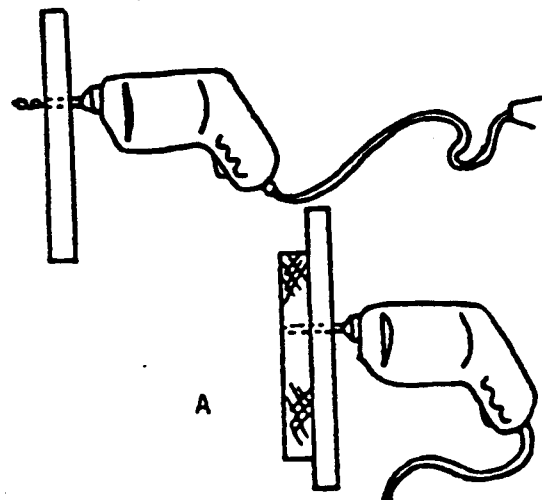
## PREPARING THE PROJECT

The best projects are well-designed and are usually drawn out on graph paper.



Pencil marks should be kept light to facilitate cleaning for finishes. Place the design as near to a corner as possible (to save material) with the grain running the long way of the design. If the piece of wood has a knothole, try to place the design so that the cuts will not be next to or through the hole.

After drawing on the wood, drill all holes required before sawing to prevent breakage of small or narrow parts. In drilling, turn the wood over as soon as the tip of the bit comes through and drill back from that side to prevent surface breaks underneath. Another method to prevent splintering is to put a piece of scrap wood beneath the project and drill completely through. (See illustration A)



## WOODWORKING

The following projects are presented in the simplest manner in the hope that the novice and the craftsman will find the directions both helpful and instructive. Specific directions are given when needed but all possible leeway is left in matter of size, decoration and adaptability of tools and materials available in the home.

All projects can be made with a few simple hand tools. Power tools will speed the work but are not necessary. With a sabre saw and/or coping saw, square, hammer, wood file, ruler, vise and/or C-clamps, drill, drill bits, sandpaper and glue available, carpentry craft is easy to do.

It is important to make rules and enforce them. Some suggestions are listed here:

- 1 No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
- 2 All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
- 3 All sawdust and sand dust are to be swept up before the boys leave.
- 4 All tools are clean and put away before the boys leave.
- 5 Use only the tools provided. Some tools are off limits for boys.
- 6 All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

### SUGGESTIONS FOR LEADERS

- Have on hand the materials and tools needed for the project.
- Use scrap wood which is free of knots. Knots can sometimes be dangerous.

- Have a sample of the craft project made and in view. Provide step-by-step instructions for the boys.
- Find out what type sandpaper is most suitable for the project - what type nails or brads, etc.

### TYPES OF WOOD

Hardwoods like ash, birch, black walnut, maple and oak are more difficult to work with.

Soft woods without knots such as basswood, poplar, white pine and cedar are best for most projects. White pine and cedar are found at most residential construction sites and good-sized scraps are given away for the asking. These scraps will generally come in 1"x2", 1"x3", 1"x4", 1"x6", 1"x8" or 1"x12"; depth and width measurements at random lengths.

Plywood, excellent for larger projects, is available in various thicknesses and generally has an attractive grain that lends itself to an oil stain or varnished finish. It is slightly harder to saw but is stronger and does not split or break as easily. Again, residential construction sites are good places for scraps. The plywood used most is 3/4" used for sub-flooring, 1/2" used for roof sheathing, and 3/8", 9/16" or 5/8" wall sheathing.

Wooden beads, broom and mop handles can serve as large dowels, washers or wheels.

### NAILS

Hardware should include nails of assorted sizes, both headed and finishing nails; galvanized nails should always be used in outdoor projects as they resist rusting. Again residential construction sites are good places to get nails - just for the asking. Finish nails should be used for fine work.

## GLUE

Gluing is necessary when joining wood joints and if using dowels to join wood pieces. Always read the instructions to select the correct glue for that particular job. Sand the surface to be glued so that the wood is clean and will absorb the glue.

## KNOW YOUR TOOLS

Hammer - Striking the nail at an angle (fig. 1) will bend it. Strike the head of the nail flat to drive it in straight (fig. 2). Long nails may be removed by placing wood block under hammer head as shown in fig. 3.

Vise - Vise may be fastened to desk, table or any other projecting edge. Pin (fig. 4) turns to open or shut jaws. Vise illustrated is a machinist's vise for metal and hard objects. It may be used for wood if jaws are padded with felt or by placing wood project in between pieces of scrap wood to prevent marring.

"C" Clamp - Used for holding flat objects together such as two pieces of wood. Use this clamp to hold bench fork in coping saw work.

Pliers - For general holding purposes or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.

File - For smoothing wood or metal. Hold file flat, with point or handle toward used. Apply pressure on forward stroke only.

Hand Drill - For drilling holes in wood or metal. Twist drills (fig. 5) are available in a variety of sizes. Turn drill chuck (fig. 6) to remove the twist drill.

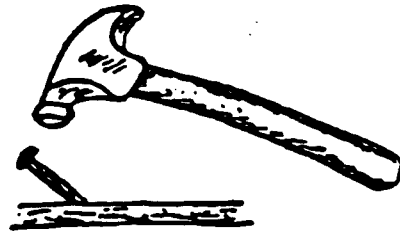


fig. 1

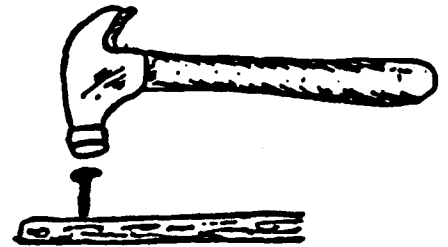


fig. 2



fig. 3

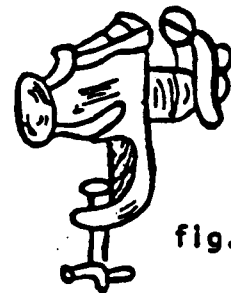
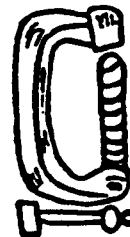


fig. 4



fig. 5

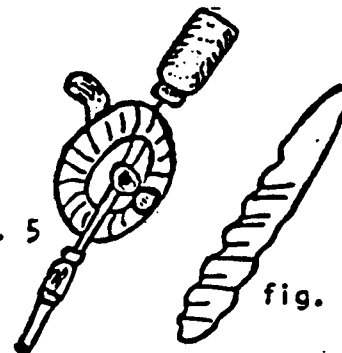
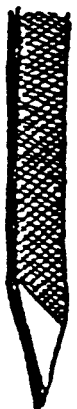
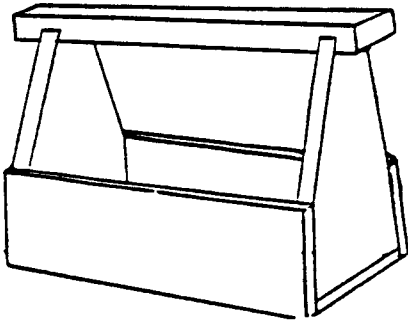
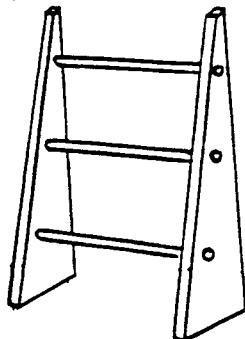


fig. 6

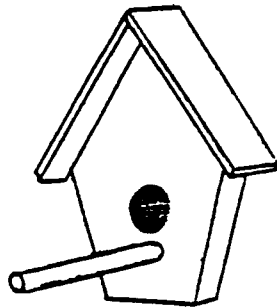




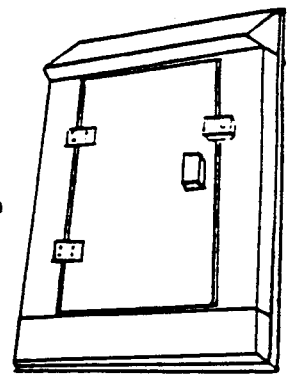
SHOE SHINE BOX 9"



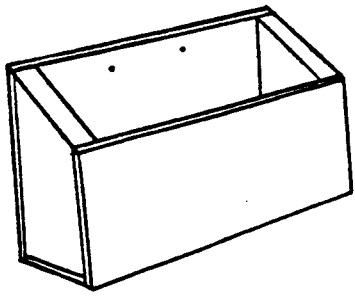
EARRING RACK 6"



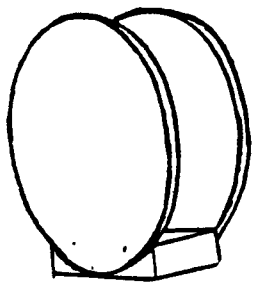
BIRD HOUSE  
TIE RACK 3" x 5"



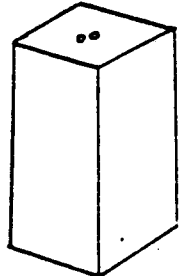
LEAVE-A-NOTE 7"



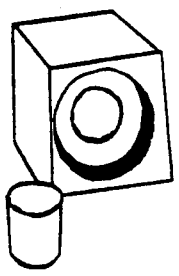
MULTI-PURPOSE BOX 8"



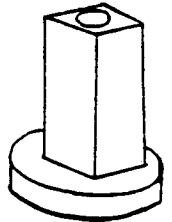
NAPKIN HOLDER 6"



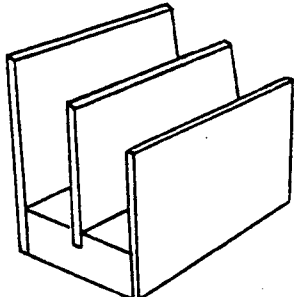
SALT & PEPPER  
SHAKER 3"



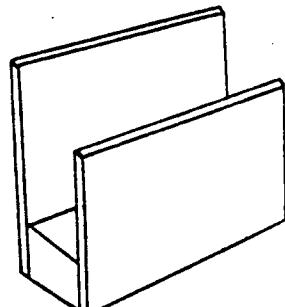
KEY FOB 2"



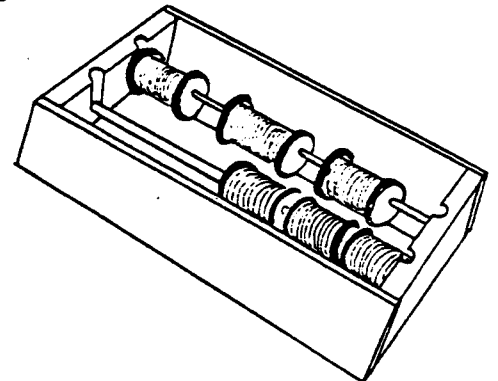
CANDLE  
HOLDER 4"



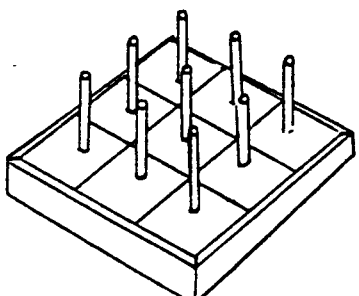
LETTER HOLDER  
(Double 3" x 5")



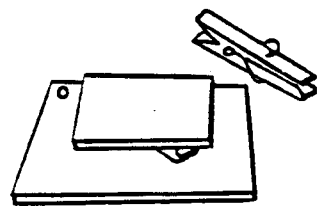
LETTER HOLDER  
(Single 2" x 5")



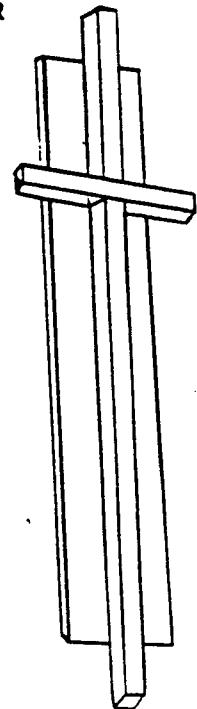
SPOOL & BUTTON  
BOX 8"



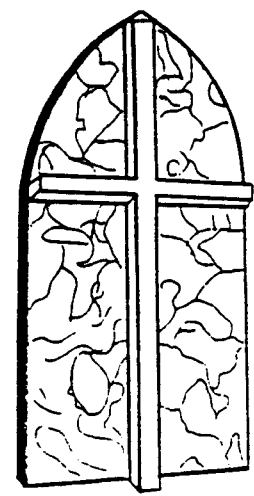
TIC-TAC-TOE 4"



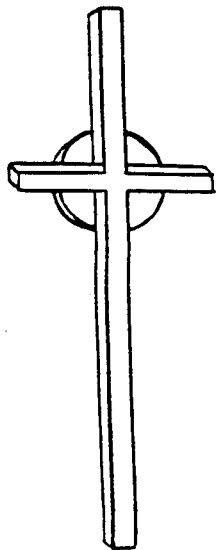
MEMO CLIP 4"



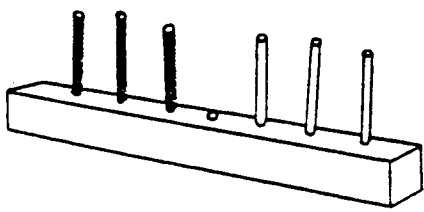
CROSS,  
Rectangle 13"



CROSS, Window 9"



CROSS, Circle 13"



PEG PUZZLE 7"



SPINNER

COLOR KEY FOR SPINNER.

■ BLUE

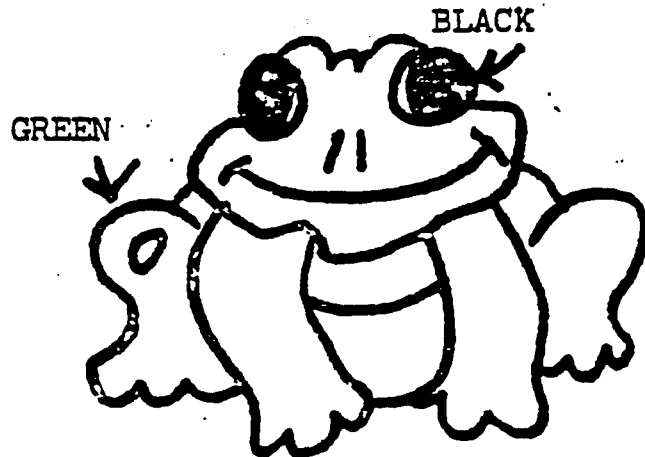
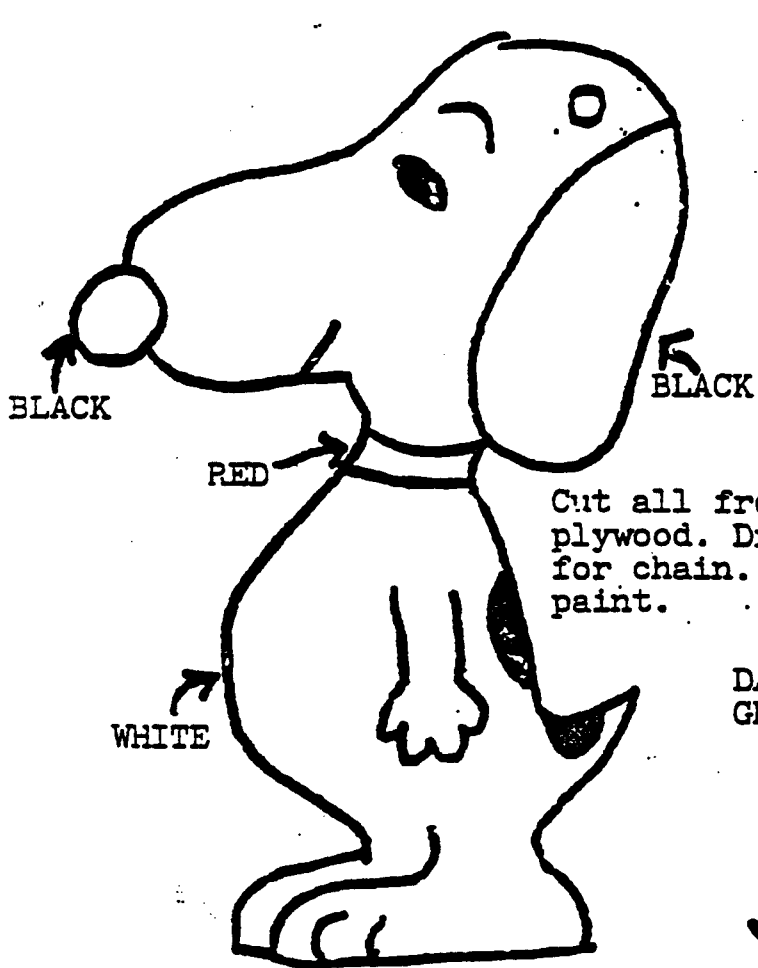
■ RED

■ YELLOW

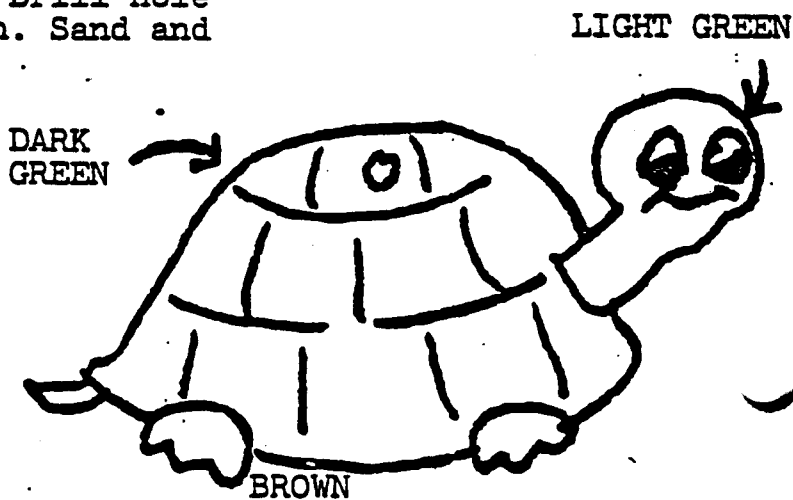


SPINNER 2"

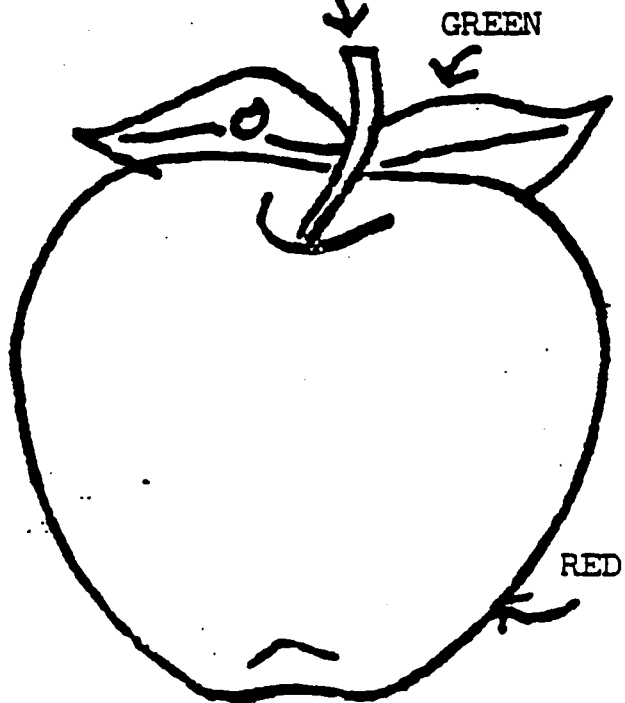
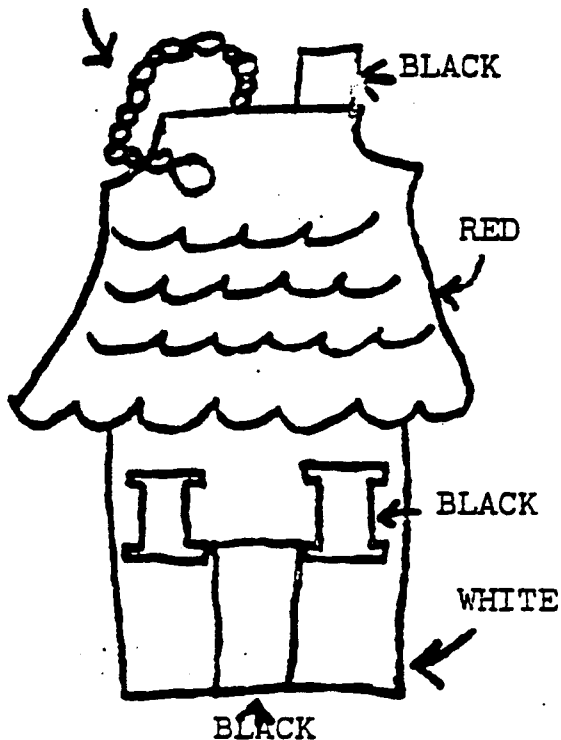
WOODEN CUT-OUT KEY CHAINS



Cut all from 1/8" plywood. Drill hole for chain. Sand and paint.

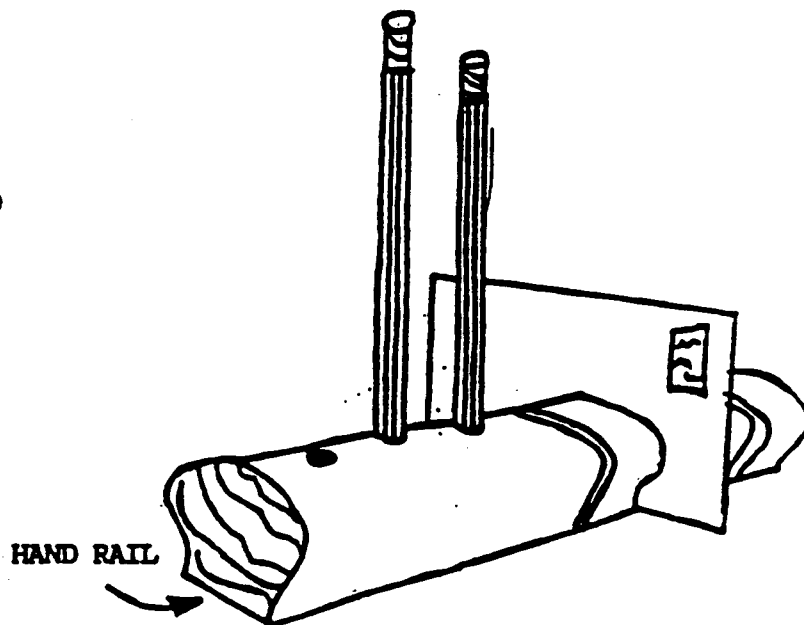


KEY CHAIN



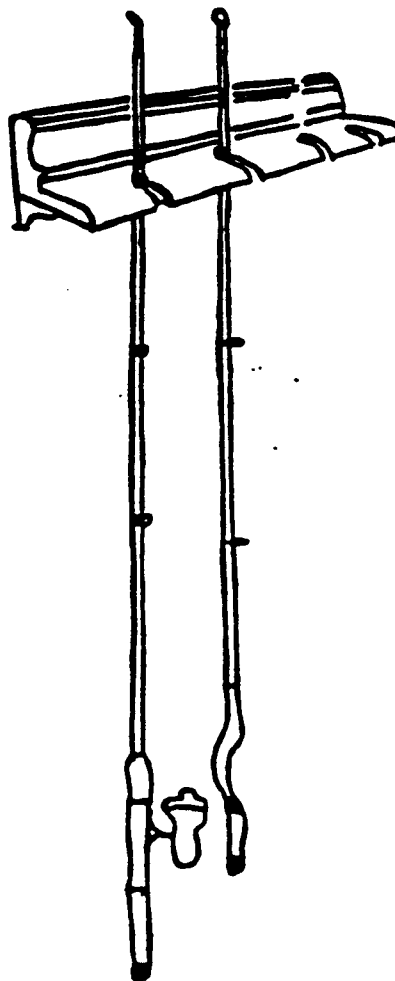
## Desk Organizers

Can't find a pencil when you need?  
Need an envelope, fast? Wonder where  
the gas bill disappeared? Sounds like  
your desk is a mess. What it needs is a  
little organization and here's a simple  
way to do it. They're quick and easy to  
build and can be as small or large as  
you want, depending on your needs and  
your desk or table size.



## Fishing Rod Rack

Do you have to take time before each  
fishing trip to untangle your lines and  
hooks? Now you can keep those rods  
separated by hanging them on this rod  
rack. It's just a piece of casing and  
round edge stop that sits on a piece of  
cove. Notches for hanging the rods are  
cut about half way through. Depending  
on how many fishing rods you have,  
you can make the racks as long or short  
as you want. Stain it to warm richness,  
drill holes for screws and hang it in your  
den or office.



EACH BOY A WINNER!

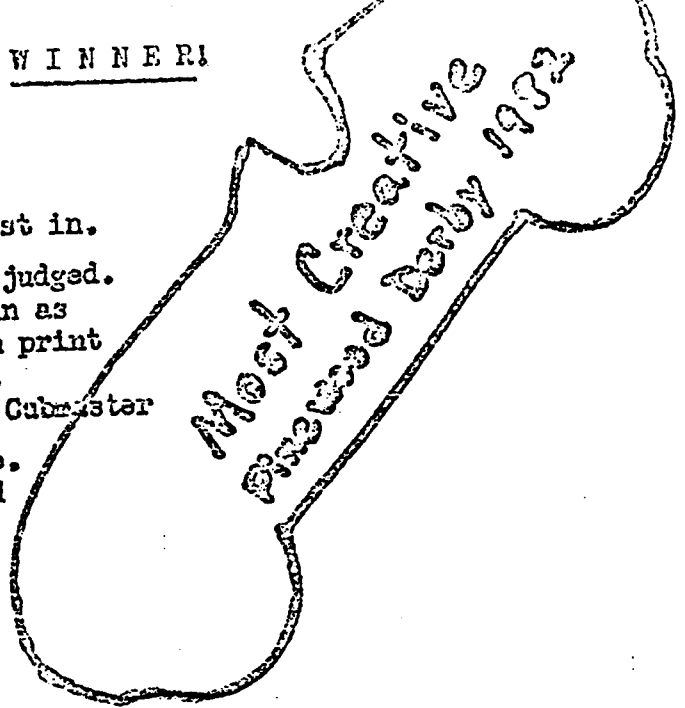
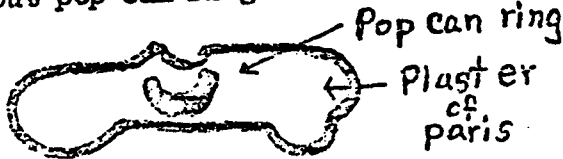
Have something for each boy!

1. Certificate saying what his car the best in.



- 1) Put name in as judged.
- 2) Can put award in as judged so can print many at once.
- 3) Have place for Cubmaster to sign it.

2. Plaster of Paris car neckerchief slide. Use mold can get from Scout Office and put pop can ring in it for slide.



3. Make a Shrink -e- dink car with best of what on it. (See pattern above)

4. Cupcakes with flag on toothpick with best of what on it.



5. Make smaller version of Winners Trophies so boy can display his car at home.

MOST IMPORTANT TROPHY IN WHOLE DERBY SHOULD BE THE SPORTSMANSHIP TROPHY OR AWARD!

IDEAS FOR INDIVIDUAL AWARDS FOR CARS:

Most Original	Most Striking	Most Colorful
Most Creative	Most Surprising	Best Paint Job
Most Well-built	Best Quality	Best Workmanship
Best Engineering	Most Fascinating	Most Rustic
Most Artistic	Marvelous	Most Unusual
Most Mysterious	Astounding	Unique Shape
Most Humorous	Most Skillful	Most Futuristic
Most Imagination	Most Dramatic	Best Shine
Most Streamlined	Most Old Fashion	Sportiest
Neatest	Biggest	Smallest

## CLOSING CEREMONY

### A CUB SCOUTS' PLEDGE TO HIMSELF

The pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the pack flag and retires to rear of stage, where a horseshoe is formed. If there are not enough Cub Scouts for each line, the lines can be divided evenly amongst the Cubs.

- 1st Cub: May I grow in character and ability as I grow in size.
- 2nd Cub: May I be honest with myself and others in what I do and say.
- 3rd Cub: May I learn and practice my religion.
- 4th Cub: May I always honor my parents, my elders and my leaders.
- 5th Cub: May I develop high moral principles and the courage to live by them.
- 6th Cub: May I strive for health in body, mind and spirit.
- 7th Cub: May I always respect the rights of others.
- 8th Cub: May I set a good example so that others may enjoy and profit from my company.
- 9th Cub: May I give honest effort to my work.
- 10th Cub: May I regard my education as preparation for the future.

---As the last Cub Scout finishes his lines and completes the horseshoe formation behind the pack flag, all 10 boys join hands for the living circle and repeat the Cub Scout Promise---





# FEBRUARY

# THE BLUE AND GOLD

## BLUE AND GOLD OPENING

Eight boys in uniform line up holding large cards which are blank on one side. The first four are blue, the other four are gold. As the boys speak their lines, they turn over the cards to reveal letters spelling BLUE and Gold. The letters on the blue cards are gold; those on the gold card are blue.

B-We are wearing the blue and gold, you see.

L-We live up to our Promise-good scouts are we.

U-We strive for truth and spirituality.

E-And we learn about steadfast loyalty.

Gold-Giving good cheer is a law of the Pack,

O-We try to obey that law and never be slack.

L-We enjoy the warm sunlight, and are happy each day,

D-We have fun and learn, in the Cub Scouting way.

(This can be followed by the Pledge of Allegiance.)

## RECIPE FOR A WONDERFUL DAY

1 Cup of friendly words	1 dash gentle humor
2 heaping cups understanding	1 pinch spice of life
2 cups of human kindness	1 drop warm personality
2 heaping tbsp. time and patience	

Measure words carefully. Add cups understanding to milk of human kindness. Sift together 3 times to make a smooth paste. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

Can have boys and leaders with props marked come out as announce ingredients and add to pot as directed.

## THE STORY OF THE BLUE AND GOLD

Back in the "good old days" the waving of school colors gave people a feeling of school pride and loyalty. Today, the Blue and gold of Cub Scouting helps to build this spirit among our Cub Scouts.

The BLUE reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty. TRUTH means we must be honest.

SPIRITUALITY means belief and faith in God.

STEADFAST LOYALTY means being faithful and loyal to God, country and fellow man.

GOLD stands for the warm sunlight. Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will.

## INVOCATIONS

### PHILMONT GRACE

For food, for raiment, for life, for opportunity,  
For friendship and fellowship, we thank Thee, O Lord.

Our God and the God of our fathers. We gather as loyal members of our Cub Scout Pack and we pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee who art the Father of us all. Guide us and guard us so that we shall be faithful sons of the righteous God who is from the everlasting to everlasting. Amen,

Our dear heavenly Father. We ask your blessing on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and help them as they do their duty to You and our country. Bless our food and the people who have prepared it. Amen.

## SCOUT LITANY

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)

I \_\_\_\_\_ promise to do my best to do my duty to God.

Blessed is the nation whose God is the lord (Psalm 33:12)

I \_\_\_\_\_ promise to do my best to do my duty to my country.

Thou shalt love thy neighbor as thyself (Romans 13:9)

I \_\_\_\_\_ promise to do my best to help other people at all times.

My son, forget not my law; but let thine heart keep my commandments (Proverbs 3:1)

I \_\_\_\_\_ promise to do my best to obey the Law of the Pack.

## THE STORY OF THE CUB SCOUT COLORS

### AN ADVANCEMENT CEREMONY

PERSONNEL: AKELA, two Indian Braves, a Narrator.

EQUIPMENT

ARRANGEMENT: Tripod with pot suspended over fire, small container, such as coffee can that will fit inside the large pot and hold a Cub Scout neckerchief and any awards; dry ice to pack around the small container. Dry ice will vaporize and cause a smoking effect and it looks as if the pot were boiling. The smoking increases when water is added. You will need two clear bottles. Fill one with diluted yellow food coloring to color the water gold. In the other use blue food coloring to tint the water a sky blue. Have an Indian headdress for Akela.

NARRATOR: (speaking to audience, seated in a circle with AKELA standing behind the smoking ceremonial fire). *Many, many moons ago the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire.*

CHIEF: (He continues as two Braves come in and stand on each side of Akela.) *He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (FIRST BRAVE LEAVES).*

*He told the Second Brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (SECOND BRAVE LEAVES, then both braves return immediately. One carries a bottle of blue water and the other of yellow water, that are located just outside the room. They come in and kneel, one on each side of the fire, and hold up the bottles of colored water for everyone to see).*

(AKELA ORDERS FIRST BRAVE): *Pour some of the beauty of the sun into our council mixing pot. (The brave with the yellow water pours some of it into the large pot containing dry ice, being careful not to pour the water into the small container. The water causes the dry ice to smoke more, and it seems as if the pot is boiling faster. Akela (SIGNALS THE SECOND BRAVE). Pour some of the beauty of the sky into the council mixing pot.*

(THE RAPID BOILING ACTION STARTS AGAIN. THE RAISING HIS RIGHT HAND, AKELA SPEAKS.)

*From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer.*

(Akela stirs the pot, reaches in, and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) *And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents that helped us keep the blue and gold of Cub Scouting alive and growing this month.*

## GRADUATION CEREMONY

### "SEVEN VIRTUES OF LIFE"

PERSONNEL: Cubmaster, Scoutmaster, Webelos Cub Scout

EQUIPMENT: Webelos Arrow of Light, ceremonial board with seven candles, graduation certificates, (Boy Scout Handbook) for each graduate

CUBMASTER: (Pointing to Arrow of Light ceremonial board): Cub Scouts, the emblem you see before you represents the Webelos rank of Cub Scouting. You have completed the four ranks of Cub Scouting - Bobcat, Wolf, Bear and Webelos - and are about to graduate into Boy Scouting. The seven candles represent the rays in the Arrow of Light. As they are lighted by Webelos Cub Scout (name), you will hear how they stand for the seven great virtues of life.

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. COURAGE - Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.
3. SELF-CONTROL - Self-control isn't limited to the control of one's temper, but control of one's self in all things - eating, playing and even working and talking.
4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
5. FAITH - Faith is the conviction that something unproved by physical evidence is true. One eight year old Cub Scout said "Faith was when you turned the light switch - you knew that the light would go on".
6. HOPE - Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.
7. LOVE - There are many kinds of love - love of family, love of home, love of fellow man, love of God and love of country. All these loves are necessary for a full life.

You will find that if you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

It is now my pleasure to present you and your parents with your certificate of graduation and a copy of the official Boy Scout Handbook.

At this time, may I present Mr. (name), Scoutmaster of Troop (number), who will accept you into the Troop. I am sure he has a few words of welcome to you and your parents.

CEREMONIES

WEBELOS BRIDGE CEREMONY

Have a bridge or a pathway set up for the "crossover".

CUBMASTER:

On July 20, 1969, an American did something which men throughout history have wanted to do. On that date, Neil Armstrong stood on the surface of the moon. His first words were, "That's one small step for a man, one giant leap for mankind." Neil Armstrong was able to be the first man on the moon because of a series of small steps taken not only by him but by countless other persons.

Today, we are privileged to witness some boys take one of those "small steps" that makes great men and events possible. Today, we are honored to witness \_\_\_\_\_ (#) boys graduate from Cub Scouting into Scouting. Will the following boys and their parents please join me.....

Parents, you and these boys have taken many small steps that Neil Armstrong spoke of in order to be here today. From Bobcat, through Wolf and Bear, and on to the Arrow of Light, you have full filled the Cub Scout Motto: "Do your best."

Now, you are 11 years old and are ready to become a Boy Scout. \_\_\_\_\_, our Committee Chairman, will now present you with your graduation certificates.

COMMITTEE CHAIRMAN: Parents and boys, we have enjoyed and benefitted from your membership in our pack. Though we regret losing you, we are certain that you will be valuable additions to Troop \_\_\_\_\_ (#). Now will you please remove your Webelos Neckerchiefs. Boys, congratulations. (Cub Scout handshake). And now will you and your parents take that next small step up onto the bridge that shall carry you on to another world, another planet, the world of Boy Scouting. Mr. \_\_\_\_\_ (scoutmaster) Pack \_\_\_\_\_ proudly presents you with your newest Scouts.

(Boys and parents cross the bridge and will be addressed by the Scoutmaster).

The Scoutmaster will then talk briefly to the boys about where these small steps for mankind will lead to a giant leap. He will then present them with neckerchief and induct them into the Boy Scout troop.

# THE HISTORY OF CUB SCOUTING

## SCOUTING STORY

Make 3" x 5" cards for all underlined words and phrases in story below. Hand out cards to various people in the audience. A narrator reads the story and at the appropriate time holds up a numbered card. Person in audience with that number shouts out the correct word or phrase. (Narrator will need cards numbered from 1 to 36)

Scouting began in (1) England, when Lord Baden-Powell decided to train boys to be self-reliant. A few years later, a Chicago publisher, (2) William D. Boyce, was lost in a London (3) fog. A boy appeared and offered to take him to his destination. When offered a tip for his services, the boy refused and said: (4) "Scouts do not take money for doing a good turn". After visiting with Baden-Powell, Boyce decided to start the Scouting program in the (5) United States.

The (6) Boy Scouts of America was incorporated on (7) February 8, 1910. This year we are celebrating the (8) \_\_\_\_\_ birthday of Boy Scouting and the (9) \_\_\_\_\_ birthday of Cub Scouting.

During the first World War, Scouts sold more than 2 million (10) Liberty Loan Bonds and over \$3 million worth of savings stamps. Scouts also helped with (11) food and fuel conservation and planted Boy Scout (12) war gardens.

In 1938, a Tulsa oilman, (13) Waite Phillips, donated some land in (14) New Mexico to the Boy Scouts of America. Philturn Rockymountain Scoutcamp is now called (15) Philmont Scout Ranch. It has been enjoyed by Scouts for many years. This is where each summer, thousands of older Boy Scouts and (16) Explorers spend two weeks hiking and (17) camping in the mountains. Philmont is also a wonderful place for a (18) family vacation, and hundreds of Scouting families go there every year, so adult leaders can take part in training conferences.

In 1938, (19) Irving Berlin donated the royalties from his song (20) "God Bless America" to the (21) Boy Scouts of America. He is one of many famous people who have helped Scouting by their service and contributions.

During World War II, Scouts again provided service in the war effort. They collected (22) rubber, (23) wastepaper, and (24) aluminum. They also planted (25) victory gardens. Scouting's service helped to win the war.

Scouts have always given help in time of (26) disasters, such as (27) fires, (28) floods, (29) tornados, and (30) earthquakes. They help their Scouting brothers in foreign lands through the (31) World Friendship Fund.

Scouts are good citizens. They always (32) do their best. They help with voting campaigns, (33) conservation projects, national events, and do a daily good turn for their fellow man.

Scouting trains boys and young women in (34) citizenship, (35) character development and (36) personal fitness. The Scouts of today are the leaders of tomorrow. Be glad you're a Scout!

## CLOSING CEREMONIES

### SPIRIT OF SCOUTING

A cub Scout in uniform recites these lines:

Baden Powell had a dream that came true,  
So now we enjoy Scouting, and have fun while we do.

An adult, dressed as Baden Powell comes out and reads the following:

Now may the Spirit of Scouting be with both young and old,  
As you remember again the meaning of the blue and gold .  
May you strive for truth and spirituality in the warm sunlight,  
Under the blue sky above;  
As you bring good cheer and happiness to others, with your love.  
Good night, and Happy Scouting!

He exits.

### MEANING OF THE BLUE AND GOLD

staging: Lights are dimmed. Spotlight on the pack flag.

Narrator: As we close our meeting of the blue and gold colors of Cub Scouting. Did you know that the blue and gold you see on our Cub uniform was not chosen merely because it was attractive? Each color has a definite meaning.

The Blue stands for truth and spirituality, for steadfastness and loyalty, for the sky above

The Gold stands for warm sunlight, good cheer, and happiness.

So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of boys.

### CUB PARENT'S PRAYER

Look down upon my son, Dear Lord.  
This smiling Cub of mine.  
Please take his hand along the way,  
So he may never stray.  
Bless my son tonight, Dear Lord  
And help him walk with Thee.  
Give him comfort, warmth and love;  
He's all the world to me.  
Bless his daily efforts  
And make them strong and true  
For life's a heavy burden  
And we're all in need of you.

## BLUE AND GOLD CLOSING

### CUB SCOUTING IS MANY THINGS:

Each of 12 Cubs Scouts holds a candle which is lighted as he gives his message. Lights are turned off. Use small flashlights for reading if needed.

1. CUB SCOUTING IS A BOY. He is somewhere between 7 and 11 years old. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.
2. CUB SCOUTING IS PARENTS who love this boy - and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. CUB SCOUTING IS A DEN LEADER who opens her home and her heart to this boy and five, six or seven more just like him so they might learn to do things in a group rather than individually and learn to share the limelight.
4. CUB SCOUTING IS A DEN CHIEF - a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
5. CUB SCOUTING IS A CUBMASTER who gives of his time and talents to provide a program that will bring Cub Scouting to this boy.
6. CUB SCOUTING IS A COMMITTEE made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
7. CUB SCOUTING IS A NATIONWIDE ORGANIZATION, a part of the Boy Scout program provided by the Boy Scouts of America for the seven to ten year old boys.
8. CUB SCOUTING IS FUN for the boy, his family, and his leaders.
9. CUB SCOUTING IS FELLOWSHIP with the boy in your class at school, your neighbor, and other people you might never have met except through Cub Scouting.
10. CUB SCOUTING IS CITIZENSHIP - teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow men.
11. CUB SCOUTING IS A CHALLENGE to all who become involved - a challenge to live up to high ideals, bring forth creative ideas, express yourself, it is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
12. CUB SCOUTING IS ACHIEVING by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see, Cub Scouting is many things -- each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people.

THIS IS CUB SCOUTING!



## SONGS

### BADEN POWELL

(Found a peanut)

Found an honest man, found a humble man  
Baden Powell was his name  
Started Scouting back in England, which led to his fame.

First came Boy Scouts, then came Cub Scouts  
At first their numbers were quite small  
But they spread to other countries  
Now we're several millions all.

When he died it was sad  
To lose such a man  
But his teachings have inspired us  
To do the very best we can.

### THE BANQUET

(On top of old smokey)

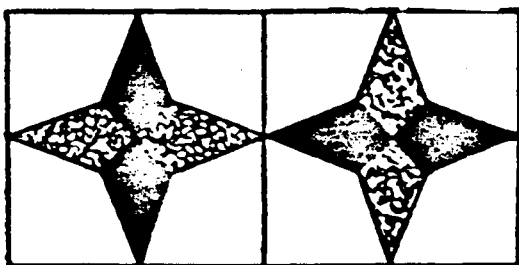
Our Blue and Gold banquet's  
The best one in town  
We celebrate Scouting  
While gulping food down

Cub Scouting's a pleasure,  
And eating is too!  
So pass the frien chicken,  
Yea, Gold and Blue!

### BLUE AND GOLD

(Jingle Bells)

Blue and Gold, Blue and Gold  
Banquet time again!  
Scout friends gathered all around,  
Ready to pitch in.



### O Blue And Gold

(Tune: O Tannenbaum)

Oh blue and gold, oh blue and gold!  
You know it stands for truth un-  
told.

Oh blue and gold, oh blue and gold,  
The youth that wear it aren't  
so old.

So carry on your colors bright,  
Until the whole world you will  
light.  
Oh blue and gold, Oh blue and gold,  
The memories live though we grow old.

### Think Blue

(Tune: My Bonnie)

Think blue and you're thinking  
of Cub Scouts,  
Think blue and you're thinking of  
boys.

Think blue and your thinking of  
families,  
Of outings and picnics and joys.

#### CHORUS:

Think blue, think blue,  
Think blue of our Bobcats and  
Wolves and Bears,  
Think blue, think blue,  
First Webelos, then Scout badge  
we'll wear.

Think blue and you're thinking of  
friendship,  
Think blue and you're thinking of  
fun.

Think blue and you're thinking of  
good times,  
For Cub families and their sons.  
(Chorus)

### Birthday B.S.A.

(Tune: On Top of Old Smokey)

We were all at the banquet  
On Blue and Gold day,

The whole family came here  
To eat and to play.

Then somebody told me  
We're 55 years old.  
I could not believe  
What I had been told.

They brought out a cake  
With candles on top  
I counted the candles,  
And I didn't stop.  
Now how could a Cub Scout  
Be age fifty five?  
When I get that old  
I won't be a Cub anymore.

Then somebody told me  
An astonishing fact;  
The Boy Scouts of America  
Is older than that.

My den leader told me  
That I shouldn't fret.  
That's the age of Cub Scouting,  
I'm not that old yet.

### That's Why We're In Cub Scouting

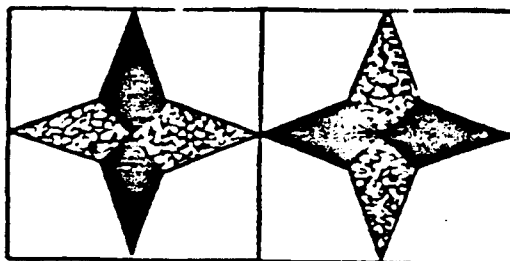
(Tune: Deep in the Heart of Texas)

The fun things in life,  
Our family's delight,  
(Clap hands 4 times)  
That's why we're in Cub Scouting.

We do our best,  
To pass each test,  
(Clap hands 4 times)  
That's why we're in Cub Scouting.

Just me and my son,  
Work, play, and have fun,  
(Clap hands 4 times)  
That's why we're in Cub Scouting.

We think our pack's great,  
We'll keep it first rate,  
(Clap hands 4 times)  
That's why we're in Cub Scouting.



# BLUE AND GOLD



On February 8, 1910, Boy Scouts of America was founded by Robert Stephenson Smyth Baden-Powell. By 1930, 20 years after the BSA's birth - there were 650,000 Boy Scouts in our country. That year they were joined by their younger brothers in the Cub Scouting program.

Each February, Cub Scouting celebrates its birthday at Blue and Gold banquets across the nation. These are family affairs, usually held on the regular pack meeting night. Blue and Gold banquets combine the principles of Scouting and total family participation in the celebration. Dens are seated together to encourage strengthening of den spirit and family relationships.

There are three 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. Some packs begin earlier.
- 3 KISMIF (to borrow an oldie but goodie ) "Keep It Simple, Make It Fun."
  - a Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
  - b Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

## PLANNING THE BANQUET

To be successful, the banquet must be planned well in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed below. The general outline will help make planning easier. Try to involve as many people as possible and avoid giving den leaders any additional responsibilities - they will be busy working with their dens.

## BANQUET COMMITTEE

### RESPONSIBILITIES

1. Set the date and time of banquet if this has not already been predetermined. Most packs hold the banquet on the regular pack meeting date.
2. Decide on a meal serving plan.
  - a Pot luck. Each family brings a dish to share with the whole pack or with the den group. Families furnish their own plates, cups, utensils, and serving dishes. Food is pooled and served buffet style.
  - b Food committee. If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins and ask pack families to bring salads, vegetables and desserts. Some packs pro-rate the cost among those who attend. Some food committees purchase all the food and prepare the entire dinner.
  - c Catered. Either have a caterer bring in the food already prepared or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing to do but decorate the rooms and tables.
3. Secure an adequate facility at least six weeks in advance. The space needed will be determined by the serving arrangements and the type of exhibits used.

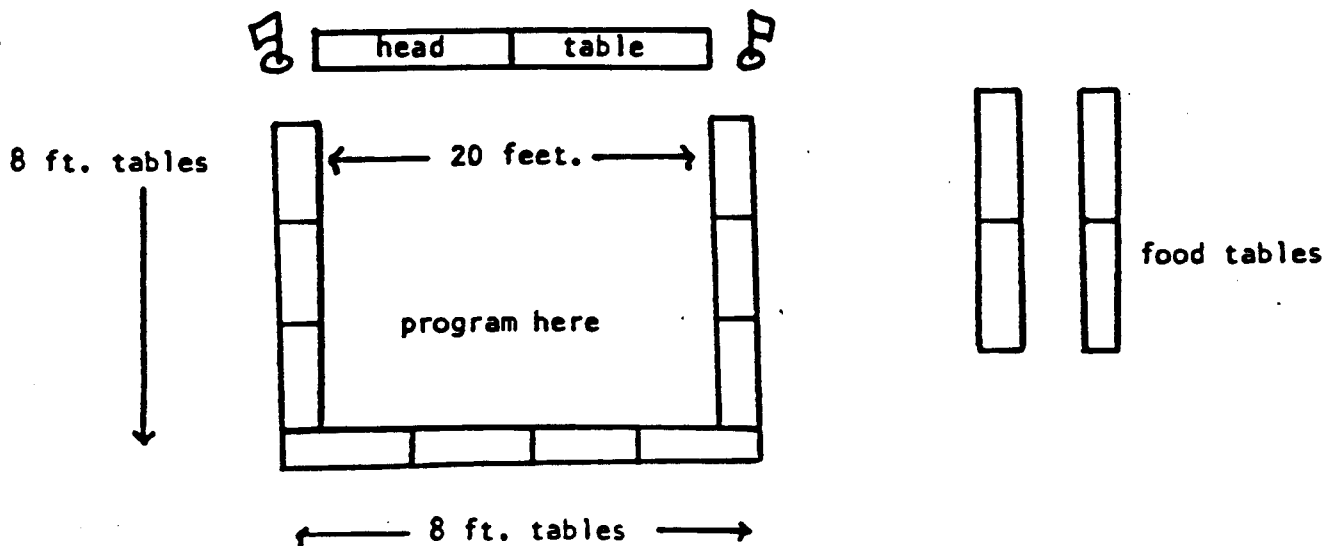
## PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES

- a Type of facility:
  - 1) School cafeteria
  - 2) Church meeting room
  - 3) Civic centers, town hall
  - 4) Restaurants
- b Check on rental fee, if any. This may determine which facility is used.
- c Check seating capacity and number of tables available.
- d Inquire about kitchen availability, if needed.
- e Secure permission to use special items - PA system, speaker's stand, etc.
- f Confirm reservations at least a month in advance.

Use the members of the banquet committee as chairmen of the following subcommittees to plan the details of the banquet. Depending on the size of the banquet, some of the subcommittees' responsibilities may be combined.

- 1 Develop a seating plan so that den families can sit together.
  - a Head table?
  - b Arrangement of tables (determined by size and shape of room)
    - 1) Square
    - 2) U-shaped
    - 3) Parallel
    - 4) Fan shaped
  - c Be sure everyone will be able to see and hear.
- 2 Make arrangements to get into the building early on the day of the banquet to set up tables.
- 3 Inform dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for the banquet.
- 4 Check on restroom and coatroom facilities.
- 5 Check on need to work with custodian.
- 6 Be sure there is adequate parking space.
- 7 Arrange for adult clean-up committee. Have trash bags available.

### BANQUET SET-UP (SAMPLE)



## FOOD SUBCOMMITTEE RESPONSIBILITIES

### 1 Pot Luck Plan

- a Decide if dens will plan their own menus or if each family will bring food to contribute to an overall menu.
- b Let each den family know how much and what type of food to bring.
- c Ask each family to bring their own plates, utensils.
- d Decide if pack will furnish salt, pepper, sugar, napkins, etc. If so, make arrangements to buy them or have them donated.

### 2 Food Committee Plan

- a Decide how much food the pack will furnish (meat, drinks, paper goods or all the food).
- b Purchase food and other dinner items.
- c See that each den receives their share of purchased goods.
- d Obtain enough helpers to prepare the meal (or part of it). Be sure it is prepared well. Remember health rules.

### 3 Catered Plan

- a A caterer.
  - 1) Contact caterer, Agree on menu and cost.
  - 2) Check time of delivery and find out if caterer provides everything, including drinks and dessert.
  - 3) Accept reservations and estimate attendance well in advance.
  - 4) Collect money prior to banquet.
- b Restaurant
  - 1) Contact restaurant. Agree on menu and cost.
  - 2) Accept reservations and estimate attendance in advance.
  - 3) Collect money prior to banquet.

- 4 Plan to have a cake or cupcakes. This is a birthday party. Consider having a father-son cake bake.

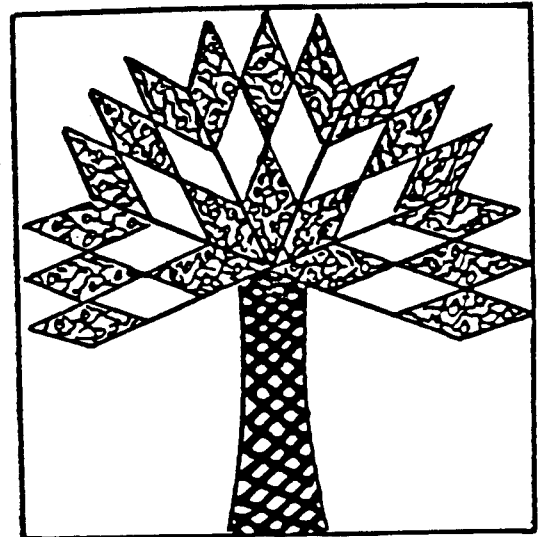
- 5 Determine serving time and needs.
  - a Plan two serving lines if more than 150 people are served.
  - b Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks as needed.

- 6 Work with program subcommittee in adhering to time schedule for serving, eating, etc.

### THE BANQUET MEAL

The type of menu selected for the banquet will be determined by current food prices. However, a well balanced meal should include meat, vegetables, salads, bread, dessert and drinks. The following information will help the banquet committee in planning.

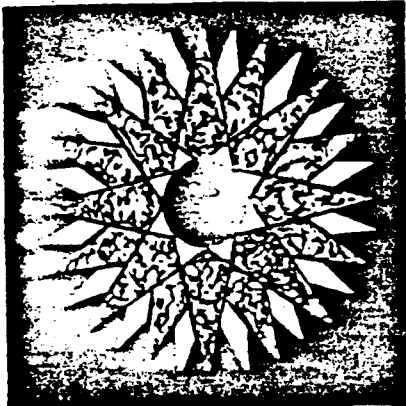
Pot luck meals: For a den of 8 families: 2 families bring meat dishes, 2 bring vegetables, 2 bring salads, 1 bring dessert, 1 bring bread and drinks.



Food committee: The table below will serve as a guide for the committee in buying food for the banquet. The quantities listed will serve 25 people.

### QUANTITY BUYING TABLE

Baked beans - 4 qt. bowl  
 Butter - 1/2 lb. - 32 servings  
 Carrots, raw sticks 1-1 1/2 lb.  
 Coffee (regular) 1 lb. (40-50 cups)  
 Lettuce - 3 heads  
 Salad dressing - 1 pt. or 1/2 lb.  
 Potato salad - 1 qt. bowl.  
 Jello salad - 1-1 1/2 qt. mold or 9"x13" dish  
 Mashed potatoes - 4 qt. bowl  
 String beans - 3 - #2 cans  
 Peas - 5- #2 cans  
 Baked ham (boneless) 6-7 lb.  
 Swiss steak - 10 lb.  
 Meat loaf - 1 1/2 lb. pork & 3 1/2 lb. beef  
 Chicken - 40 pieces  
 Stuffing for poultry - 5 qts.  
 Turkey - 18-20 lb.  
 Pickles - 1 1/2 pt.  
 Jelly - 1 1/2 pt.  
 Rolls - 50  
 Cream for coffee 1 1/2 pt.  
 Ice Cream - 1 gal.  
 Punch or ice tea - 2 gal.  
 (makes 50 5 oz. servings)  
 Crackers - 3 lb.  
 Whipped topping cream - 1 pt.  
 Frankfurters - 7 lb. (2 each)  
 Juices - 3 - 46 oz. cans (5 oz.)  
 Catsup - 3-14 oz. bottles  
 Lemon (for tea) 4  
 Mints - 1 1/2 lbs.  
 Nuts, salted - 2 lbs.  
 Peanut butter - 3 cups to make 25 sandwiches.  
 Potato chips - 2 lbs.  
 Radishes - 4-5 bunches  
 Sugar (for tea and coffee) 3/4 lb.



Note: If the banquet is pot luck or prepared by a food committee, it is usually best to use paper plates and cups and plastic utensils to avoid dishwashing. If eating at a restaurant, cleanup will not be a concern.

### FATHER-SON CAKE BAKE

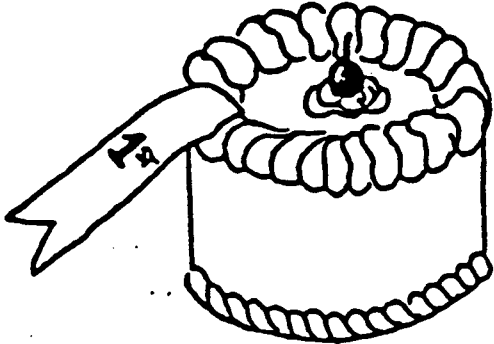
This is a popular and exciting father-son activity which can be used any time of year, but is especially suitable for February, since the cakes can be used for banquet dessert. Families are furnished with the rules below. Before the banquet, cakes are judged and prizes awarded.

#### Rules for Father-Son Cake Bake

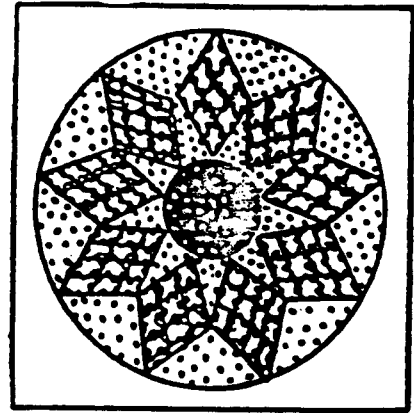
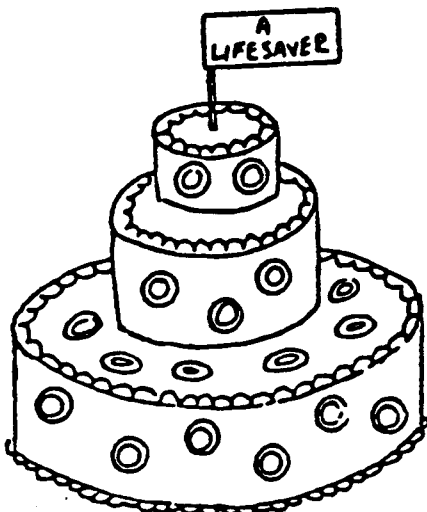
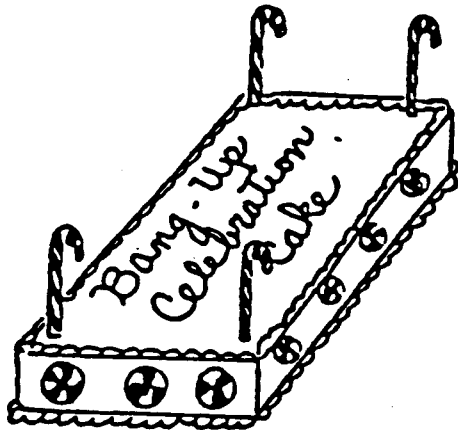
- 1 Cakes must be baked by a Cub Scout or Webelos Scout and other male. (If there is no father in the family, it can be an uncle, grandfather, older brother, or neighbor.)
- 2 Cake mixes and icing mixes may be used.
- 3 No female assistance is allowed in any respect.
- 4 Entire creation must be edible including all decorations.
- 5 All cakes should have a title or name, to be shown as part of the cake decoration, or on a card attached to the cake. Cakes will be numbered for judging purposes.
- 6 Cakes should be on a disposable plate or tray.
- 7 All cakes will be judged (by outside guests) and prizes awarded in the following categories:
  - a Judges' choice (grand prize winner)
  - b Most original creation - 1st, 2nd, 3rd place
  - c Most appropriately named cake - 1st, 2nd, and 3rd place
  - d Biggest cake
  - e Tallest cake
- 8 Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund.

Note: This is also a good pack fund-raising project. Done at another time of year, all cakes can be auctioned to the highest bidder, and proceeds donated to World Friendship Fund or to the pack treasury.

Or, rather than auction the cakes, charge an entry fee and let boys draw for the cakes they will take home.



Cherry Chocolate Crater



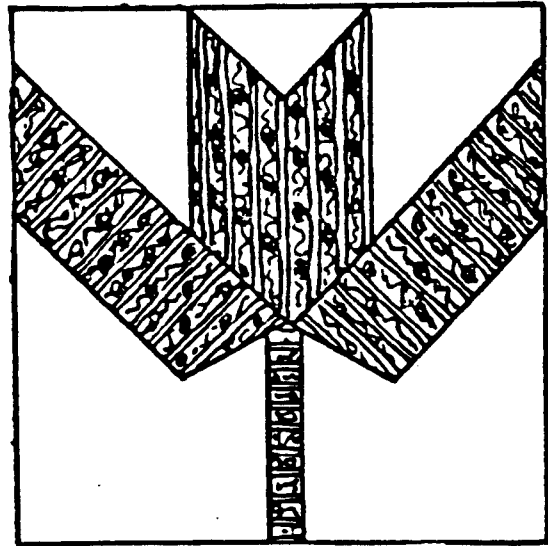
KANSAS SUNFLOWER

## PROGRAM SUBCOMMITTEE RESPONSIBILITIES

- 1 Cubmaster should be a member of this committee.
- 2 Select a theme for banquet.
- 3 Select a master of ceremonies.
- 4 Working with cubmaster, plan format of program and recruit a person to handle each item on the agenda.
- 5 In cooperation with den leader coach and den leaders, plan the general room decoration and head table decoration.
- 6 Decide on placement of room displays and exhibits.
- 7 Prepare a printed program for hand-out.
- 8 Arrange for props for ceremonies and skits. Work with advancement chairman on props.
- 9 Send written invitations to special guests.
- 10 Select a welcoming committee to greet people as they arrive. (Preferably a group of Cub Scouts in uniform!).
- 11 Send thank you notes afterwards.

INVITATIONS - All pack and Tiger Cub families should be informed of date, time, place and cost. Each den can make their own invitations for their parents. Be sure all information is given to den regarding type of banquet, whether pot luck or to bring own tableware, etc.

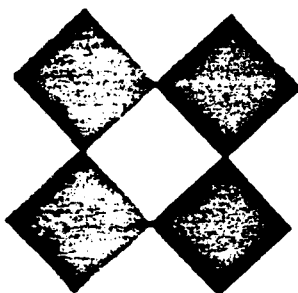
If special guests are invited to this dinner, include them in the head count and pay for their meal, or if pot luck have every den bring enough extra dishes to serve the guests. If there is a head table, guests will be seated there. If not, place the guests with each of the dens. A special guest list could include the district executive and spouse, unit commissioner, minister or rabbi, Scouting coordinator and spouse, former cubmaster, Scoutmaster and spouse, school principal, local newspaper editor and spouse. The list could be endless but hold the guest list down according to the pack capabilities. Invitations should be mailed or hand delivered at least a month in advance to give the guests time to make a commitment.



### THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no set rule to follow for a Blue and Gold banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards or something different and special, such as a magician, puppet show, group of singers or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities from the past year.

Avoid using a speaker. This might appeal to adults, but boys will not enjoy it. Many packs prefer to use entertainment from within their own group. As a change of pace from the ordinary, the den leaders or den chiefs may perform songs, stunts or skits. The boys like to see the adults act silly.



If the banquet is held on the regular pack meeting date, remember to include an advancement awards ceremony.

The following is a suggested agenda for the banquet program:

- Opening ceremony
- Invocation
- Dinner
- Songs (Use song leader and song sheets so all will join in)
- Welcome and introduction of special guests
- Greeting from head of chartered organization
- Bobcat induction ceremony
- Den skits and stunts
- Webelos demonstration
- Advancement awards ceremony
- Recognition of leaders
- Announcements and thanks
- Closing ceremony

This agenda may be adjusted to fit the pack's particular needs. Try to limit the total program time to no more than 1 1/2 hours.

Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.



## Blue and Gold

### Insignia Centerpieces

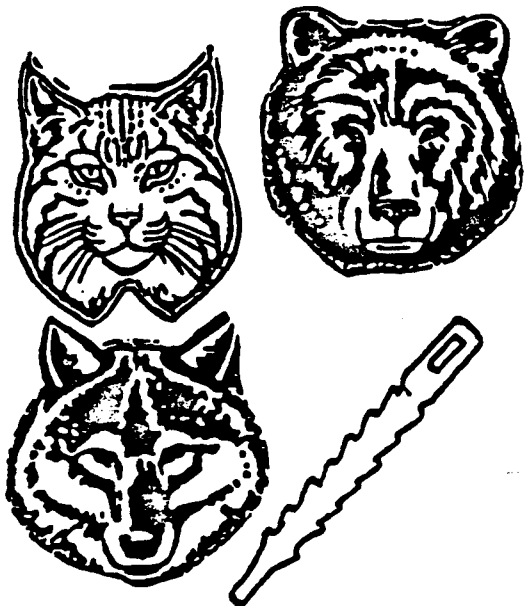
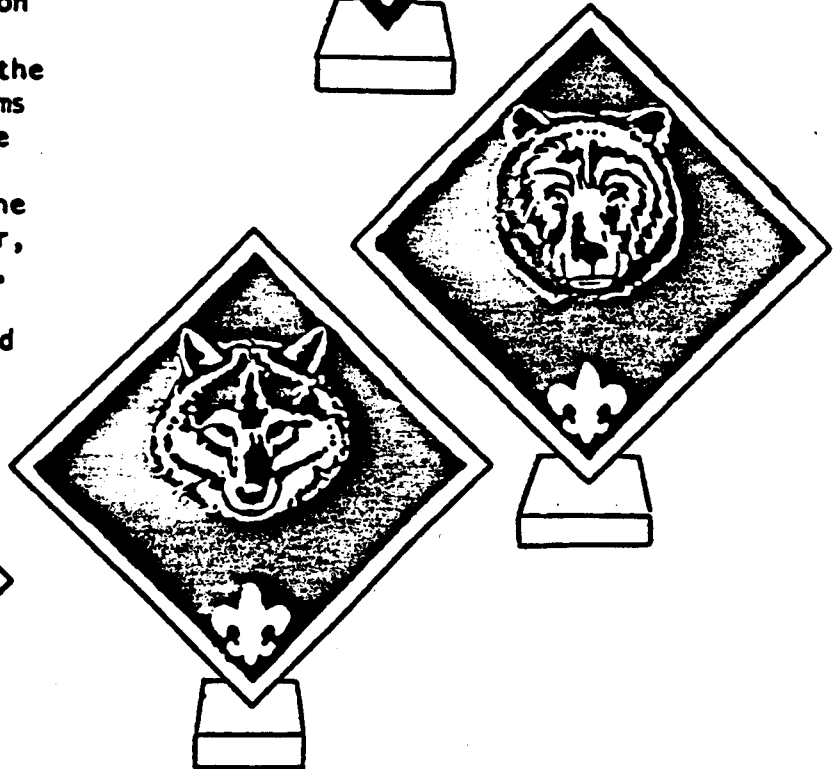
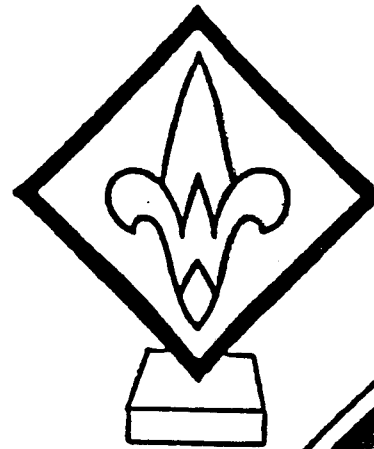
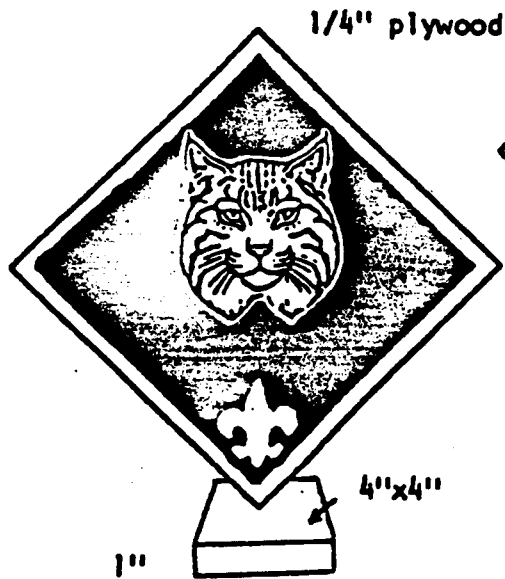
#### Materials:

1/4" plywood

4 blocks 4"x4" of 1"x4" pine boards

Large Cub Scout Insignia stickers

- 1 Cut 1/4" plywood squares to fit large Cub Scout insignia stickers.
- 2 Cut a square 1" base for each.
- 3 Paint wood, affix stickers on both sides.
- 4 A Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table.
- 5 The Webelos den could use the Webelos emblem in the center, with candles on either side.



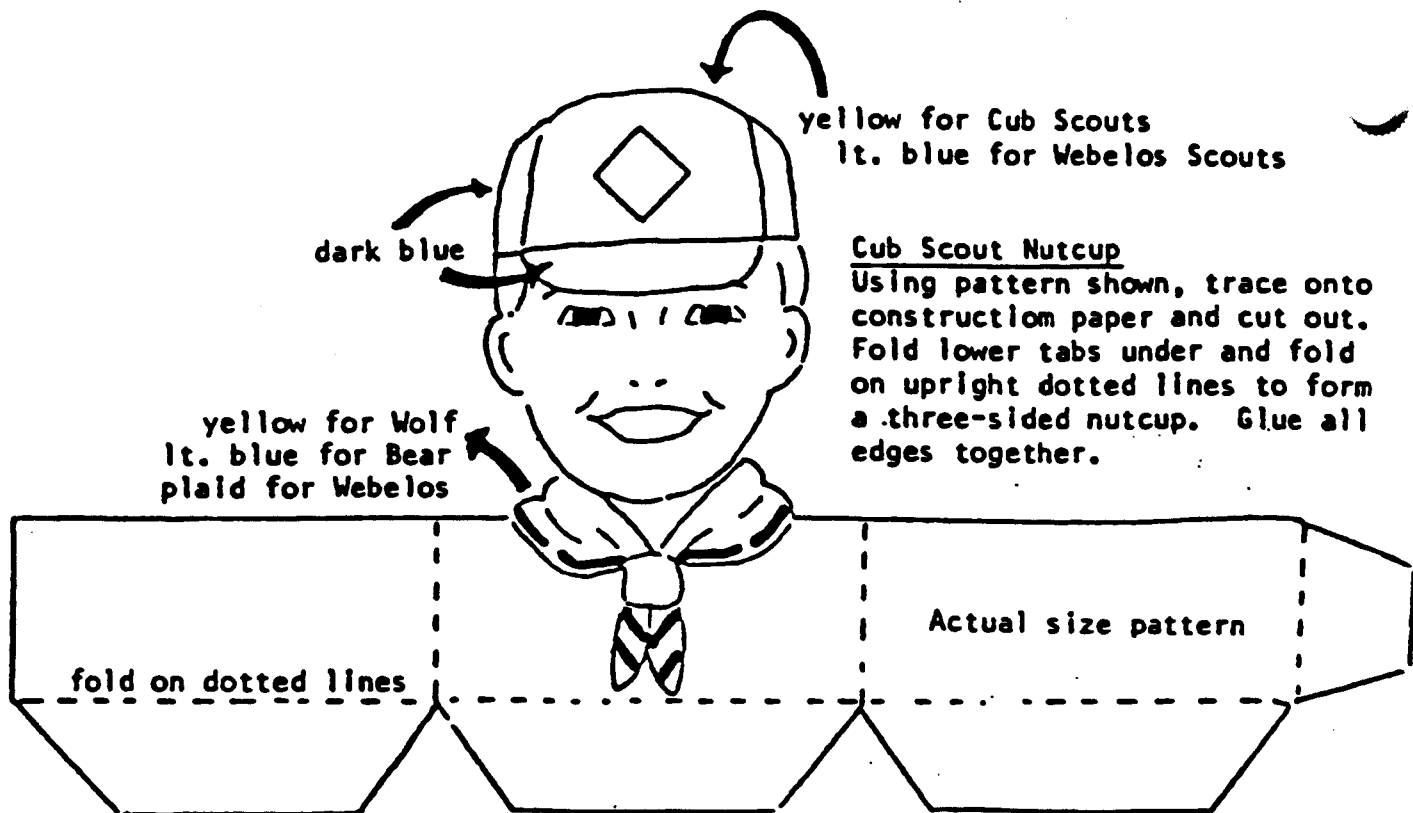
### Insignia Napkin Ring

Cut design from styrofoam meat tray. Cut it quite a bit larger than desired finished size. Place in warm over (like shrink art).

While it is still warm, use a little glue to attach a plastic garbage bag tie to the back of design.

Make the Cub Scout sign, or a rank emblem for each Cub Scout.

Blue and Gold



**Cub Scout Nutcup**  
 Using pattern shown, trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a three-sided nutcup. Glue all edges together.

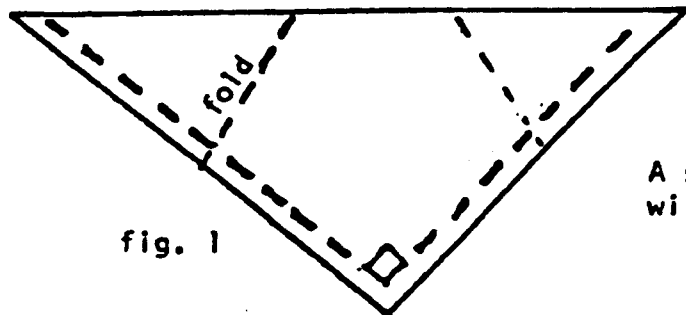
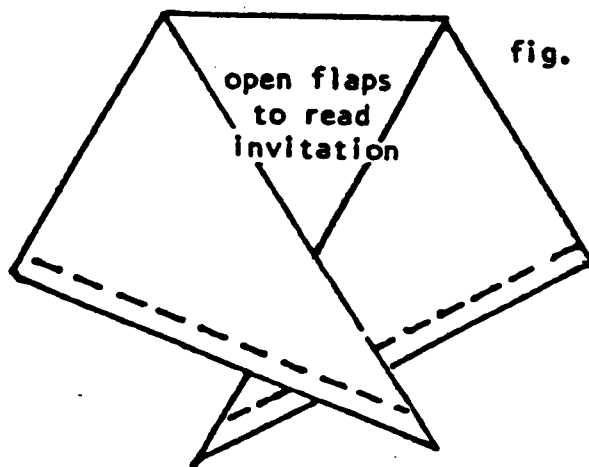
Neckerchief Invitation

**Materials:**  
 Yellow construction paper  
 Pens or fine line markers

Cut paper as shown in fig. 1. Write the information such as:

- TIME:
- PLACE:
- DATE:

Fold the invitation as shown in illustration 2 and draw lines on bottom as shown.



A smaller version of the invitation will make a nice napkin ring.

BANQUET FAVORS

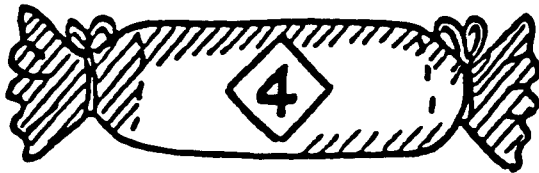
Cub Scout Lollipop

These Blue & Gold banquet favors will make a big hit, yet they can be made in no time at all.

Use a lollipop for 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. Glue the diamond to the front of the lollipop stick.



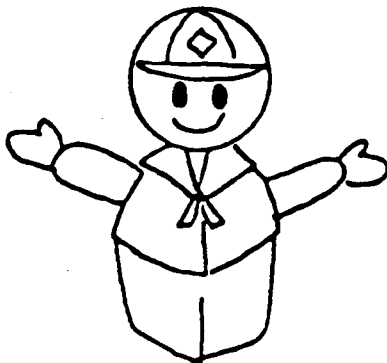
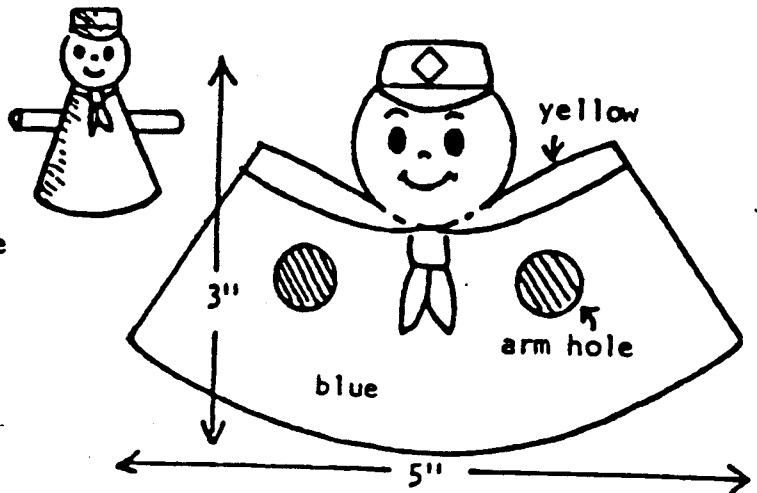
Party Snappers

Fill a 5-6" length of cardboard roll with wrapped candy. Cover the roll with royal blue crepe paper about 6"x8". Tape or glue to cardboard roll. Tie ends with narrow 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 Favors

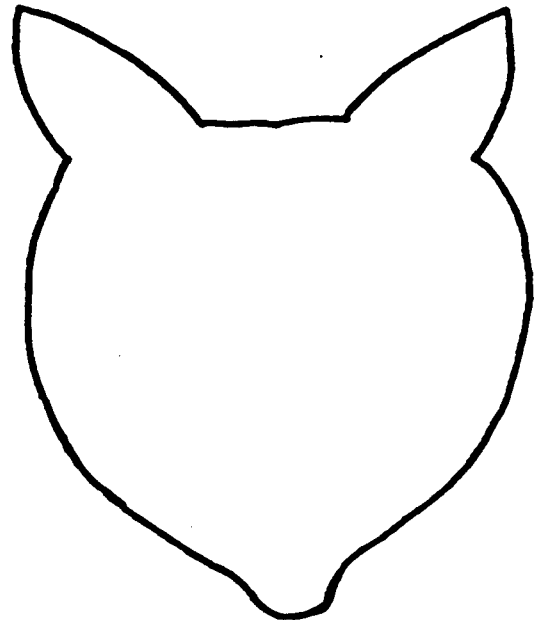
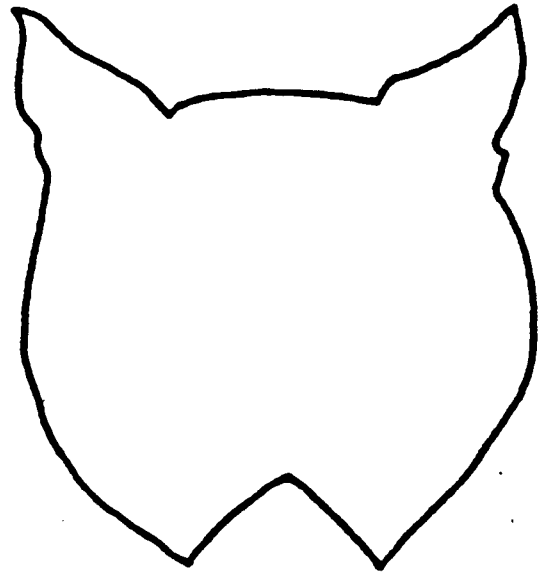
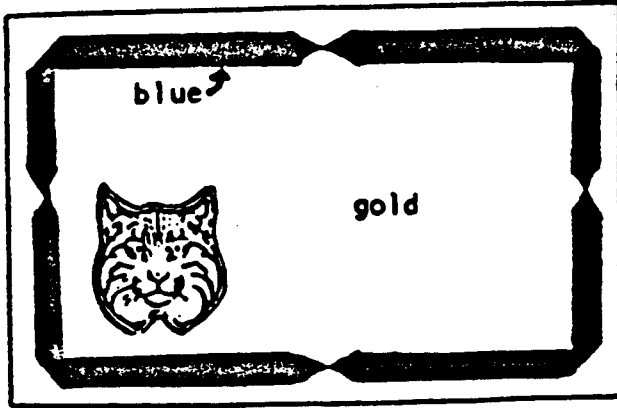
To make these engaging favors, draw Cub Scouts as shown, with a variety of whimsical expressions. Color as indicated and cut out, slitting along dotted lines. Use punch or scissors to make arm holes. Roll into cone and glue or tape edges at back. Type the Cub Scout Promise on 3" square of paper, roll and insert through holes for arms.



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.

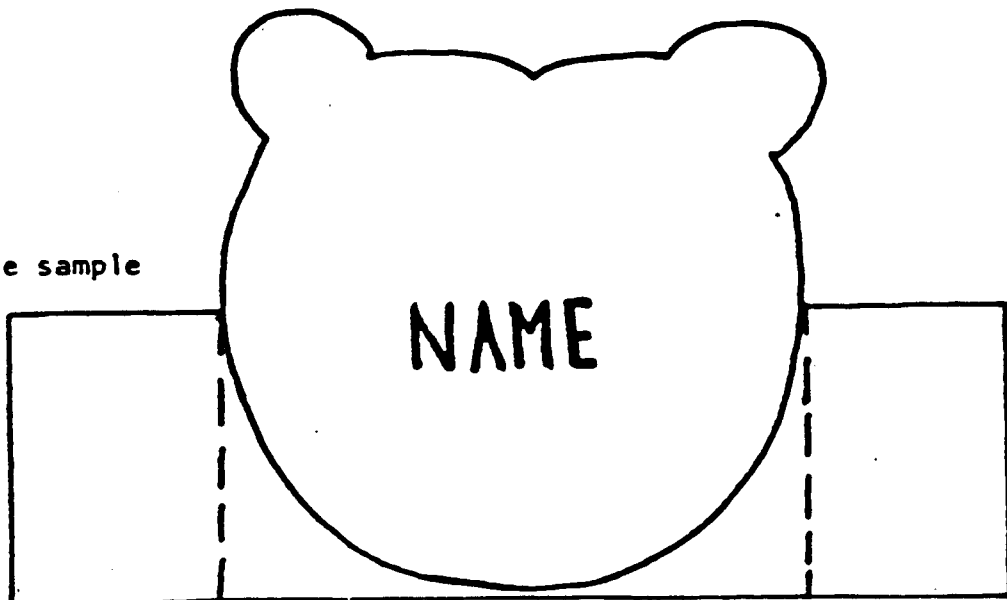
Insignia Placemat



Insignia Placecards

Cut patterns from construction paper, fold flaps back. Write name across the front of the animal shape.

Full size sample



**Blue and Gold**

**Mirror Centerpiece**

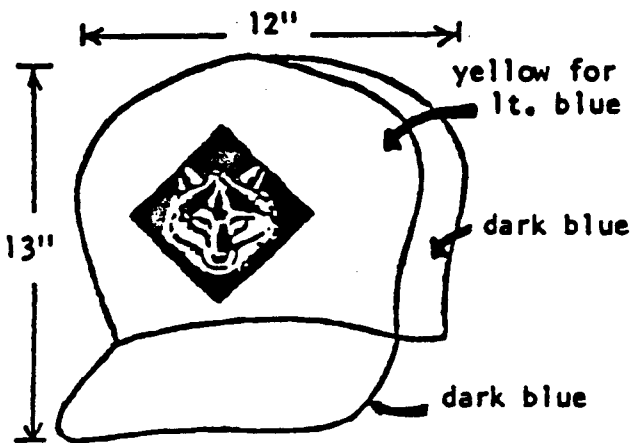
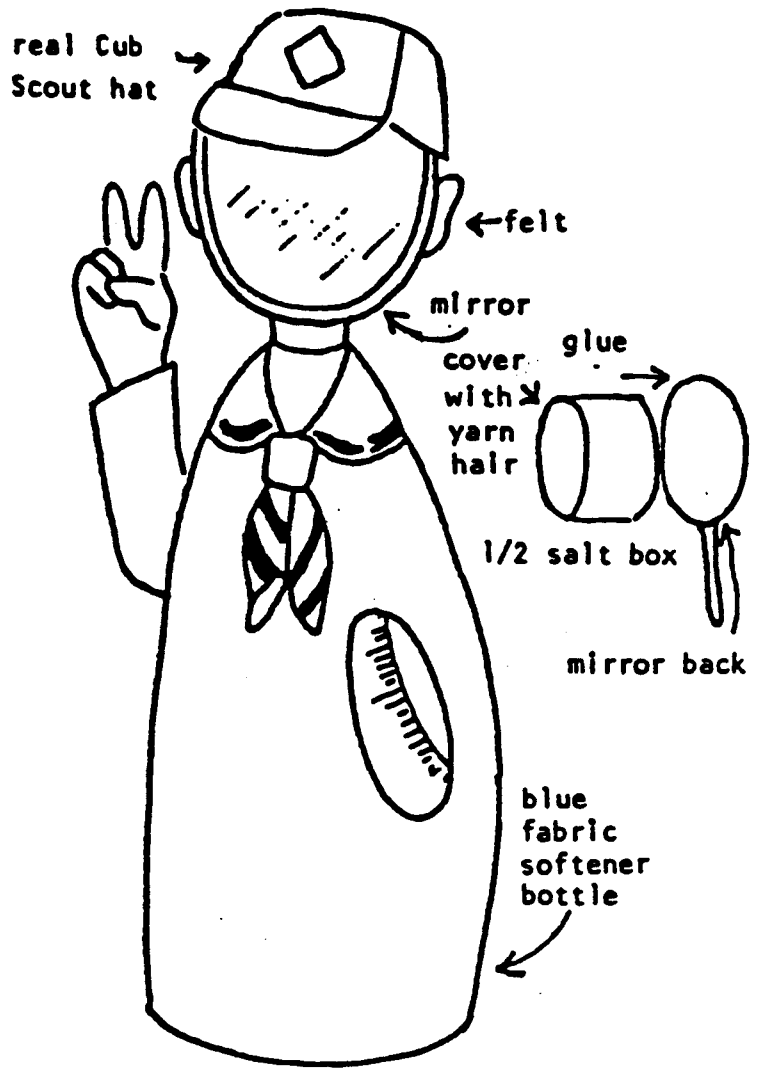
**Materials:**

- Blue fabric softener bottle
- Hand mirror
- Glue
- Salt box
- Yarn
- Tape
- Crepe paper
- Felt
- Cub Scout hat

Anyone looking at this centerpiece will see his own face reflected. Use a blue fabric softener bottle and a hand mirror.

Glue half a salt box to back of mirror and cover with yarn hair. Insert mirror handle into bottle opening and secure with tape.

Cut the neckerchief from crepe paper, the ears from felt and use a real Cub Scout hat.

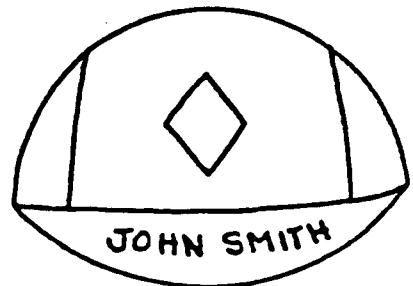


**Hat Placemat**

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

**Hat Namecard**

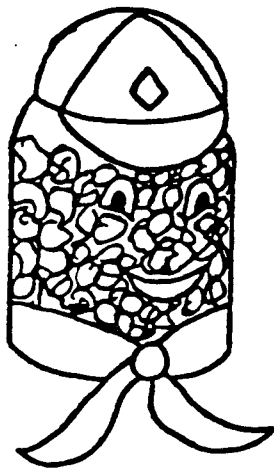
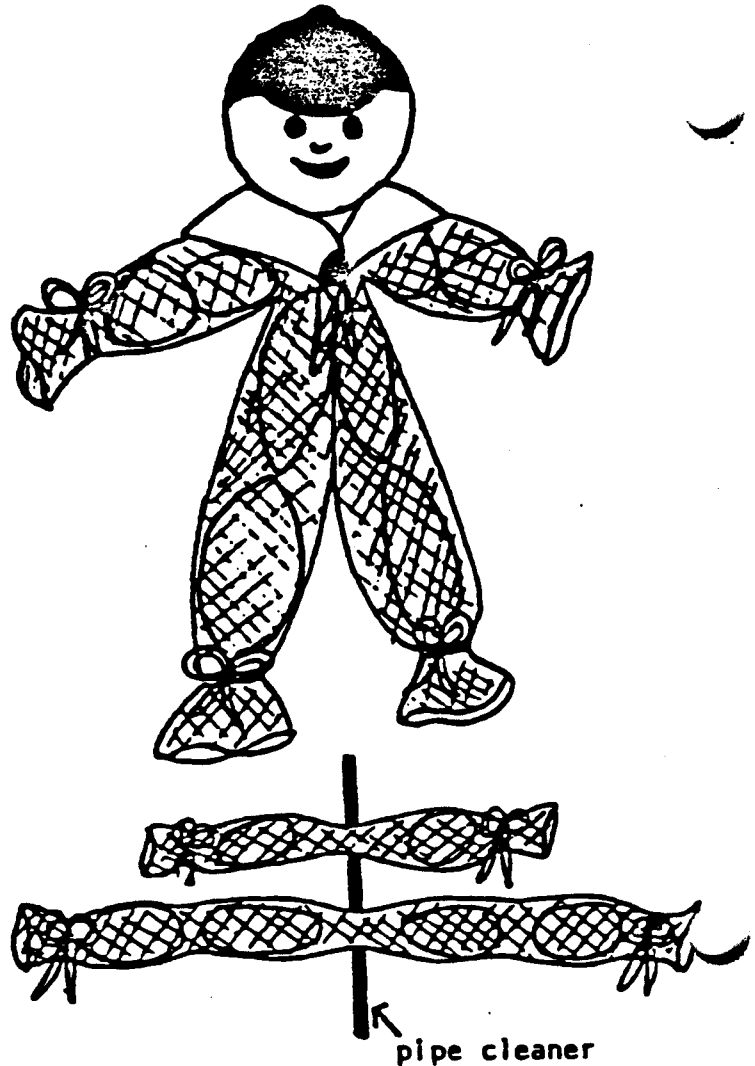
Use styrofoam ball cut in half, glued to posterboard base cut to fit with extension to form bill. Paint with blue and gold (or blue for Webelos) poster paint. Paint name on cap bill with yellow.



## Blue and Gold

### Cub Scout Favor

Cut piece of net 8" long and 3/4" wide for body and legs. Cut piece of net 5" long and 3/4" wide for arms. Roll around pieces of candy and tie ends with short pieces of yarn. Center the short piece over the long piece and twist a blue pipe cleaner around the middle. Use a styrofoam ball for the head. Paint on face, features, hair and paint the top blue as for a hat. Cut small piece of posterboard for bill. Put glue on one edge and insert into slit cut in ball. Attach head to body by pushing one end of pipe cleaner into styrofoam ball. Shape small piece of yellow felt or crepe paper and glue together around neck for neckerchief.



### Baby Food Jar Cub

Hat: Cut styrofoam ball in half and paint blue with tempera or other waterbase paints (paint can be sprayed from Windex bottle, etc.) Lines on cap are yellow string held in place with pins. Hat brim and face features are construction paper. A yellow paper napkin is used for neckerchief.

Fill with candy for favor on tables.

ICEBREAKERS

Cub Scout Seek and Find

Birthday  
BSA  
America  
Cub Scout  
Blue and Gold  
Banquet  
Goodwill


Boy Scout  
Activity Badge  
February  
Bobcat  
Wolf  
Bear  
Webelo  
Den  
Pack  
Denner

Arrow of Light  
Den Chief  
Uniform  
Cubmaster  
Advancement  
Den Dad  
Doodle  
Gold Arrow  
Silver Arrow  
Lord Baden Powell

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

CUB BINGO

INTRODUCE YOURSELF TO TWENTY-FOUR PEOPLE GIVING THEM THE CUB SCOUT HANDSHAKE. ASK THEM TO WRITE THEIR NAMES IN THE SQUARES BELOW. BE SURE EVERY SQUARE CONTAINS A SIGNATURE. HOLD ON TO THIS SHEET.

PLAY GAME LIKE BINGO.....FIRST PERSON TO MARK OFF A WHOLE ROW ACROSS, DOWN, OR DIAGONALLY IS THE WINNER AND CALLS OUT ...  
.....CUBBINGO.....

HAVE EVERYONE FILL OUT A SMALL SLIP OF PAPER WITH THEIR NAME ON IT. WHEN THEY ENTER THE MEETING ROOM OR BANQUET. PUT THEIR NAME INTO THE  
.....CUBINGO BASKET.....



## What A Cub Scout Wears On His Uniform

Teach the audience the following actions to be given in response to words:

HOUSE: Hands extended over head in an inverted V.

BEDROOM: Hands in front of chest in inverted V.

CLOSET: Show dimensions - length and width - with hands.

UNIFORM: Put both hands on head and move them quickly down body to touch toes.

CUB SCOUT: All Cubs stand and give Cub salute.

BADGES: Make circle with thumb and finger of left hand.

SERVICE STAR: Using forefinger of both hands, cross fingers making an "X".

ARROW POINTS: Form V with index and middle fingers of right hand, topped with horizontal index finger of left hand. Arrow pointing down.

ARROW OF LIGHT: Make V in same manner, but have arrow pointing to right.

CUBMASTER: Tonight we're going to show what we know about the Cub Scout uniform and the different badges. Now that you've learned the actions, just follow along with me.

This is the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Cub Scout \_\_\_\_\_ who wears the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives. This is the Bobcat Badge \_\_\_\_\_, that when a boy joins, is worn on the left pocket of the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Wolf Badge \_\_\_\_\_ which a Cub Scout \_\_\_\_\_ earns to wear on his left pocket of his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Bear Badge \_\_\_\_\_ which a Cub Scout \_\_\_\_\_ earns to wear on his left pocket of his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Service Star \_\_\_\_\_ that he earns every year and wears above the pocket where he wears his Bobcat, Wolf and Bear Badges \_\_\_\_\_ on his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Arrow Of Light \_\_\_\_\_ which is the highest award a Cub Scout \_\_\_\_\_ can earn, and is worn centered on the pocket flap of the same pocket where he wears his other Badges \_\_\_\_\_ on his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

Now look. You're all wearing your uniform \_\_\_\_\_. It's not hanging in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

# **OH GREAT SPIRIT**

**whose voice I hear in the winds,  
whose breath gives life to the world, hear me...**

**I am small and weak.  
I need your strength and wisdom.**

**May I walk in beauty.  
Make my eyes behold the red and purple sunset.**

**Make my hands respect the things you have made,  
and my ears sharp to hear your voice.**

**Make me wise so that I may know  
the things you have taught your children,  
the lessons you have written in every leaf and rock.**

**Make me strong, not to be superior to my brothers,  
but to fight my greatest enemy - myself.**

**Make me ready to come to you with straight eyes  
so that when life fades as the fading sunset  
my spirit may come to you without shame.**

**Chief Yellow Lark, Sioux, 1887**

# MARCH

# INSIDE NOAH'S ARK

## OPENING CEREMONY

- Equipment:** American flag. One red, white and one blue candle, each in holders.
- Personnel:** 4 Cub Scouts, Den Chief
- Staging:** After flags are advanced in usual manner, and before they are posted, the following lines are to be recited:
- DEN CHIEF:** Practically from the beginning of time, man has used symbols to express hope, ideals and love in his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.
- First Cub:** I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.
- Second Cub:** I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.
- Third Cub:** I light the blue candle which is the symbol of perserverance and justice, and symbolizes the eternal blue of the sky.
- Fourth Cub:** The stars in our flag represent states. They indicate that the heights of achievement for our nation are limitless as the heavens above us.

\*Please join us in the Pledge of allegiance to our flag.

(Audience stands, salutes and repeats the pledge of allegiance. Flags are posted. Color guard retires.)

## GRADUATION CEREMONY

Personnel: Cubmaster, five pack leaders, boys to be graduated.

Arrangement: Cubmaster stands before Council Fire. Webelos graduates sit in semi-circle before him. Pack leaders participating stand on either side of the Cubmaster.

Equipment: Candle (Akela's light) and other candles (six)

Cubmaster: Webelos is the highest rank in Cub Scouting. To become a Webelos, a boy must be ten years old or completed the fourth grade. Webelos is the name of our Indian tribe. The letters W-E-B-E-L-O-S are the first letters of the words "We'll be Loyal Scouts." The Arrow of Light in the insignia stands for advancement along the trail from Wolf Scout all the way to Scouts.

Speaker #1: Akela was a great Indian Chief. He had many Indians in his tribe, because he was a peace loving chief and tried to do what he thought was best for his people. He thought that if he could do something to hold the interest in his people, they would be even greater and peace loving than before. (light candle) This candle represents the spirit of Cub Scouting...that spirit of giving good will and doing your best. The Cub has started the Scouting trail of adventure. He is now a Bobcat.

Speaker #2: I represent in lighting this candle (does so) the Wolf Cub Scout. This is the first advancement a boy who is eight years of age works for. He must pass twelve achievements. He has now learned to follow the trail of the wolf tracks through the great forest of Scouting Adventure.

Speaker #3: (Lights candle) This candle represents the Bear Cub Scout. This is the first award a boy of nine years of age works for. He must pass twelve achievements. The Bear trail has been more difficult to follow. The Bear Cub is in trouble every once in a while. He may have put his nose in a beehive, but he didn't do it twice.

Speaker #4: (Lights candle) I light the candle which represents the spirit of Scouting. Remember the spirit of Cubbing and Scouting are one and the same. The Spirit of the entire Scouting achievement is service, high ideals and fellowship.

Speaker #5: I light the candle representing the Webelos rank. Webelos means "We'll be Loyal"...loyal to our country, our home, and our God.

Cubmaster: Now I will present you with the Arrow of Light badge. This is the only Cub Scout badge which can be worn on your Scout uniform. It is an honor for me to make this presentation. And, now, I would like to introduce Scoutmaster \_\_\_\_\_ who will continue to help you along the Scouting trail.

(Exchange of neckerchiefs can take place at this point, and parents can be called forward to meet the Scoutmaster.)

## OUTDOOR CODE

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

Mr-2

## ADVANCEMENT

A long time ago God told Noah to build an ark and to get a male and female of each type of animal and put them on the ark because a great flood would be coming. So Noah built his ark and loaded the animals two by two.

Like Noah - his ark - and the animals two by two, the pack - its leaders - its boys - its families and the Cub program, good things comes in twos.

Parents and the boy are the first things I want to talk about that come in twos. The parents and the boy come to the pack looking for fun and adventure. They find this in the pack and its program. This fun and adventure lead the boy to his first rank; Bobcat. (Call Bobcat candidates and parents forward to present badges and pins.)

The colors, blue and gold, are another twosome. Blue stands for truth and spirituality, steadfast loyalty, and the sky above. Gold is for warm sunlight, good cheer, and happiness. With the ideals of the blue and gold behind the boy, he pushes forward to his next rank, Wolf. (Call Wolf candidates and parents forward.)

God and country make up the next set of two that affect the lives of Cub Scouts. In the Cub Scout Promise, a boy promises to do his best to do his duty to God and his country. With this in mind, our Cub earns his Bear. (Call Bear candidates and parents forward.)

The next set of twos is the Webelos Scout and the Boy Scout. When a boy enters the fourth grade, he joins the Webelos den. This is the transition period from Cub Scouts to Boy Scouts. The activities change and become more challenging. The first challenge is the Webelos badge. (Call Webelos candidates and parents forward.)

The last pair I want to talk about tonight is two-deep leadership. What is it and why is it important? Two-deep leadership means there is one or more trained leaders for the same position. It is important because if one leader is unavailable for any reason, someone is there to carry on the program. This is important to our Cubs, as they have worked hard and come a long way to the Arrow of Light, the highest award a Cub Scout can earn. The Arrow of Light is a combination of all the twos we have talked about. (Call Arrow of Light candidates and parents forward.)

Perhaps in conjunction with this months theme your Pack may decide to have a pet show. Following are some ideas that may help with this area.

Ribbon awards may be made available for 15 or 20 classes of judging. For instance - smallest, largest, thinnest, fattest, quietest, most noisy, most beautiful, ugliest, most feathers, most legs, most unique, etc..

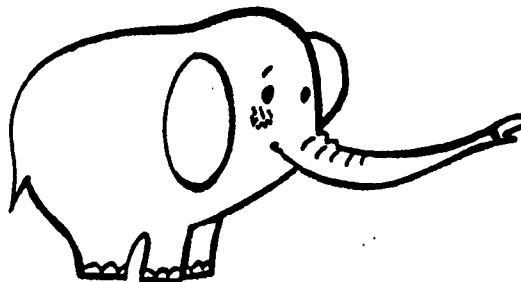
For your ribbons, have first, second, third, and fourth classifications and use blue, red, yellow and white colors respectively. Have as background for presentation of awards, ranks, elections, etc., a mockup of Noah's Ark. Cub Master may wish to don a gray beard, a la Noah, and carry a crook - shepherds type.

#### FAVORITE RECIPE

You and your Cub Scouts can work this into a ceremony.

1 elephant (medium size)  
2 rabbits (optional)  
salt & pepper

Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 450 degrees F for about 4 weeks, adding more liquid if necessary. This recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.



Mr. 4

ADVERTISE

Tune: Battle Hymn of the Republic

The fish, it never  
Cackles 'bout,  
Its million eggs or so.  
The hen is quite a  
Different bird,  
One egg - and hear her crow.

The fish we spurn,  
But crown the hen,  
Which leads me to surmise.  
Don't hide your light,  
But blow your horn,  
It pays to advertise!

SKIN DIVERS SONG

Tune: Sailing, Sailing

Diving, diving, into the deep  
blue sea,  
And many a fish we've scared  
away  
On that you will agree.

Diving, diving, into the  
ocean blue.  
With flippers, and mask and  
oxygen gas,  
We'll have adventure true.



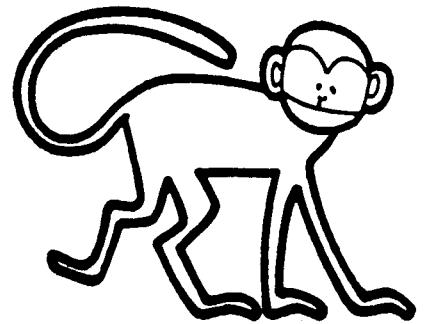
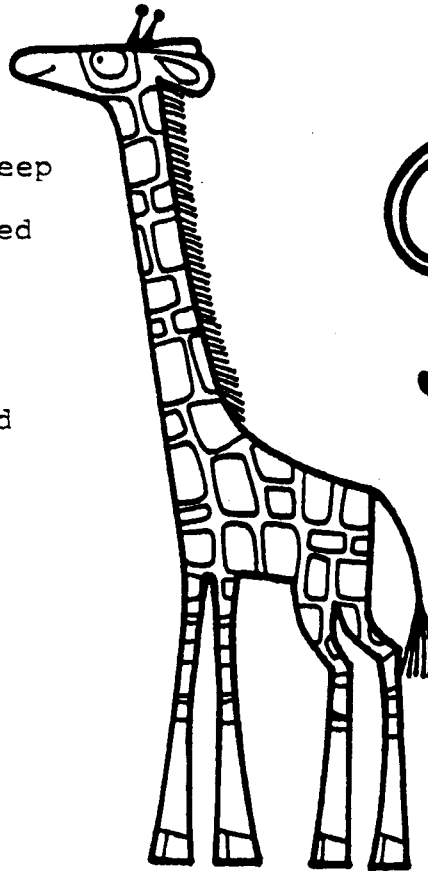
HORSE FLY

Tune: The More we Get Together

Did you ever see a horse fly,  
A horse fly, a horse fly?  
Did you ever see a horse fly  
A horse fly, fly, fly?

Did you ever see a board walk,  
A board walk, a board walk?  
Did you ever see a board walk,  
A board walk, walk, walk?

Variations: shoe lace, hair pin,  
tooth pick, eye drop, neck tie,  
moth ball, eye lash, yard stick,  
ear drum?



A WORM'S EYE VIEW (Home on the Range)  
Oh, come see my home  
Where I live all alone,  
Munching onions and spinach all day.  
Now you may think a worm  
Doesn't deserve his turn  
But without me the gardener would play.

Home, home in the squash  
Where I live and I sleep and I eat  
The gardener may try  
To blow me sky high  
But I'll hide safely, inside a beet.

CALAMINE LOTION (My Bonnie Lies over the Ocean)  
My body needs calamine lotion  
My body's all red you can see  
The flowers that I picked for grannie  
turned out to be Poison Ivy!

Don't touch, don't touch  
You'll get a rash from the i-vy, i-vy  
Don't touch, don't touch  
Because it is poison ivy!

#### UNICORN SONG

A long time ago when the earth was green  
There were more kinds of animals than you've ever seen.  
They ran around the world when the earth was being born  
And the loveliest of all was the unicorn, there were...

#### CHORUS

Green alligators and long necked geese  
Some humpy backed camels and some chimpanzees  
Some cats and rats and elephants and as sure as you're born  
The loveliest of all was the unicorn.

The LORD saw some sinning and it caused him pain  
He said, "Stand back Noah, I'm gonna make it rain.  
Hey, brother Noah, tell you what to do  
I want you to make me floating zoo, for the... CHORUS

Noah was there and he heard the call  
He finished up the ark as the rain began to fall  
He marched in the the animals two by two  
And he said to them as they went through: I got your...CHORUS

Noah looked out from the driving rain  
The unicorns were playing their silly games  
The water came up and carried them away  
And that's why you'll never see a unicorn today, but you'll see  
CHORUS



### FIND YOUR MATE

This game calls for even number of players. Cub Scouts pair up in twos and select the name of an animal. There must be two of a kind - dog, sheep, cows etc. Now, one of each animal stays in the room, and each takes up a position behind a chair, the chairs being arranged in a row. The other players go out and are blindfolded, and at a signal, enter the room. At this point the other Cub Scouts set up a clamorous hubbub. The non-blindfolded Cub Scouts each start calling out the sound of their animal while the blindfolded players listen intently. Each trying to find the chair guarded by his mate. The first pair to succeed wins. But the game continues even after the first is in his right chair and has been allowed to remove his blindfold, so that he can watch the others find their mates.

### ELEPHANT AND GIRAFFE

Cub Scouts stand in a circle - arms length apart. One Cub Scout stands in the center. He points to a player and says "elephant" or "giraffe". If he says elephant, the player being pointed to places both fists in front of his nose to simulate a trunk. His neighbors, on each side, cup one hand behind each ear to simulate the elephant's ears.

If he says giraffe, the Cub Scout pointed to raises his hands above his head while his neighbors point their hand to the floor.

Any player who makes an incorrect move becomes the new center.

### BARNYARD BEDLAM

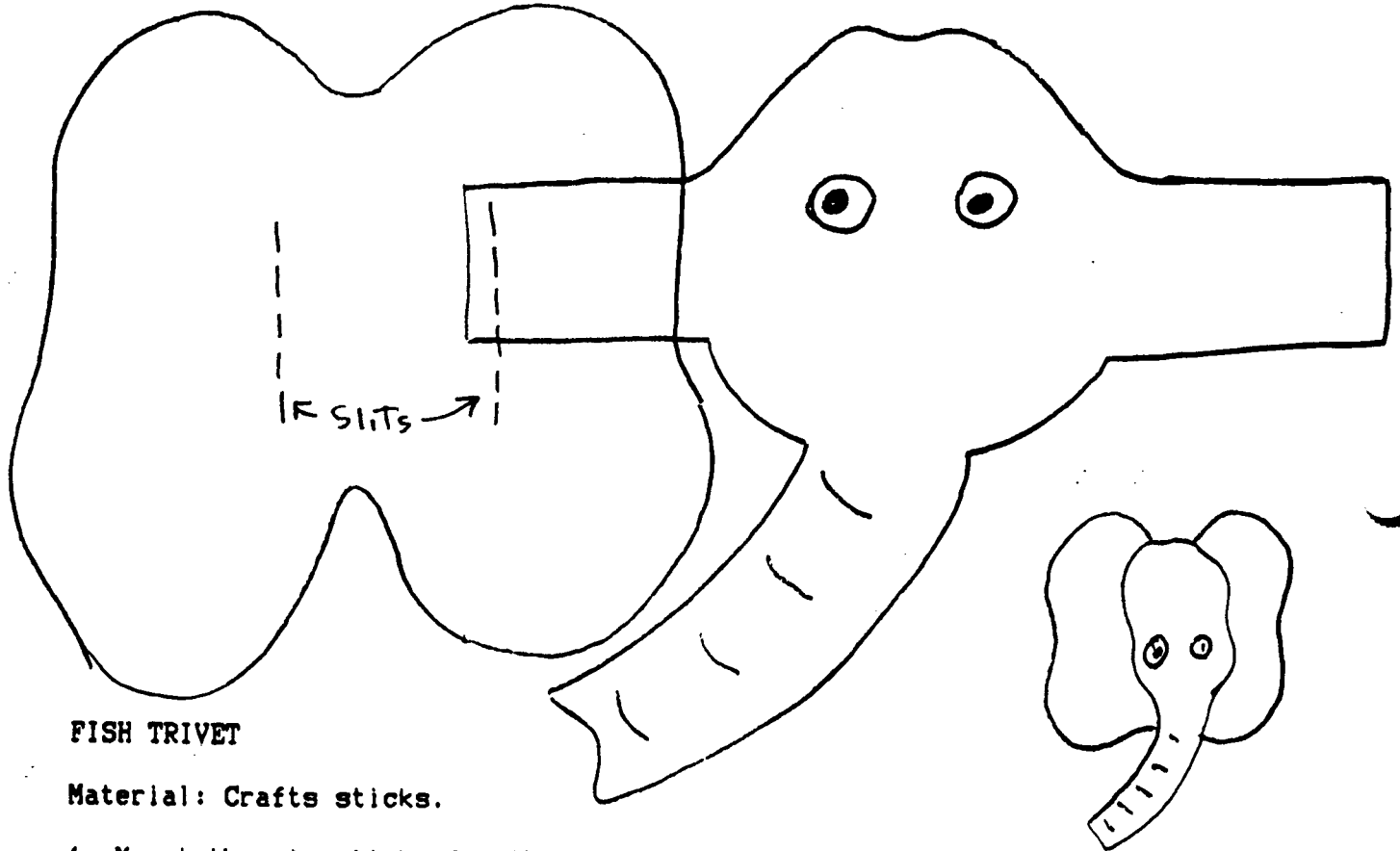
Cub Scouts are divided into teams. A group of 30 might have 5-6 teams - one player in each team would be designated captain and be given a paper bag.

Each team is given the name of a barnyard animal and must imitate its cry. They are told that squirrels have hidden supplies around the field - specify the area. Each team is to gather as many of these nuts as possible. The one with the most nuts would be the winner.

## TIE SLIDE OF THE MONTH - ELEPHANT

Material: Grey felt, wiggly eyes, glue, marker.

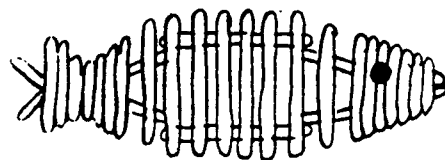
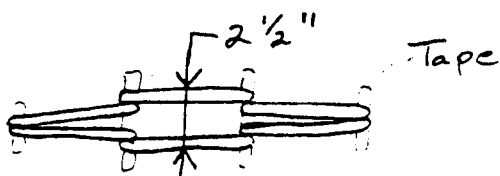
1. Cut out the elephant ears and face from felt. Cut two slits in the ears.
2. Glue the eyes on the face or draw them with a marker.
3. Draw the lines on the trunk with a marker.
4. Insert the tabs on the side of the face through the slits in the ears and glue or staple the tabs together.



## FISH TRIVET

Material: Crafts sticks.

1. Mount the six sticks for the frame on tape as shown.
2. Glue six sticks on the center section.
3. Cut eight sticks for the head (one each 4", 3 3/4", 3 1/2", 3 1/4", 3", 2 3/4", 2 1/2", and 2 1/4"). Round the cut edges with sandpaper and glue on as shown.
4. Cut eight sticks for the tail (one 4", two 3 1/2", two 3", two 2 1/2", and one 2"). Round the cut edges with sandpaper and glue on as shown. Glue two 1 1/2" sticks to form the V at the end of the tail.
5. When the glue is dry, remove the tape.

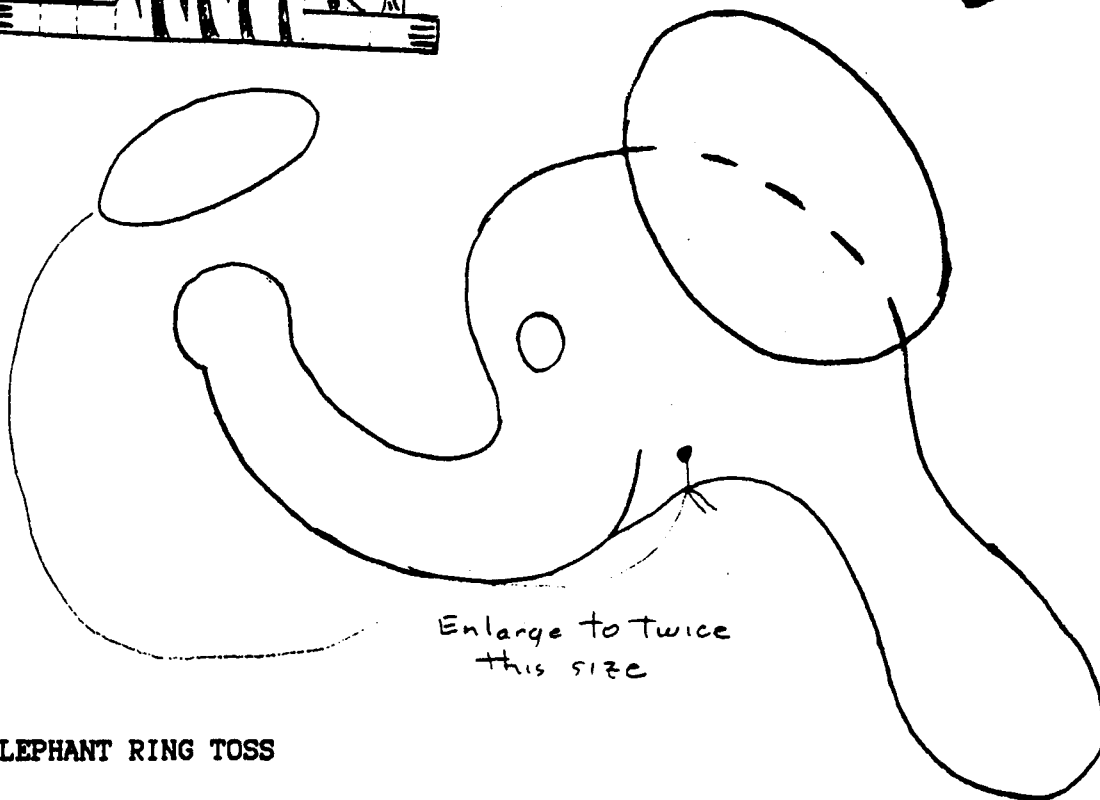
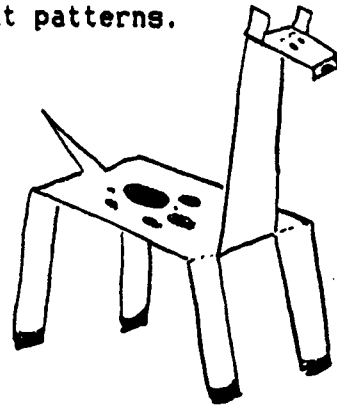
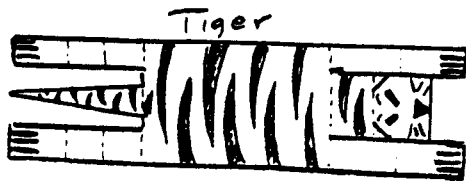


Mr 8

## FOLDED ANIMALS

Materials: Construction paper, markers.

1. Trace the animals on construction paper along the solid lines. Use colors appropriate for the animal (ie orange for the tiger).
2. Cut out the animals and draw on face and coat patterns.
3. Fold the animals on the dotted lines.



## ELEPHANT RING TOSS

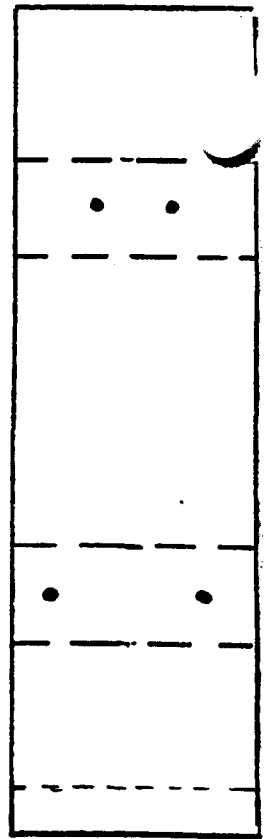
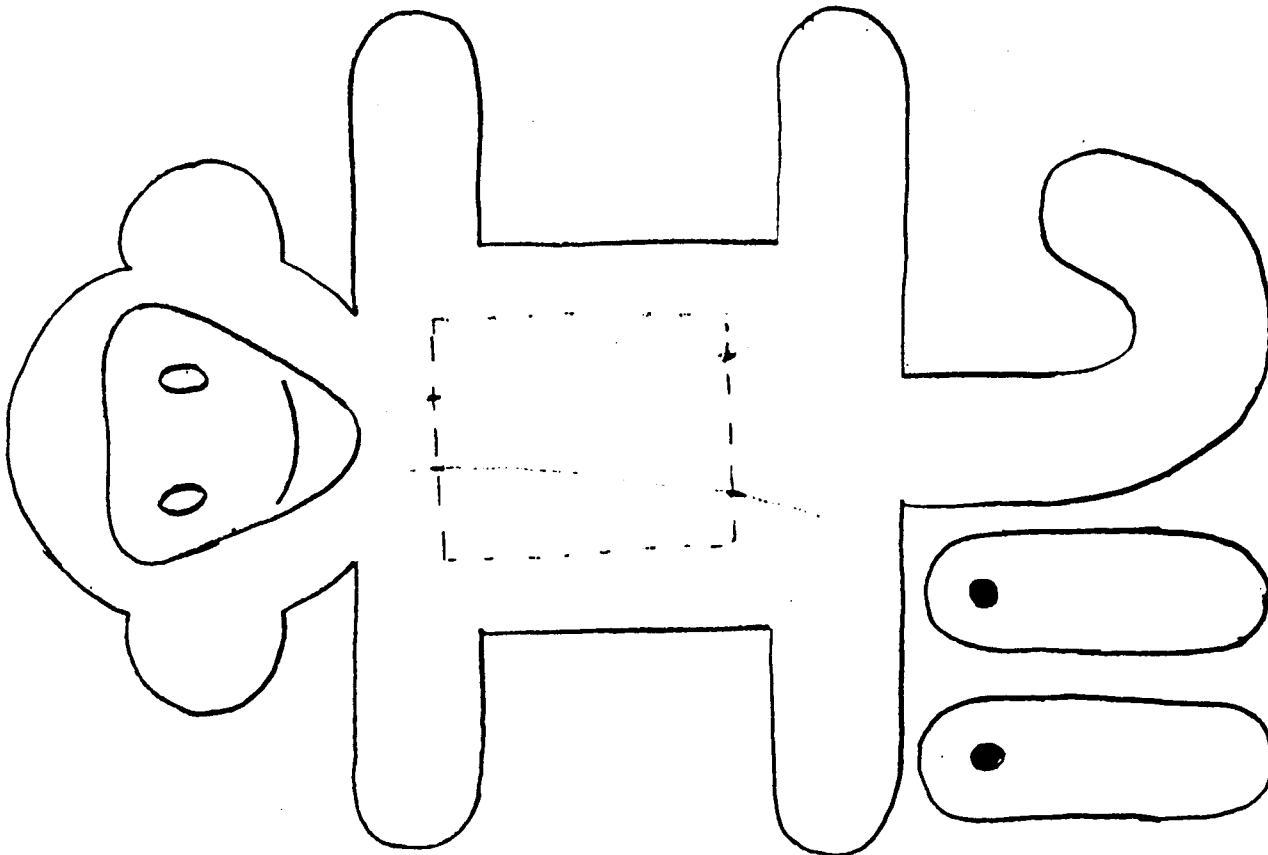
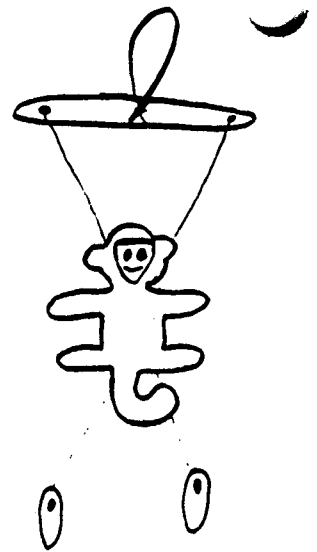
Material: 1/4" plywood, string, margarine tub top.

1. Using the pattern, cut the elephant head and two ears out of 1/4" plywood. (note- cardboard can be used instead of plywood) Glue the ears to either side of the head. Use a marker to put on the eyes and mouth.
2. Drill a small hole as indicated and tie one end of an 18" string through the hole.
3. Cut the middle out of a margarine tub top leaving just the circular outer rim. Tie it to the other end of the string.

## CLIMBING MONKEY

Material: Poster board, string, craft stick.

1. Trace the patterns on poster board and cut out.
2. Using a pencil point, punch the four holes in the strip and the two holes in the tabs. Fold the strip on the solid lines to make a box. Overlap the ends to the dotted line and glue together.
3. Glue the box to the back of the monkey as indicated with the holes closer together at the top.
4. Drill three holes in the craft stick- in the center and on each end. Cut three pieces of string, one 10" long and two 36" long. Tie the 10" piece through the center hole in the craft stick and make a big loop in it. Tie the 36" pieces of string through the holes at each end of the craft stick. (If you don't have a drill, tie the strings around the craft stick and anchor them with a piece of tape.)
5. Thread the 36" pieces of string through the holes in the box on the back of the monkey. Tie the tabs on the ends of these strings.
6. To make the monkey climb, attach the center loop to something high and holding your hands about 6" apart, alternately pull down on each string while holding the other taut so there is no slack in it.



## DID YOU KNOW?

An earthworm doesn't breath through a mouth or nose like you; he breathes through his skin.

A deer gets a new set of antlers every year. During the winter his old set begins to get itchy, and he rubs them against trees until they come off. If you see him early in the spring, he won't have any antlers at all!

Birds have a calendar too. Birds have a special way of telling how long the days are. When the days get shorter in the fall, they know it is time to go south. And when the days get longer in the spring, it is time to come back. It took scientists a long time to learn this secret, and they still do not know everything about it.

Although some dinosaurs were getting large, the blue whale is bigger and heavier than all of them were.

A hummingbird's wings buzz because he beats them more than five thousand times each minute. If you could flap your arms that fast, you would buzz too!

A beaver sharpens his own teeth. The outside of each tooth is softer than the center of it, so the softer part wears off first, leaving the harder part always sharp.

A fish can't see as far as you can. But, he can point his eyes in two directions at once!

If a bird doesn't have any teeth, how can he chew? He swallows his food whole, and his gizzard grinds it.

A catfish has fingers. Well, not really, but he uses his whiskers to touch and feel the bottom of a murky lake just as we use our hands.

A bird stays on a perch when asleep because of an automatic lock mechanism in his feet.

The eggs of hummingbirds are about the size of peas. Those of the ostrich are about seven inches long.

A porcupine has about 30,000 quills in his arsenal, and, if he loses any, they will grow back in a few months.

A litter of baby armadillos is born usually four at a time and will be all brothers or all sisters, never both in the same litter.

The opossum is the only marsupial in North America. Marsupials have pouches in which to carry their young. New-born opossums are smaller than bees - a whole litter would fit into a teaspoon.

DID YOU KNOW! (continued)

The albatross is a large seabird with a wingspan of six to twelve feet. It sleeps while it glides through the air.

The city of Chicago got its name from the indian work segaku, which means "skunk".

The arctic tern is the champion long-distance traveler among birds. Late every August, the terns leave their nests on the northern islands of the Arctic Ocean. They fly south to Antarctica where waters are full of fish that the terns eat. In mid-June the terns return to nesting places in the far north. Their round trip covers about 22,000 miles.

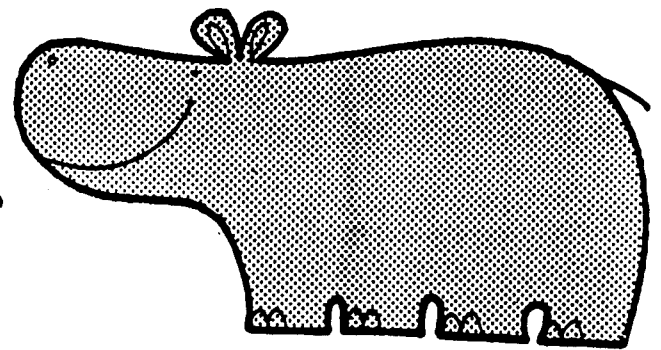
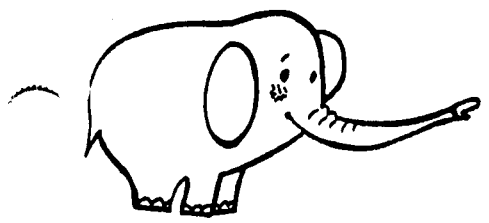
The sea horse is famous for the way it helps its young. The male sea horse carries the female's eggs in a pouch on its underside. After the young hatch, the father lets them out one by one into seaweed where they can find food.

Sea turtles give their young no care at all. The mother sea turtle digs a hole on a beach and lays her eggs. Then she covers them with sand and returns to the sea, leaving the sun to hatch the eggs.



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

BABOON  
BEARER  
BLIND  
BOMA  
CAMERA  
CAMP  
CHEETAH  
ELAND  
ELEPHANT  
GAZELLE  
GIRAFFE  
GNU  
GORILLA  
HIPPO  
HUNT  
HYENA  
JACKAL  
JEEP  
KENYA  
LEOPARD  
MANDRILL  
OSTRICH  
PARK  
RESERVE  
RHINO  
RWANDA  
SAFARI  
SERENGETI  
STALK  
TANZANIA  
TOPI  
UGANDA  
ZAIRE  
ZEBRA  
ZIMBABWE



## A MIGHTY BULL GOES TO AFRICA

Divide the group into 5 groups. Advise each group to respond with the sound when their word is read.

Bull - "Bawww-llllll"  
Ship - "Toot-toot"  
Africa - "Boom, boom, boom, boom"  
Lion - "Grrr-rrrrr"  
Hunter - "Bang, bang"



Once upon a time there was a mighty bull. The bull decided to take a trip to Africa. So the bull boarded a ship bound for Africa. The bull hurried down the gangplank of the ship and went far into the jungle. The bull met a hunter who warned the bull about a dangerous lion roaming the jungles of Africa. The bull paid little attention to the hunter and went merrily on his way. Just then the lion spotted the bull and began to follow him. The hunter was following the lion and as the bull grew tired, the lion caught up with him and ate the bull. The lion climbed to the top of a hill and let out a ferocious lion's roar, and prepared to rest. The hunter aimed, fired and killed the lion. As the hunter boarded the ship on his way home, the hunter looked back and said: "The moral of this story is, if you are full of bull, you should keep your mouth shut!?"





THE DOG SHOW

As curtain opens, narrator is on stage. First Cub Scout enters carrying chair.

Narrator: Say-----, what kind of dog do you have?

1st Cub : I have a setter (sits down on chair, quickly rises and exits.)

Narrator: Oh-----, what kind of dog do you have?

2nd Cub : (enters and points to audience with a long stick)  
"I have a pointer."

Narrator: ----- what kind of dog do you have?

3rd Cub : (enters carrying a large spring) "I have a Springer Spaniel.

Narrator: Say-----, what kind of dog do you have?

4th Cub : (enters carrying a bucket) "I have a water Spaniel."

Narrator: Oh-----, what kind of dog do you have?

5th Cub : (enters carrying a large clock) "I have a watch dog."

Narrator: -----, what kind of dog do you have?

6th Cub : (enters carrying a cardboard box) "I have a boxer."

Narrator: -----, what kind of dog do you have?

8th Cub : (enters carrying a mop) "I have a puppy."

Narrator and 8th Cub leave stage hurriedly!!!



APRIL

AKELA'S COUNCIL

OPENING CEREMONY

Leader and three boys are sitting around an artificial council fire. A tom-tom beats in the background. As each Indian gives his prayer, he raises both hands overhead.

CHIEF: O Great Father in the sky, listen to Thy people.

FIRST BRAVE: We thank Thee, great Creator, for the light of the sun each new day.

SECOND BRAVE: We thank Thee for the beauty of this world and for the plants and animals we enjoy.

THIRD BRAVE: We thank Thee for the night and the rest it brings.

CHIEF: O Great Father of all Cub Scouts, bless us and be with us today. Now, braves, join me in repeating our promise. (All join in the Cub Scout Promise.)

CUB SCOUT PROMISE OPENING

A drum beats

Denner carries "torch" to "light" the fire.

LEADER: We will light our council fire with this torch, which represents the spirit of Cub Scouting and a Cub Scout's Promise to do his best.  
(pass torch)

FIRST Cub: This fire is a symbol of a Cub Scout's promise to do his duty to God and his country.  
(pass torch)

SECOND CUB: This fire is a symbol of a Cub Scout's promise to help other people.  
(pass torch)

THIRD CUB: This fire represents our pack and a Cub Scout's promise to obey the Law of the Pack.  
(return to leader who "lights the fire."  
All join in saying the Cub Scout Promise

**AKELA'S LIFE STORY**  
Advancement ceremony

equipment: Ceremony board or log with three small candles and one large candle;  
tom-tom; artificial council fire

setting: tom-tom beats. Akela enters and walks behind the fire. Akela shows Cub Scout sign and tom-tom stops beating.

**NARRATOR:** Akela was the big Chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion—he was fierce to an enemy but kind to a brother. Many trophies hung in his teepee.

His father was the son of the great yellow sun in the sky. He was called the "Arrow of Light". His mother from whom he learned those wondrous things that mothers know, was called "Kind Eyes".

His father helped him make a little bow and arrow and once, when an enemy would have tomahawked his mother, he Akela, from his papoose basket shot the pursuing enemy in the eye, his mother escaped.

A little later, he began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf he learned the language of the ground; the tracks and the ways to food.

(At this point, Akela lights the large candle representing the "Spirit of Akela" and using that, lights the small Wolf candle)

**AKELA:** With this candle, representing the "Spirit of Akela", we light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves are ready for advancement in the "Wolf Clan" of Akela's tribe. (Akela calls names of boys receiving the Wolf Badge and arrow points. They come forward and stand before the council fire, Akela presents their awards)

**NARRATOR:** Then from the big, kindly bears, he learned the secret names of the trees, calls of birds, the language of the air.

**AKELA:** (lighting the Bear candle) With the "Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear clan of Akela's tribe. (He calls forward boys who are receiving Bear badges and arrow points.)

**NARRATOR:** But before he could become a Scouting brave on his own, he had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

**AKELA:** (lighting Webelos candle) With the "Spirit of Akela" we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in (he call names of boys receiving activity badges, and indicates which badges they earned)

**NARRATOR:** Then, Akela was required to pass the highest test of all. He must prove himself qualified to wear his father's name "Arrow of Light"

## ARTIFICIALLY ILLUMINATED COUNCIL FIRE

Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic. Your den or pack may wish to undertake this project.

### Materials

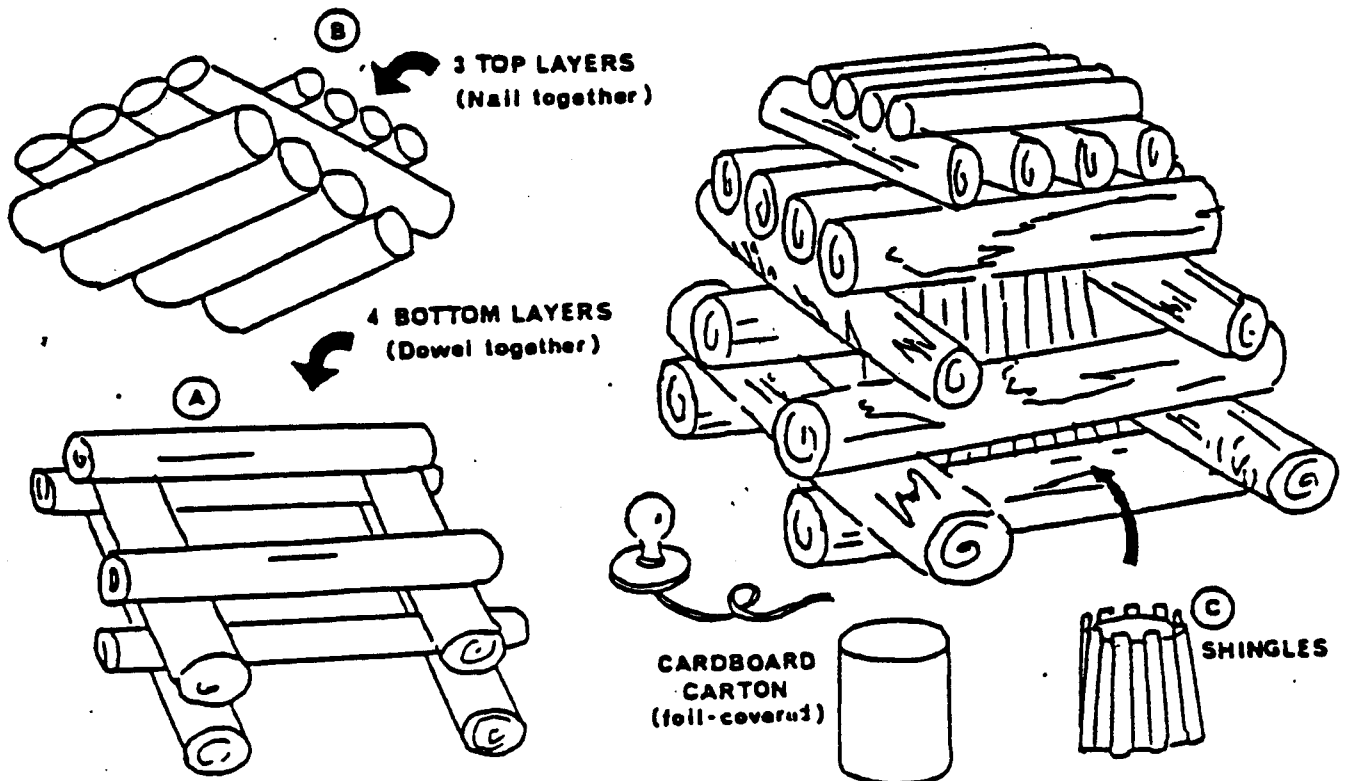
Birch logs  
A few wood dowels  
8" dia. cardboard carton  
3/4" x 7 3/4" dia. wood disc  
A surface electrical outlet

10' length of lamp cord and plug  
2 1/2" and 3" finishing nails  
2" x 16" shingle pieces  
Aluminum foil  
Light bulb (painted red or orange)

### Instructions

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

1. Assemble and wire the lamp base. Insert it in the cardboard carton which has been covered with aluminum foil.
2. Build the log pile, doweling the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center; then bore holes.
3. Use a 60-100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles.



"HOW THE ARROW CAME TO THE INDIAN"

Once, long ago, when all the animals of the earth were equal, there was great unrest. The animals began to quarrel among themselves. The Bear argued with the Eagle and the Buffalo argued with the Indian.

Finally, the wise Old Grandmother called them all together into her tipi, and she spoke to them saying, "You have argued among yourselves about many things. Now I will ask you one question. You will have one year to think about your answer. I will reward each of you according to the merit of your answer."

The animals became excited because they each thought it would be easy to answer any question in a year's time. And besides, the Old Grandmother was not only wise, she was also generous with her rewards. Was it not the Old Grandmother that brought grass to the fields and fruit to the trees?

"What is the question, Grandmother?" they asked. And she said, "You must answer me this. What is your most important duty?" And with that they all left. The Eagle flew to the high mountain to think about the question. The Bear returned to the forest, the Buffalo returned to the plains, and the Indian returned to his campfire. And they all began to think about their answers.

A year later they all returned to the Old Grandmother's tipi. Grandmother spoke to the Eagle first and she said, "Eagle, what is your most important duty?" The Eagle replied, "My most important duty is to fly higher than anyone else."

Old Grandmother said, "For that answer I will give you feathers which will help you fly higher than anyone else." And the Eagle was very pleased with his gift.

Next, the Buffalo said, "My most important duty is to run faster than any other animal." Old Grandmother said, "For that answer I will give you thick hooves which will help you run further than any other animal." And the Buffalo was very pleased with his gift.

## THE STORY OF AKELA, CHIEF OF THE WEBELOS

Akela was the chief of the Webelos, an imaginary Indian tribe. Tall, stalwart, straight as an arrow, swift as an antelope, and brave as a lion. He was fierce to an enemy but kind to a brother. Many trophies hung in his tepee. His father was the son of the sun. His totem was the Arrow of Light.

The medicine man and the firemaker had come early to the council ring. Everything was in readiness. The firemaker had built the ceremonial fire. As it crackled and burned, tongues of flame shot upward, throwing strange shadows into the deeper darkness of the forest.

It was out of these strange silences and noises of the great woods that there had boomed the great tones of the stump drum as the medicine man beat it. Three times its heavy tone had boomed out into the night. It called the braves from the village below, lying at the edge of the lake and protected by sharp cliffs. One by one, in silence, the braves had answered and quickly scaled the narrow ledge that led to the council fire.

The dance began. In turn, each dancer told a story of the tribe's greatness. One recited the legend of the first chief, who single-handed had bested ten enemy war canoes filled with braves. They were waiting around the point of the lake to attack the village. He swam underwater and broke through each birchbark canoe in turn and then escaped. As the enemies swam ashore, his braves tomahawked and scalped them one by one.

Another told of the chief's bear-claw necklace. One day when stalking a deer, while passing through a rocky place, the chief found a grizzly bear about to attack an Indian boy. He rushed in, and with stones he attracted the grizzly's attention and the fight began. Like boxers, they dodged and rushed at each other until the chief's tomahawk reached its mark and brained the grizzly, saving the life of the boy. The big hide kept the chief warm through the long, cold nights. The claws became the necklace. When the boy grew up, he always fought near his chief, guarding him. And that boy was the dancer.

Another by step and gesture pictured the chief chasing the buffalo. Food had been very scarce and there was hunger in the tepees. So the chief traveled far and saw a lone buffalo. The chief began to stalk. Finally he was so close that he started to run toward the buffalo at close range. Suddenly the buffalo turned and charged straight at him. It was all so quick he could not dodge. So the chief leaped over the head of the bull. Turning quickly, he sank his spear in the animal's shoulder. As the buffalo stumbled, the chief found his heart with a second spear. This food brought much joy to the hungry ones.

Another brave told of the laws the chief had urged for the happiness of his people. The law of the forest had been "live and let live." The tribe killed nothing needlessly. Then came Chief Akela. He taught a new law — "live and help live." His warriors were brothers. They were unmatched in battle and fierce in attack. But they were very kind to their women and children. With their neighbors they lived in peace, together fighting off invaders. Of all the tribes near the great woods, they gave the most care to helping their boys learn the ways of the brave.

One after another told his tale. Then all was quiet. It was silence that could be felt. Something important was about to happen! Chief Akela, bright in his warrior's headdress and in ceremonial paint, stepped into the lighted circle. The tom-tom beaters began. Low and slow, then growing like a storm, they beat fiercely as the chief told in graceful gesture of the greatness of the tribe.

His dance pictures his own life story. He told of the strength and wisdom of his father, Arrow of Light. He told of his mother, Kind Eyes. From her, he learned those wondrous things that mothers know. His father had helped him make a little bow and arrow. And once when an enemy would have tomahawked his mother, he, Akela, shot the pursuing enemy in the eye, and his mother escaped.

A little later he began to understand the speech and signs and calls of the Webelos. He was taken on little trips into the forest among the great trees and the streams. Here from the wolf he learned the language of the ground — the tracks, the ways to food. From the big kindly bears he learned the secret names of trees and the calls of birds — the language of the air. But before he might become a scouting brave on his own, he first had to look a warrior in the eye and learn the language of the stout heart which feared nothing and which never gave up. Then, and only then, did Akela's father admit him to the lower ranks of the young braves.

As he closed his dance, Akela told the braves that the tribe could be no greater than its boys. He said: "The future is hidden, but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are fair and help other people, they will take our places and our tribe will continue to be great."

The tom-toms closed in a final burst, and all the braves gave a great, guttural "How!" Then in silence the warriors stood beside the dying fire. There was no noise except the crackle of the embers and the mysterious noises of the forest. Raising their right hands toward the sky and the Great Spirit, with the left each joined in the living circle with his brothers, as a pledge to the tribe and to the Great Spirit — a pledge to the future through the present.

## INDIAN PRAYER

For that solemn moment toward the end of Den or Pack Meeting, try this Cub Scout Indian Prayer:

Morning Star wake us, filled with joy  
To new days of growing to man from boy.  
Sun, with your power, give us light  
That we can tell wrong to what's right.  
South Wind, we ask, in your gentle way  
Blow us the willingness to obey.  
North Wind, we ask, live up to thy name,  
Send us the strength to always be game.  
East Wind, we ask, with your breath so snappy,  
Fill us with knowledge of how to be happy.  
West Wind, we ask, blow all that is fair  
To us, that we may always be aquare.  
Moon, that fills the night with red light,  
Guard us well while we sleep in the night.  
Akela, please guide us in every way;  
We'll follow your trail in work or play.

## A BOY

God took the everblowing wind  
And gentled it a bit  
Gave it the energy of lightening  
And sprinkled it with wit.

The restlessness of things that fly  
He gently mixed with care;  
Then added the sturdiness of oak  
For better, longer wear.

Carelessness....Oh!.....just a bit  
Just for variety  
And then a curiosity of living things  
And of what it is to be.

From the sun He took the brightest rays  
To make a wondrous smile;  
The twinkle of the stars for eyes  
To last a long, long while.

We need not look too far to find  
This thing He made with joy.  
He molded it, shaped it, smiled and said:  
Now, I name you, "BOY"

Ap 6



## INDIAN CLOSING CEREMONY

O 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 shall need your strength and wisdom. Let me walk in beauty and make my eyes 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 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.

## INDIAN SIGNED CLOSING

den chief or Den Leader leads the boys in the following prayer with gestures

MAY THE SPIRIT OF SCOUTING (Boy Scout sign)  
AND THE LIGHT OF AKELA ( Cub Scout Sign)  
BE WITH YOU AND ME (pointing to each person)  
UNTIL OUR PATHS (spreading arms)  
CROSS (cross arms)  
AGAIN (fingers in Cub Scout sign touch wrist of other arm, then elbow, then shoulder)

## ANOTHER CLOSING

Akela asks all braves to stand. They join him in speaking, and using Indian sign language for the following

MAY THE GREAT SPIRIT (Cub Scout sign, as words are spoken, fingers make small circle upward as if smoke is drifting up to the sky)  
BRING SUNSHINE (make sign for sun--index finger and thumb make circle, hold out arm to right)  
INTO MY HEART (place hand over heart)  
NOW (put both hands along sides, palms facing forward)  
AND FOREVER MORE (bring hands up from sides, palms up)  
IN GREAT MEASURE (bring palms together and then apart as if measuring)

## INDIAN PRAYER

IN THE FUTURE (hand out in front)  
AS IN THE PAST (back)  
MAY THE GREAT SPIRIT(circle overhead)  
BRING US (both hands out front)  
MUCH LOVE (cross over heart)  
AND GREAT JOY (hit fists together)

## INDIAN GIVEAWAY

This Comanche game starts with the leader, or chief, drawing a circle on the ground. The players stand inside the circle and the leader outside. He throws small sticks (popsicle sticks are the right size) one at a time into the ring. The players try to get as many as they can. This teaches the young warriors to be quick and alert.

## BIRD OR ANIMAL GAME

The chief imitates the sound of any bird or animal, and the players who are standing in a circle, try to guess what it is. The brave who first gives the correct guess is praised by the chief and makes the next sound.

## HOLLOW BONE AND STICK GAME

Boys of many tribes played this game, using different materials. You need a cardboard tube from toilet tissue, a piece of string and a small stick. Tie one end of the string to the tube and the other to the stick. Now, holding all in your hand, toss the tube into the air and try to catch it on the stick. Think it's easy? Just try it.

Indian boys made this toy using bones, leather rings or gourd rings instead of cardboard) and leather thongs (instead of string) but the idea is the same.

## BOWL GAME

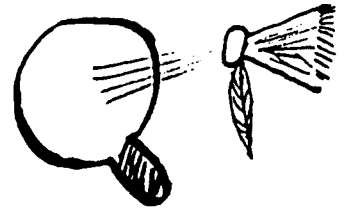
Nearly every tribe in the country played a version of this game. You need six peach or plum pits. Use pen and ink or felt pen to draw a stripe halfway around each one. You also need a salad bowl, or similar container.

Any number of players can participate. Divide into two teams. The first player puts the pits into the bowl, flips them in the air and catches them in the bowl. He scores one point for each pit that lands with the marked side up. His opponent then takes a turn, and so on, alternating turns. Add up scores to determine the winner.

## HOOP AND SPEAR

Use a basket hoop or make one 12 inches in diameter or larger out of pliable stick bent to form a hoop. Make a spear 5 feet long and 3/4 to 1 inch in diameter. The game consists of rolling the hoop on the ground and players taking turns at throwing the spear at the moving hoop to stop it and get points, according to where the hoop color and spear color touch. Red counts 10, yellow 5, blue 4, green 1. Make sure all players are on the same side of the hoop.

## INDIAN GAMES



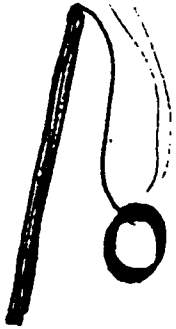
### SHUTTLECOCK

Equipment: Wooden paddles 9" in diameter w/handle  
Shuttlecock: tie feathers around large cork

Players stand in a circle from 6 to 10 feet apart. First player bats shuttlecock to player on his right who must keep it going by batting it to his right hand neighbor. If player misses, hits a wild serve or serves shuttlecock over head of player, he must drop out. Game continues until only one player is left

### RING AND PIN

In this popular game, the pin is a pointed stick, and the ring a bone or flat piece of wood with a hole at the center. Tie a string from a ring of cardboard to a stock or dowel. Player holds stick in his hand, brings end up sharply to toss ring in the air and tries to catch it with the stick. Players may each have several tries.



### BALL RACE

Equipment: Large ball for each player

Football will make the race harder and more exciting. Players race by kicking the ball, along the ground, ahead of them. Both player and ball must be over the goal line to win. If ball is touched with the hand, player is out.



### KICK THE STICK RELAY

Teams line up at starting line with a crooked stick about a foot long in front of each line. First player kicks stick, along the ground, to goal and back. Players continue in relay style.

## ROLL THE BALL

Equipment: Corn cob or cardboard roll  
Ball  
Beans  
Heavy piece of cardboard



A corn cob, cut flat on both ends (you can use a cardboard roll) is placed on end. A 4" square of heavy cardboard is balanced on top and 5 or 6 beans placed on the cardboard.

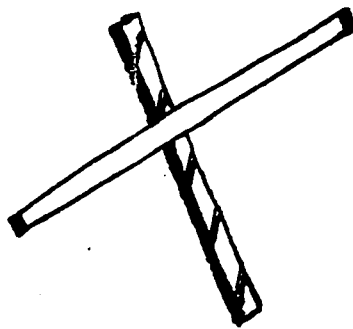
From a distance of about 20 feet, players take turns rolling a ball to knock over the corn cob. Each marks the spot where his ball lands. When target is knocked over, player whose ball is nearest to the beans wins them. Winner is one with most beans.

## WHERE'S THE STICK?

Equipment: 2 sticks - 1 plain 1 with notch or color

This game is played with two sticks, one of which is marked at the center with a notch or band of color.

The leader of one team holds a plain stick in one hand and a marked stick in the other behind his back. Players on the other team take turns guessing which hand holds the marked stick. If player guesses correctly, he takes both sticks for the first team to guess. After three incorrect guesses, sticks change hands. You can award tally sticks for correct guesses, and the team with the greatest number wins.



## SONGS

### AKELA'S COUNCIL

(Clemetine)

When Akela holds his council and the campfire's all aglow.  
We will form a friendship circle as we sing so sweet and low.

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

### INDIAN TAPS

DAY IS DONE (palms down, arms straight out)

GONE THE SUN (handspalm up, arms straight out)

FROM THE LAKE (hands facing each other, arms straight out)

FROM THE HILLS (hands palms facing each other, arms about 10:00)

FROM THE SKY (hands palm facing each other, arms straight up)

ALL IS WELL (right arm, hand palced on left shoulder)

SAFELY REST (left arm, hand place on right shoulder)

GOD IS NIGH (arms remain in position head is bowed)

### CUB SCOUT INDIANS

(On top of spaghetti)

Down in the basement, of the Den leader's house  
The Cub Scouts are working as still as a mouse.  
They make bows and arrows, and headdresses too.  
They were going to be indians, Creek, Blackfoot and Souix.

They painted their headbands in red, green and blue,  
And some of the Cub Scouts had painted arms, too.  
They made shields and breech cloths and mocassins, too.  
And a big Indian teepee large enough to walk through.

Pack meeting night vame. They arrived on the scene  
All dressed up like Indians painted red, blue and green.  
They danced and sang war chants around the campfire  
They had Indian contests no one seemed to tire.

The room was all filled with excitement and noise.  
No one could believe those wild Indians were boys  
When the wild Indians got home, the parents all said  
They were glad that their boys were now Cub Scouts instead.

**CHEERS:**

**INDIAN APPLAUSE:** stamp your feet three times. Beat your chest three times. Give an Indian yell with your hand over your mouth.

**THE THREE HOW'S:** The leader thrusts his fist downward and the Cubs yell, "HOW!" The leader draws his fist back up and the cubs yell; "HOW!" The leader thrusts his fist back down and the Cubs yell; "HOW!" (go very fast)

**TWO AND A HALF HOWS:** same as three hows, except on third signal, the Cubs go UGH (HOW, HOW, UGH)

**TONTO APPLAUSE:** The leader yells, "Where does Tonto take his trash?" The Cubs yell back in reply: "To the dump, to the dump, to the dump, dump, dump!" to the rhythm of a running horse and in a sing-song manner, while clapping their hands to their thighs.

**DESERT APPLAUSE:** "Yucca, yucca, yucca!"

#### **THE BRAVE LITTLE INDIAN**

The audience follows the narrator in the actions below as the story is read.

**INDIAN** place hand behind head to make feathers

**WALKS** make walking sounds by slapping legs.

**SAW** or **SEE** shade eyes and look around

**CROSS BRIDGE** pound fist on chest

**JUMPS** raise hands above head as if jumping

**SWIMS** swish palms against each other

**SLAMS** claps hands one

**RUNS** slap legs as fast as you can

**NARRATOR:** Once upon a time there was a brave little INDIAN. He said to his happy little INDIAN friends, "I am going hunting to find a grizzly bear." So he WALKED out the gate and he SLAMMED it. He hadn't WALKED far until he SAW a rabbit. But, he didn't see a bear. So he WALKED on. Soon he came to a bridge and he CROSSED the bridge. He hadn't WALKED very far when he SAW a deer. But he didn't SEE a bear. So he walked on. Then the brave little INDIAN came to a ditch. He couldn't step across, so he backed up. He said: I'll JUMP the ditch. "And he RAN, faster and faster. He JUMPED and he landed on the other side of the ditch. He hadn't WALKED very far until he came to a river. He JUMPED into the river and SWAM across. He got out of the river and WALKED on. He WALKED up a little hill, and just then he SAW the bear! He quickly turned around and RAN down the hill. He JUMPED out of the river and RAN on. He quickly CROSSED the bridge, on the other side he SAW a deer, but he RAN on. When he got home, he RAN through the gate and SLAMMED it. He told his INDIAN friends, "I SAW a bear!" The other little INDIANS just said, 'HA!'"

**MAY**

**SEE IT AND DO IT SHOW**

**THIS IS MY FLAG OPENING CEREMONY**

**CUBMASTER:** This is my flag, the flag of the United States of America, home of liberty, and of opportunity, where men of all races and creeds live in peace and friendship together.

**LEADER 1:** (Turns red light on flag.) The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

**LEADER 2:** (Turns white light on flag) The white of my flag is for purity, cleanliness of purpose, thought, word or deed.

**LEADER 3:** (Turns blue light on flag.) The blue of my flag is for faith and loyalty, like the eternal blue of the star-filled heavens.

**LEADER 4:** The Cub Scout promises to "Do his duty to his country". Ours is different in many ways from other countries. We would like to review for you some of the things that are different, but which make this the greatest country in the world.

**FIRST CUB:** We call it the United States, and we're bound together by our constitution and our language. Yet in many ways we're a group of separate kingdoms.

**SECOND CUB:** We practice more than 250 different religions and observe thousands of different hunting laws, tax laws, and labor laws.

**THIRD CUB:** Our land grows palm trees and pine; redwood and beach plum; vanishing key deer and whooping cranes.

**FOURTH CUB:** We catch shrimp and sell stocks; live in lean-tos, skyscrapers and stucco bungalows.

**FIFTH CUB:** Our people say, "You all" and "Youse".

**SIXTH CUB:** We are a very diverse land, but these are some of the things that make the United States great.

**SEVENTH CUB:** Will everyone please stand and join with us in the Pledge of Allegiance.

*My - 1*

## COUNCIL FIRE ADVANCEMENT CEREMONY

This ceremony can be used to induct boys into the Pack, award badges of rank and arrow points, transfer boys who are finishing their Bear Cub Scout year into a Webelos den, and present badges to Webelos Scouts. It could be used without Native American emphasis.

equipment: Indian headdress for Akela, artificial campfire, drum, awards to be given.

Personnel: Cubmaster (Akela); boys receiving awards and their parents.

**AKELA:** (stands at the campfire in the center of a council ring made up of Pack members.)  
Tonight we have some braves (or boys) who wish to join our council. Let them come forward with their parents. (The boys and their parents join Akela in the center.) To show that you are worthy to become members of our council, please pledge yourselves to the Cub Scout Promise. (Akela leads the new Bobcats in the Promise)

(addressing the Pack)

They are worthy. Shall we receive them?

(The Cub Scouts assent and Akela gives the parents the Bobcat badges to pin onto the boys' shirts)

We welcome you into the ranks of full-fledged braves (or into our Pack).

Braves (or boys) must follow the trails of the Wolf and the Bear to learn the ways of our tribe (or Pack). Some have reached the end of those trails, and tonight we honor them. Will they please step into the center of the council ring.

(The boys receiving awards come forward with their parents)

Braves (or boys) you have passed the tests we require of young warriors (members of the Pack) I ask you now to strive for the next rank. Will you do your best?

**BOYS:** We'll do our best.

Akela gives the parents the badges to pin on the boys' shirts.

The same procedure can be followed for presenting Arrow points and for inducting boys into the Webelos den.



## TIGER CUB GRADUATION

Equipment: 8 pieces of construction paper, rope, string, or crepe paper, certificate, pin, patch  
Wolf book, seven candles, 3 black, 3 orange and 1 white , candle holder

arrangement: The white candle lit on ceremonial table 6 unlit. Place 8 pieces of paper on the floor of bridge in such a way to make walking on them difficult. On each piece write one of the following: SIGN, HANDSHAKE, MOTTO, SALUTE, PROMISE, LAW, THE SYMBOL OF THE ARROW OF LIGHT, WEBELOS

personnel: Cubmaster, Tiger Cub Organizer, Den Leader, Den Chief or Webelos Denner

CUBMASTER: Tonight we honor our Tiger Cubs. Will \_\_\_\_\_ our Tiger Cub Organizer come to introduce them.

(Tigers and adults come to the front. Organizer hands each Tiger or team a candle. As each candle is lit, the organizer says:)

TIGER CUB ORGANIZER: White is for purity in living. Black is for the unknown, fear, and doubts. Orange is for joy, confidence, and knowledge. These are the colors of Tigers. You have completed your time in the Tiger Cub program. Adults, here is a patch for your Tiger, place it on his right pocket. Tigers, here is a pin for your adult who worked with you through your deeds as Tiger. Place the pin on their collar. Here, too, is the certificate for all to see. As your organizer 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 to earn the next rank. Walk the bridge of Cub Scouts and meet your new leader.

(At the bridge end, stands the Cubmaster, Den LEader and Den Chief.)

CUBMASTER: Welcome to Pack \_\_\_\_\_. This is your Den Leader \_\_\_\_\_ and Den Chief \_\_\_\_\_ of Den \_\_\_\_\_. Your meetings are on \_\_\_\_\_, at \_\_\_\_\_ pm, at the location of \_\_\_\_\_.

(The Den chief will hand each boy the Wolf book and says:)

DEN CHIEF: This is your next challenge. Read and do each requirement of Bobcat. When you are done you will earn the Bobcat patch.

The Cubmaster asks each boy/adult team to sit with the Pack.

SONGS

CUB SCOUT ADVANCEMENT SONG  
(Farmer in the Dell)

Cub Scouting we will go, Cub Scouting we will go,  
Hi, ho the daireo, Cub Scouting we will go.

The Bobcat makes a Wolf, the Bobcat ,akes a Wolf  
Hi, ho the daireo Cub Scouting we will go.

The Wolf Cub makes a Bear, The Wolf Cub makes a Bear  
Hi, ho the daireo Cub Scouting we will go.

Then next is We-be-los, then next is We-be-los  
Hi, ho the daireo Cub Scouting we will go.

The Webelos makes a Scout, the Webelos makes a Scout  
Hi, ho the daireo Cub Scouting we will go.

A Scouting we will go, a scouting we will go  
Hi ho the daireo Cub Scouting we will go.

Ta, ta, ta, ta, ta, ta, ta, ta, a Scouting we will go  
Ta, ta, ta, ta, ta, ta, ta, ta, a Scouting we will go.

I'VE GOT THAT CUB SCOUT SPIRIT

I've got that Cub Scout Spirit up in my head,  
up in my head, up in my head  
I've got that Cub Scout Spirit up in my head  
Up in my head to stay.

Replace "up in my head" with :

2nd verse: "deep in my heart"

3rd verse: "down in my feet"

4th verse: "all over me"

I've got that Cub Scout Spirit  
up in my head,  
deep in my heart,  
down in my feet,  
I've got that Cub Scout Spirit  
All over me, all over me to stay.

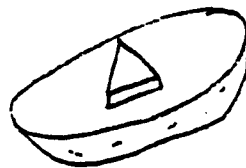
## CRAFTS

### POTATO PRINTING

Potatoes make good block prints. If used the right way. They are easily carved, but last only a day or two. One potato makes at least two designs.

1. Select a good bold design, free of small detail.
2. Cut potato in half with one straight cut and blot the surface on paper towels to remove as much moisture as possible.
3. With an orange stick or a pencil trace the design onto the potato.
4. Cut away all parts without any design on them. Cut outline at least 1/4 inch deep to provide a good printing surface and blot the surface again to remove additional moisture
5. Place paper to be printed on a pad of newspaper and brush tempera paint or water soluble printer's ink on design.
6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge. If ragged edges appear on first imprint, cut away the uneven parts of the potato that cause this. Fuzzy edges will disappear after a few imprints.

\*\*\*Leader should closely supervise imprints.



### BUG CATCHERS

Prepare for next month's outdoor fun, by making some of these at your Show and Do

Clean a 2 liter soda bottle. Using scissors with pointed end to start, Cut top fourth of bottle off by cutting around bottle.

Turn top upside down and place to cut half of bottom of bottle.

Attach together by using small tack nails going through both layers, or tape with strips of duct tape.

Put some sweet liquid on bottom of container, about two inches deep.

Bugs, especially bees will go in but have great difficulty getting out, usually don't.



Scouts should be practicing skills learned, to teach to parents/guests. Knots and feats of skill are good stations. Let the boys look through their books to come up with more ideas.

## GAMES

### WALL PALM SPRING

Players stand with toes on a line marked some distance from the wall. (approx. 30 inches) Leaning forward, player rests the palms of hands against the wall; then, just by pushing with his hands, not moving his feet, he strings back into an upright position.

### HOP, SKIP AND JUMP

This is a contest to see how far the boy can travel with a hop, skip and jump. (Hop on one foot, skip once and jump from both feet. Choose a den champion. This contest may also be played by teaming adults with boys at the Pack meeting.

### KNEEL BALANCE

Player lines up with toes on a line. He then attempts to kneel on both knees and then stand upright without using his hands or moving his feet from the line.

### SKIN THE CAT

Player clasps his hands in front of his body, forming a circle. Without letting go, he attempts to put first left leg, then his right leg through the ring formed by his arms, and return to an upright position.

### TOOTHPICK CAMPFIRES

Each boy is given a handful of round toothpicks. The challenge is to build a "campfire" by piling up into a log cabin or leaning into a teepee first. (This can also be done with pretzel sticks, the boys get to consume own fire afterward)

### CUB SCOUT ALPHABET GAME

A large sheet of butcher paper with the alphabet along one side. Each team has different colored markers. Boys are asked to think of something in Scouting that starts with a given letter (can fill in at random as thought of) and add it to the list. Each team takes turns and should have an equal chance of winning by doing their best.

*My 6*

## SOME CLOSING THOUGHTS

Life never stands still. If you don't advance, you go backwards. In Cub Scouting you have many opportunities to learn and to advance as you do achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.

\*\*\*\*\*

One of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout Motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and your own good.

\*\*\*\*\*

Abraham Lincoln was quoted with many statements. The following is not one of his most remembered but may very well be one of the most important to REMEMBER. "No man has a memory long enough to be a successful liar".

\*\*\*\*\*

Truth doesn't change. Truth is one thing. It covers all things which touch the heart--honor and pride and pity and justice and courage and love.

\*\*\*\*\*

There is a time to speak and a time to keep quiet. There are things to tell and things not to tell. It is an excellent rule to practice frankness, friendliness, outspokenness in all dealings with your fellow man. Frankness indicates honesty as strongly as secrecy indicates deceit. The frank person treads a firm bridge while the secretive person carefully steps from stone to stone.

\*\*\*\*\*

Character may be manifested in the great moments, but it is made in the small ones.

\*\*\*\*\*

A lie is a lie, no matter how ancient, a truth is a truth, though it was born yesterday.

\*\*\*\*\*

A good sport plays hard and tries to win, but he never wishes to win so much that he is unhappy when he loses. A good sport seeks to win only by fair and lawful means, according to the rules of the game. A good sport takes pleasure in the game right to the end even though he is not winning; for the purpose of the game is not merely to win but to find joy and strength in trying.

\*\*\*\*\*

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

\*\*\*\*\*

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

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

\*\*\*\*\*

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

\*\*\*\*\*

My 8

JUNE

BACKYARD FUN

AMERICA THE BEAUTIFUL CEREMONY

America is a rich, beautiful and colorful country. It is a country of mountains and valleys, plains and forests, seashores and deserts, lakes and rivers, cities and towns. All of us have a stake in these beauties of nature. They are here for us to see and enjoy, and therefore, we have the responsibility to protect and preserve them. I ask you now, as Cub Scout families, will you do your best to Keep America Beautiful?

If so, answer, "We'll do our best!"

OUTDOOR CODE CEREMONY

The leader uses the Outdoor Code as a responsive reading, with the Pack or individuals giving response.

LEADER: As an American, I will do my best to be clean in my outdoor manners.

RESPONSE: I will treat the outdoors as my 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

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

LEADER: Be considerate in the outdoors

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

LEADER: And be conservation minded.

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

LEADER: Let us close by singing God Bless America

LET'S PLAY BALL

Cub Scouts gathering for a baseball game in the backyard.

Cub #1: Everybody to play ball?

All : Yes.

Cub #2: Who brought the bases?

Cub #3: Here they are, I'll line them up.

Cub #1: Where's the ball?

Cub #4: I have it, so I'll pitch first. (Goes to pitching mound)

Cub #5: We've all got our gloves. But where's Billy?

Cub #2: I don't know - isn't he supposed to have the bat?

Cub #1: Yeah! Here he comes now.

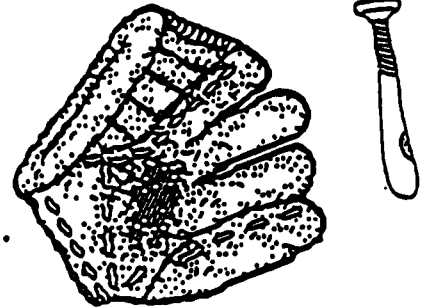
Enter Billy

Cub #1: Billy, where's the bat?

Billy : Here it is. (hold up a very small plastic bat) All the Cub Scouts rush over.

Cub #3: Billy, what happened?

Billy : I left it outside in the rain last night and it shrunk!





## OPENING CEREMONIES

ARRANGEMENT: Den leader or den chief reads the narration. Two Cub Scouts in uniform are at center stage, one holds a small tree, the other holds a shovel or a watering can, they pantomime planting the tree. One Cub stands stage left holding either a cardboard cutout of a house or a small model house. One Cub stands stage right holding either a small ship model or a cutout of a ship. Another Cub awaits offstage with an American flag.

NARRATOR:

What do we plant when we plant a tree?  
We plant the ship which will cross the sea.  
We plant the mast to carry the sails  
We plant the planks to withstand gails;  
The keel, the keelson, the beam, the knee,  
We plant a ship when we plant a tree.

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

(Cub with the American flag enters and stand at attention)

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

(Narrator then asks the audience to stand and leads them in the Pledge of Allegiance, while the Cub Scout on stage hold their pantomime poses.)

\*\*\*\*\*

ARRANGEMENT: Each Cub has a candle and a slip of paper with his phrase. Each is asked to light his candle and then read.

FIRST CUB: We are going to see some of nature's treasures

SECOND CUB: We will disturb nothing that we see

THIRD CUB: We will observe and learn about the birds we see

FOURTH CUB: We will help maintain nature's resources

FIFTH CUB: We will protect all wildlife from harm

SIXTH CUB: We will follow the laws of nature

SEVENTH CUB: Now let us Pledge to the country where we can do these things.

## NATURE OPENING/ADVANCEMENT CEREMONY

ARRANGEMENT: Six Cubs with large cards with the letters NATURE and lines on the back to be read

N--stands for your name, be proud of it. As you advance from bobcat to Arrow of Light, you will add new laurels to your name. Everything you do affects your good name and your family.

A--is for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game, and fair.

T--stands for task. As the beaver works hard at his task, so does each Cub Scout.

U--stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.

R--means you're ready. As the squirrel gathers food for the future use, so you have worked on your achievements getting ready for the day when you will become a Scout.

E--stands for energy. As the bee is never idle, so you keep busy giving goodwill.

CUBMASTER: The letters on the cards spell NATURE--God's way of telling us HE CARES. Let us always be grateful for His Guidance.

(Lead Pledge of Allegiance OR points out how God's guidance has assisted in the achievements about to be presented)

## NATURE ADVANCEMENT CEREMONY

EQUIPMENT: A 3 ft. tree limb with several branches, set as if it were a tree in a can of mortar; green paper leaves (made with thin wire frame and wire stem); badges and arrow points to be awarded.

CUBMASTER: This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting. It takes a long time for a tree to grow to its full height, in the same way, it takes a lot of time and effort for a Cub Scout to advance from rank to rank.

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 advancement work by the boys and their parents. (call forward boys who are receiving wolf badges and arrow points with their parents. Have boys put one leaf onto the tree for each award they are receiving. Give badges to Parents to pin onto their son's uniforms, Repeat for each rank). When complete Cubmaster continues)

CUBMASTER: Each of you has helped to nurture this Cub Scouting tree. Just as trees endure for many years, so the values you have received from working on achievements, electives and webelos awards will last you a lifetime. May you always stand tall and strong like a tree and be a beautiful resource for our land.

## SONGS

### AMERICA THE BEAUTIFUL

O beautiful for spacious skies,  
For amber waves of grain  
For purple mountains' majesties  
Above the fruited plain  
America! America!  
God shed His grace on thee  
And crown thy good with brotherhood  
From sea to shining sea.

### GOD BLESS AMERICA

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 prairies,  
To the oceans white with foam  
God bless America, my home sweet home  
God bless America, my home sweet home.

### THIS LAND IS YOUR LAND

This land is your land, this land is my land  
From California to the New York island  
From the redwood forest, to the Gulf stream waters  
This land was made for you and me.

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

I've roamed and rambled, and I followed my footsteps  
To the sparkling sands of, her diamond deserts  
And all around me, a voice was sounding  
This land was made for you and me.

When the sun comes shining, and I was strolling  
And the wheat fields waving, and the dust clouds rolling  
As the fog was lifting, A voice was chanting  
This land was made for you and me  
This land was made for you and me.

## SONGS

### CALAMINE LOTION

(My Bonnie Lies Over the Ocean)

My body needs calamine lotion  
My body's all red you can see  
The flowers that I picked for my granny  
Turned out to be poison ivy!

Don't touch, don't touch  
You'll get a rash from the I-vy, i-vy  
Don't touch, don't touch  
Because it is poison Ivy.

### ANTS GO MARCHING

The ants go marching one by one Hurrah, hurrah  
The ants go marching one by one Humah, hurrah  
The ants go marching one by one  
The little on stops to suck his thumb  
And they all go marching down in the ground to get out of the rain.  
BOOM1 BOOM1 BOOM1

VERSES:     two....tie his shoe  
              three..climb a tree  
              four...shut the door  
              five...look in a hive  
              six....pick up sticks  
              seven..pray to heaven  
              eight..slam the gate  
              nine..check the time  
              TEN..say this is THE END!!

### PACK UP YOUR WEINERS

(Pack up your troubles)  
Pack up your weiners, in your old knapsack  
And hike, hike, hike  
Put in a loaf of mother's old brown bread  
Marshmallows if you like.  
What's the use of worrying, All cares are out of sight  
So, pack up your weiners in your old knapsack  
and hike, hike, hike.

**Puddle Jumpers:** 5" pieces of garden timber (4x6) with cable staples, with a cord strung through the staples. The boy stands with each foot on a block holds onto the cord, and walks as though on stilts.

**Grass Skis:** 2 boards (1"x4" x 6' to 8') with holes drilled about every 2 feet; a cord goes through the holes and is long enough to reach the boys' hands when they are standing on the boards. A "team" consists of 3 - 6 boys, and 2 boards. The boys stand with each foot on a board and each hand holding a cord. The teams try to walk by lifting the board with the cords as they lift their feet. They can go in a straight line, follow a curved course, or go to a post, turn around and come back.

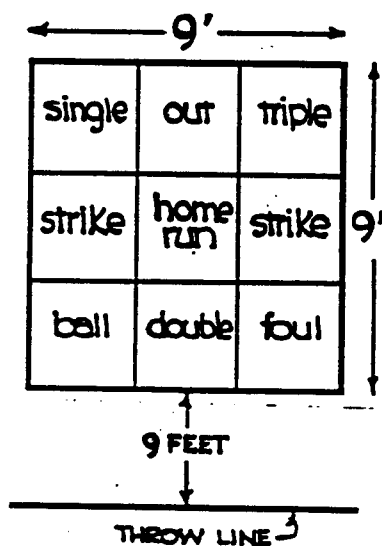
**Gutter Squirt:** 5 foot section of plastic rain gutter, ping pong ball, 2 squirt bottles filled with water. A boy stands at each end of the open ended piece of rain gutter; the ball is placed in the center; each boy tries to squirt water on the ball and force it out the opposite end of the gutter.

**Ping Pong Ball Toss;** ping pong balls, egg cartons. Color the "egg holes" in the egg cartons - give each color a number value (e.g. blue, 10; red, 5; etc) Put the egg cartons 8 - 10 feet from a throwing line and give each boy several ping pong balls. See how many points each boy can earn throwing the balls into the cartons.

**Ball Throw:** 2" balls, empty 1 or 2 liter soft drink bottles. Put a little water in the bottles; set them up 8 - 10 feet from a throwing line. Give 3 balls to a boy and see how many bottles he can knock down.

**Tire Bowling:** old tires, 2 liter soft drink bottles. Set the bottles up as "bowling pins". Roll the tires and try to knock down "pins".

**Obstacle Course:** Set up any obstacles handy; use cardboard boxes to crawl through; logs to jump over; zig zag running courses; etc.



**BEANBAG BASEBALL.** Mark target as shown on the ground or floor. Divide players into two teams. One team goes to bat first. In turn, the team players toss bean bags at the target from a distance of about nine feet. Each player remains at bat until he has reached base or made an out. A beanbag that lands on a line or outside the target is an automatic out. When three outs have been made, the other team comes to bat. Have a den chief umpire and keep score.

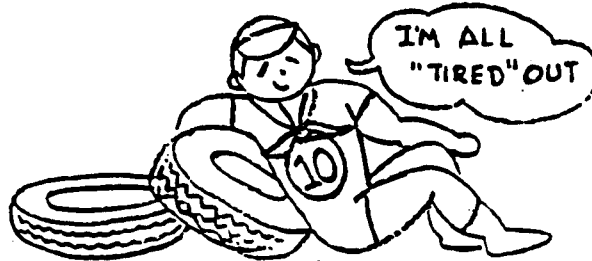
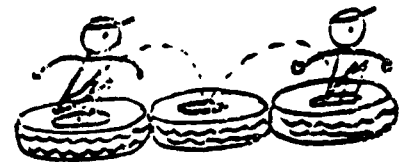
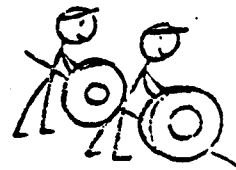
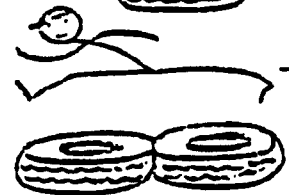
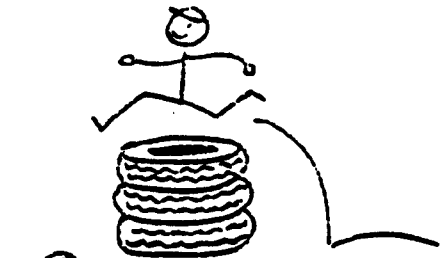
# "BACKYARD FUN WITH TIRES"

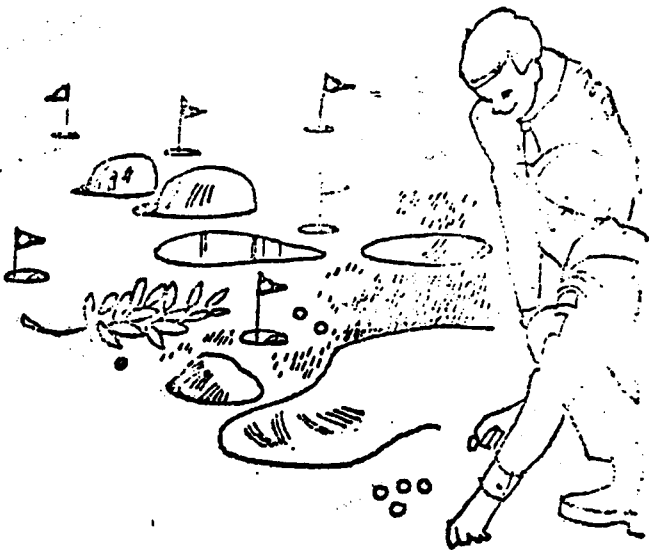
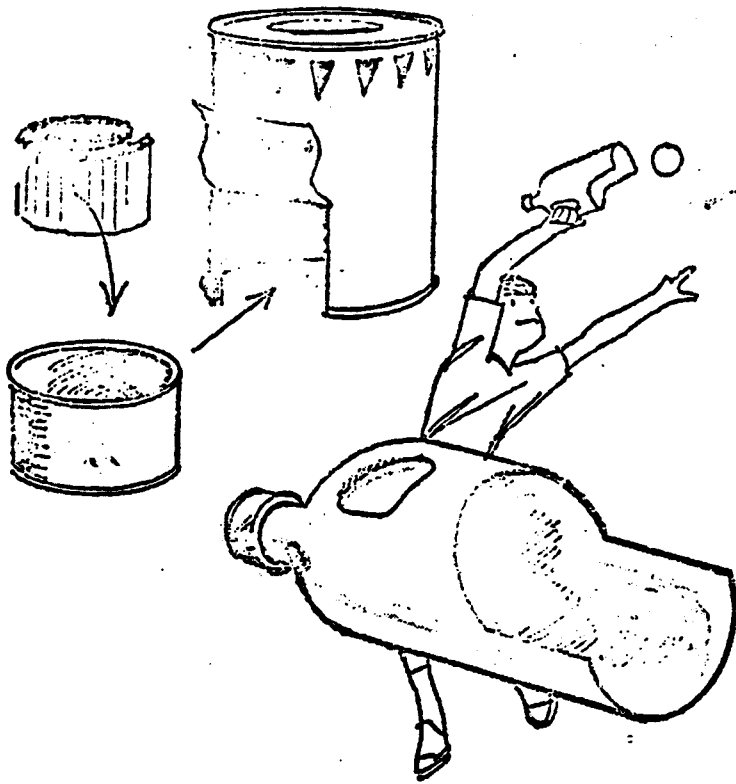
For lots of sport, fun and exercise, nothing beats an old discarded automobile tire for safe outdoor play. The tire can be decorated with paint to suit the individual taste for a really attractive toy. Both boys and girls of any age will enjoy tire toys. First, dust and wash the tire and let dry thoroughly. Paint the other side and let it dry. When the paint has dried, you can add designs with a contrasting paint. Let the boys express their creative ideas here--perhaps patriotic red, white and blue or gay Indian designs.

Here are a few suggestions for games for one or more players. Many other games will, quite naturally, be invented by the players, as they use their tire toys.

1. **HIGH JUMP.** Place one tire on ground. Players line up and in turn start from a marked point and jump the tire. When all players have jumped, another tire is added, and so. The one who can clear the highest stack of tires is champion.
2. **BROAD JUMP.** This is played the same as high jump, except the tires are placed flat on the ground, and tires added lengthwise until the winner is determined.
3. **TUNNEL.** Prop the tires together. Players, one at a time, must crawl through without knocking down any tires.
4. **RACE.** Each player places his tire at a marked starting line, and at a given signal, gives a strong push to his tire. The tire that goes farthest without falling over, wins.
5. **FROG JUMP.** Players line up in front of a line of tires. At a signal, first player jumps frog-style into the first tire and speeds on to second tire. Second player jumps into first tire, and so on down the line. Each must keep going to clear the path for "Frog" behind him.

If 6 or 8 tires are available, have a relay race with two lines of tires. Team having its frogs jump the row first with no two frogs on a tire at the same time, is the winner.





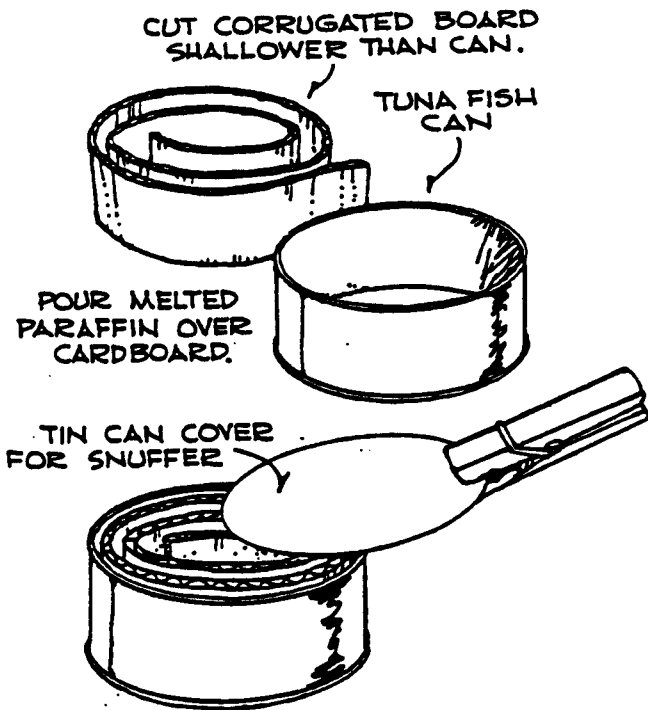
**SCOOPER**—Cut half-gallon plastic bleach bottles as shown to make scoops which are useful in several games. Use a whiffle ball and play keepaway, hockey, or catch.

**MARBLE GOLF**—Play this game to practice for the marbles tournament. For holes, bury baby food cans to the brim in the earth. Flags are paper triangles glued to popsickle sticks. Add water hazards and sand traps as you wish. Shots are taken in the approved knuckles-down way for regular marbles. Winner is the Cub Scout who takes the fewest shots to go around the course.

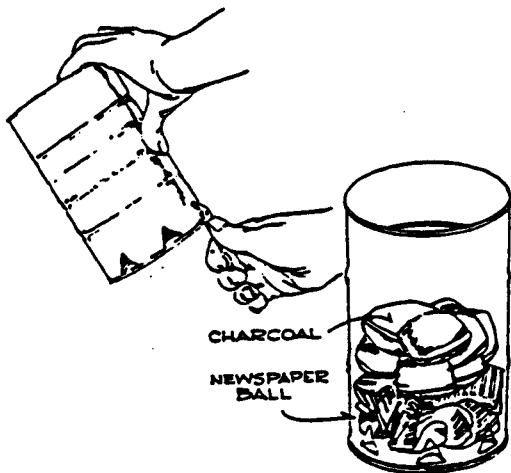
**BUCKETBALL**—Use two bushel baskets and any ball that can be dribbled. A volleyball is good. Place buckets on the ground at opposite ends of the court which may be any size. Divide the Cubs, any number, into two teams. Regular rules of basketball apply, except that no basket is scored if a shot bounces out or knocks over the bucket.

**BASEBALL 500**—Baseball or softball equipment may be used. One Cub is batter. He tosses the ball in the air and hits it toward the others, who are the fielders. A fielder scores 100 points for catching a fly ball, 75 for catching it on one bounce, and 50 for a grounder. When a fielder reaches a score of 500, he becomes batter. With each round...

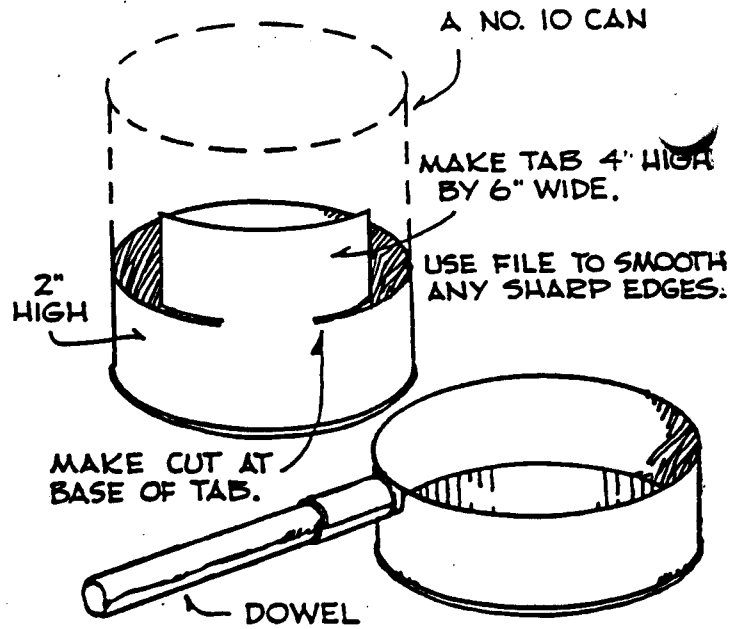




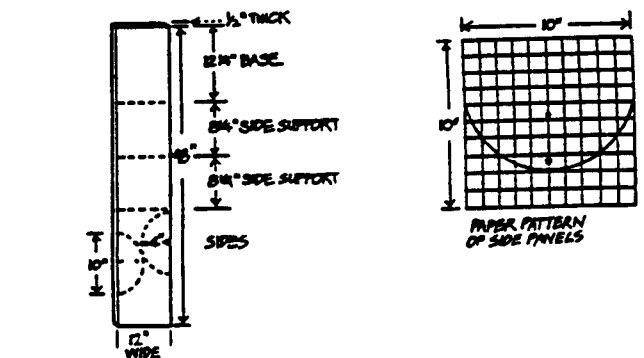
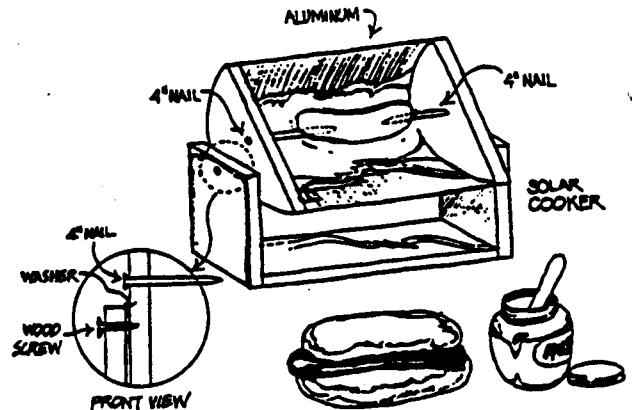
**WAX FUEL BURNER.** Melt paraffin in a double boiler and pour over the cardboard in the can. Use under a tin-can stove or a similar small stove.



**CHARCOAL FIRE STARTER.** Cub Scouts should never use lighter fluids, or try to light a fire without adult supervision. Here is a good way to start a charcoal fire, either on a grill or on the ground. Cut out both ends of a large juice can and punch vent holes around the bottom. Set the can on the grill, put balls of newspaper in the bottom, and add charcoal briquettes. Light it through a vent hole. When the charcoal is gray, use pliers to lift off the can, letting the charcoal spread on the grill.



**FRYING PAN.** Here's a utensil Cub Scouts can make with help from a parent. Cut about two inches up from the bottom of a large tin can. Leave a tab about six inches wide and four inches high, as shown, to hold the handle. Bend the tab back and wrap it around the dowel handle. Fasten the metal to the dowel with wood screws. Smooth all sharp edges with a file and emery cloth.



**SOLAR COOKER.** Cut the frame pieces and side panels from 1/2-inch scrap wood. Tack or tape heavy-duty aluminum foil to the side panels, with the foil's shiny side on the inside of the cooker.



### ANIMAL BLIND MAN'S BLUFF

One Cub Scout is blindfolded and stands in center of circle with a cane in hand. Other Cub Scouts dance around him in a circle until he taps three times on the ground with the cane, then they must stand still. Blind Cub Scout points cane to some player who takes opposite end of cane in hand. Blind man commands him to make some noise like a cat, dog, etc. From this the blind Cub (man) tries to guess name of player. If he guesses correctly, they change places. If he guesses wrong, the game is repeated as before. Cub Scouts should disguise their voices and height to confuse the blind man. This helps Cub Scouts to better understand their blind brothers.

### COME AND GET IT - WORD SEARCH FOR QUITE TIME

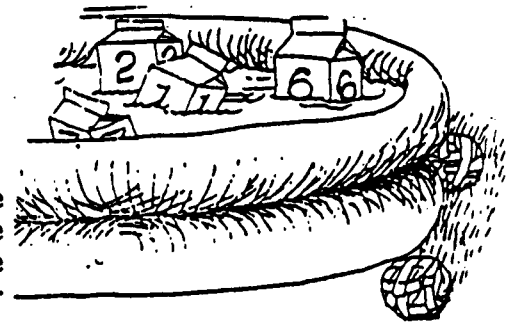
S R E G R U B M A H B E  
A A A B R E T U O B E E  
L N N E A L L A T G S B  
A E T D A S G I G T E C  
D K O S W I E S S E E Y  
S A H L E I U B R H H R  
E C O L A O C R A H C E  
M S G O D T O H E L R L  
A E N R O C A I S I L E  
G K E T S U P E F S S C

EAT  
HOT  
PIE  
BEE  
SODA  
CORN  
FIRE  
CAKE  
EGGS  
SANDWICHES  
HAMBURGERS  
CHARCOAL  
BASEBALL  
HOT DOGS  
CHEESE

RELISH  
HOAGIE  
COLA  
SALT  
KETCHUP  
BUTTER  
CELERY  
GAMES  
SALAD  
ROLLS  
ANTS

### SINK THE SHIPS

Clean and tape shut six small empty milk cartons. Mark a point value on each with a black crayon. Make some worth 5, 10, 15, etc. Float cartons in small pool. Mark a throwing line about 10 steps back from the pool. Have Cub Scouts stand behind the line and take turns throwing a tennis ball at the floating milk cartons. The object is to see if they can "sink a ship" by making the carton go under the water. Everytime they hit a carton, they earn number of points written on carton. Highest score wins.



BEE STING

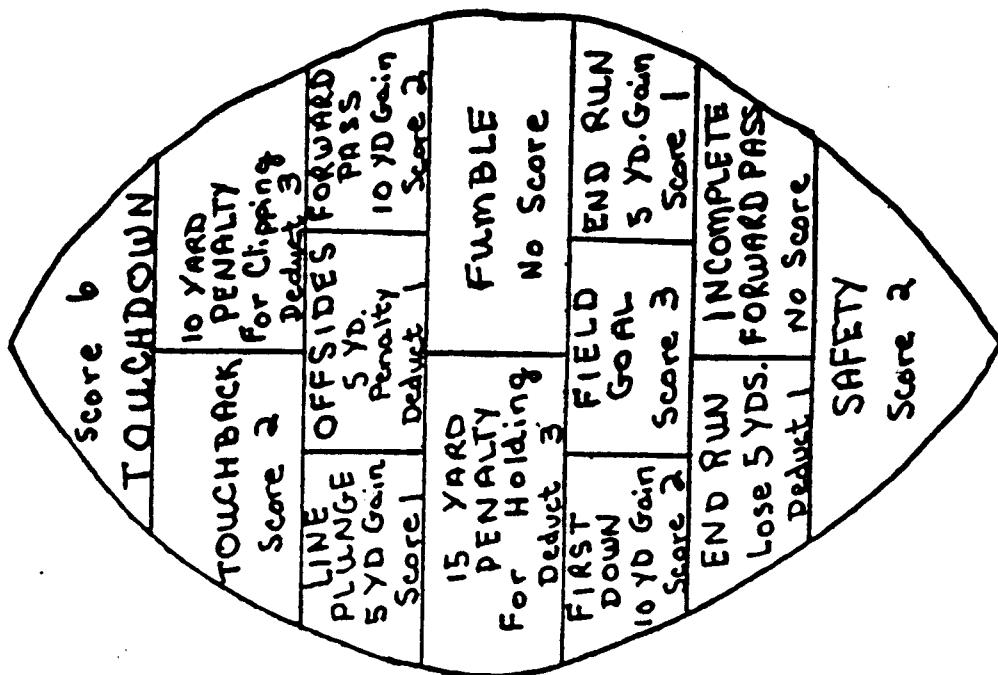
Tie string or yarn to the sides of styrofoam cups. This is your bee stinger. Make sure string is long enough to fit around the players hips. The object of the game is to crush the other players' (bees) stingers without getting your own crushed. You are not allowed to use your hands, but may use any other part of your body. Last person with an uncrushed stinger wins.

BEANBAG FOOTBALL

Make a beanbag about 5" long shaped like a football, On heavy brown wrapping paper, draw a large football at least 6 1/2 feet long. Mark off into sections and label each one, including score value, as shown. Tape to the floor. You may also draw the football directly on a concrete floor or driveway.

To play the game, divide the Cub Scouts into two teams. Have them stand at a line at least 10 to 12 feet away from the football "field". Each boy is allowed one toss. Boys alternate teams until all have played.

Have an official score keeper and another official to check on location of the "football". At least 3/4 of the beanbag must rest inside of the section in order to score. If they score a touchdown, they are allowed an extra turn to toss the "football".

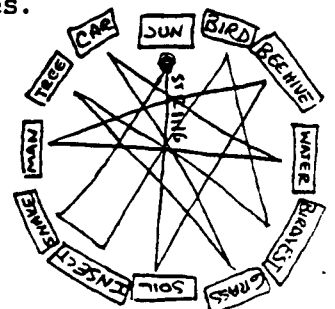


## THE WEB OF LIFE

- Purpose:** To illustrate how plants and animals (including man) are dependent upon each other and upon the environment (sun, air, water and soil) for survival through a "web" of inter-relationships, and what happens if the web is damaged.
- Materials:** Ball of string  
"name" cards (listed below)
- Description:** Players form a circle. Each player is given a "name" card which identifies him as some part of the environment, such as the sun, air, water, soil, different types of plants and animals, and man, (and man-made things such as cars, houses and factories). The leader begins by asking the "sun" to hold the end of a string and then unwinds the string from one player to the next, crisscrossing back and forth across the circle. As each player is connected, ask the group why the connection is important in the environment. For example, how is a "tree" connected to the "sun" (or dependent on the sun), how is "man" connected to the "tree", and so on. Any two players can be connected. Be sure to unwind the string in one continuous strand, don't cut it after connecting the players. Connect all players to at least one other player. After the connections have been made, the string will form a "web" which connects all the major parts of the "environment", as shown in the diagram on the next page. The leader then tugs the string between any two players and asks the group what would happen to the web of life if the connection were broken. Follow the pulled string from one player to the next, showing how one strand can affect everything in the web since all are connected to one another. Eventually the connections lead back to the sun, the source of energy for all life.

Some lively discussion and penetrating questions often accompany this game. Of course, the leader must gauge the complexity of the game according to the group's age and abilities.

- Name List:** BIRNEST, BEEHIVE, SUN, BIRD, MAN,  
DEER, TREE, GRASS, WATER, SOIL,  
AUTO, HOUSE, FISH, INSECT, SNAKE,  
CARROT, ETC.



# Star Clocks

Make a star clock and use it to tell time.

# H

ow can you tell the time if you don't have a clock nearby? If it's clear and dark, you can use the stars! In this activity the kids in your group will learn what the circumpolar constellations are and how they can be used to tell time.

Start off by explaining what circumpolar stars are (see pages 37-38). Tell the kids that in the Northern Hemisphere there are several circumpolar constellations but the easiest ones to see are Cassiopeia and the Big Dipper. Then explain that while other constellations rise and set, the circumpolar ones just seem to go around and around in the sky. (From almost everywhere in the United States and Canada you can see both Cassiopeia and the Big Dipper all night long throughout the year. In southern Florida and Hawaii, though, you would see that part of each constellation disappears during part of the night because you are so far south. For more about how your location affects what you can see in the sky see *The Stars: A New Way to See Them* by H. A. Rey (Houghton Mifflin, 1976)). Next point out that because these circumpolar constellations (or at least part of them) can be seen all night long, their relative positions can be used to figure out the time anywhere in the Northern Hemisphere.

Now have your group make their own star clocks. Pass out copies of page 50 and tell the kids to cut out circles A and B along the solid lines. Also have them cut out the small window on Circle A. Next tell them to place circle A on top of circle B. Give each person a paper fastener to push through the center of both circles. (If you want to make the clocks a little more durable, have the kids glue circle B to a piece of construction paper or thin cardboard before attaching circle A.)

To show the kids how to "work" their clocks, take them out on a clear night. Have everyone hold his or her clock so that the correct month is at the top. Then have everyone face north and look at the Big Dipper and Cassiopeia. (For a tip on how to find north, see page 41.) Have the kids compare the orientation of Cassiopeia, Polaris, and the Big Dipper in the sky to the way they look on their clocks. Now have them slowly turn the inner circle of their wheels (circle A—the one with the constellations on it) until the constellations are oriented in the same way as they are in the sky. (Make sure they don't turn circle B or else they will get an incorrect time.) Finally have the kids look through the windows to find out the time. (If you're on Daylight Saving Time be sure to add one hour to get the correct local time.)

# Sundial

# P

eople first started using sundials—one of the oldest known instruments for measuring time—about 3000 years ago. A sundial tells time by measuring the angle of the shadows cast by the sun. Have your kids make their own sundials to learn how early sky-watchers kept track of time and to see how the sun can be used as a daytime clock.

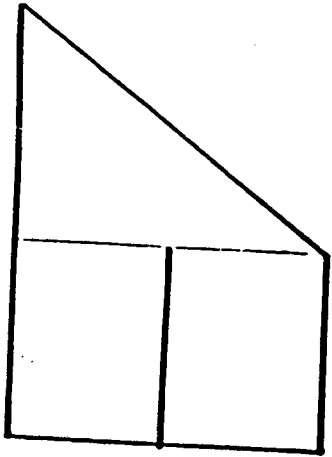
Though there are many types of sundials, they all work on the same principle. All sundials have an upright portion, called a *gnomon* (NO-mon), and a base. The base has a series of lines on it and each one is marked with a different time (usually in hours). When sunlight hits the gnomon it casts a shadow onto the base. And depending on how high in the sky the sun is and whether it's in the eastern sky (rising) or western sky (setting), the shadow will fall on or between different lines and mark the time of day.

No matter where a sundial is, it always gives a *local* time because sundials measure the position of the sun relative to themselves. Today the world keeps track of time using atomic clocks. This time is called *standard* time. (The globe is divided up into time zones and time anywhere within a zone is the same.) Because the sun is higher or lower in the sky in different places within one time zone and changes position at different times of the year, standard time and time marked on a sundial don't always agree.

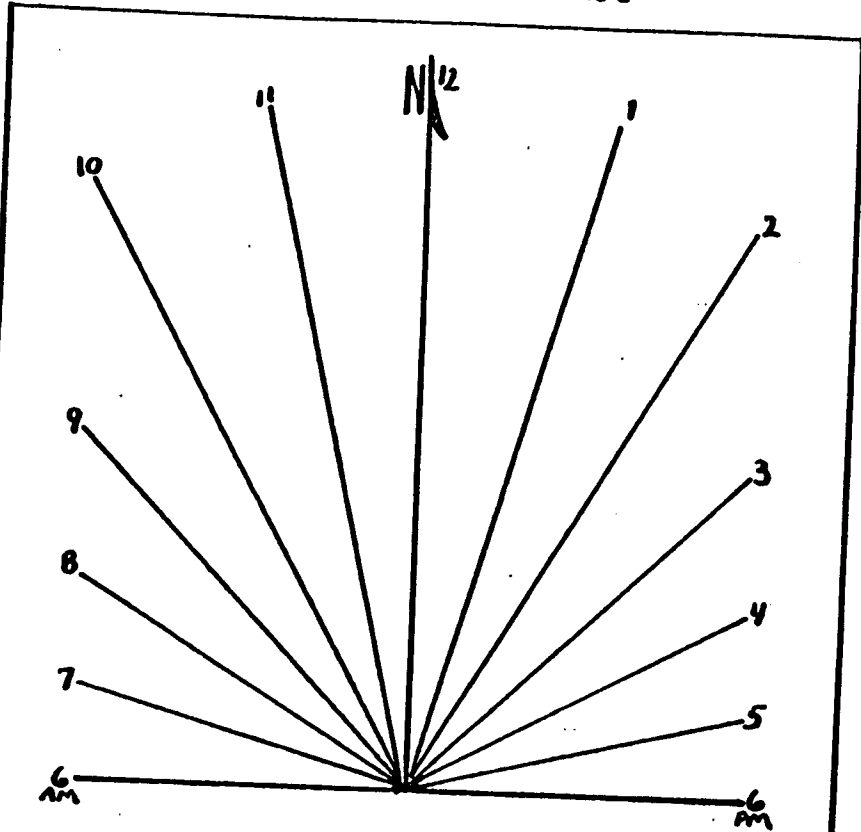
(Be sure to explain that because of the difference between sundial time and standard time, their sundials will tell the standard time only for a few days.)



i) dial



GUMMON



GLUE  
HERE

GLUE  
HERE

1990

# JULY

# WATER FUN

## WATER FUN OPENING

Call all Cubs and families out of the water. Form them into den family groups. Have them form a living circle by extending left hands and joining the thumb of the person to their left with their left hand. Make the Cub Scout Sign with right hands and say the Cub Scout Promise.

## ADVANCEMENT CEREMONY

sing Cub swimming advancement song

Recognitions for each boy who will receive an advancement award have a candle at least six inches tall; one white candle for Bobcats, red for Wolves; green for Bear; Blue for Webelos; yellow for Arrow of Light. (As guards from drippings, use muffin cups)

Call forward advancing boys and their parents in sequence from Bobcat to Webelos.

Cubmaster speaks briefly about the achievements necessary for each award and then asks the Cub Scout to light his candle from the campfire (or central candle). After he does so, his parents pin his new badge on his shirt. The boy and parent step back into line as other boys are called forward.

## WORKING AT IT CLOSING CEREMONY

equipment: Partially deflated basketball, volleyball or soccerball; hand pump with needle

personnel: Cubmaster and two Cub Scouts

The Cubmaster calls one Cub Scout forward and asks him to demonstrate dribbling. Naturally, the ball won't bounce well. The Cubmaster calls forward another Cub Scout and asks the two boys to inflate the ball with the pump.

**CUBMASTER:** That's much better! Now we could play a game with this ball.

There's a lesson for us here. Your bodies are like a ball. If you are not physically fit and pumped up with energy, you're not ready for anything--not for play, or for school, or for work. Like the ball that doesn't have enough air in it, you don't have enough strength and energy to do anything.

That's why it's important to keep our bodies--and our minds--pumped up so that we're ready for whatever comes our way. Take good care of your body and it will take good care of you.

(sing Cub Scout Spirit)

## SONGS

### HOLE IN THE BOTTOM OF THE SEA

There's a hole in the bottom of the sea  
there's a hole in the bottom of the sea.  
there's a hole, there's a hole  
there's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea  
there's a log in the hole in the bottom of the sea  
there's a hole, there's a hole  
there's a hole in the bottom of the sea.

Continue with:

There's a bump on the....  
There's a frog on the bump....  
There's a leg on the frog....  
There's a foot on the leg....  
There's a toe on the foot....  
There's a wart on the toe....  
There's a hair on the wart...  
There's a flea on the hair...  
There's a smile on the flea.... repeating all previous lines each time

### SWIMMING ADVANCEMENT SONG

(Man on the flying trapeze)

We want patches and pins and good wishes  
We will work tho we shred all our britches  
We strive and we search till we conquer  
The goal we are striving to reach.

Chorus: We'll swim through the water with the greatest of ease  
Our Cub Scouting arms are swimming machines  
The reason is simple, it's advancement we seek  
The daring Cub Scouts of our Pack

The Cubmaster is looking for (2 syllable name)  
(Mr. Jones) from Den \_\_\_\_, it should be.  
With parents come forward to conquer  
The \_\_ badge you eagerly earned. Chorus

With the Scouts of Den \_\_\_\_, we truly are pleased  
They've earned all their badges with the greatest of ease  
From Cub Scouts to Boy Scouts they're on their way.  
Come forward if you may. Chorus



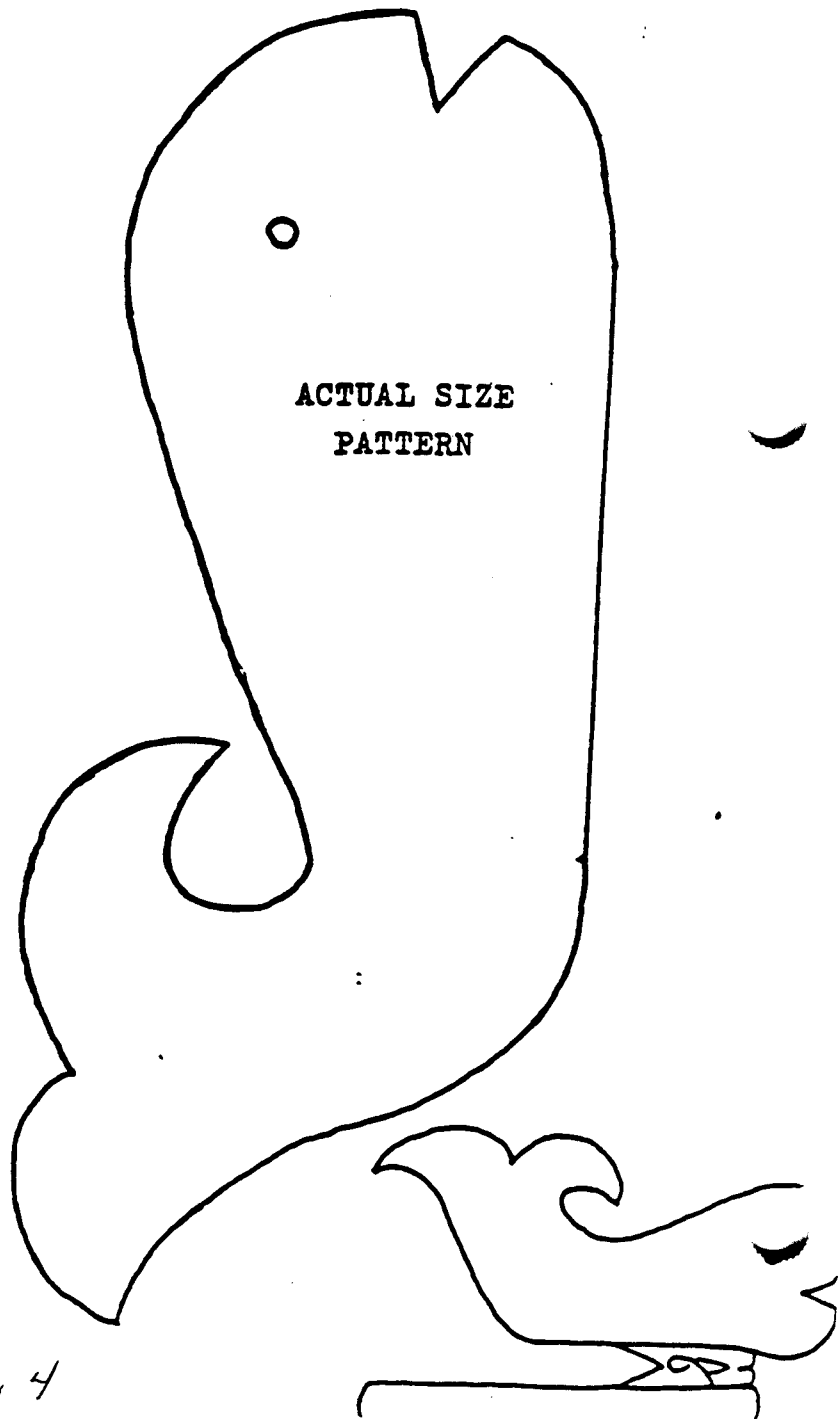
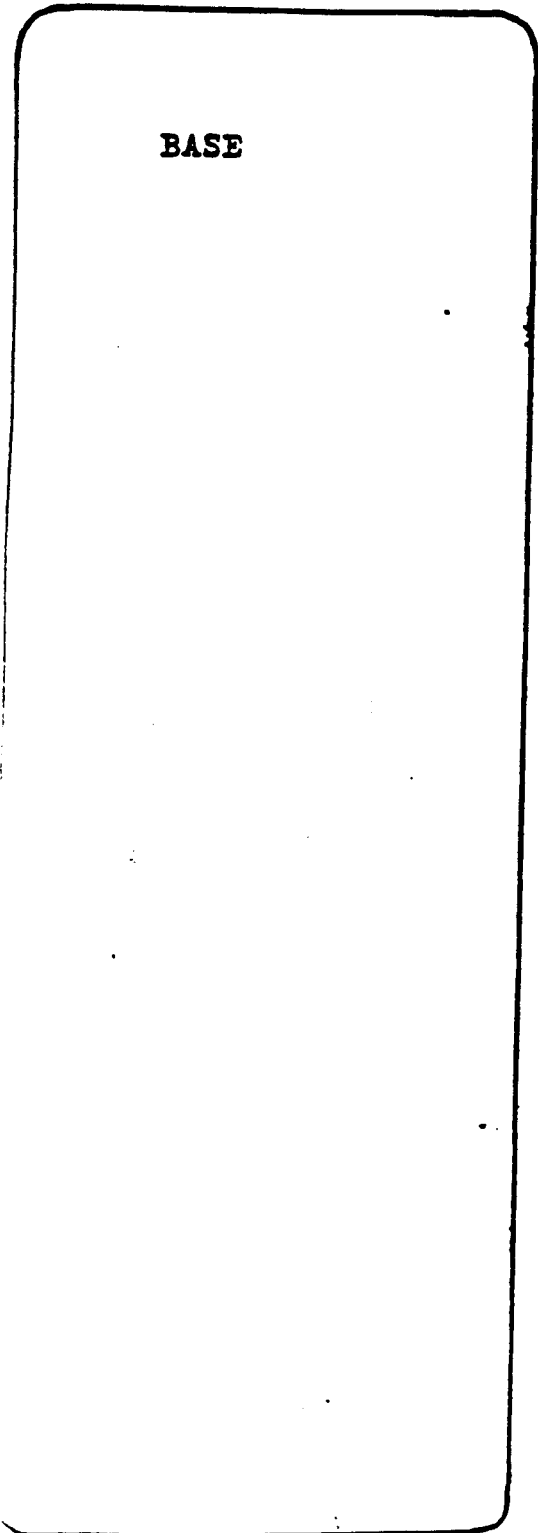
### GETTING IN THE SWIM

Divide group into 4 groups. Advise each group to respond with the sounds when their word is read.

Joey - "A Cub Scout"  
Mrs. Rogers - "Den 1, Lots of Fun"  
Cub Camp - "Oh Boy, Oh Boy"  
Swim - "Splash, splash"  
or Swimming

"Oh boy, oh boy!", exclaimed Joey. "I get to go to Cub Camp this year!?. "How nice", said Mrs. Rogers, Joey's Den Leader. "I know you'll have a lot of fun". "You bet, Mrs. Rogers". "I get to make all kinds of crafts and work with wood, but best of all, I get to swim every day in the big pool!" said Joey. "But Joey, you have a swimming pool at home don't you?" asked Mrs. Rogers. "Sure I do" replied Joey. "Then why are you so excited about going to Cub Camp to swim?" Mrs. Rogers asked. "Well," said Joey, "At Cub Camp I'll get to swim with a whole bunch of guys and we can play games and have fun in the pool. Someone should be there to see that no one gets hurt. My mom says that she just doesn't have the time to watch us. "At Cub Camp they have life guards to watch us swim and play games". "Yes," said Mrs. Rogers, "and also to see that the games don't get too rough. You know, Joey, that unless care is taken, boys can be badly hurt playing in a pool?" "Oh sure, Mrs. Rogers, but at Cub Camp they use the Buddy System and each boy has a buddy that he watches out for". "And Joey, I will speak to your mother and maybe she will let the whole den come over and swim this summer. If so, I will go along and be the life guard for you".

Whale letter holder - Cut out pattern, trace on wood. Cut out with coping saw and add eye. Sand, paint or stain wood and also a clip clothespin. Glue clip clothespin to base of wood at front and also bottom of whale. This project is easy for the Webelos Craftman Badge.

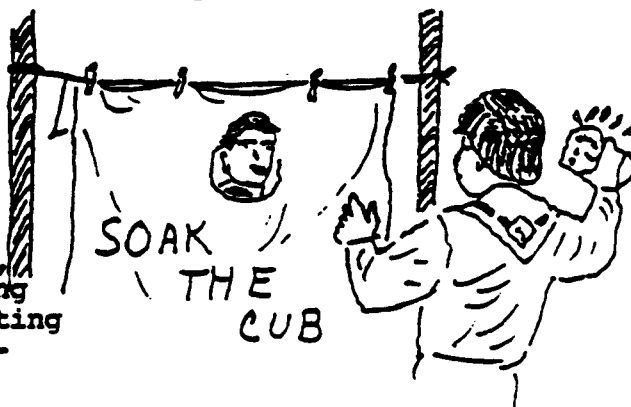


BACKYARD WATER FUN

Warn parents to have boys come in grubbies that can get wet-----  
it's more fun-----

**ICE SLIDE** -----Never pass a summer activity month like this without an ice slide. The boys love it. Get two large blocks of ice like those that come from the ice vending machines. Find a nice grassy hill (in your yard, park, school, behind St. Benedict Hospital to the north of the tennis courts) and a hot day. Set newspaper on the top of the ice, have the boy sit on the paper, hold his legs up and slide down the hill. If two go at the same time they can race and it's even more fun.

**SPONGE THROW**-----Hang a large plastic on the clothes line with a hole cut large enough for a boys head. Then take turns throwing wet sponges.



**TUG -O- WAR** ----- Have two teams, one on either side of a long rope. Have the hose squirting the middle of the rope----- then let the boys tug and, of course, get drenched.

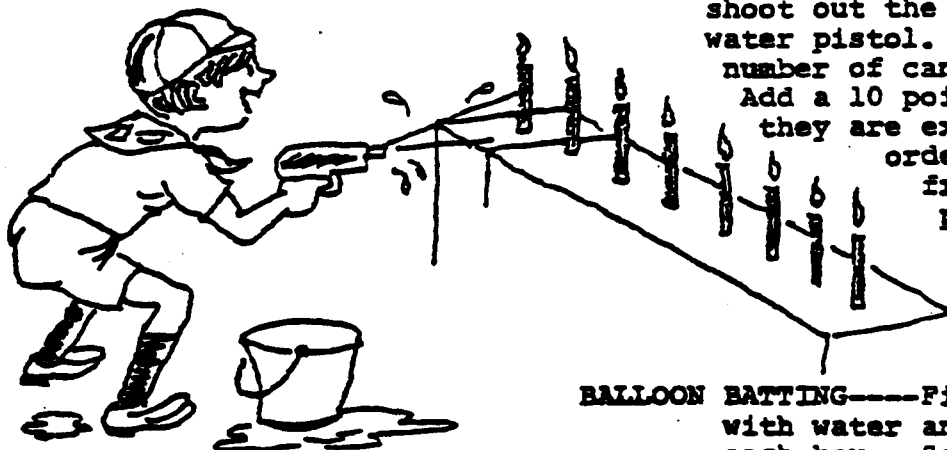
**WATER BAG TENNIS** -----For paddles, use rather flat-sided, quart plastic bottles, such as those used for fabric softeners. For the ball, use a water-filled plastic bag. Tie a piece of string between two trees for a net, and you're all set to play. Score as you would regular tennis.



**BOTTLE -FILLING RACE** -----Each Cub Scout has a cup. An empty soda bottle is placed 20 yards in front of him and a can of water is behind him. On signal, each boy must fill his cup with water, run to the soda bottle, and pour in the water. He runs back and forth between can and bottle until the bottle is full.

**CANDLE SHOOT** -----Set up a row of candles and

shoot out the flame with a water pistol. Score the number of candles put out. Add a 10 point bonus if they are extinguished in order. End with a free-for-all water pistol fight. The wetter the better.



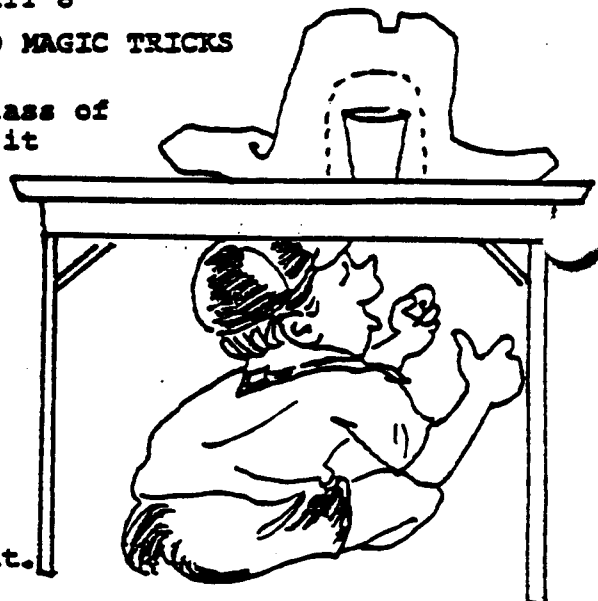
**BALLOON BATTING**-----Fill balloons with water and give one to each boy. See how long they can keep batting it to keep

it in the air without it breaking. Last one is the winner.

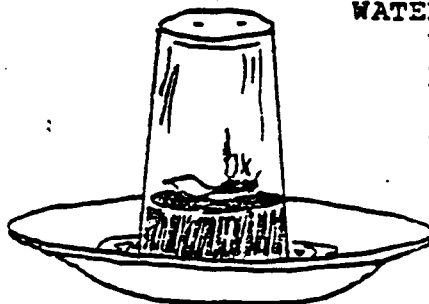
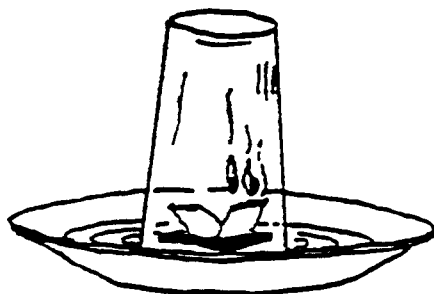
### ACTIVITY 8

#### WATER FUN AND MAGIC TRICKS

**WATER UNDER A HAT** -----Place a glass of water on a table and cover it with a hat. Then tell your audience that you will drink the water without removing the hat. Then get under the table and pretend you are drinking the water. After this invite a skeptic to remove the hat to see if the water is gone. As soon as the hat is removed, drink the water and remark that you did drink the water without moving the hat.



**DEEP SEA DIVERS** -----Pour a tablespoon of vinegar into a glass of water and add a tablespoon of baking soda. Drop one or two moth balls into glass. Soon you will see tiny bubbles forming and the two moth ball divers will bob up and down.



**WATER RISES**-----  
You will need a plate, a match, a water glass, a scrap of paper, and a small piece of cardboard. To begin pour a little water on a plate.

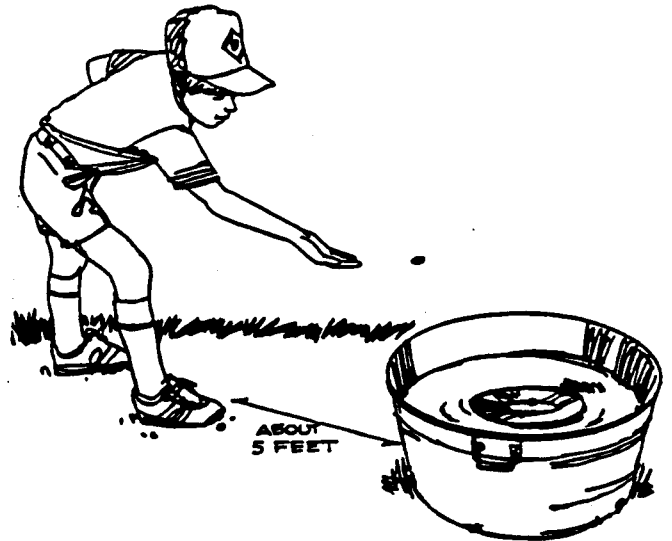
## Games for Nonswimmers

**USE YOUR HEAD.** Players line up in waist-deep water. Each is given an inflated balloon. On signal, they put the balloons in the water and propel them to shore or the side of the pool, without using their hands or arms.

**GOLD RUSH.** Scatter pennies or iron washers painted gold in water between knee and waist depth. On signal, players try to get as many as they can within a specified time.

**FLOAT TAG.** Players are safe from being tagged by "It" as long as they are floating in any position.

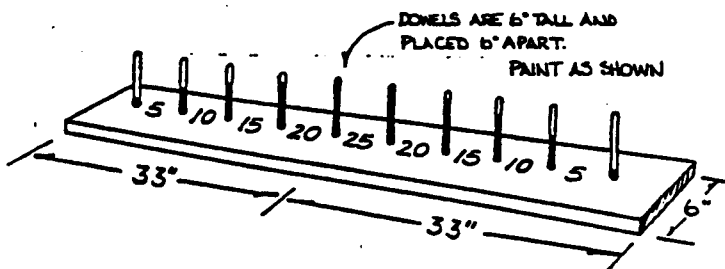
**TOWEL RESCUE.** Play in shoulder-deep water. Divide into two teams. Place one member of each team some distance from the others and give him a towel. On signal, he walks or tries to swim to his team, tosses the end of the towel to a teammate, and tows him back to the start. The "rescued" boy now becomes the rescuer and repeats the action, saving another team member. Continue until the whole team has been "rescued."



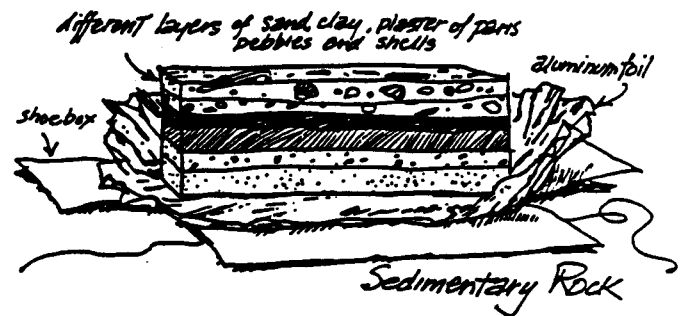
**FLOATING TARGET.** Float a pie plate in a tub of water. Give each player ten beans. In turn, the players try to toss their beans into the plate from a distance of about five feet. Score 10 points for each bean that stays on the plate.

ur

**PIJAMA RELAY.** Divide parents and sons into two teams. Give a pajama top for each team. Each team member must put on the shirt before swimming his lap in a relay race.



**LIFELINE THROWING CONTEST.** Players stand about twenty feet from the target and throw a 25- or 30-foot rope at it. Weight the throwing end of the rope with a beanbag. The score for each heave is indicated by the numbers.



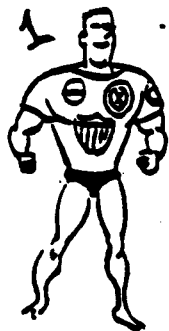
**SEDIMENTARY ROCK SIMULATION.** This can be used to show Webelos Geologists how sedimentary rock is formed. You need a shoe box, aluminum foil, string, sand, pebbles, powdered clay, cement, plaster of paris, shells, and water. Line the box with aluminum foil and tie string around the sides so it won't break or bulge when you fill it. Fill the box halfway with water. Put in a half-inch-deep mixture of sand and cement and let it settle. Then put in half-inch layers of plaster of paris and clay. Let each layer settle. Mix pebbles and shells with a small amount of cement and make a layer of each. When the box is filled, let the "rock" harden for a few days. Cut away the box and you have a fair approximation of sedimentary rock.

# SAFE SWIM DEFENSE

It goes without saying that you must be very safety conscious anytime your pack is holding an event around water. Probably, some of your Cub Scouts are nonswimmers, and it is likely that some who think of themselves as swimmers can't swim very far.

To help you organize your safety measures on water outings, the Boy Scouts of America has developed a Safe Swim Defense. In essence, it is a plan to prepare you for any emergency and thus make it unlikely that an emergency will arise. It should be used on any water outing except where there already is qualified supervision.

## ESSENTIAL DEFENSES



### QUALIFIED SUPERVISION

Have a responsible adult (at least 21 years old) supervise all swimming. He must be qualified in water-safety training (Scout Lifeguard, Red Cross Senior Life Saving, or YMCA Senior Lifesaver) or must use assistants so qualified. Preferably have more than one adult qualified to supervise. Be sure everyone involved in supervision thoroughly understands the Safe Swim Defense and commits himself to its use.



### PHYSICAL FITNESS

Request a physical examination for every boy once a year. Keep ashore any boy whose health condition makes swimming dangerous.



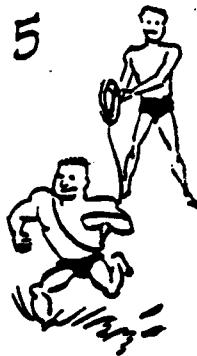
### SAFE AREA

Have lifeguards and swimmers systematically examine the bottom of the swimming area to determine varying depths, deep holes, rocks, and stumps. Mark off the area for three groups: not more than 3½ feet deep for nonswimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers. For boundary markers use poles stuck in the bottom, or plastic bottles, balloons, or sticks attached to rock anchors with twine. Enclose nonswimmer and beginner areas with buoy lines (twine and floats) between markers. Put small flags on floats at outer corners of swimmer area.



### LOOKOUT

Station a lookout on the shore where he can see and hear everything in all areas. He may be the adult in charge of the swim and may give the buddy signals.



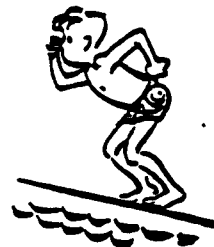
### LIFEGUARDS ON DUTY

Designate as lifeguards two adults who are capable swimmers. Station them ashore, equipped with lifeline (two joined 50-foot lengths of No. 5 sash cord). In an emergency, one carries out the line and the other feeds it from shore, then pulls in his partner and the boy being assisted. In addition, if a boat is available, man it with two capable swimmers, one rowing and the other equipped with a 10-foot pole or extra oar. Provide one guard for every 10 boys.



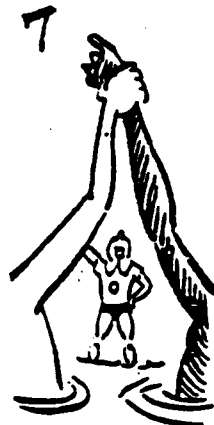
### ABILITY GROUPS

Divide the boys into three ability groups: nonswimmers, beginners, swimmers. Keep each group in its own area. Nonswimmers are learners who have not passed a swimming test. Beginners pass this test: jump feetfirst into water over their heads, surface, level off, swim 25 feet, turn sharply without support, swim back to starting point. Swimmers pass this test: swim 75 yards in a strong manner with one of these strokes—side, breast, trudgen, or crawl; continue swimming another 25 yards on the back with an easy, resting stroke; rest by floating or with minimum movement for a minute. Test a boy at first swim after he joins and whenever he is ready to qualify for the next group.



### BUDDY PLAN

Pair every boy with another in his own ability group. Buddies check in and out of the swimming area together. Check all boys in the water about every 10 minutes. The adult in charge signals for a buddy check with a single blast of a whistle or ring of a bell and calling "Buddies!" He counts slowly to 10 while buddies join and raise hands and remain still and silent. Guards check all areas, count the pairs, and compare the total with the number known to be in the water. Signal two blasts or bells to resume swimming. At the end of the swim make a final buddy check and account for every boy. Signal three blasts or bells for checkout.



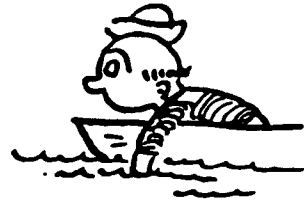
### DISCIPLINE

Be sure all Cub Scouts understand and agree that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense. Advise their parents of this policy. When boys know the reason for rules and procedures, they are more likely to follow them. Be strict and fair, showing no favoritism.

Jy 8

AM-18

# Boat Safety



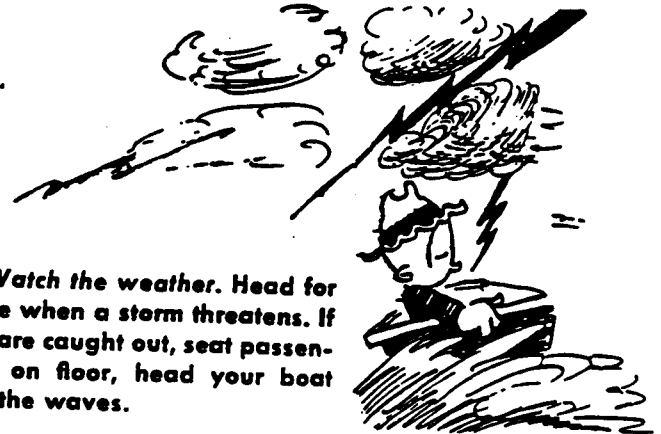
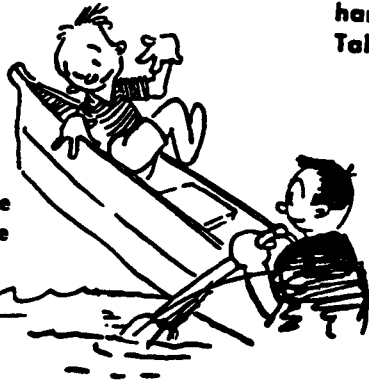
1. Know your boat. Don't overload it. In a rowboat one person per seat is a pretty safe rule to follow.



6. Use the right motor. If you use a motor, use the right one. Too much power can damage your boat or even swamp it. Look on your boat's transom for the OBC (Outboard Boating Club of America) plate showing boat capacity and recommended maximum horsepower.

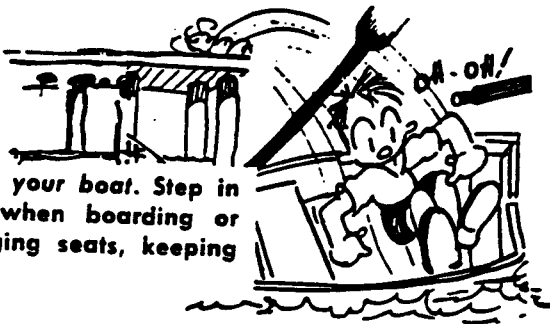
Avoid sharp turns — they're hard on equipment and people. Take it easy.

Balance your load. Distribute weight equally from side to side and from bow to stern.



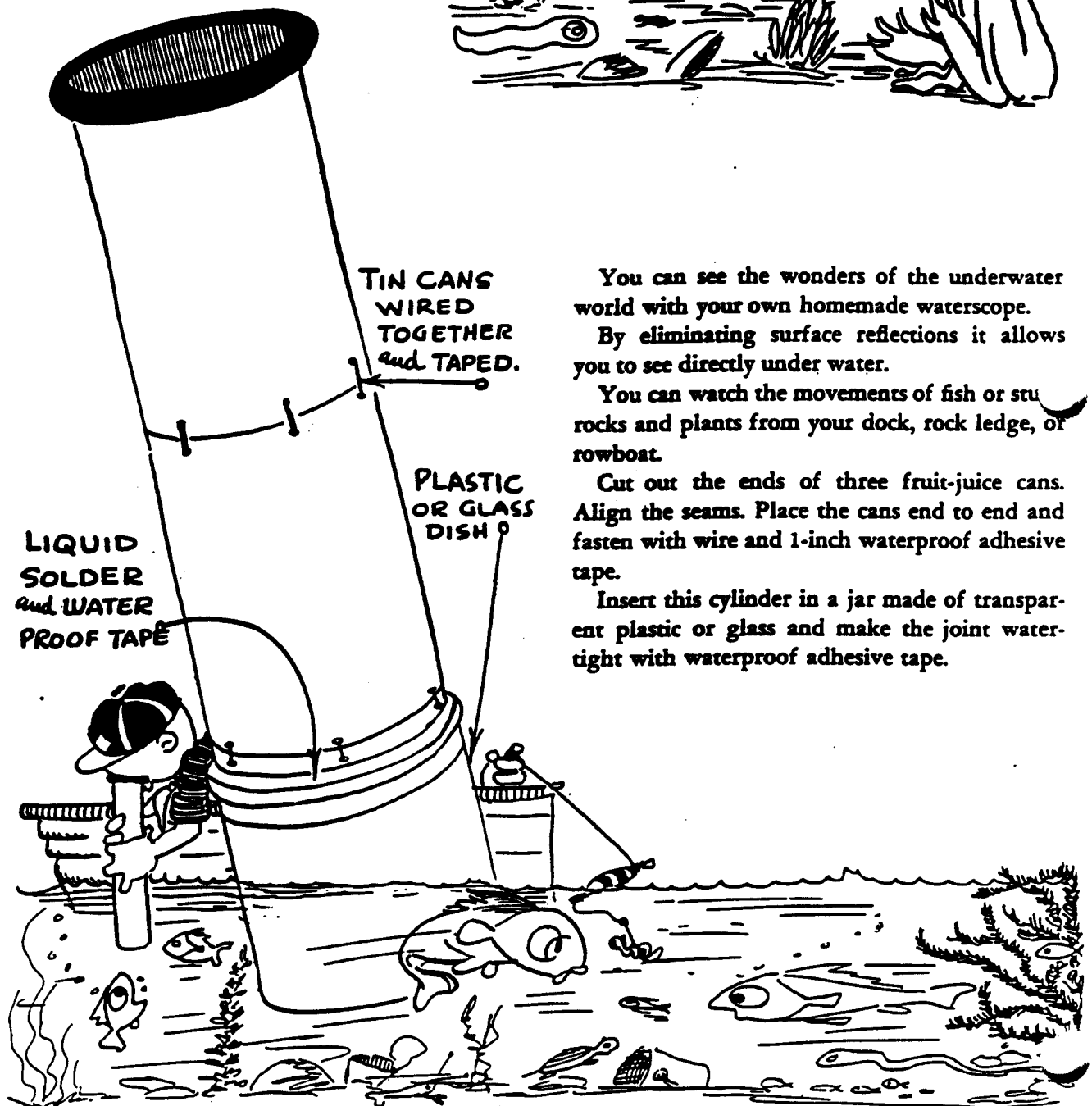
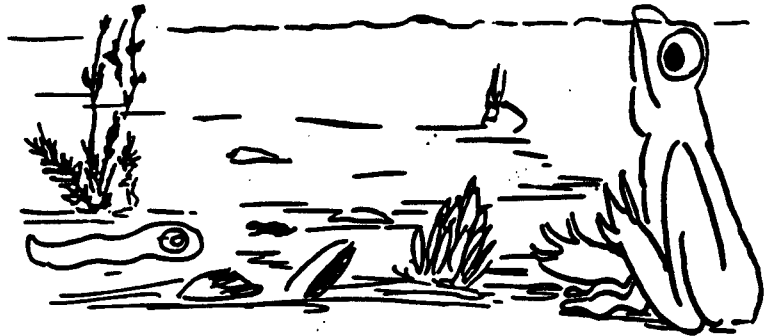
5. Watch the weather. Head for shore when a storm threatens. If you are caught out, seat passengers on floor, head your boat into the waves.

3. Step into your boat. Step in the center when boarding or when changing seats, keeping low.



4. Hang on. If your boat capsizes or swamps, hang on. You can tow the boat to shore or drift in, but don't leave the boat — let help come to you.

# Waterscope



You can see the wonders of the underwater world with your own homemade waterscope.

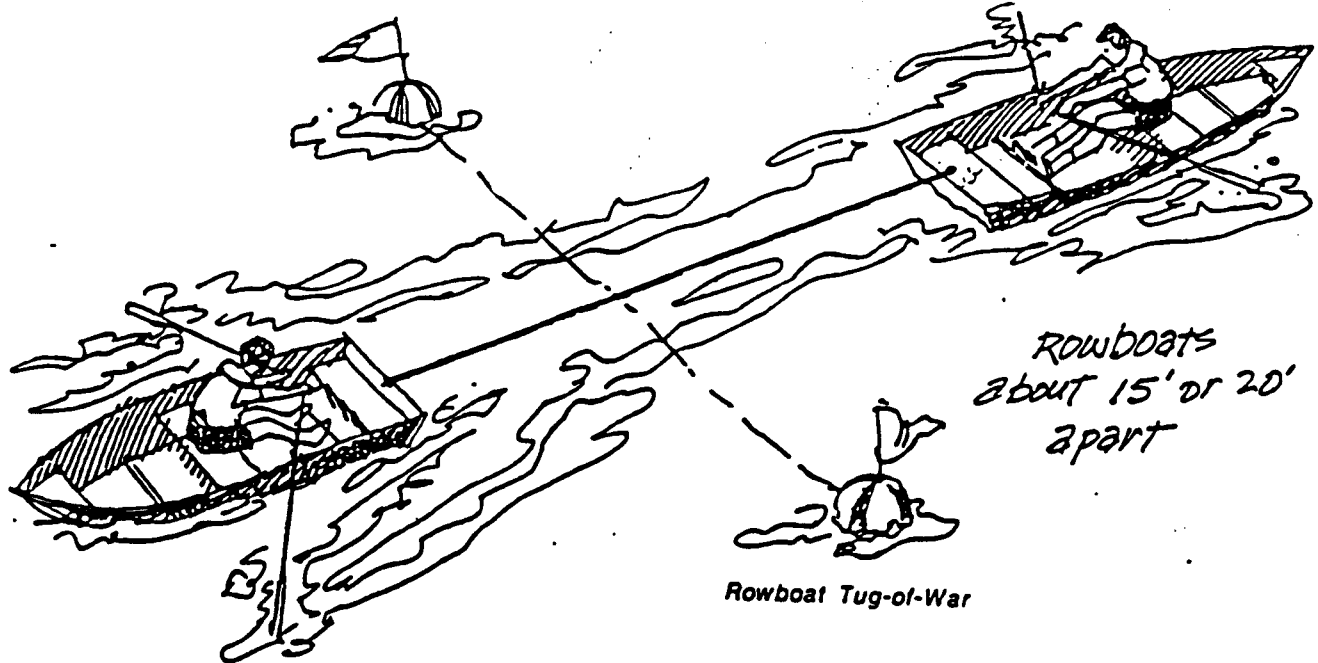
By eliminating surface reflections it allows you to see directly under water.

You can watch the movements of fish or stones and plants from your dock, rock ledge, or rowboat.

Cut out the ends of three fruit-juice cans. Align the seams. Place the cans end to end and fasten with wire and 1-inch waterproof adhesive tape.

Insert this cylinder in a jar made of transparent plastic or glass and make the joint watertight with waterproof adhesive tape.





Rowboats  
about 15' or 20'  
apart

Rowboat Tug-of-War

GIFT certificate recognizing his service in line with the "Get Involved For Them" bicentennial year theme. Be sure that all Cub Scouts sign it.

**Shallow-Water Games.** To help nonswimmers and beginners feel at home in the water and improve their skills, you may find it helpful to play games in waist- to chest-deep water. Competition will help some boys to overcome fear. You will find a number of such games in *Cub Scout Water Fun, Games for Cub Scouts and Cub Scout Activities.*

**TOUCH** — Divide den into two equal teams and line them parallel lines about six feet apart. The leader calls out name of an object that is the same distance from both teams — a ball, diving board, edge of the pool, etc. All players swim or run to touch the object and return to their places. The team returning first gets one point.

**BALL TAG.** Use a soft rubber ball or beach ball. "It" tries to hit another player with the ball. If he succeeds, the other player becomes "It."

**UNDERWATER TAG** — "It" may tag another player only when "It" is underwater, and a player is safe from being tagged if he is underwater. In other words, "It" must be under the surface to tag anyone, and his prey must have at least his head above the surface.

**WATER DODGE BALL** — Divide the den into two equal teams. One team forms a large circle and the other team gets inside. Using a soft rubber ball or beach ball, the circling team tries to hit the players inside. When one is hit, he is eliminated. When all are out, the teams change places. Winner is the team which stayed inside the circle for the longest time.

**PING-PONG RELAY** — Divide the den into two equal teams and give each a Ping-Pong ball. On signal, the first player on each team starts blowing the ball ahead of him as he swims or walks to the turning point about 15 feet away. He may not touch the ball with any part of his body. At the turning point, he returns to the starting line and the second player repeats the action. Continue until all have raced.

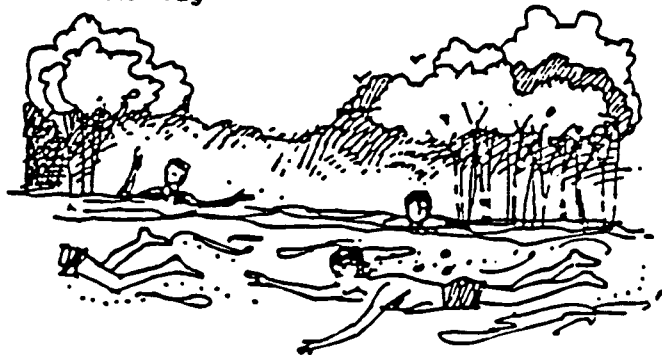
**ROWBOAT TUG-OF-WAR** — You need two rowboats, 15 to 20 feet of half-inch rope and a finish line held up by floats. Tie the rope to the stern of both boats. On signal, both teams row as hard as they can, trying to pull the other up to the finish line.

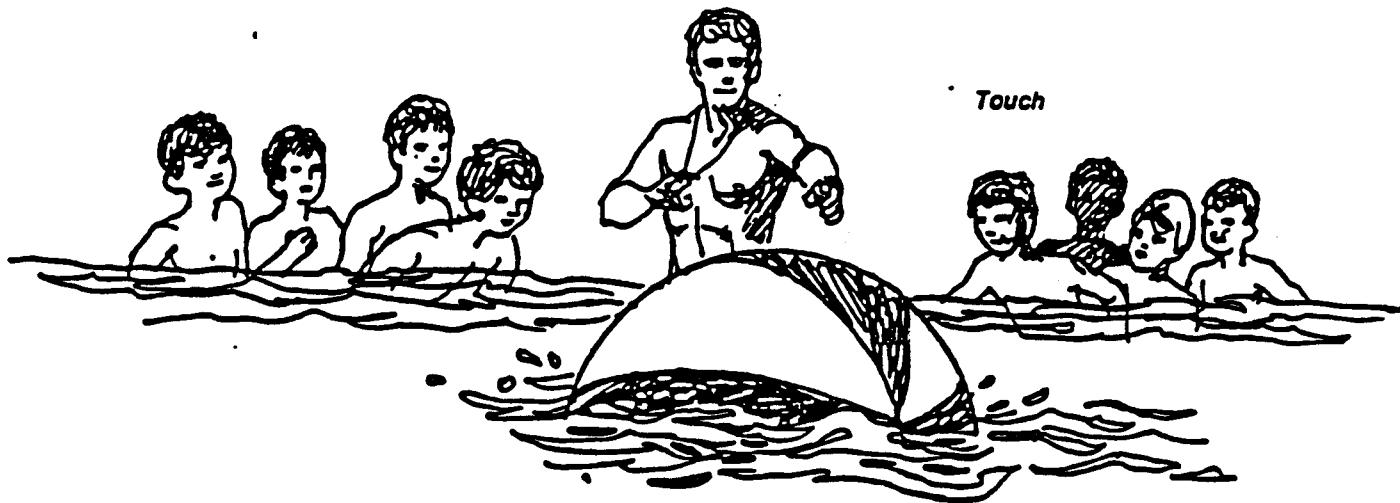
If the boys are evenly matched, call it a draw after three minutes.

Ping-Pong Relay



Underwater Tag





Touch

### DEN ACTIVITIES

If your den has easy access to a waterfront or swimming pool, you may want to hold all den events this month there. In that case, you can emphasize swimming skills all month, especially if several of your boys are nonswimmers or poor swimmers.

Call upon parents, particularly fathers, for help. For all your activities could be dad-and-son events.

For games and waterfront fun, see *Cub Scout Water Fun*, *Cub Scout Activities and Games for Cub Scouts*. For suggestions on teaching boys to swim, see the Swimming elective in *Bear Cub Scout Book* and *Cub Scout Water Fun*.

If your Cub Scouts are already competent swimmers, you may want to plan a few of the following activities.

**Activity 1** — Take a den hike to a river, lake, ocean or large pond in a city park. Explore and collect marine life you find there. Before setting out, make a waterscope and collecting net (see *Cub Scout Water Fun*). Try plaster casting of bird and animal tracks (elective 12, *Bear Cub Scout Book*).

**Activity 2** — Hold model boat races or a Rain-Gutter Regatta (*Cub Scout Activities*). You'll find ideas for boats in the Model Boats elective, *Wolf Cub Scout Book*, and *Cub Scout Water Fun*. End with a den family picnic.

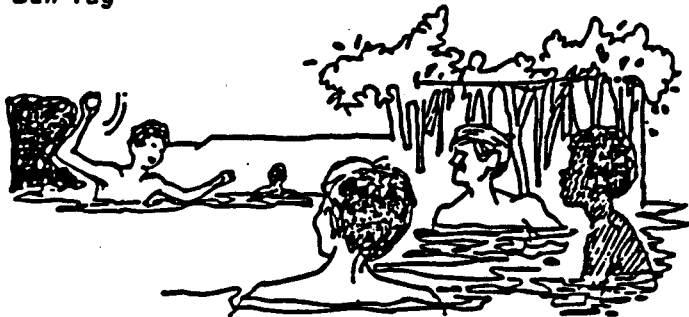
**Activity 3** — Ask a father to organize an afternoon or evening of rowing practice at a waterfront. Be sure that adequate adult supervision is provided and that a life jacket is in the boat for each occupant. Nonswimmers must wear theirs. As a resource for rowing instructions, see the Sports elective in both the *Wolf* and *Bear* books.

**Activity 4** — Afternoon swim for dads and Cub Scouts. Have fathers give instruction as needed and plan swimming games and contests. If the event is held at an unguarded pool or waterfront, the Safe Swim Defense Plan must be used. End with a family weiner roast or picnic.

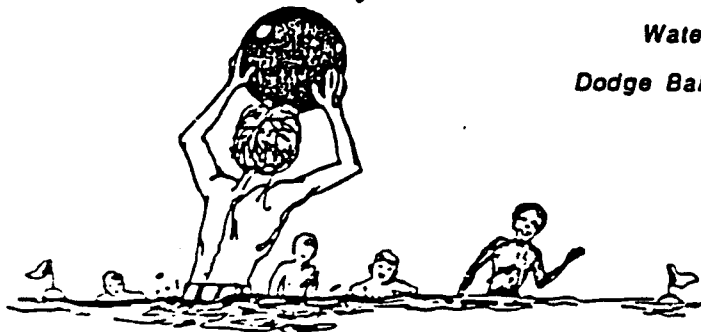
**Activity 5** — Have one of the fathers lead a dad-son fishing trip to a nearby stream or lake. Don't be stopped by fancy fishing gear or experience. Tell the organ. see *Cub Scout Water Fun* for ideas about fishing fun with a minimum of equipment and knowledge.

**Activity 6** — If the den leader or one of the den parents has done outstanding work for the den, plan a picnic supper or other event in his or her honor. Play games, sing songs and present the guest of honor with a special, hand-drawn

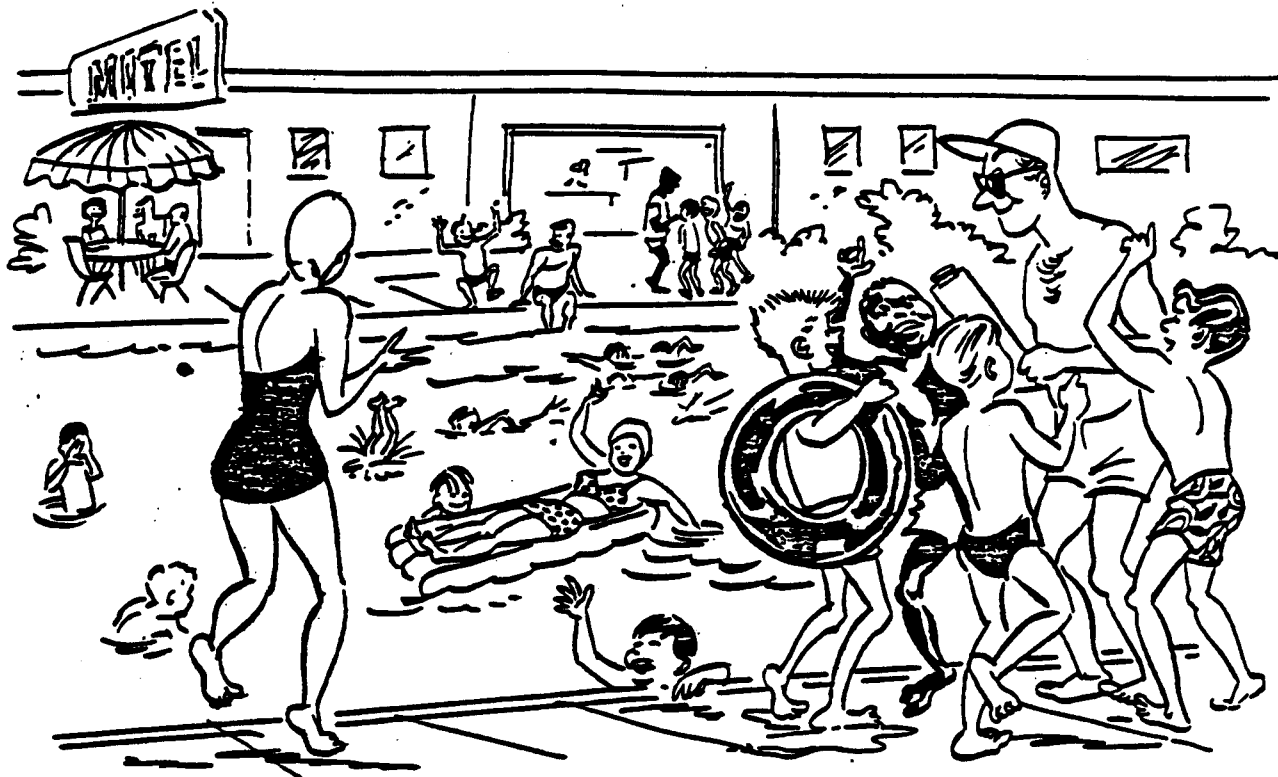
Ball Tag



Water Dodge Ball



# WATER CARNIVAL



Summertime is swimmin' time, and a Water Carnival is certain to be a popular pack outing. If possible, the dens should prepare for the carnival by having two or three events in the water during the month.

The booklet *Cub Scout Water Fun* contains a host of ideas for water games, swimming instruction, and nature lore along the shore. Get a copy to aid your planning for the Water Carnival.

What events your Water Carnival will feature depends on where you meet. If your site is along a river or lake, probably you can schedule some rowing. If it is a swimming pool, you'll have to stick to swimming events and games.

Don't discard the idea of a Water Carnival because you think there's no place to have it. Even if no suitable river, lake, or public swimming pool is nearby, you may be able to have a carnival. Check motels in the area that have swimming pools; often owners will consent to the use of their pool.

The program below can be held at any body of water. Make needed adjustments for other events if you are meeting along a river, lake, or on the ocean shore.

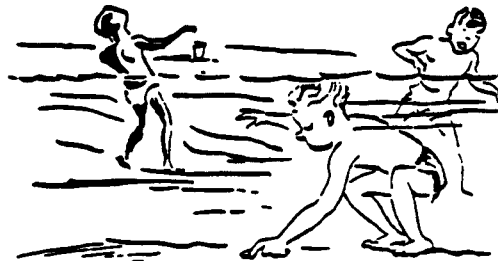
As the dens arrive, the boys are registered for the events in which they wish to take part (the boy's skill should be taken into consideration). Have some activities such as "keep away" in the water with a rubber ball and "duck ball." See *Cub Scout Water Fun*. There should be no running around the pool.

## WATER CARNIVAL PROGRAM

### GAMES AND RACES

### LEADER

**Penny Hunt.**—Equipment: At least five pennies for each boy. The pennies are scattered in shallow water, and Cub Scouts line up along the edge. On signal, boys jump into the water, duck under, and pick up one penny at a time. Each player (or den) has a home base where he can put retrieved pennies. He brings it to his home base and then returns to find another one. Of course, the winner will be the wealthiest young man (or den) when all pennies are accounted for.



**Rope Throw Rescue Relay.**—Each den has a coil of rope (clothesline will do). Fathers representing drowning persons are in the water. Each Cub Scout throws the rope to the "drowning person" who grabs it and lets go. The Cub Scout recoils the rope and hands it to the next boy in the den. Repeat until all members have thrown.

**Dad-Daughter Balloon Toss.**—This can be a dad-and-Cub Scout team or dad-and-mom team if desired. Provide for each team a balloon half filled with water. Partners face each other in the water about 10 feet apart. The dad throws the balloon first. If his partner catches it, the dad steps back one step. If the partner misses, the team is eliminated. The balloon is then tossed to dad, and if he catches it, the partner takes one backward step. Continue until only one team—the winner—is left.



**Safety and Rescue Demonstration.**—Have several fathers demonstrate elementary rescues described in Cub Scout Water Fun.

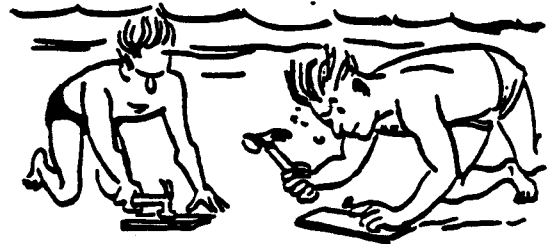
**Egg and Spoon Race.**—For swimmers only. Cub Scouts line up in chest-deep water. Each has a spoon and an egg. The egg is placed on the spoon and is held between the teeth. On signal, Cub Scouts swim a short distance (about 15 feet) and return, keeping the egg on the spoon. If it falls off, the swimmer must stop and replace the egg before going on. This can be a den relay race.



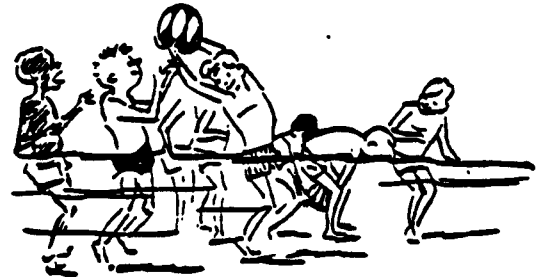
**Bubbling Contest.**—Cub Scouts are in chest-deep water. On signal, all submerge their faces and exhale slowly but steadily. The last one to raise his face out of the water wins. Determine den champions and then the pack champion.



**Nail-Driving Underwater.**—Equipment: One hammer, 5 nails, and a piece of 2 by 4 for each contestant. Winner is one who drives most nails.



**Up and Under.**—Equipment: One rubber ball for each den (the larger the ball, the more fun, but balls should be the same size). Dens line up in relay formation in waist-deep water. A ball is given to the first Cub Scout in each line. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third, who passes it overhead, and so forth to the end of the line. The last Cub runs to the head of the line and passes it as before. First team back in its original order is the winner.



**CLOSING PERIOD**

Recognition of Winners

Advancement Awards

July 14

# The Amazing Tin Can Casting Machine

by Edward Matthews

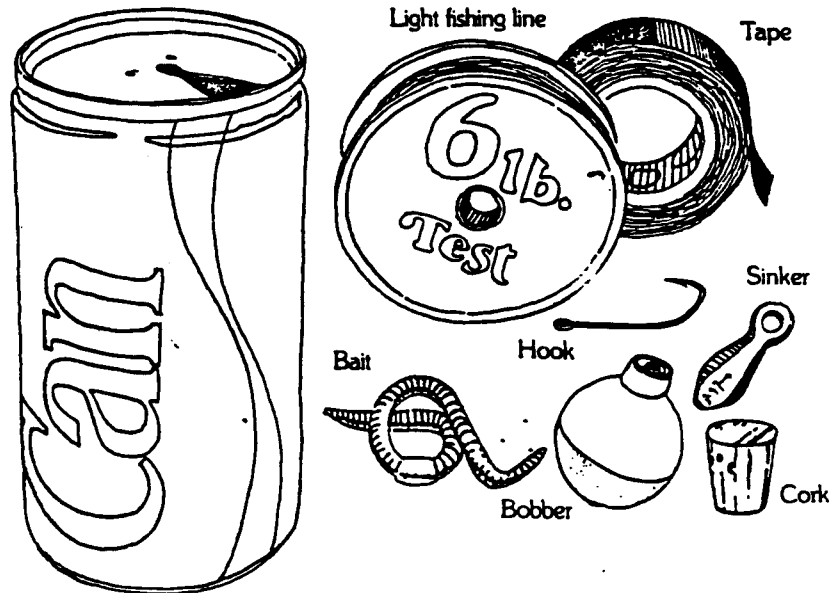
When you think of fishing, you probably picture a long pole and some type of reel loaded with fishing line. Well, you really don't need all that fancy gear to bring home dinner. All you need to do is make this amazing tin can casting machine!

This machine is amazing because it's so simple and yet it works so well. It's cheap too! Just follow these directions and you can be out fishing for less than a dollar or two.

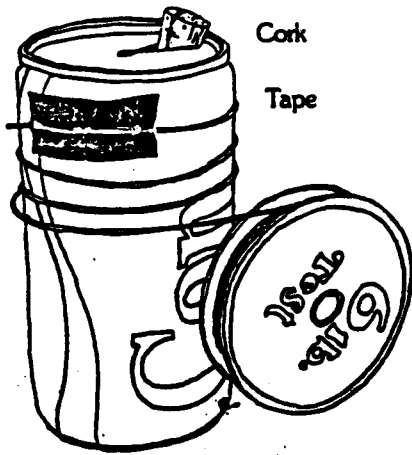


## You will need:

- An all-aluminum soda pop or beer can (or if you have very small hands, a small juice can)
- A short piece of tape (duct or electrical tape is good)
- A spool of 4- to 6-pound "test" monofilament fishing line
- A hook (its size depends on the size of fish you're after)
- A sinker (½ ounce or less)
- A large bobber
- A small cork (to stick your hook into when it's not in use)
- Some bait (the kind depends on the kind of fish you hope to catch)



Jy 15



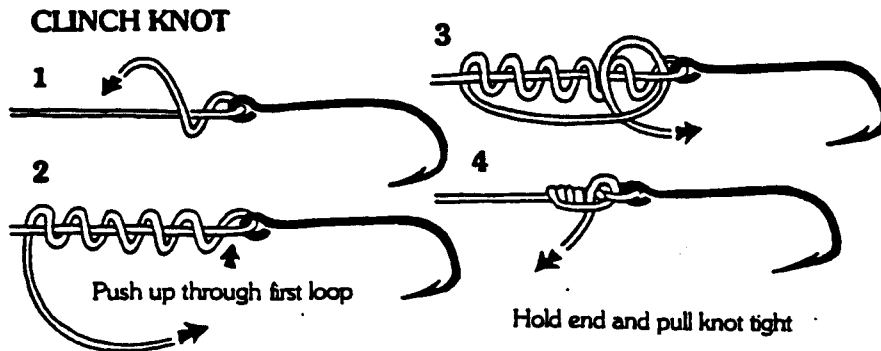
### Setting the Line

First push the cork partway into the can's "pop top" opening. Then tape the end of the fishing line to the can. Carefully wrap the line around the can so most of the line is at the bottom. Wrap on about 25 feet, then cut the line.

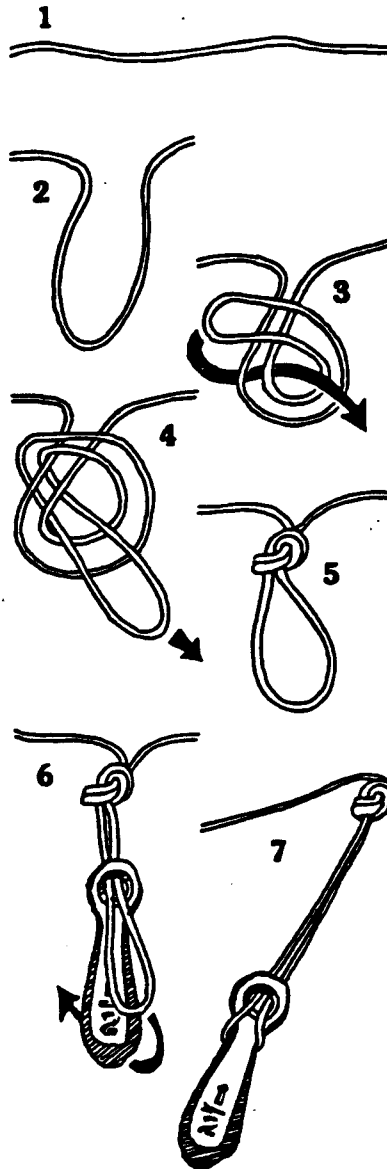
### Attaching the Hook

Use the *clinch knot* shown below to attach a hook to the free end of the line.

To test your knot's strength, hold the hook firmly between two fingers (*behind the point*) and pull on the line with your other hand. If the knot pulls loose, tie another one. It's better to know whether your knot is going to fail *before* you hook a big fish! Knots also can become worn and frayed during a day's



### OVERHAND KNOT

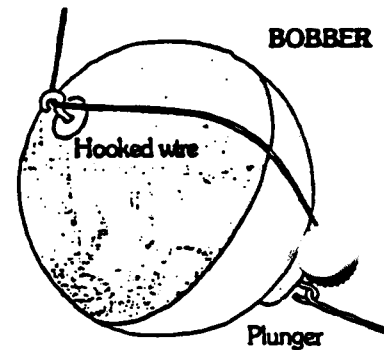


fishing, so cut your line and retie often. (Remember — always throw old line in the trash and not on the bank or in the water.)

### Attaching the Sinker

About two inches from your hook, tie an overhand knot following steps 1 to 5 shown here. Then push the loop through the eyelet of the sinker and slip the loop over the base (6). Pull it tight and your sinker is secure (7).

A sinker does three things: Its weight carries your line out over the water when you cast, it quickly carries the bait down into the water, and it anchors your bait in one spot in moving water.



### Attaching the Bobber

The bobber floats on the surface of the water and holds your bait at the depth you want it. It also bobs up and down to show you that a fish has taken your bait.

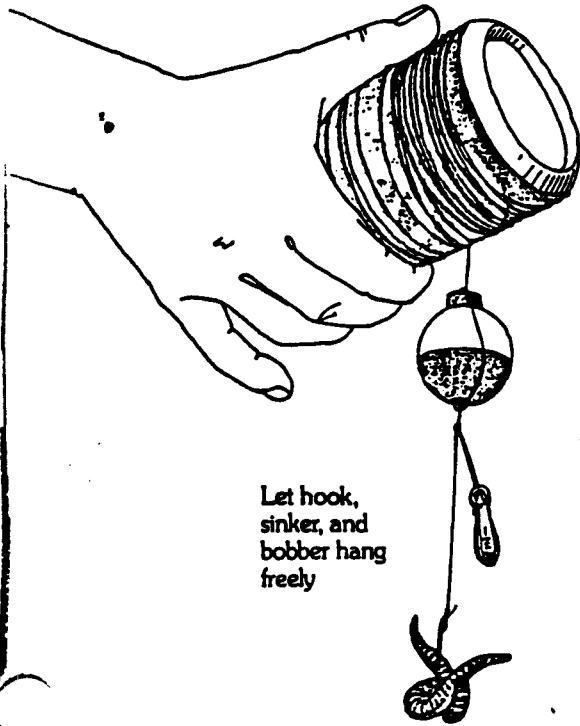
Some bobbers are made of cork or wood. But the hollow plastic kind shown here is the most common and easiest to use. Just press the plunger in to raise the wire hooks on top and bottom. Then run the line under each hook as shown and let go. To move the bobber in either direction on the line, press in the plunger and slide the bobber to where you want it.

July 16

## Casting

You may want to practice casting before you go fishing. Just take the cork out of the can opening and stick the hook into it for safety. Also remove the bobber.

Hold line with thumb



Let hook, sinker, and bobber hang freely

Next, find an open space with no kids, overhead wires, or windows nearby. A large lawn or playground is best. (An empty parking lot is OK, but the hard, rough surface can ruin your sinker and line.)

Hold your casting machine as shown with the bottom facing in the direction you want to cast. Then follow steps 1, 2, and 3 in the drawing below. The weight of the sinker will pull the line off the can.

After each cast, carefully rewind your line and try again. Work on your timing first. Then you can go for distance and accuracy. (Lay a bucket, or box, or bike tire on the lawn as a target.)

## Going Fishing

Before heading for the nearest pond, lake, or river, make sure you know how to swim. And even if you're a good swimmer, you should first go with someone who knows how to fish. He or she can help you learn these good fishing habits:

- Always stick the hook into your cork when you're not using it.

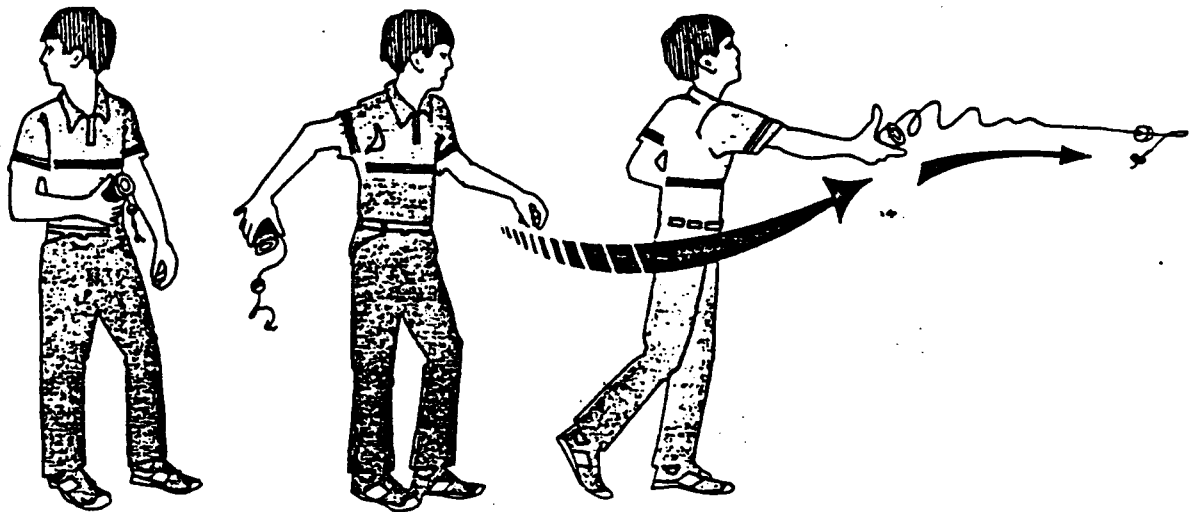
- Don't leave spare hooks lying around.
- Cut the hook from the line when finished and store it in a box.
- Know what to do if something besides a fish gets hooked.
- Follow all fishing laws. (You'll have to know which fish you can keep and when you're allowed to catch them. You also may need a fishing license, depending on your age.)

- Leave your fishing spot cleaner than you found it.

Your friend also can show you how to bait your hook and handle the fish you catch. And when you get home, watch how your friend cleans the catch. Try it yourself.

Then together cook the fish and have a feast — a feast brought to you by your amazing, homemade, tin can casting machine! *The End*

*Rangers:* People in Central and South America and in the South Pacific have been fishing with tin cans for years. Now, thanks to the work of 4-H clubs and a group called the New York Sea Grant Extension Program, the idea is catching on all over the United States. Why, I may even try it myself!  
R.R.



1. Look behind you.

2. Swing arm back and away from body.

3. Swing arm forward underhand and release thumb.

Drawings by Frank Fretz



# YOUR Neckerchief HOW TO WEAR AND USE

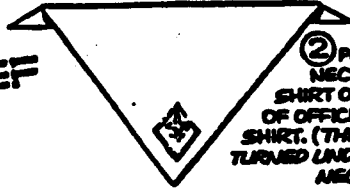
by BERT LUNN

YOUR NECKERCHIEF IS A MIGHTY HANDY PART OF YOUR SCOUT UNIFORM. IT IS COLORFUL AND IDENTIFIES YOU AS A MEMBER OF A GREAT AND HONORABLE ORGANIZATION. IT CAN BE USED AS A SIGNAL FLAG, A BELT, A DUST AND SMOKE PROTECTOR, A HAND BAG AND FOR FIRST AID.

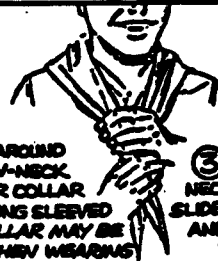
## HOW TO WEAR THE NECKERCHIEF

THERE ARE FOUR STAGES:

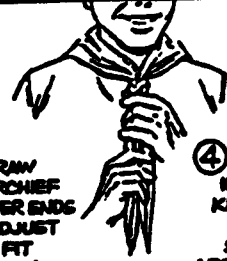
① ROLL LONG EDGE OF NECKERCHIEF OVER UPON ITSELF IN SEVERAL FLAT FOLDS ABOUT HALF WAY FROM THE TIP.



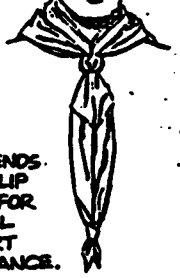
② PLACE AROUND NECK OF V-NECK SHIRT OR OVER COLLAR OF OFFICIAL LONG SLEEVED SHIRT. (THE COLLAR MAY BE TURNED UNDER WHEN WEARING NECKERCHIEF).



③ DRAW NECKERCHIEF SLIDE OVER ENDS AND ADJUST TO FIT SMOOTHLY.



④ TIE ENDS IN A SLIP KNOT FOR FINAL SMART APPEARANCE.



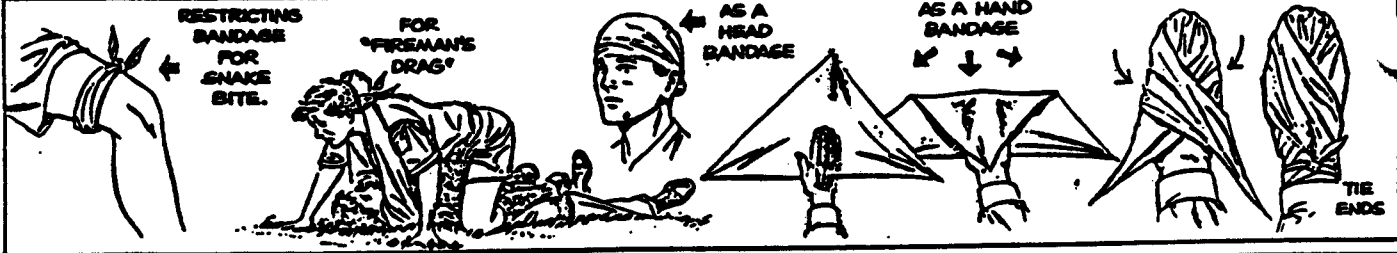
THE QUESTION OF WEARING THE SHIRT COLLAR BUTTONED OR FOLDED UNDER IS ONE THAT SHOULD BE VOTED ON BY THE PACK OR TROOP.

EXPLORERS AND AIR EXPLORERS ONLY WEAR THE NECKERCHIEF WITH THE V-NECK SHIRT, SEA EXPLORERS WEAR THEIR NECKERCHIEFS FOLDED SMOOTHLY DIAGONALLY TO FORM A CRAWL ABOUT 3-INCHES WIDE. IT IS THEN PLACED AROUND THE NECK UNDER THE COLLAR OF THE SEA EXPLORER BLOUSE AND TIED WITH A FLAT SQUARE KNOT. LEAVE THE ENDS FROM 4 TO 6 INCHES LONG, THE KNOT TO BE DIRECTLY UNDER THE NECK OPENING OF THE BLOUSE.

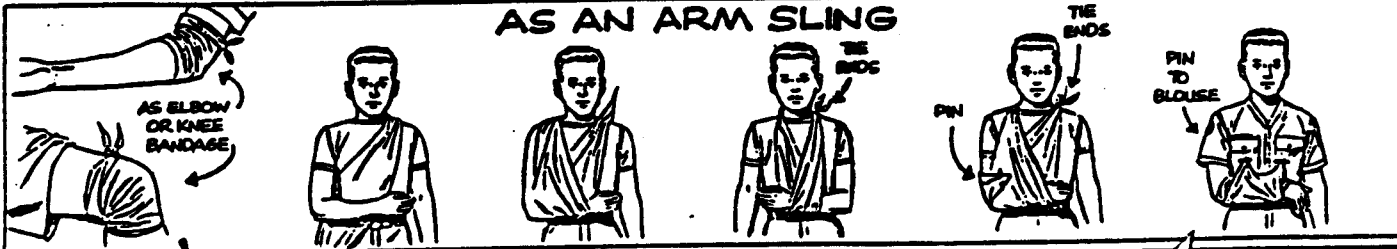


## FIRST AID USES

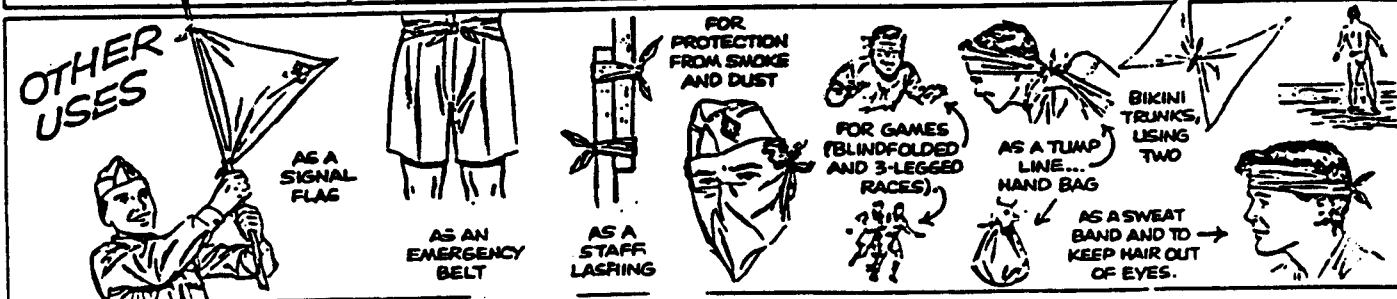
THE NECKERCHIEF HAS MANY EMERGENCY FIRST AID USES. ONE OF ITS IMPORTANT RECOMMENDATIONS IS THAT IT'S ALWAYS WITH YOU—READY FOR INSTANT USE.



## AS AN ARM SLING



## OTHER USES



July 18



# AUGUST

# HIGH COUNTRY, USA

## SCOUTING IS OPENING CEREMONY

**FIRST PERSON:** Scouting is....That little Bobcat who the Cub Scout Promise makes.

**SECOND PERSON:** Scouting is...That Wolf Cub who his first elective undertakes

**THIRD PERSON:** Scouting is... The older Bear who can tackle much more.

**FOURTH PERSON:** Scouting is... That Webelos Scout who's running up a fine activity badge score.

**FIFTH PERSON:** Scouting is... That young lad, a Tenderfoot, who's striving to be a good Scout

**SIXTH PERSON:** Scouting is...That First Class Scout who knows what it's all about.

**SEVENTH PERSON:** Scouting is...Yes. That's what Scouting is... plus much more too. Giving us all the reason for the Scouting we do.

**EIGHTH PERSON:** Yes. That B-O-Y clad in green or blue. Makes this gathering important to you and to you and to you! (point to different sections of the audience.)

## MOUNTAIN TRAILS ADVANCEMENT CEREMONY

**equipment:** Badges to be awarded; a model or picture of a mountain, if available.

**personnel:** Cubmaster, Boys receiveing badges and their parents

As he speaks, the Cubmaster pauses a the the appropriate moments to present the badge to each parent, who pins it on their son's shirt.

**CUBMASTER:** Advancement in Cub Scouting is like climbing a mountain, You start at the foot of the mountain by earning the Bobcat badge. To do that, you have to learn some things about Cub Scouting and agree to follow the Cub Scout Promise (If there are Bobcat candidates he pauses and presents their badges)

The Cub Scout then starts up the mountain. His first stopping place comes when he has done twelve Wolf achievements. and earned the Wolf badge with the help of his parents (The Cubmaster pauses and awards Wolf badges, if any. He continues the climb through Wolf arrow points, Bear badge, arrow points, and Webelo activity pins and badge, even if there are no candidates)

The Arrow of Light is the end of the Cub Scouting Trail--the highest award a boy can earn in our program. But there are new challenges when a boy gets the Arrow of Light award because ahead of him then is the Boy Scout advancement trail. It's another mountain a boy can climb all the way to Eagle Scout. I hope that all of you will set your sights on the Eagle Scout rank.

For now, let's give a cheer to these boys who have made big steps on the advancement trail today. ( The Cubmaster leads the cheer.)

# ADVANCEMENT CEREMONY

## A TREE

PROPS: A several-branched tree limb (bare) set in a can of plaster or sand.

Green construction paper leaves (as many as there are boys receiving awards)

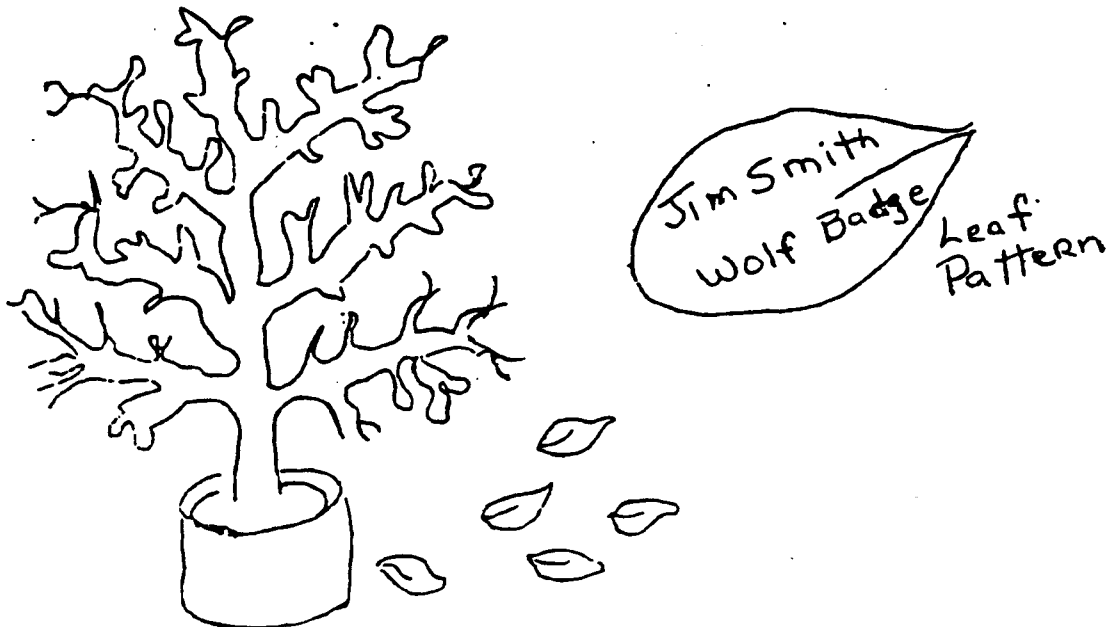
### CUEMASTER or MASTER OF CEREMONIES:

This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nurturing such as sunshine and water.

This tree represents our Cub Scouting program. In order for it to flourish, much time and effort must be spent by Cub Scouts and their parents. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award, you will place a leaf on our tree, and you will be able to see how much more attractive it shall be because of you.

(Calls forward boys and parents receiving Wolf awards and arrow points; then Bear awards and arrow points; then Webelos activity badges. After all awards have been presented, and leaves added to tree, the Cubmaster says:)

You have each helped nurture this tree, and it has become a part of you. Just as Mother Nature's tree endure for many years have gained values through your achievements and electives will last you a lifetime. May you always stand tall and straight like a tree...And be beautiful resource of our land.



Aug 2

## SONGS

### I LOVE THE MOUNTAINS

I love the mountains, I love the rolling hills

I love the flowers, I love the daffodils

I love the campfire, when all the lights are low.

Boom de-adda, boom de-adda,

Boom de-adda, boom de-adda,

Boom de-adda, boom de-adda,

Boom de-adda, boom de-adda.

(to make a round, one group sings the verse and the second begins the verse when the first gets to boom de-adda)

### JOHNNY APPLESEED

The Lord is good to me, and so I thank the Lord

For giving me the things I need

The sun and the rain and the appleseed

The Lord is good to me.

### THE BEAR

(sung in echo style as Sippin' Cider)

The other day....

I met a bear....

A great big bear....

A way out there....

(Sing all lines straight through)

He looked at me...

I looked at him....

He sized me up...

I sized up him....

He said to me,....

Why don't you run?....

I see you ain't ...

got any gun....

I said to him....

That's a good idea....

Come on now feet....

Let's up and flee...

And so I ran....

Away from there....

In front of me....

There was this tree....

A great big tree....

Oh, glory be!....

The lowest branch...

Was ten feet up...

I had to jump....

And trust my luck...

And, so I jumped....

Into the air....

I missed that branch....

A way up there....

Now don't you fret....

Nor don't you frown....

'Cause I caught that branch....

on the way down....

That's all there is....

There ain't no more....

"THREE RIVERS"

SETTING: Prospectors meet. First prospector has camp set up and food cooking. Dog is sitting beside him. Second prospector comes in pulling a mule named Sunshine.

PROPS NEEDED: No. 10 can for cooking, frying pan, 2 plates (aluminum pie pans for plates) and 2 beat up hats.

1st Prospector: Howdy.

2nd Prospector: Howdy.

1st Prospector: Any luck?

2nd Prospector: Nope.

1st Prospector: Come fur?

2nd Prospector: Quite a spell.

1st Prospector: Et lately?

2nd Prospector: This mornin'.

1st Prospector: Hungry?

2nd Prospector: Yep.

1st Prospector: Join me?

2nd Prospector: Don't mind iffing I do.

1st Prospector: Have a plate.

2nd Prospector: (Holds up plate and looks at it) Don't want to seem to be picky, but ain't this a mite dirty?

1st Prospector: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure, it's as clean as Three Rivers can get it.

2nd Prospector: (shakes head looking at plate and echoes) Clean as Three Rivers can get it?

(1st Prospector dishes out stew and they eat.)

2nd Prospector: Mighty good vittles.

1st Prospector: Thanks pardner; mind handin' me the plates so we can clean up? (2nd Prospector hands him the plate.)

1st Prospector: (Puts plates on floor and calls loudly over his shoulder) Here Three Rivers, here Three Rivers!

(Dog comes up and starts licking plates.)

THE CUB SCOUT TRAIL  
A SKIT

Props needed; tepee or tent (1), large boxes to make store (2), and mountain (4), cardboard signs that read Bobcat Store, Wolf Tunnel, Bear Mountain, Webelos Bridge, and Rugged Road.

Setting: A simulated trail with the tepee standing at the beginning, four signs held along the way by Cub Scouts and the Den Chief at the end with the fifth sign. Blue and gold crepe-paper streamers are wound around the signs marking the trail. Akela, attired in an Indian blanket and headband, is at the tepee. The prospective Cub Scout wears an old baggy shirt, and hat over his uniform as he steps up to meet Akela.

AKELA: Can I help you?

BOY: I'm on my way to manhood.

AKELA: Come, let's follow the blue and gold trail. It's the best way. First, we'll stop at the Bobcat Store and get prepared for the journey.

(Boy ducks down and removes old shirt and changes Cub Scout cap at sign 2.)

CUB SCOUT: (at sign 3): I hope there aren't real wolves here,  
(at sign 4): A mountain, wow! Are you sure this is the best way?

AKELA: You are doing fine. You're well on your way. (At sign 5)  
I must go help others now. Good luck!

CUB SCOUT (salutes): Thanks for your help. (After crossing bridge)  
This is the end of the trail. Is this manhood?

DEN CHIEF: No, you're getting close. Just follow the rugged road to Scouting.

(Cub Scout goes offstage--curtain.)

## Den Games

**RUN, SHEEP, RUN.** This is a team game of hide-and-seek and must be played in an area where there is cover for hiding. Divide players into two teams. Appoint a captain, called the Shepherd, for each team.

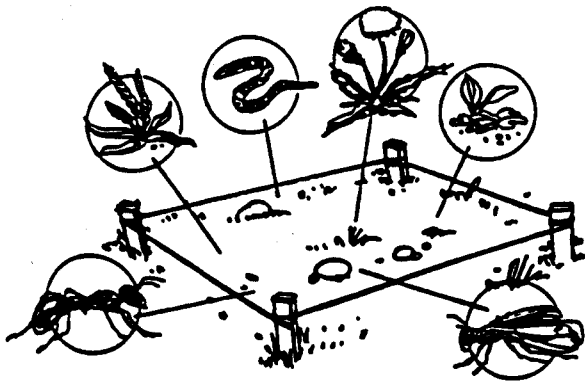
One team goes to hide under the supervision of their Shepherd, who does not hide with them. When the Shepherd is satisfied that his sheep are well hidden, he returns to the goal line and accompanies the other team as they search for his Sheep.

While the other team searches, the Shepherd of the hiding team calls warnings to his Sheep, either directly or by code words. When a member of the searching team spots a hider, he calls to his captain (Shepherd) who shouts, "Run, sheep, run!" At this, all players from both teams run for the goal. The player reaching the goal first earns one point for his team.

If the Shepherd of the hiding team thinks the searchers are far enough from the goal that his Sheep can get there first, he may call, "Run, sheep, run!"

After each round, the hidiers become the searchers for the next round.

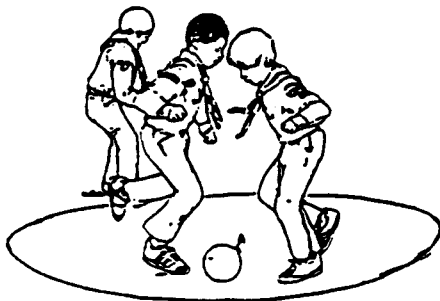
**SHADOW TAG.** This must be played on a sunny day. A tag is made when "It" steps on the shadow of another player. If even one foot touches the shadow, the tag is made and that player becomes the new "It."



**SQUARE-FOOT CLAIM.** Each Cub Scout "stakes a claim" and studies it carefully to see what living things it contains—grass, weeds, worms, insects, spiders, flowers, etc. If played as a game, the longest list of living nature objects wins. (Note: It's not necessary that you literally mark the claim with stakes and strings.)



**TREE INSECT ZOO.** For Webelos Foresters. Collect live specimens of insects that attack trees. Have a separate jar for each specimen with a branch of leaves from the kind of tree it attacks. The label should identify the insect, the tree, and the methods of controlling the insect.



**CLAIM JUMPERS.** With string, mark a circle about fifteen feet across on the ground or floor. Anchor a balloon with a small weight in the center; this is the "claim." The Prospector stands guard over it. The other players stand outside the circle. In turn, they enter the circle and try to jump the "claim" by stomping on the balloon and breaking it. The Prospector can thwart a claim jumper by grabbing him and holding him for a count of three. No hitting is permitted. When a claim is jumped, start over with a new Prospector and a new balloon.



**TRACKING PIT.** The night before a den meeting, use a rake and your hands to smooth a three-foot circle of bare ground. Wet it thoroughly and sprinkle bird seed on it. By the next morning, there should be clear bird tracks—and probably tracks of dogs and cats, and perhaps other critters. Cub Scouts and Webelos Scouts might cast the tracks in plaster by the method shown on page 3-40 in the *Cub Scout Leader How-To Book*.

LET'S CLIMB A MOUNTAIN:

Here is a good stunt for a pack meeting. It may be led by one of the boy's or by a whole den. If the den does the leading they should do it in unison; and the rest of the pack follows.

The leader stands before the whole group and says; Want to climb a mountain? Then do and say just what I do.

I think I'll climb a mountain. (audience repeats this and the following phrases).

Let's pack! (Makes motions of putting things in pack, then throws pack over shoulder. Audience imitates action.)

Out through the door! (Single loud clap to indicate banging of the door).

Down the street! (Slow marching claps with both hands against thighs).

Awfully big town! (continue marching).

Out in the country at last! (Speed up marching.)

Here's a river! (Continue marching).

And here's the bridge, (Pound fists against chest in march tempo, then continue with opened hands against thighs.

Here's a field. (Resume ordinary marching.)

Let's cut across. (Swish palms against each other.)

Oats? (Continue swishing.)

Hope! Tall grass: (Continue swishing, then switch back to hands on thighs).

Here we are at the foot of the mountain. Let's start climbing. (Clap thighs slowly with obvious effort.)

No bridge! We'll have to jump! (Fast clapping on thighs, then both arms up in air and down again to indicate wide jump. Resumes clapping. Slow down. Stop. Start again, hesitatingly. Stop. Again slow start, Stop. Right hand on forehead, look in several directions.)

LOST: (Several slow clapping starts and stops)

STILL LOST! (Several hesitant clappings starts and stops.)

There's a cave! (Fast clapping to indicate run to cave.)

This side is cold! (Feel with right hand against imaginary side)

This side is wet! (Feel with left hand against side.)

There's a light. (Point with one finger.)

There's another light! (Point with two fingers.)

They're eyes! IT'S A BEAR!! (Quick action, reversing previous order; Run, climb up and over the mountain, up and down a tree, jump into the river, swish through the field, run over bridge, along street, wind up with a strong clap for the banging door.)

HOME!!\*\*\*\*\*HOORAY!

#### THE PURPOSE OF CUB SCOUTING

Cub Scouting is a program of the Boy Scouts of America for parents, leaders, and institutions to use with boys, 8, 9, and 10 years of age, for the purpose of:

INFLUENCING the development of the boys' character and spiritual life

DEVELOPING habits and attitudes of good citizenship

ENCOURAGING good sportsmanship and pride in growing strong in mind and body.

IMPROVING understanding within the family

STRENGTHENING the ability to get along with other boys and respect other people

FOSTERING a sense of personal achievement by developing new interests and skills

SHOWING how to be helpful and do one's best

PROVIDING fun and exciting new things to do

PREPARING them to become Scouts



## ALL ABOUT ANIMALS

Cast: Jerry, Jimmy, Johnny, Jack

Scene: Jerry is reading. He turns the pages of his book slowly. One by one, the others enter.

JIMMY: Hi Jerry. What are you doing?

JERRY: (Not looking up) Reading a book about animals.

JIMMY: It must be a good book. (He sits down and picks up another book and begins to read also)

JOHNNY: (Entering) Hi Jerry. Hi Jimmy. What are you doing?

JERRY: (Not looking up) Reading this book. (Closes book) Now I know all about animals.

JACK: (Entering) Hi guys. What are you doing?

JOHNNY: Jerry's been reading a book. He says he knows all about animals.

JACK: O.K. Then tell me what animal can jump higher than the Empire State Building.

JERRY: (Thinks) I'll have to look it up. (He looks in index of book)

JIMMY: (Looking up from his book) I don't think any animal can jump higher than the Empire State Building.

JOHNNY: (To Jerry) And I thought you knew all about animals!

JERRY: So did I. (Looks sheepish) (To Jack) What animal can jump higher than the Empire State?

JACK: All of them. The Empire State Building can't jump!  
(All groan)

## MARKED TRAIL

Cast: An adult and any number of uniformed Cub Scouts.

Scene: Adult is helping boys pack day packs and fill thermoses, getting ready for a hike.

ADULT: This sure is a nice day for a hike.

1ST BOY: Great day.

2ND BOY: Just right for hiking in the woods.

ADULT: You musn't keep Mr. Jones waiting. You're lucky to have a den leader like him.  
(Phone rings)

3RD BOY: I'll get it. (He talks on phone to Mr. Jones, then hangs up.) Mr. Jones can't go.

4TH BOY: Why can't we go without him?

ADULT: I don't know if that's a good idea. What if you should get lost.

5TH BOY: We wouldn't get lost. The Saturday hikers always mark the trail.

ADULT: Mark the trail? How interesting.

5TH BOY: Yeah. They mark it with candy wrappers, soda cans,

4TH BOY: Newspapers .....

3RD BOY: Band aids .....

(Curtain)

## NATURE FOR CUB SCOUTS

"We don't want to do that. We're bored. Let's do something fun instead."

Do you hear this when you plan a nature activity? Really? Then somebody is doing something very wrong! Nature is fun! Nature is interesting! Nature is exciting!

Do not let your boys lose the OUT in their Scouting program. Scouting may be the only opportunity for some boys to experience being outdoors and involved in nature. Their time is being taken up more and more by television, computers and the dreaded NINTENDO. This is your big chance to spark an interest in the natural world around them and hopefully inspire them to want to know more.

Cub Scout nature needs to be hands-on. You can not talk and lecture. Your boys need to see and touch and smell and hear and yes - sometimes even taste. Show the boys pictures and they will get bored. Let them hold a snake, pet a Bobwhite Quail, examine a turtle shell, smell the difference between an oak leaf and sweetgum. They will be interested and want to know more.

You can hold a Den or Pack nature event. Set up stations along a nature trail. Some ideas:

Discovery boxes: Use dish pans, shoe boxes or other open boxes and put in interesting things for the boys to look at, TOUCH, and identify. You will want to have some field guide identification books with the boxes. The small Golden Guides are excellent. These can be checked out of your local library or are available in book stores. Make a simple easel or sandwich board from scrap plywood or heavy cardboard to display posters. The National Park Service has a wonderful set featuring Smokey the Bear. The boys love to use field guides and look through them to identify things. With a few gentle reminders, they usually treat the books well, also.

If you are able to gather up enough goodies - you might want to have several different boxes - each with a different theme.

BIRDS - Nests, feathers, bones (chicken will do in a pinch) eggshells ...

SEASHORE - Different shells, sand, water smoothed stones, crab claws/shells...

FOREST - pine cones, gum balls, seed pods, bark, fungus, twigs, leaves ...

INSECT - Put dead bugs in small jewelry boxes or on cardboard covered with plastic to protect them, egg cases, hives (EMPTY) ...

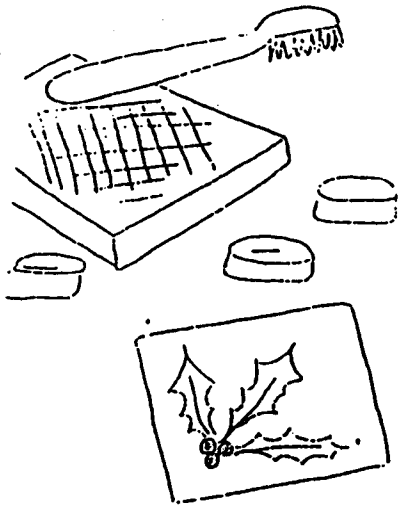
Live Critters: Please try to let the boys have experience with living creatures. Ones the boys can safely touch are the best - box turtles, anoles, quails. If you know someone with pet snakes, ask them to spend some time where the boys can see the snakes up close and personal. They do love snakes! WARNING - If you have live animals to show, be sure the boys do not tease them - any animal with teeth can and might bite, no matter how tame, if it is hurt or scared.

Special People: See if you can arrange to have a forest ranger or wildlife conservation officer come to visit. Many game commissions have wonderful displays and will usually try hard to accommodate Scout groups. Other ideas are: falconers, animal rescue people, herpetologists, etc.

Games: Web of Life (handout)

Any of the excellent games in one of Joseph Cornell's books

# Splatter Painting



Fix your design in place

Dip brush in water - color and shake until almost dry.

Hold a piece of window screening about 2" above the paper.

Draw brush across screen continuing until you have the desired effect. If drops are too large, use less paint or thin the paint with water.

Try solid and cut-out patterns for the entirely different type picture.

## PLASTER LEAF CASTING

Materials needed; leaf, plaster of paris or casting plaster, grease (shortening), paper clip or other hanging device, plastic lid or form, plastic bowls for mixing plaster.



Process; lightly rub leaf with grease (liquid oil can be used if excess is shaken off. Mix water with plaster to the consistency of heavy cream. Leaf can be placed in bottom of plastic lid before plaster is poured or may be pressed lightly on top of wet plaster. Make sure all parts of the leaf are in direct contact with the plaster, and there is no air bubble under the leaf. Insert paper clip, for wall hanging. Allow plaster to set, remove leaf. Gently remove cast from plastic lid. If desired, color leaf with water colors.

## PLASTER FACES



Make the same as leaf casting above. Plaster is poured into plastic lids (like from coffee cans) and face is painted onto cast after it is removed from the lid. You may use an acrylic sealer to protect them. Use these as wall decorations or make smaller ones as Christmas ornaments.

## PLASTER CAST FOOTPRINTS

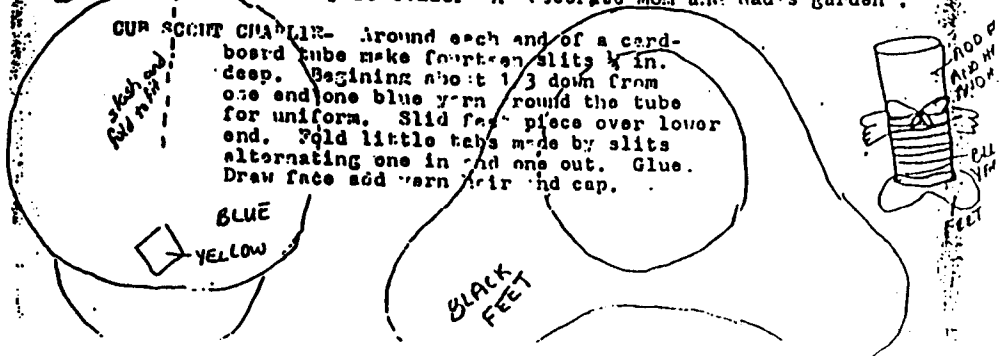


Go on a den hike to look for animal signs. When you find a good set of tracks make a cast of them to show at pack meeting! Use a strip of thin cardboard (about 2" wide) to make a ring around the track. Hold it in place with a couple of paper clips. Mix some water from a canteen or jug into a plastic bag containing dry plaster of paris. Just enough to make the consistency of thick cream. Pour into the track carefully so it is not disturbed. Continue looking for other tracks while this hardens. When done, they may be painted and labeled.

Also try this. Fill a small shoe box with wet sand, open it out and press firmly down. Have Cub Scout put his own footprint in and make a cast of that. Protect with acrylic sealer and decorate mom and dad's garden.

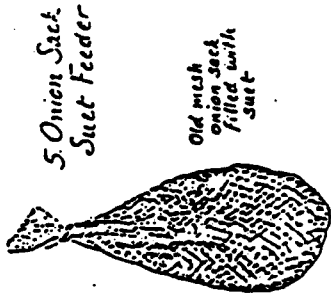


CUB SCOUT CHAPLIN- Around each end of a cardboard tube make fourteen slits 1/4 in. deep. Beginning about 1/3 down from one end, one blue yarn around the tube for uniform. Slid felt piece over lower end. Fold little tabs made by slits alternating one in and one out. Glue. Draw face add worn air and cap.



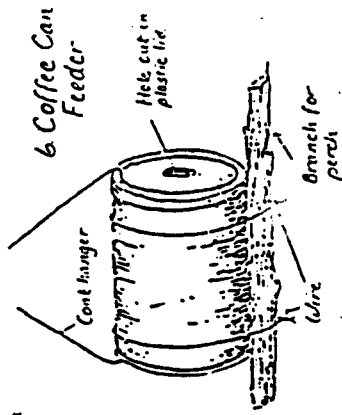
A-11

**D.I.D. FEEDERS (Continued)**

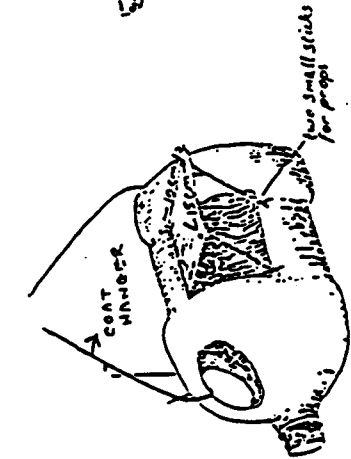


5. Onion Sack Suet Feeder

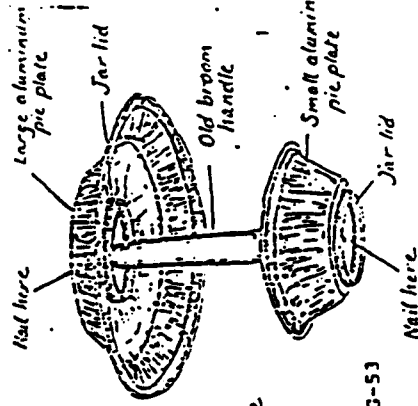
Old mesh onion sack filled with suet



6. Coffee Can Feeder

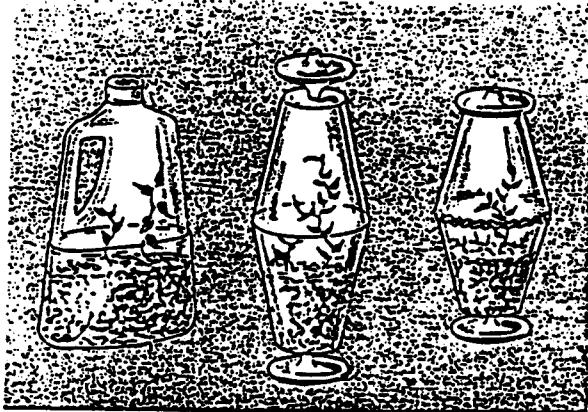


7. Bleach Bottle Feeder

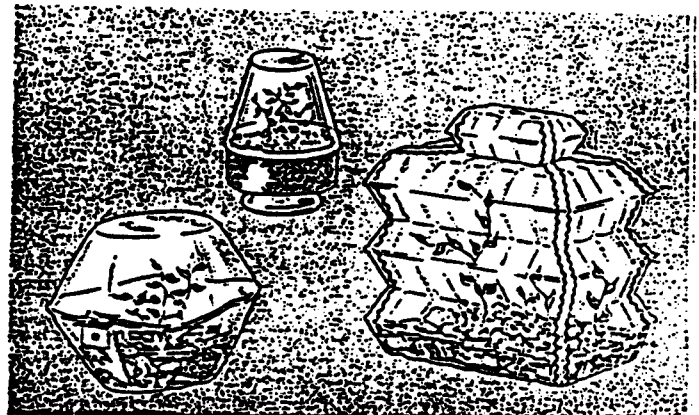


8. Pie Plate Feeder

G-53



A CLEAR PLASTIC BOTTLE and Plastic Glasses make a variety of novel terrariums.



A PLASTIC GLASS on a Plastic Bottle, a Plastic Banana Split Dish, and Plastic Trays.

## Make Your Own Terrarium

You'll have fun planting a terrarium, but just wait until your friends find out you even made your own container!

There's almost no end to the possibilities for mini-terrariums, using clear plastic bottles, disposable plastic glasses, clear plastic meat trays, and plastic banana-split dishes (from drive-in restaurants). You may also want to experiment with other plastic containers.

To make the terrariums, you'll also need clear cellophane tape, glue, kitchen shears and rickrack or cord. Sand all plastic edges before gluing and add a little cotton to provide a better surface for gluing.

### Bottles

Select a bottle that is slightly tapered, such as one from liquid floor finish. To

remove the label, soak in warm water. Cut off the bottle, about 3" above the bottom. Then, trim the cut edge of the top section until the top will fit snugly inside the edge of the bottom section. Remove the top to add  $\frac{1}{4}$ " gravel, potting soil and small plants.

### Disposable Plastic Glasses

Combine plastic tumblers and the bases from stemmed plastic glasses.

The stemmed glasses come with the bases detached, so that no cutting is necessary. The bases may be glued to the glasses, or glued together and then glued to the glasses, as pictured.

Place  $\frac{1}{4}$ " of gravel in the glass; then add soil. Position plants as desired.

To make the top, glue a base to an inverted tumbler, and place the top over the planter section. To help hold the

top in place, glue on a hinge or edging of rickrack.

For a terrarium with a bit of color, cut a round, colored plastic bottle, 3" in diameter,  $1\frac{1}{2}$ " above the bottom. Glue it to a base. Invert a 9-ounce plastic tumbler over the top.

### Banana Split Dishes

Here's a real quickie! Simply plant in one dish, and invert another on top!

### Clear Plastic Meat Trays

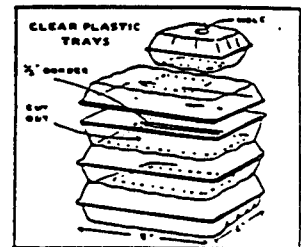
For the terrarium pictured, you'll need seven trays, 6" x 8" and 1" deep, and two trays, 5" square and  $\frac{1}{2}$ " deep.

Place one large tray inside another for the bottom of the terrarium. Place a layer of gravel, then potting soil, in the bottom, and position the plants.

To make the top part of the terrarium, remove the bottoms of four large trays, leaving a border,  $\frac{1}{2}$ " wide, all around the bottom of each tray. Stack these four trays together, bottom to bottom and rim to rim, as shown, taping together at each corner as you stack.

Next, cut out the bottom of a small tray, leaving a  $\frac{1}{2}$ " border all around as you did on the larger trays. Then, cut a matching square in the center of the remaining large tray. Tape these together, bottom to bottom, matching the cut-out squares. Then tape them to the top of the terrarium, as shown.

Cut a 2" circle in the bottom of the remaining small tray (for watering). Invert the tray, and tape it to the top. Glue on rickrack or cord to cover any tape and for decoration.



# A Variety of Nature Fun

After the long winter months, it's really a treat to get out and into the woods, parks, or even your backyard!

It's amazing what you can find to do, with next to nothing, just by taking a walk outdoors.

## How to Whittle a Whistle

All you need is a sharp knife, and a straight, 5" twig of green wood,  $\frac{1}{4}$ " in diameter (basswood, willow, red maple or hickory).

Cut an angled slice from one end of the twig for the mouthpiece, A, as shown. Then, cut a small triangular notch,  $\frac{1}{4}$ " deep, at B. Near the other end, at C, make a circular cut, cutting only through the bark, all around the outside of the twig.

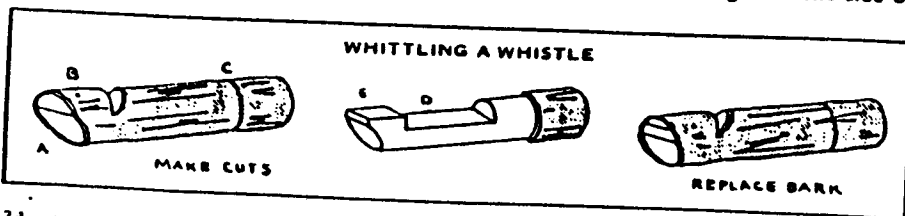
Next, tap the twig gently to loosen the notched tube of bark, being careful not to break it. Remove the tube of bark by twisting carefully until it comes off in one piece.

Cut the solid inside of the twig to form the whistle cavity, D. Flatten the top, E, leading from the whistle cavity to the mouthpiece, as shown. Now replace the bark tube in its original position on the whistle.

The tone of your whistle may be varied by changing the size of the whistle cavity.

## Insect Nursery

You can put butterfly or moth eggs in this cage and watch them develop into full grown insects.



To make the nursery, you'll need any size milk carton, tape, clear plastic, and a piece of screening large enough to cover the top.

Remove the top of the milk carton. Cut a large opening in the side of the carton, and tape a piece of clear plastic over the opening.

Cut the screening slightly larger than the top of the carton, and bend down the edges to fit, as pictured.

Inside the cage, place a leaf on which you have found eggs — such as milkweed, which often bears the eggs of the Monarch butterfly on the underside of its leaves.

Keep the cage out of direct sunlight. Once the eggs have developed into larvae, supply fresh leaves every day.

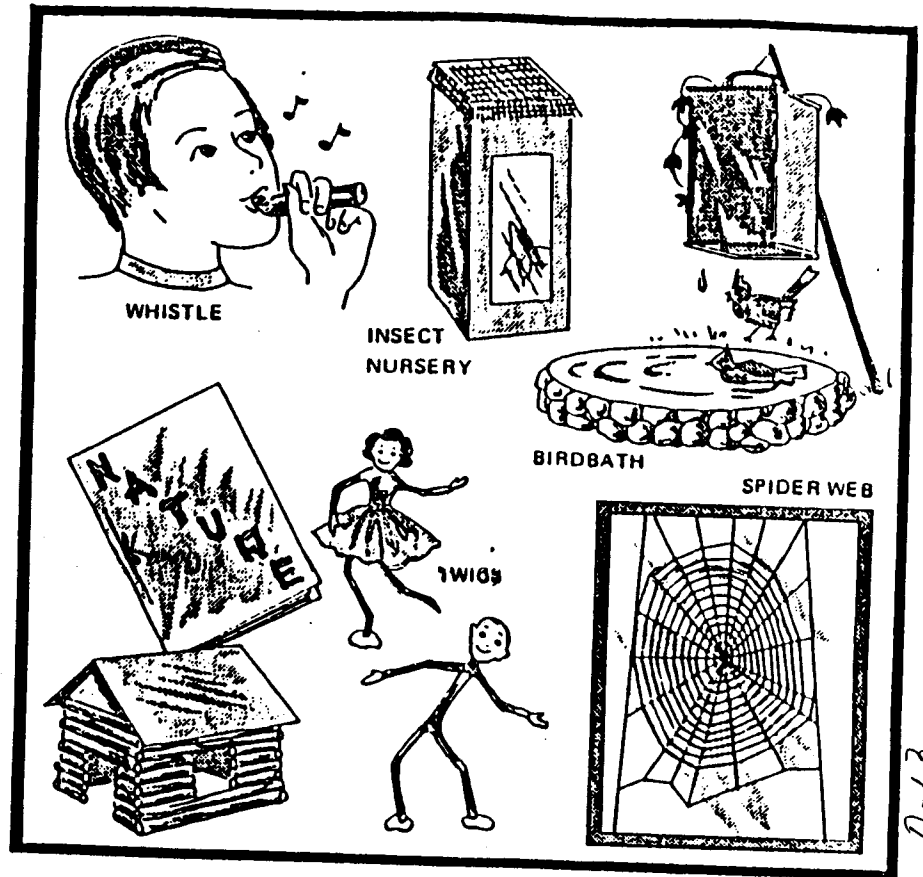
Before long, the larvae will spin cocoons, from which will emerge the fully developed insects.

## Birdbath

To make this birdbath for your backyard, you'll need a shallow basin or a garbage can lid, some small to medium-size stones, a large can, a screw, and a long stick.

Select a shady spot for your birdbath. Support the basin, or inverted lid, slightly above the ground with piled-up stones, as pictured.

To attract the birds with flashing drops of water, punch a hole in the side of a large can, about  $\frac{1}{2}$ " above the bottom, with a hammer and nail. Insert the screw in the hole. Regulate the size of



the opening by turning the screw so that a drop will fall every 3 or 4 seconds.

Hang the can over your birdbath from an overhanging branch of a tree, or from a long stick inserted into the ground, as pictured.

## Fun with Twigs

In addition to a supply of twigs, you'll need old magazines, glue, clay, yarn and crepe paper.

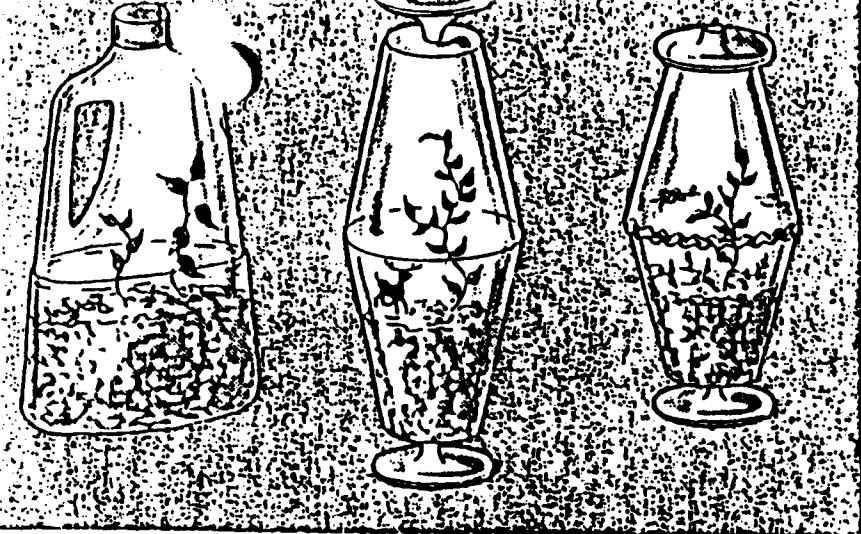
Many times, the shapes of small branches and twigs suggest figures of people or animals. Simply cut pictures of faces, hands and feet from old magazines, and glue them on. Press the twig figure into a clay base, and add yarn hair and crepe paper clothes.

Twigs may also be cut to make rustic picture frames, little log cabins (with paper roofs), or letters and designs on scrapbook covers. Notch the twigs where they cross to make a better fit. Then, simply glue them in place.

## Spider Web Collections

Arm yourself with a can of white spray paint and and some black or dark-colored paper, and you're on your way to a spider web hunt!

Spray the web gently with the paint; then slide the sheet of dark paper underneath the web. Break the supporting lines at the corners of the web. Then, mount your collection in a book (taping plastic over each web for protection).



LEAR PLASTIC BOTTLE and Plastic Glasses make a variety of novel terrariums.

# Make Your Own Terrarium

*You'll have fun planting a terrarium, just wait until your friends find out you even made your own container!*

There's almost no end to the possibilities for mini-terrariums, using clear plastic bottles, disposable plastic glasses, or plastic meat trays, and plastic banana split dishes (from drive-in restaurants). You may also want to experiment with other plastic containers.

To make the terrariums, you'll also need clear cellophane tape, glue, kitchen rickrack or cord. Sand all plastic edges before gluing and add a piece of cotton to provide a better surface for gluing.

## Bottles

Select a bottle that is slightly tapered, like one from liquid floor finish. To

remove the label, soak in warm water. Cut off the bottle, about 3" above the bottom. Then, trim the cut edge of the top section until the top will fit snugly inside the edge of the bottom section. Remove the top to add ¼" gravel, potting soil and small plants.

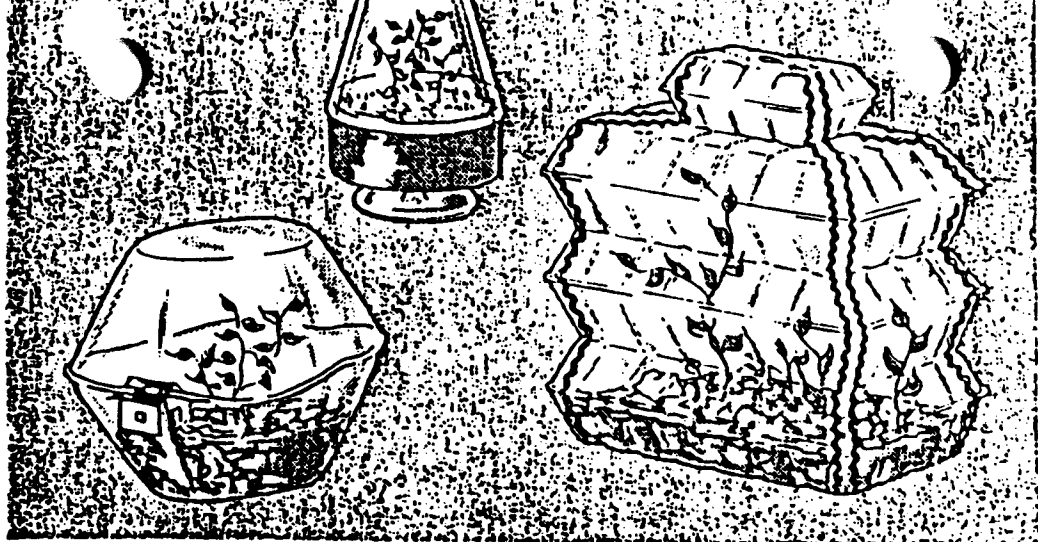
## Disposable Plastic Glasses

Combine plastic tumblers and the bases from stemmed plastic glasses.

The stemmed glasses come with the bases detached, so that no cutting is necessary. The bases may be glued to the glasses, or glued together and then glued to the glasses, as pictured.

Place ¼" of gravel in the glass; then add soil. Position plants as desired.

To make the top, glue a base to an inverted tumbler, and place the top over the planter section. To help hold the



A PLASTIC GLASS on a Plastic Bottle, a Plastic Banana Split Dish, and Plastic Trays.

top in place, glue on a hinge or edging of rickrack.

For a terrarium with a bit of color, cut a round, colored plastic bottle, 3" in diameter, 1¼" above the bottom. Glue it to a base. Invert a 9-ounce plastic tumbler over the top.

## Banana Split Dishes

Here's a real quickie! Simply plant in one dish, and invert another on top!

## Clear Plastic Meat Trays

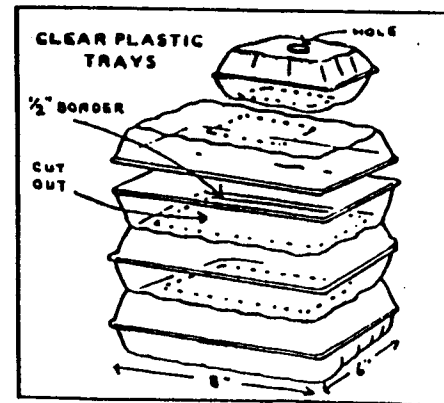
For the terrarium pictured, you'll need seven trays, 6" x 8" and 1" deep, and two trays, 5" square and ½" deep.

Place one large tray inside another for the bottom of the terrarium. Place a layer of gravel, then potting soil, in the bottom, and position the plants.

To make the top part of the terrarium, remove the bottoms of four large trays, leaving a border, ½" wide, all around the bottom of each tray. Stack these four trays together, bottom to bottom and rim to rim, as shown, taping together at each corner as you stack.

Next, cut out the bottom of a small tray, leaving a ½" border all around as you did on the larger trays. Then, cut a matching square in the center of the remaining large tray. Tape these together, bottom to bottom, matching the cut-out squares. Then tape them to the top of the terrarium, as shown.

Cut a 2" circle in the bottom of the remaining small tray (for watering). Invert the tray, and tape it to the top. Glue on rickrack or cord to cover any tape and for decoration.



## NATURE CRAFTS

**Shell Creatures** - Follow same method as suggested for making rock creatures on previous page. Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.

**Pine Cone Owl** - Use a large pinecone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and 4-toed feet.

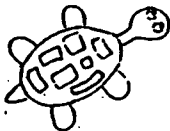
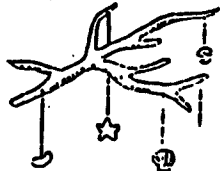
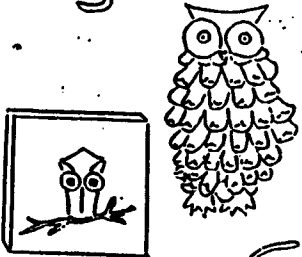
**Tiny Owl** - Use one large petal from a pine cone. (See Crafts Tips for Den Leaders page of this section for instructions on removing petals) The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch, set the owl on it, and add tiny plastic movable eyes.

**Walnut Mouse** - Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.

**Nature Mobile** - An attractive mobile can be made by using driftwood, starfish or tree branch for the crossbars. Use nuts, seed pods, berries and shells on each string. This is a good way to save and display items collected on vacation or on nature hikes.

**Apricot Pit Turtle** - Sand pit until smooth. Paint as shown in drawing. Add felt head, legs and tail.

**Apricot Pit Frog** - Follow same instructions as for turtle, using patterns shown below.



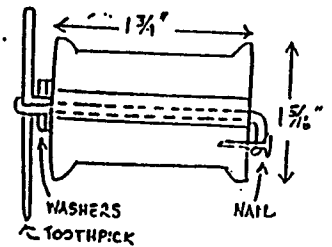
## MOTORIZED BUGS THAT GO!



For the motor, you'll need:

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

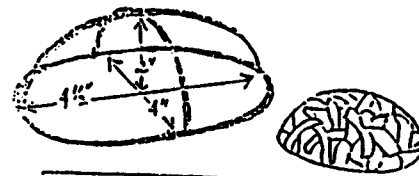
Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power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



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

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

- Boys' Life Magazine



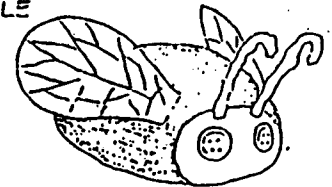
WOLF: Elect. 9

LADY BUG



Glue on half a pipe cleaner for each feeler. Glue on beads for eyes. Body is painted red with black spots.

BEETLE



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

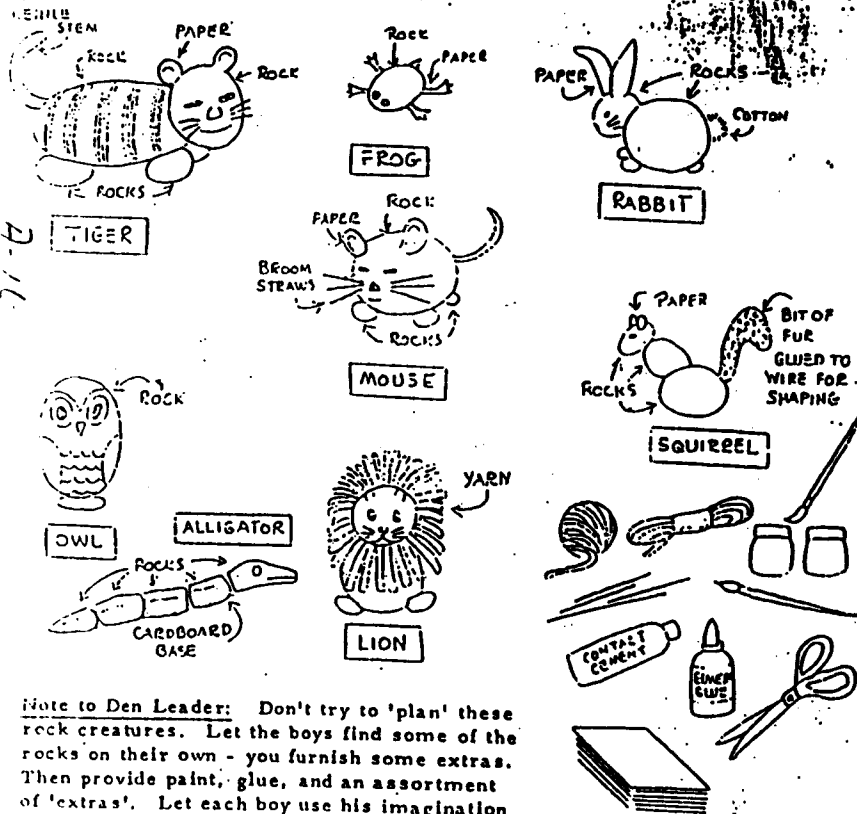
## ROCK CREATURES

Smooth, flat stones can be obtained at beach and river areas. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

Use acrylic paints. It is best to paint rocks before assembly. If rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

Use contact cement to glue rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a 'collar' of white glue or household cement around all joints to make a firm, lasting bond.

Use your imagination in adding features, such as yarn for lion's mane, broom straws for whiskers, chenille stems for tails, etc.



**Note to Den Leader:** Don't try to 'plan' these rock creatures. Let the boys find some of the rocks on their own - you furnish some extras. Then provide paint, glue, and an assortment of 'extras'. Let each boy use his imagination to create his own animal.



SPIDERWEB (Continued)

Each team is given the end of a string. On signal, they follow the trail, winding their string in a ball as they go.

Because of the difficulty of making such trails equal, points should not be given for "winning". It should be played for fun.

Variation - Teams should have to form chains and follow the cord, not letting go of the waist of the player ahead of them.

BLINDFOLD SPIDER

To an overhead beam or a branch, secure the standing part of half a dozen 3 or 4 metre lines. One player holds the free end of each line.

One player is appointed as the Spider. He is blindfolded and must try to tag the other five players without letting go of the line.

Those on the sideline could get involved by offering advice to the spider on finding the other players.

WORD SEARCH

S N S E L P A M A R	ANT	RAIN
S W E A T H E R S E	LOG	SPIDERS
T E O S D A O T W Z	SAVE	MAPLES
C E E R A I N O S I	PLAN	ENERGY
E D T D M A N T M L	SOIL	PLANTS
S S O I L S A V E I	SAND	WEEDS
N A L P S I U R T T	ROWS	PINE
I O I A E D N A S R	STEP	WORMS
G N R E N E R G Y E	FERTILIZER	SNOW
E G S R E D I P S F	SEEDLINGS	
	SYSTEMS	
	INSECTS	
	WEATHER	
	TOADS	
	GRASS	

-----  
There are six letters left, they spell the word \_\_\_\_\_

### BIRD AND BUG



This is a fast moving game that can be lots of fun. Game equipment can be put together quite easily. The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string. Make a bug for each player. To do so, 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, 3 to 4 feet across for the bird to stand in. Then, draw another circle, about two feet outside this, for the bugs guideline. Players one at a time, or all together, roll their bugs into the birds 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.



### GRASSHOPPERS

Teams form up in relay formation. The leading player of each team has his toes on the starting line - with the bean bag between his knees. On signal, he hops to the end of the hall and back - past the starting line - before handing the bean bag to the next player.

This continues until all players have completed the course. Team that finishes first is the winner.

Note: Determine before the race, while announcing rules, whether a player who drops the bean bag starts from where he is or returns to the starting line. Make your rule clear on this.

### SPIDERWEB

This game requires some advance preparation. A "goal" is chosen. As many strings as there are teams are tied to the goal. The strings are wound in every conceivable way thru various rooms, around pillar,s under tables. Inside or outside, the string could go over branches, thru hedges and over wood piles.

SEPTEMBER

OUR TOWN, USA

THE TALKING PACK FLAG OPENING

equipment: The Pack flag, flaf stand, tin can, spotlight to light flag in darkened hall.

personnel: an adult off stage or out of sight behind flag. A boy about 8 years old dressed in civilian clothes.

setting: Hall lights are lowered, spotlight is turned on pack flag and boy with a dejected look strolls across the stage kicking a can.

FLAG: Hello!

BOY: Hi! (then looking around) Who said that!

FLAG: I did.

BOY: (walking over to the flag) A talking flag?

FLAG: What's wrong with that?

BOY: Nothing I guess. What kind of flag are you?

FLAG: I'm a Cub Scout Pack Flag. You sure look sad.

BOY: I am.

FLAG: Why?

BOY: Nothing to do.

FLAG: I have a program of citizenship training, character building, and physical fitness not to mention games, crafts, interesting trips, and lots of other things to do, but I'm pretty sad , too.

BOY: Gee! With all that to do why are you so sad?

FLAG: Well, I have so many boys coming to join me this fall that I don't think I am going to be able to take care of them all.

BOY: Why not?

FLAG: Why? Because I need Den Leaders and Committee Members.

BOY: What for?

FLAG: I need Den Leaders to help me with my games and crafts. I need committee members to help me with Pack finances, advancement, publicity, outings, training, membership, to get craft materials for den and pack meetings and so many other things.

BOY: Can I help?

FLAG: No, I'm afraid not. My program is FOR you. But it is moms and dads that I need.

BOY: I'll ask my momm and dad to help you.

FLAG: If they will, we can work together and have a better program than ever.

BOY: See you later.

THE CUB SCOUT DILEMMA  
OR  
DEN LEADER'S DRAGNET

setting: a typical street in your own town. Narrator stands to one side.

Characters: Narrator, Boy, and Adult

NARRATOR: The story you are about to hear is too often true. The names have been changed to protect the innocent (Dragnet tune).

BOY: This is a city--beautiful, sunny, smog free \_\_\_\_\_, where many boys between the ages of 8 and 11 comb the streets in search of Den Leaders. My name is Sunday. I'm one of those boys. I'm NOT a Cub Scout. The reason for this dilemma, No Den Leader. It was Thursday, September 10, I was on day watch in my neighborhood, same old story, looking for Den Leaders. I met many new faces, but always the same old story--NO ONE HAD TIME.

A nice looking, well dressed woman was coming down the street toward me. I judged her age to be about 30. She was swinging a large bag. Obviously, she had been shopping. I approached her. "Could I have your name, Ma'am?"

LADY: Why yes, little boy, I'm Mrs. Marion Johnson.

BOY: And your age, Ma'am? Could I have your age?

LADY: My age? My, but you're a tall little boy. You must be 4 1/2 feet tall.

BOY: That's about the size of me, ma'am. Now could I have your age?

LADY: Well I'm in the neighborhood of 32, but what's all this about?

BOY: I want the facts, ma'am, just the facts. Are you now or have you ever been a Den Leader?

LADY: Me, a Den LEader! HEavens, NO!

BOY: Do you have any boys, ma'am?

LADY: Why yes. In fact I have two boys. One is 8 and the other is 10.

BOY: Where were you on Monday, August 29, between 4:00 and 5:00 pm?

LADY: Let's see now. Oh, yes, on Monday at that time, I have my hair done.

BOY: And Tuesday, August 30, at that same hour, where were you then?

LADY: Oh, I was at the health club. I always take aerobics class on Tuesday.

BOY: And Wednesday, August 31, what do you do on Wednesdays between 4:00 and 5:00 pm?

LADY: Well, I'm taking a course in ancient history. We are studying the prehistoric boy.

BOY: The prehistoric boy, ma'am. I'm sorry that you find that more vital and interesting than the live ones who need you so badly. How about Thursday, ma'am, can you account for your time on Thursday?

LADY: Oh, I must go to the Women's Club on Thursday. You see, I am in chairman of the potato chip committee.

BOY: What do you do on Friday?

LADY: Surely, you don't expect me to be a Den Leader on Friday? That's the only day I have to myself!

BOY: I'm sorry ma'am, you'll have to come with me to Scout headquarters for further questioning. (walk off together)

NARRATOR: The case of MARion Johnson was held the next week. She was found guilty on all counts of evading Den Leadership, thus causing untold agony to many little boys. She was sentenced to 3 years of hard labor as a Den Leader or until such time as both her boys have reached the age of 11 (Dragnet tune)

CUB SCOUTING IS MANY THINGS  
(Opening Ceremony)

Each of 12 Cubs holds a candle which is lighted as he gives his message.  
(Lights in the room are off)

- CUB SCOUTING IS A BOY. He is somewhere between 8 and 11 years old. He is just an average boy ... energetic, inquisitive, noisy, and eager to explore the world around him.
- CUB SCOUTING IS PARENTS who love this boy -- and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
- CUB SCOUTING IS A DEN MOTHER who opens her home and her heart to this boy and 5,6, or 7 others just like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.
- CUB SCOUTING IS A DEN CHIEF -- a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
- CUB SCOUTING IS A CUBMASTER who gives of his spare time, and some times much more, to provide a program that will bring Cub Scouting to this boy.
- CUB SCOUTING IS A COMMITTEE made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
- CUB SCOUTING IS A NATIONWIDE ORGANIZATION, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 8, 9, and 10 year old.
- CUB SCOUTING IS FUN for the boy, his parents, and his leaders.
- CUB SCOUTING IS FELLOWSHIP with the boy in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.
- CUB SCOUTING IS CITIZENSHIP -- teaching the young boy respect for God and country. He learns his moral obligations to himself and his fellow men.
- CUB SCOUTING IS A CHALLENGE to all who become involved -- a challenge to live up to high ideals, bring forth creative ideas, express yourself. It is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
- CUB SCOUTING IS ACHIEVING by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see Cub Scouting is many things -- each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people. This is Cub Scouting.

(Pause -- then lights on. Boys blow out candles and go to their seats)

CLOSING THOUGHT FOR DEN OR PACK MEETINGS

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

ODE TO A CUB SCOUT LEADER

(tune: Battle Hymn)

He was only 8 years old when they called me to the fore,  
I said, "I'm not equipped", they said, "Oh yes you are, what's more;  
We will train you in the basic, we'll outfit you for the corp."  
And they shoved me out the door.

Glory, Glory, I'm a leader  
How'd I get to be a Leader?  
All I did was have a son  
Is this the price I pay?

They taught me to be thrifty, to be thoughtful to be true;  
They taught me how to string beads like the noble Indians do;  
I had to learn to dig a trench, and how to use it too.  
And you should taste the stew!

I had to learn to sing songs that I didn't understand.  
I learned to dance the Polka and to make a rhythm band,  
To think of what to do, and to forget what I had planned.  
And they say that Scouting's grand!

Glory, Glory, I'm a Leader  
Me -- they make a Leader  
I can't even build a fire  
Let alone put up a tent!

We went walking in the woodland. my Cub Scout Den and me.  
The handbook says that nature has a wealth of sights to see:  
It's true -- We sure were sights, when we were found eventually.  
And I do all this for free!

But even though I grumble and I mumble and I shout,  
Though there are days I wonder what's the best way to get out;  
I guess when all is said and done, there isn't any doubt,  
I'm glad to be a Scout

Glory, Glory, I'm a Leader  
Someone's got to be a Leader  
They -- can carve it on my tombstone,  
Here's a gal (guy) who did her (his) best!

INTERPRETATION OF THE CUB SCOUT PROMISE  
(Opening or Closing Ceremony)

Arrangement: 6 Cub Scouts hold cards on what are printed parts of the Cub Scout Promise as shown below. Each Cub holds up his card in turn and reads the explanation given below.

I, \_\_\_\_\_ PROMISE

A promise is a solemn vow, where your good reputation is at stake.

TO DO MY BEST

Your best is giving all you've got when you have something to do...and working on it with all your heart and with all the strength and devotion you have.

TO DO MY DUTY

To do the job, to meet the responsibilities; to do what must be done, not just half-way, but completely and fully so that you're proud of your work.

TO GOD AND MY COUNTRY

First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. You should try to be a good citizen.

TO HELP OTHER PEOPLE

To help...it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people...not just your own family. The best time to help is when you have to go out of your way to do it.

TO OBEY THE LAW OF THE PACK

So that we will all remember just what this law includes, will you please stand and repeat it with me?

(Boys lead audience in saying the Law of the Pack, giving Cub Scout sign)

CUB SCOUT GIVES GOODWILL

Closing Ceremony

Good Cub Scouts are friends to all.  
On their honor to obey the pack law.  
Once they spread goodwill all around.  
Doubled friendships will surely be found.  
Working together to make the world a better place.  
Including as friends - boys from each faith and race.  
Leaving behind them a path of good cheer.  
Let's all practice it now and all through the year.

The above verses would make a good closing ceremony for your pack meeting. Have boys hold up cards and turn them over as he speaks his line, thus spelling out GOODWILL

I AM AMERICA'S HERITAGE  
(Opening Ceremony)

**Arrangement:** Room is darkened and the pack and American Flags are spotlighted.  
Patriotic music is played in the background.

**NARRATOR:** There it is, it's still flying! It's been a long night and as the dawn appears and the smoke clears, it is still fluttering in the breeze.

I am the American Revolution and the valiant patriots that lost their lives that this nation might live.

I am Paul Revere and his midnight ride.

I am Nathan Hale and his stand for freedom.

I am the Boston Tea Party and Bunker Hill.

I am Kings Mountain and Guilford Courthouse.

I am the Constitution of the United States, the Bill of Rights, and the symbol of religious freedom.

I am the War of 1812 and the Mexican War.

I am the Alamo and the Battle of Bull Run.

I am the Battle of Vicksburg and the blood and torment of the Civil War.

I am the Monroe Doctrine and the Spanish American War.

I am World War I and the depression of 1929.

I am Pearl Harbor, World War II, the Korean conflict, and Vietnam.

I am the pain and sorrow, the happiness and joy, of bygone days.

I have seen poverty and wealth, dread and anticipation, hate and love.

I have seen America through all her history.

I am America's heritage.

(As Narrator finishes, volume of background music is turned up)

PARENTS PARTICIPATION PLEDGE

After the newly inducted Bobcats have repeated their Cub Scout Promise, ask the Parents to repeat the following promise:

I (name), promise to do my best to help my son be a good Cub Scout, to encourage him to fulfill the Cub Scout Promise and obey The Law of the Pack. I further promise to assist him in his Cub Scout achievements and electives and to cooperate with the Den Leaders, Cubmaster, and Pack Committee, and to participate actively in the Cub Scout Program.



MOWGLI JOINS THE JUNGLE PACK

CAST: Narrator  
Akela -- Father wolf  
Mother Wolf  
Mowgli -- a barefoot boy with swim trunks on  
Shere Khan -- the tiger  
Baloo -- the bear  
Bagheera -- the black panther  
Pack Council --as many cubs as you want in the circle

NARRATOR: England's Rober Baden-Powell, who started the Scouting movement, used Rudyard Kipling's The Jungle Book as a basis for the Cub Scouting program. Our skit is taken from THE JUNGLE BOOK. As our scene opens, Mowgli, the man cub, has been brought before the pack council. Shere Khan, the vicious tiger want to kill the cub' but Mother Wolf wants to keep the cub as her own. Akela, the great Wolf who leads the pack arises from his rock to speak.....

AKELA: (arises from a kneeling position) You know the law-- you know the law. Look well, oh wolves.

MOTHER WOLF: Look, look well, oh wolves. (she kneels on Akela's right)

Shere Khan: (enters) He is mine. Give him to me!

Narrator: Now the law of the Jungle says that if there is any dispute as to the right of a cub to be accepted by the pack, he must be spoken for by at least two members of the pack; neither of whom is his father or mother.

Akela: Who speaks for this cub?

Narrator: The only outside creature who is allowed at the wolf pack's council is Baloo, the brown bear, who teaches the Wolf Cubs the Law of the Jungle.

Baloo: (Enters from left) I speak for the man cub. There is no harm in him. Let him run with the pack. I, myself, will teach him.

Akela: Baloo has spoken and he is our teach for the young cubs.

(CONTINUED NEXT PAGE)

MOWGLI JOINS THE PACK (continued)

- Narrator: A shadow drops into the circle. It is Bagheera, the kind of the jungle, and no one cares to cross his path. (enter Bagheera from left)
- Bagheera: To kill any small cub is shame. To Baloo's words, I shall add my strength and help this small cub! (Shere Khan gives Mowgli a last hungry look, roars and slinks away)
- Narrator: And that is how Mowgli joined the Wolf Pack!  
(the pack howls its approval)

AKELA AND THE CUB SCOUT TRAIL

- CAST: Akela, Indian Brave, Cub, Bobcat, Wolves  
Additional boys may be added any place dividing the dialogue.
- (Boys play their jungle drums. Akela and Brave and Cub Scout enter)
- Cub: Akela! Great Chief! I want to be a Bobcat Cub Scout. Listen---meoww!! meoww!!
- Akela: That doesn't make you a Bobcat. Do you know the Promise and the Law of the Pack?
- Brave: Do you know the Sign and the Handshake? The Motto and the Salute?
- Cub: I don't know any of them.
- Akela: Go and learn them. Then you'll be a Bobcat.
- (Drums play and Cub Scout leaves.....then a Bobcat enters)
- Bobcat: Great Akela! I'm a Bobcat who wants to be a Wolf. Arooo! Arroo!!
- Akela: Can you climb a tree? Swim like a fish? Tie a strong knot?
- Bobcat: Not yet.

(CONTINUED ON THE NEXT PAGE)

AKELA AND THE CUB SCOUT TRAIL (CON'T)

Brave: There are 12 feats you must do.

Bobcat: I only have 2 feet.

Brave: Not feet, feats! Achievements! They are written in the book of Wolves.

Bobcat: How can I do 12 achievements all by myself?

Akela: Great Cub Scout leader and Great Parents will help, Go!

(Drums play and bobcat leaves and two Wolves enter---fighting)

Brave: (separates them) Who disturbs the camp of Akela?

First Wolf: We only took six months to become Wolves.

Sec. Wolf: Now we have losts of time to mess around.

Akela: There's more to do in the Book of Wolves. Electives. Earn arrow points.

Brave: Have you caught a fish? Shot an arrow? Prepared a feast?

(Wolves are then loaded down with supplies for their new adventures. They leave and third wolf enters)

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

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

Brave: Twelve achievements in the Book of Bears.

(Last Wolf runs in)

Last Wolf: Akela, I've done the 12 achievements in the Book of Bears to become a Bear.

Akela: Has Great Parent signed something to show you have done them?

(wolf show that they have)

Akela: (Akela changes the mask from Wolf to Bear)

Brave: The Bobcat, the Wolf and the Bear have followed the trail and thus the life in the jungle continues.

## CUB SCOUT HARMONY

(Tune: "The Coke Song")

I'd like to teach the world to sing, in Cub Scout harmony.  
The Blue and Gold would be the thing that everyone would see.  
Each Wolf and Bear and Webelos, is doing all he can,  
To "Do His Best" with all the rest of Cub Scouts in the land.

We're the real thing (Cub Scouts)  
Why not join us, You'll see,  
What fun really can be (oh, yeah!)  
We're the real thing.

## IT'S A CUB WORLD

(Tune: "It's a Small World, After All")

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 Cubbing World.

There are Cubs in England and Italy.  
There are Cubs in France and Germany.  
When the Cub flag's unfurled  
All around the world  
It's for Cubs like you and me.

CHORUS:

There are Bears and Wolves and Webelos  
We wear different patches on our clothes  
But I'll tell you, it's ture  
We all wear gold and blue  
In our Cub World, after all.

CHORUS:

Akela guides us all, you see  
To learn and do and grow and be.  
And we all meet the test  
'cAuse we all DO OUR BEST  
In our Cub World, after all.

CHORUS:

Lost in the Fog Equipment needed: peanuts in shells. Boys are in relay style. Heads are bent back, peanuts are placed on forehead. Boys walk to the finish line. If the peanut falls off the head, Cub must start over. The team traveling the distance to the finish line is the winner.

Pushing the Balloon to Philadelphia Balloons needed for each team. (Have a few extras, too.) Have the Cubs inflate the balloons as part of their gathering time activity to use during this game later during the meeting. To play the game, have the Cubs in relay style, toss balloons in the air to start, then each Cub must blow the balloon through the air across a designated line. Catch the balloon and return to next team member.

### "WHERE IS YOUR HOME"

Divide the audience into two groups and have them respond to the following key words. HOME: "Home on the range" UNITED STATES: "This land is your land"

Be it ever so humble, there's no place like HOME. No matter where in the UNITED STATES you may roam. You may travel all over the UNITED STATES, but your own HOME state with you always reates. Some choose to roam while others stay, Always in their HOME state till their dying day. No matter in what part of the UNITED STATES your HOME state may be, There's one thing everyone says you see, And everybody I'm sure will remember that -- HOME is where you hang your hat!

### COMMUNITY BUS SKIT

This is a pantomime skit with no narration. It is important that the boys use very exaggerated actions.

CHARACTERS: Bus Driver, Lady carrying a birdcage, Man carrying gift boxes, Man carrying groceries, Clumsy and Awkward man, and Den Leader and Cubs. (Omit or add parts necessary to fit the number of boys in your den.)

SETTING: Chairs are set up on stage to simulate seats in bus. Chair is at the front for Bus Driver.

#### ACTION:

- ...Bus driver smiles when first person gets on bus. He goes through the action of opening and closing bus door, takes fare, etc.
- ... Lady carrying birdcage, purse and wearing large hat asks bus driver to hold the birdcage while she look in her purse for her money, which takes quite a while. She bends her head, pushing hat brim into the driver's face. Driver looks very unhappy. He hands back cage. Lady walks back to take seat in bus.
- ...Driver goes through motions of driving to next stop. This includes shifting gears, stepping on accelerator, stopping at next stop by putting foot on brake, and opening door for next passenger.
- ... Man carrying several gift boxes piled up past his nose proceeds to drop boxes all over driver, while trying to get money for fare out of his pocket. He tries to pick up boxes before paying fare and drops them again. Driver raises his arms to protect himself against falling boxes, then tries to help pick them up. This time he says a few unpleasant words without sound. Man sits directly behind driver and driver continues to hand him the remaining boxes.

- ... Driver goes through all the actions of proceeding to the next stop, grumbling and looking a little more unhappy each time.
- ... Man carrying two large sacks of groceries enters bus. While fumbling to get fare out of his pockets, he spills some of the groceries on the floor. He hands both sacks to driver while he picks up apples and oranges from floor. Returns groceries to sack, pays fare, pushes hat back on head and finds a seat.
- ... Awkward man is carrying a rake, a hoe, and a shovel. He runs in front of bus and tries to flag it down. Bus stops with a schreech. He enters, staggers around, fumbles for fare, drops tools on driver. He drops money on floor and gets down on hands and knees to search for coins. Puts fare in box and fumbles back to find a seat after taking the tools from the driver.
- ... Driver goes through actions of proceeding to next stop. Everyone gets off bus. Waiting at this stop are the Den Leader and Cub Scouts. They enter the bus. Each pays fare without incident, takes seat quietly. Bus proceeds to next stop and all get off. thanking bus driver as they leave.
- ... Driver collapses!!

Curtain...

### NEIGHBORHOOD CLOSING

Six Cub Scouts form a straight line at the front of the the meeting room. Each holds a piece of 8½" by 11" paper with his two letters on it. In turn each Cub holds up his sheet and reads its explanation. The letters are arranged as indicated below.

- (1) NE Neighborhood Examples we can be, For we are Cub Scouts can't you see?
- (2) IG It's Great to live in our home town We'll help it grow, not tear it down.
- (3) HB Help Build with us, let's start today A better place to work and play.
- (4) OR Other Reasons you may know Let's not delay - Let's really go!
- (5) HO Houses Old and houses new Need our care and fixing, too!
- (6) OD Our Dens can help our neighborhood Grow clean and bright and safe and good.

(Verses should be written on backs of each sign for the Cub Scout to read.)

### THOUGHT FOR THE MONTH

\* \* \* \* \*

\* Think like an 8 year old with 20 years of experience. \*

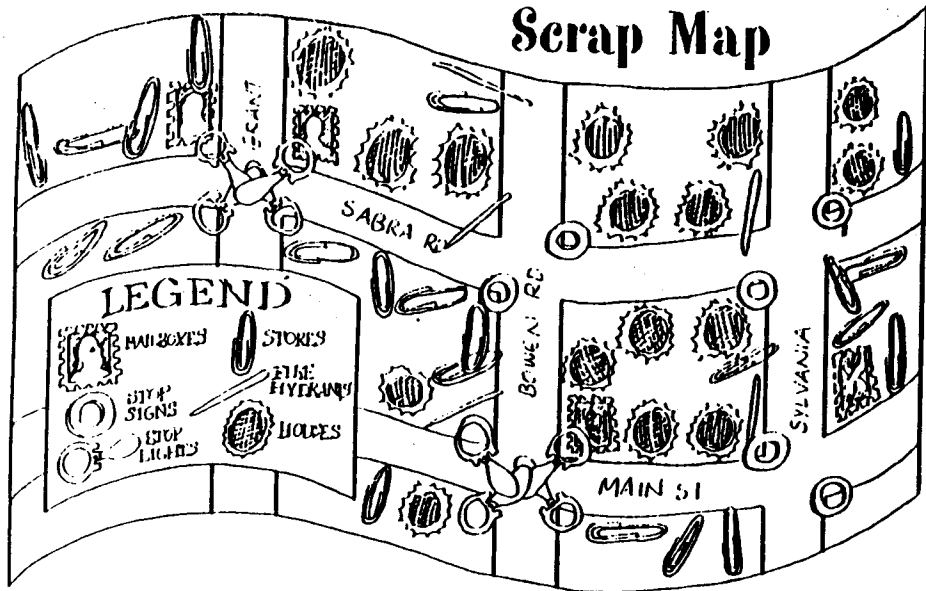
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# about Maps

Maps are fun to read. Maps are fun to make. But the most fun of all is reading a map you yourself have made! And don't think that maps are only good for locating hidden treasures and correct free-way exits...although both are mighty welcome sights. Maps can be used for any number of rather silly but enlightening things.

## Scrap Map



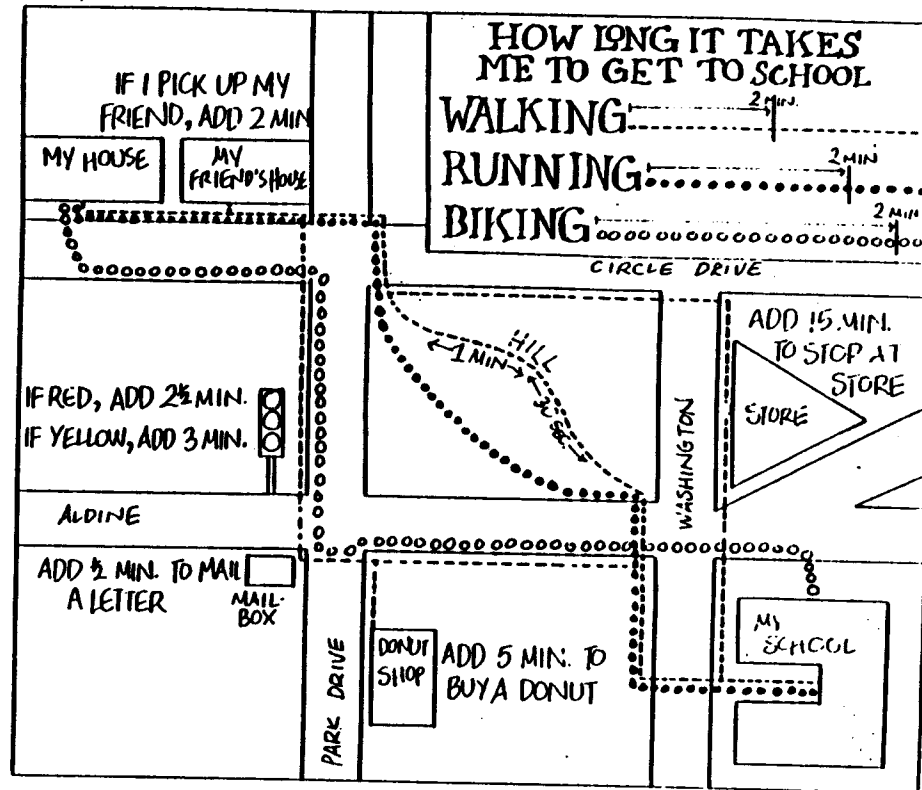
5-13

A map doesn't have to be of a faraway place or a large land area. It can be of a neighborhood—your neighborhood!

Make a map of your neighborhood. Use cancelled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

## Time-Distance Map



Make a map showing your house, your school and all the streets between the two. Mark your route to school.

Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes up on your map. Mark this as a scale in the legend.

Then, figure out how far you can run in five minutes. Translate that distance to the scale of the map.

Try the same trip on your bike. Mark that in the legend.

If you want to make an even more accurate time-distance map, make allowances for special things like these:

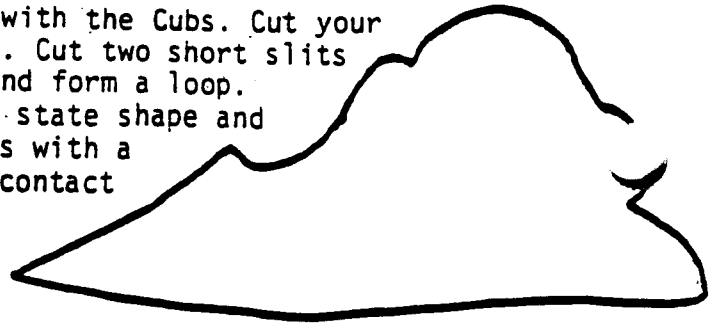
If I miss the light at Aldine and Park Drive, my trip to school will take an extra three minutes.

If I'm running to school and I pass through the Washington Street Shopping Center during a sale, I'll have to walk, not run. I'll lose 5 minutes time!

I ride my bike more slowly uphill than downhill.

### MAP SLIDE

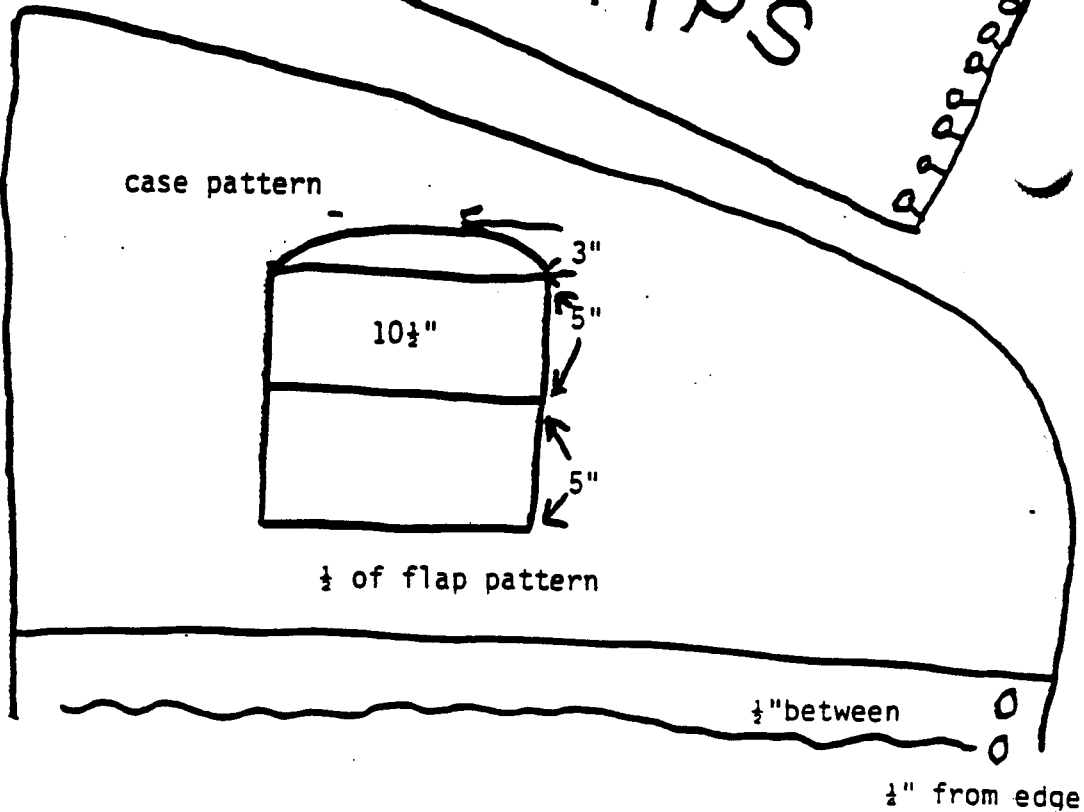
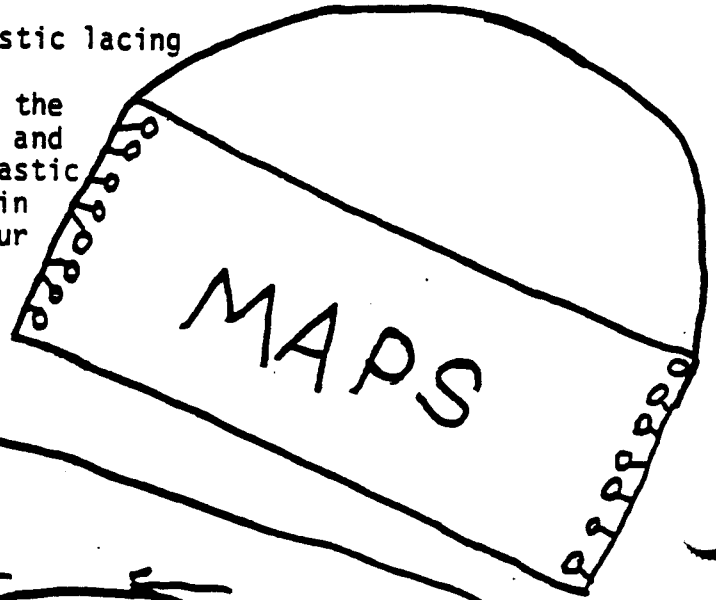
A neckerchief slide is always popular with the Cubs. Cut your state outline out of light weight cardboard. Cut two short slits big enough to slip a pipe cleaner through and form a loop. Cut a piece of road map big enough to cover state shape and glue in place with rubber cement. Cover this with a piece of clear contact paper. Trim map and contact paper to the shape of your state.



### MAP CASE

Materials: light-weight vinyl, plastic lacing and a small punch.

Cut case out of vinyl according to the pattern. Fold the bottom five inches up and punch holes in both sides. Lace with plastic lacing. Fold down top of case and tuck in the case. Letters can be used to put your name, the word maps, etc. on the front.





2. Learn about the history of your neighborhood. Find out about how it got its name, famous residents, different groups who once lived there and who lives there now, historic landmarks, interesting stories. Call the public library and arrange to have your den visit and find information about your town.

3. List well-known people who live in your neighborhood. These might include long-time residents, leading business people, clergy, community leaders, professional people (like doctors, lawyers, teachers, etc.) and other interesting people. Visit some of them and ask them to tell you about your town.

4. Find out the boundaries of your neighborhood. Show the outline of your neighborhood on a map. Mark the map where each member of your den lives. Show where some interesting people or buildings are located too.

## FIELD TRIPS FOR CUB SCOUTS

### GROUND RULES FOR TRIPS

- ... Cub Scouts and leaders should be in uniform.
- ... Provide plenty of adult supervision--this is where parents can help.
- ... Contact the place you are going well in advance to arrange the details.
- ... Coach the boys so they are attentive, courteous, and observe the regulations and safety factors. Remember you are a guest!
- ... Be on time arriving. Locate rest rooms, a point to meet to leave, where to go if the boys get separated from the group and where emergency help can be found. Have the boys use the buddy system and make them stay together.
- ... Remind the boys of your schedule, lunch plans, and departing time.
- ... Know how many Cub Scouts are with you, have a list of them, carry home phone numbers with you, know about any allergies and health problems and be sure each boy has an identification card.
- ... Upon your return, have the boys write your hosts to thank them for a pleasant visit.

### BEFORE YOUR TRIP

Be sure you have completed the Local Tour Permit application. This permit is turned into the Scout Service Center. The lower half will only be returned if you include a return, stamped envelope. You may take it into the office yourself. You should allow two weeks for the permit to be returned.

Be sure to get a permission slip from each boy's parents and that they know when and where you are going. The time you will return.

### FIELD TRIP IDEAS

NEIGHBORHOOD - McDonalds, Krispy Kreme, Carvel Ice Cream, Roy Rogers, Pizza Hut, Burger King, Baskin Robins, Dunkin Donuts, Coke Company, etc.

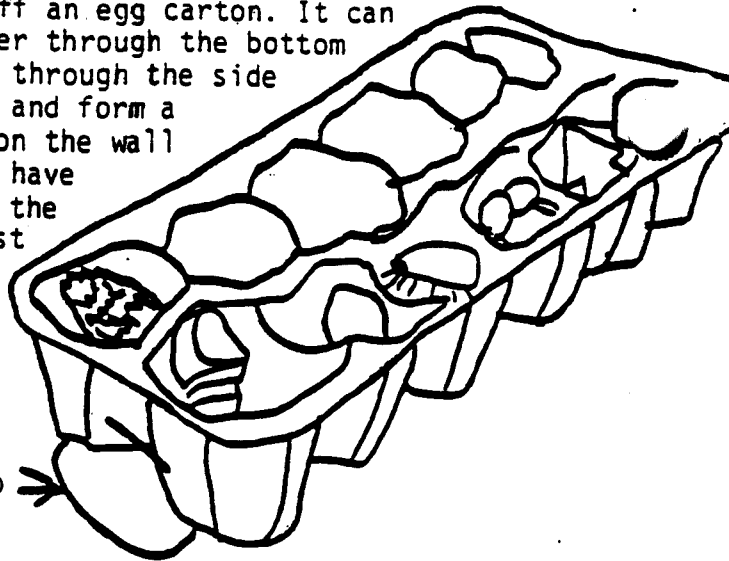
GOVERNMENT - Pentagon, Police Station, Fire Station, Nature Center, Marine Barracks, Zoo, Airports, Animal Shelter, Navy Yard, Post Office, etc.

RELIGIOUS FACILITIES - National Cathedral, Shrine of the Immaculate Conception, Temple of Latter Day Saints, Franciscan Monastery, etc.

OTHER TRIPS - TV Studio, Interstate Van Line, Masonic Memorial, Bank, etc.

## EGG CARTON DISPLAY CASE

Have the boys collect things for the box on a trip or hike to be put in the case. Cut the top lid off an egg carton. It can be painted or stained. Push a pipe cleaner through the bottom and side of one egg compartment and then through the side and bottom of the compartment next to it and form a loop. This will be used to hang the box on the wall later. Then glue the items that the boys have collected in each of the compartments of the egg box. Add labels for each item and list where it was found and what it is. Add a label with the place and date of the hike, the Cub's name, etc.

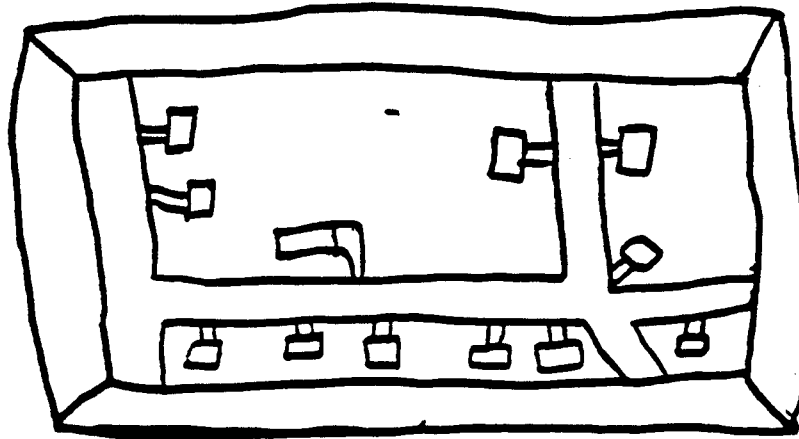


Pipe cleaner loop

## DEN NEIGHBORHOOD MAP

Materials: Styrofoam meat tray, sugar cubs, glue and magic markers.

On a styrofoam tray draw the streets of your neighborhood with black magic marker. Fill in the grass with green, leaving the sidewalks and driveways white. Color sugar cubes to match the houses in your neighborhood and glue in place. Other objects such as nails, screws, washers, etc. can be used for traffic lights, mail boxes, street signs, etc.



## NEIGHBORHOOD LEARNING ACTIVITIES

The following is a list of activities for the boys to do to learn more about the town they live in.

1. List the important locations in your neighborhood. Include the following in your list: Churches, fire hydrants, fire alarm boxes, police call boxes, pay phones, Doctors' offices, schools, museums, drug stores, police and fire stations, clinics and hospitals, bus stops, libraries, stores, etc. The boys can also find out the phone numbers of these important places.

OPENING

**Materials:** Large black pot (real or paper mache) for a witch's 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.

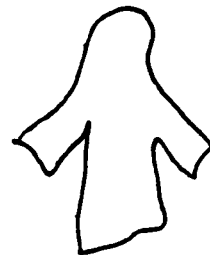
**Setting:** Colored spotlights are on the Den Leader witches as one of them stirs the pot. The other witch adds ingredients to the brew. The witch attending the pot recites this poem:

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

**Cubmaster:** (Enters, covered with sheet, and recites:

There are queer things you may meet,  
On Halloween upon the 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.)

ADVANCEMENT

**Materials:** Awards are taped to the inside of the witches' pot. The Den leader witch calls out the award, another witch pulls it from the brew and hands it to the Cubmaster for presentation.

CLOSING

**Setting:** The Den leader witches are back at their pot of brew. One of them recites:

**Den Leader:** 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 the 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 Cub Scout is weighed.

**Cubmaster:** (Spotlighted) I want to thank each of you for attending our pack meeting this evening. Remember Cub 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."

## BOBCAT AWARDS CEREMONY

AWARDS CH: As the legends say, many moons ago, there lived a great Indian Chief named Akela. Many trophies hung in his tepee. His father was the son of the great sun. His totem was the Arrow of Light. Many tales were told of his great deeds. But the great chief himself always speaks of the strength and wisdom of his father, Arrow of Light and of his mother, Kind Eyes, from whom he learned many things. He remembers the things he learned from nature as a young brave. He learned of the adventurous call of the Bobcat. From the Wolf, he learned the language of the ground - the tracks; the ways of food by listening with sharp ears. From the big bears he learned the secret names of trees and the calls of birds - the language of the air. Akela told the braves that the future is hidden, but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are fair and help other people, they will take our place and our tribe will continue to be great.

It is our pleasure to bring into our tribe new braves. Please come forward as I call your names:

(Group forms a semi-circle in front of Arrow of Light)

AWARDS CH: Prepare yourselves as I light the symbols of the seven virtues of life  
1. Wisdom 2. Courage 3. Self-control 4. Justice 5. Faith 6. Hope 7. Love  
(Light all candles and say each virtue as each candle is lit)  
Now for the spirit of Cub Scouting. (light one candle in front of other candles).  
(Akela appears on stage in front of tepee).

AKELA: Who comes there?

AWARDS CH: Boys who are in search of the many joys of Cub Scouting.

AKELA: Whom do you seek?

AWARDS CH: Akela, the great spirit of Cub Scouting. (Akela comes down into the circle)

AKELA: Are these boys wise in the ways of the Bobcat?

AWARDS CH: They are, Akela.

AKELA: (To the new Cubs) You must now pass the test of new braves. First, the Cub Scout Promise (Cubs repeat Promise.) Next, the Law of the Pack. (Cubs repeat Law).

AKELA: You have passed the test. (With the assistance of Awards Ch presents Bobcat Award with Scout Handshake) (Returns to center of circle).

AKELA: Braves, you are now Bobcats, the first step into the great game of Cub Scouting. Remember as you move forward into greater ranks the motto of all Cub Scouts. Say with me the motto "Do Your Best". I will always be here to help you. Welcome to the tribe of Pack \_\_\_\_\_.

AKELA: The spirit of Cub Scouting must now return to the land of Great Spirit. But I will leave one light to guide you. (Blow out all candles but one in front)  
Braves, return to your Den Leader and HAPPY SCOUTING.

PUMPKIN WONDERLAND

Tune: "Winter Wonderland"

Screech owl hoot  
Are you list'nin?  
Beneath the moon,  
All is glist'nin.  
A real scary sight,  
We're happy tonight,  
Waitin' in a pumpkin wonderland.

In the patch, we're watching for  
Great Pumpkin;  
We've been waiting for this night  
all year;  
For we've tried to be nice to  
everybody;  
And to grow a pumpkin patch  
that is sincere.



HALLOWEEN SONG

Tune: "Yankee Doodle"

I'll carve a fearful pumpkin face,  
As well as I am able,  
And when it's done I'll light it up,  
And set it on the table.

I'll fix it so that passers-by  
Will see and get the quiv-vers,  
For Halloween's the time to play  
You have the shakes and shiv-vers.

HALLOWEEN IS HERE!

Tune: "Farmer in the Dell"

Oh, the pumpkin patch is dark,  
There 're goblins in the park,  
Hi-ho it's scarey-o  
When Halloween is here!

FRANKENSTEIN

Tune: "Clementine"

I was working with my test tubes,  
In my laboratory fine,  
When one day I broke my glasses,  
And I made poor Frankenstein!

He was charming, he was handsome,  
And I nailed his hand on tight,  
Oh, his teeth were sharp and pearly,  
And his eyes came out at night.

Oh, his nose, I made it quickly,  
From a rotten apple core,  
And his tongue was nice and purple,  
And it hung down to the floor!

Dracula, he was my helper,  
But from him I had to part,  
He cooked my steak too tough for dinner,  
And I drove it through his heart!

Then the Old Man came to work,  
"Sir", I said, "What's that in your mouth"  
He said, "Fangs". I said, "You're welco"  
And he still is running South!

Frankenstein helped in the kitchen,  
He was baking up a cake,  
When he fell into the mixer,  
And got whipped up by mistake!

Cooking nicely in the oven,  
Oh, the cake, it came out fine,  
I told my friends that they were raisins,  
But those lumps were Frankenstein!

DOWN BY THE GRAVEYARD

Tune: "Down by the Station"

Down by the graveyard, early in the evening,  
See the ghosts and ghouls all standing in a row,  
They must pass inspection by they're trick or treating,  
Once they look their scaries then off they go!



GREAT PUMPKIN IS COMING TO TOWN

Tune: "Santa Claus is Coming To Town"

Oh, you'd better not shriek,  
You'd better not groan,  
You'd better not howl,  
You'd better not moan,  
Great Pumpkin is coming to town!

He's going to find out  
From folks that he meets,  
Who deserves tricks  
And who deserves treats;  
Great Pumpkin is coming to town!

He'll search in every pumpkin patch,  
Haunted houses far and near,  
To see if you've been spreading gloom,  
Or bringing lots of cheer.

So you'd better not shriek,  
You'd better not groan,  
You'd better not howl,  
You'd better not moan;  
Great Pumpkin is coming to town!

DECK THE PATCH

Tune: "Deck the Halls"

Deck the patch with orange and black,  
Fa la la la la, la la la la  
Take along your goody sack  
Fa la la la la, la la la la  
Don we now our gay apparel  
Fa la la la la, la la la la  
Troll the ancient Pumpkin carol  
Fa la la la la, la la la la.

See the Great One rise before us  
Fa la la la la, la la la la  
As we sing the Pumpkin chorus  
Fa la la la la, la la la la  
Follow him as he ascends  
Fa la la la la, la la la la  
Join with true Great Pumpkin friends  
Fa la la la la, la la la la.



PUMPKIN BELLS

Tune: "Jingle Bells"

Dashing through the streets,  
In our costumes bright and gay,  
To each house we go,  
Laughing all the way.  
Halloween is here,  
Making spirits bright;  
What fun it is to trick or treat,  
And sing Pumpkin songs tonight.

Pumpkin Bells, Pumpkin Bells,  
Ringing loud and clear;  
What fun Great Pumpkin brings us,  
When Halloween is here.

TWELVE DAYS OF HALLOWEEN

Tune: "Twelve Days of Christmas"

On the first day of Halloween,  
My true love gave to me  
An owl in an old dead tree.

Continue with:  
Two trick or treaters,  
Three black cats,  
Four skeletons,  
Five scary spooks,  
Six goblins gobbling,  
Seven pumpkins glowing,  
Eight monsters shrieking,  
Nine ghosts a-booming,  
Ten ghouls a-groaning,  
Eleven masks a-leering,  
Twelve bats a-flying.

I'M DREAMING OF THE GREAT PUMPKIN

Tune: "I'm Dreaming of a White Christmas"

I'm dreaming of the Great Pumpkin,  
Just like I do this time each year,  
When he brings nice toys to good girls  
and boys,  
Who wait for him to appear.

I'm dreaming of the Great Pumpkin,  
With every Pumpkin Card I write,  
May you Jack-o-lanterns burn bright,  
When the Great Pumpkin visits you t



CHARLIE CARELESS MATCH: Charlie Careless Match -- call me Chuck.  
You play around with me and you run out  
of luck.

GARY GASOLINE CAN: Gary Gasoline Can is my handle. My stinky  
fumes are as deadly as a lighted candle.

FIRE CHIEF SAM KETCHAM: Those are the suspects, Mr. Tracy. Can  
you tell me who is guilty of causing the  
fire?

DICK TRACY: After having reviewed the case, and shaking  
down all the suspects, I find them all  
guilty!!

\* \* \* \* \*

FIREMEN APPRECIATION  
Tune: Little Brown Jug

We honor our firemen, brave &  
strong;  
The best of \_\_\_\_\_, in our song.  
Fighting fires to keep us safe;  
With a little red engine, bright  
and bold.

Chorus

Oh my goodness, here they come;  
Sirens blazing, oh what fun.  
We will stay our of the way;  
Fire is dangerous, not for play.

When they arrive upon the scene;  
Flames are blazing, red and mean.  
Shooting water at the base;  
They put the fire in its place.

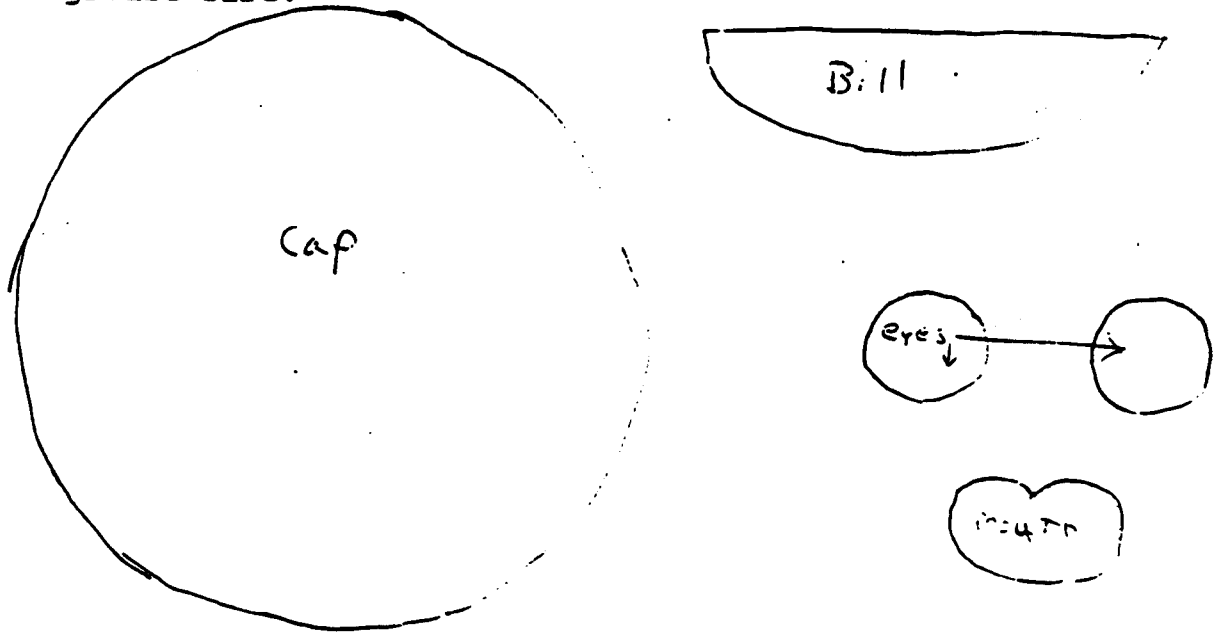
Chorus

Oh my goodness, I can see;  
A bright red engine, it must be.  
Coming fast to heed the call;  
Twenty men who give their all.

Chorus

CUB SCOUT BAKING SODA EXTINGUISHER

Cover a 1 lb. can and a tuna can with gold foil. Cut a cap, bill and eyes from blue felt. Cut a mouth from red felt. Glue cap to top of tuna can. Glue bill to cap so it extends over edge of can. Glue eyes and mouth on side of tuna can to form Cub Scout's face. Glue "jiggle" eyes on blue felt eyes. Fill 1 lb can with baking soda, cover with Cub Scout, and place next to stove in case of a grease fire.



\* \* \* \* \*

THE CASE OF THE DEN 7 FIRE

The following skit was written by a group of Den Leaders at the Philmont Scout Ranch in 1971. They used paper bag puppets to portray the characters. However, the boys could dress up in their own versions of these characters or large grocery bags could be put over the boys with holes cut for head and arms and then decorate the bags with appropriate designs.

Number of characters needed: 7

FIRE CHIEF SAM KETCHAM: Dick Tracy, we've had a fire over at Den 7. We'd like you to find out who the villain is.  
DICK TRACY: O.K. Chief Ketcham. Who are your suspects?  
FIRE CHIEF SAM KETCHAM: I'll put them in the line-up for you.  
DICK TRACY: Let's hear their story and find out which one is the fire bug.  
FREDDIE FRAYED CORD: Freddie Frayed Cord is my name -- and throwing out sparks is my game.  
GRETTA GREASY RAGS: Gretta Greasy Rags is how I'm known. When it gets hot, I explode.  
OLLIE OVER-LOADED SOCKET: Ollie Over-Loaded Socket here. Too many plugs set me off like a rocket.



## THE DESERTED HOUSE

Divide group into 8 groups. Advise each group to respond with the sounds when their word is read.

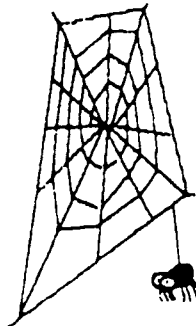
Whistled	-	Blow out with whistling sound
Creaked	-	"Creak, creak"
Clattered	-	Clap hands sharply 3 times
Moan	-	Low, long moan
Boing	-	"Boing, boing"
Squeaked	-	High squeak
Whirred	-	Blow out, making lips vibrate
Ghost	-	High, falsetto moan

This is the story of a poor, deserted house. It was a sad house indeed. Its windows were broken, the floors sagged and part of the roof had fallen in. When the wind whistled around the eaves, all its timbers creaked, the shutters clattered against the walls, and the chimney gave out a low moan. Down in the cellar, the mice squeaked and an old, rusty piece of sheet metal trembled with a loud boing. Up in the attic, the bat's wings whirred as they flew around in shadowy circles.

One Halloween, a ghost visited the house, thinking it might be a suitable place to live. He floated in through one of the broken windows. It creaked, the shutters clattered, the chimney moaned, the metal boinged, the mice squeaked and the bat's whirred.

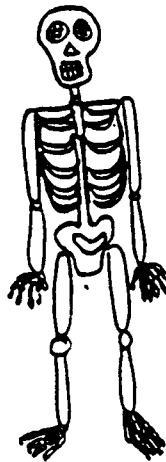
This is too much, even for a ghost. "I'm getting out of here," he said firmly. So the ghost left the house and never came back.

And to this day, when the wind whistles around the eaves, you can hear the sounds of moan, boing, creak, whir, clatter and squeak coming from that poor deserted house.



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

BATS  
 BLOOD  
 BONES  
 CHIL  
 COBWEB  
 CORPSE  
 CREATURE  
 CRYPT  
 DANK  
 DARK  
 EERIE  
 EVIL  
 FACE  
 FEAR  
 FULLMOON  
 GOBLIN  
 GRAVESTONE  
 GROAN  
 HAIRY  
 HIDDEN  
 KARLOFF  
 MISTY  
 MORGUE  
 NIGHT  
 NOISES  
 OGRE  
 PASSAGE  
 RIVER  
 SCREAMS  
 SHIVER  
 SHOCK  
 SHOUT  
 SINISTER  
 SOBS  
 STUPEFY  
 WINDY





# HOT STUFF for fire safety

Fire Safety doesn't have to be just an endless string of DO's and DON'Ts to memorize. It can be made fun with a craft and a silly story. They won't even know they're learning about what's good for 'em!

## Silly Filly Inny for Serious Fire Safety

The leader passes around slips of paper with various brief phrases on them. Each member of the group draws a paper from the proverbial hat. The leader reads the story below. When there is a pause in the story...signified by \*\*\* ... the leader points to one of the group members, and that person SHOUTS OUT his phrase. Of course, the phrase doesn't have to be remotely related to the story... in fact, that's the fun of it! We'll give you 20 phrases; you add more phrases and story if you need it. (Maybe 20 will give each group member two turns. They won't object!)

broken egg  
dancing shoe  
Superman comic  
bright red lipstick  
open-toed moccasin  
peanut butter sandwich  
leaky pen

loud belch  
skinny flea  
basket of fruit  
tiny bubble  
bad case of the hiccups  
sneezing powder  
spoonful of castor oil

1905 penny  
partridge in a pear tree  
can of spinach  
autographed soccer ball  
bowl of noodles  
silver Cadillac

Midnight. For the first time in days, the fire station. was quiet. Captain Harding had just settled down for a quiet rest on his \*\*\* when the alarm went off.

"Up and at'em!" he thought, slipping each foot into a \*\*\* which he always kept near his bed. "There's a fire someplace, and I'm gonna put a stop to it."

The others in his company were hurrying to get ready, too. Another alarm sounded. Then another. It was a 5-alarm! Probably the biggest fire in 20 years! Just the thought of it made Captain Harding nervous. He felt like a \*\*\*.

But the job had to be done. No time for being frightened or nervous. He slid down the \*\*\*. The others waited near the \*\*\* which already had its engine running.

Clang, clang! Down the road sped the fire truck. Everyone made way for the firemen. Even fussy Mr. Thompson pulled his \*\*\* over to the side of the road.

As he approached it, Captain Harding knew what was on fire. It was a \*\*\*. No people in there at this time of night. But there would be a big property loss, most

likely. And it was always unfortunate to see a perfectly good \*\*\* going up in smoke.

The trucks stopped right in front of the \*\*\*. The men ran out, each knowing just what his job was and how to do it well. Joe and Bill pulled the \*\*\* off the truck, while Ted and Rick attached the \*\*\* to the fire hydrant.

A crowd was beginning to gather. The fire and the sirens had awakened everyone in the area. Captain Harding recognized the photographer from the Tribune taking pictures of the \*\*\* and the reporter fervishly taking notes on a \*\*\*.

Smoke filled the air as Captain Harding entered the burning building. He coughed and gagged, but continued. He had to be certain no one was inside. The first floor had been checked, and floors two and three seemed clear. Just as he was about to leave, he heard a noise. It came from the corner of the room where he saw a \*\*\*. Under it was a kitten!

"Come on, fella. Don't be afraid. We'll get you out," he said in his most encouraging voice. The cat scampered over to him, grateful to find a friend in such an unlikely spot. Captain Harding whisked him up, and they both started down the ladder. The kitty almost seemed to smile when Captain Harding finally set him down on the solid \*\*\*.

Three hours passed before the fire was finally put out. No lives lost, and property damage was kept to a minimum. A good job, thought the Captain.

He felt satisfied as he drove back to the fire house. A smile crossed his \*\*\* as the truck pulled in the \*\*\*. 3:30. Time for a cup of \*\*\* and a quick game of \*\*\* before sleep. Tom and Rick joined him. They even found an all night restaurant to deliver a sausage \*\*\*.

A fireman's life's not easy, thought the captain. But he remembered the kitten he'd saved, and he was sure glad it was the life he'd chosen!

## Fire Safety Frigies

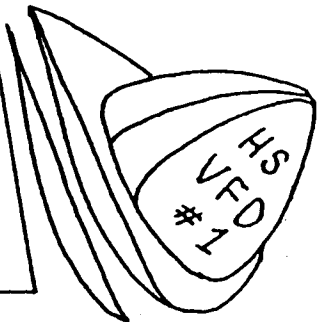
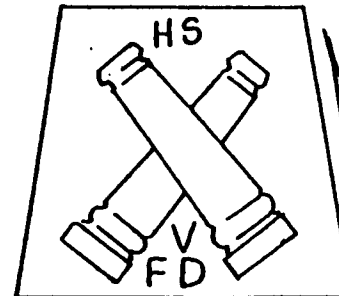
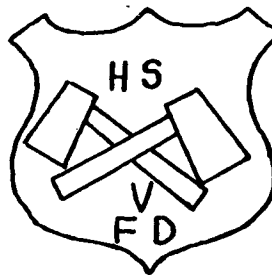
Margaret Brown  
Starke, FL

These ideas are patterns I came up with. I enlarged the hat from a thimble picture in a gadget catalogue. The crossed nozzles started out as a single nozzle cut from a tool catalogue.

I haven't been a Scout leader for 30 years, but many ideas are usable for

Senior Citizen's groups, too!

To make a fire safety refrigerator magnet, use these pictures to form the patterns for your magnets. Cut pieces from felt and glue in place. Attach magnets to the back. (Use lightweight cardboard if your magnet is too floppy.)



# Welcome to "Fire Safe" Inn

Most kids have the opportunity to stay at a hotel or motel at some time. Being aware that fire safety should go with them on vacation just may save a life! This game is designed to make remembering fire safety rules a little easier...and fun!

These are the principles for fire safety in hotels. Go over them with your group before the game starts.

When you arrive at the hotel:

- 1.) Ask where the Fire Exit nearest your room is.
- 2.) Walk to the Fire Exit. Count the number of doors between your room and the exit. (If there's a fire you may not be able to see the sign.)
- 3.) Open the Fire Door. Step into the stairway and let the door close behind you. Find out if you can re-enter from the stairway.
- 4.) Find out which windows in your room open.
- 5.) Always keep your room key next to your bed. Bring it with you if there is a fire. You may want to get back inside. If there is a fire alarm:
- 6.) Don't stop to gather anything. Just take your room key and leave!

7.) Check your room door before you open it. If it's hot, pack wet blankets around it; don't leave. If it's not hot, be cautious and open it slowly with your foot braced at the bottom so you can close it quickly if necessary.

8.) Stay close to the floor to avoid breathing smoke.

9.) If you must crawl to the Fire Exit, stay near wall to avoid being trampled.

10.) Don't jump.

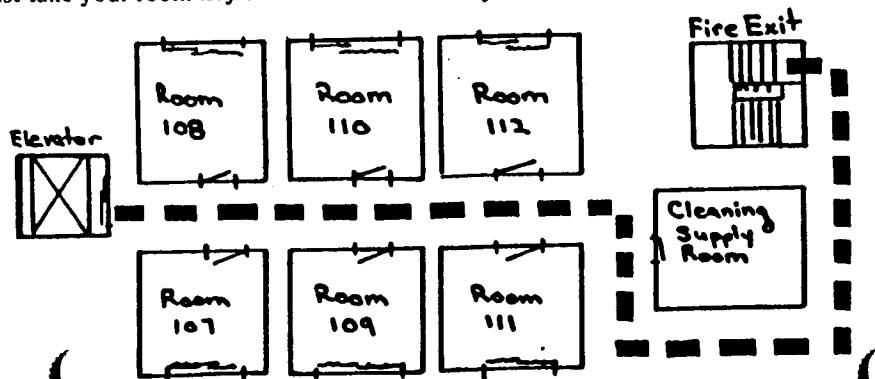
11.) Don't use the elevator.

12.) Stay as calm as possible.

Now the game.

You'll need the board, a button or marker for each player, a pair of dice, and a stack of cardboard cards which the kids draw from.

Make a board similar to the one shown. Let the kids name the hotel, set up the floor plan, and write out the cards. They'll learn from all of it.



PACK-O-FUN

Each child chooses a room. Each must roll doubles to begin play. Then each draws a card from the stack and moves his man toward the Fire Exit. First one there wins.

Here are some suggestions for the cards to get you started:

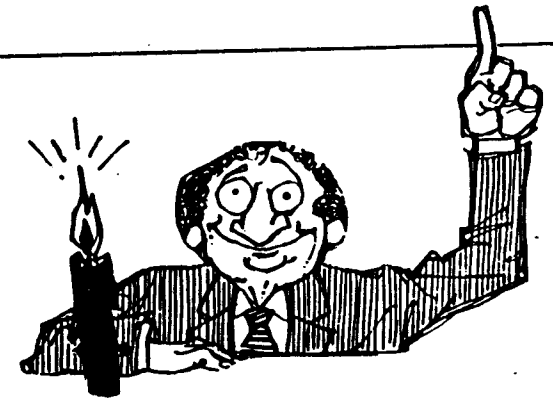
- You're staying close to the wall as you move down the hall to avoid being trampled. Advance 1.
- You're crawling rather than walking down the smokey hall. Advance 2.
- After the alarm sounded, you gath-

ered up your favorite p.j.'s your autographed picture of Lassie, and your pet turtle. Return to your room.

- You packed door with wet blankets once you found it was hot. Advance 3.
- You braced your foot against your room door as you opened it. Advance 2.
- When you arrived, you asked where the Fire Exit was. Advance 5.
- You forgot your room key! Back 3.
- When you arrived, you counted the number of doors between your room and the Fire Exit. Advance 2.

## Fire Safety Stunt

by Mrs. Vera Vargo  
Hammond, IN



This stunt needs at least 5 actors. It's short, fun and easy for kids to perform.

Mr. James and Narrator wear suits or shirts and ties. Hose Man carries a garden hose, Ladder Man carries a chair, Chief wears a fireman's hat and rain coat. Other props are a candle and an offstage siren.

**NARRATOR:** Now this evening, folks, we have Mr. James to talk to us on fire safety. Let's welcome Mr. James. *(Narrator begins applause and audience follows.)*

**MR. JAMES:** Hello, Ladies and Gentlemen. This evening I would like to discuss the hazards of an unwatched open flame. I shall light this candle now as the first part of my demonstration.

*(Mr. James lights candle. Just as Mr. James is about to open his mouth to begin his talk, a siren goes off.)*

**HOSEMAN** enters shouting "Fire! Fire! Fire!"

**LADDERMAN** enters and sets up chair next to Mr. James. Others may enter, adding to the excitement.

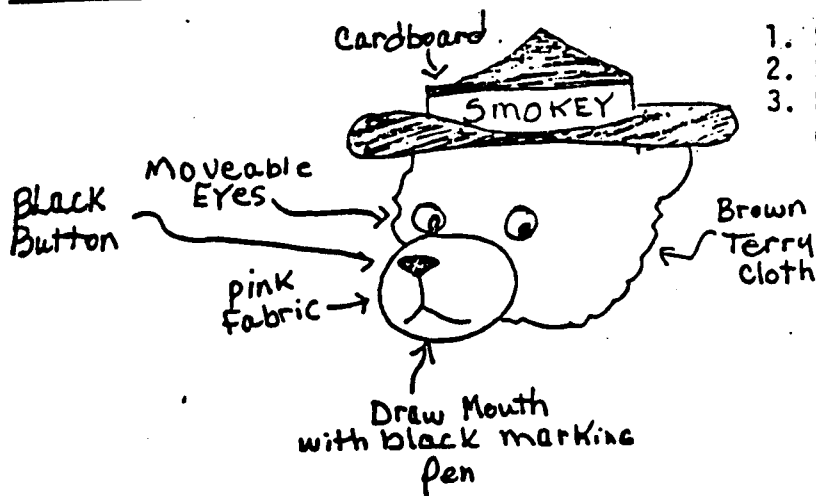
**ALL** holler "Chief! Chief! Fire! Fire! Fire!"

**CHIEF** enters and climbs chair. He ceremoniously blows out the candle.

*All firemen run off stage.)*

**NARRATOR:** That concludes our fire safety demonstration. Thank you, Mr. James. *(Shakes Mr. James' hand.)* I'm sure we'll all remember that an unwatched open flame can cause a lot of trouble!

*(Narrator exits. Mr. James picks up candle and exits singing "Happy Birthday.")*



1. Stuff head with cotton
2. Stuff nose with cotton
3. Put leather loop glued on back.

## WHERE THERE'S SMOKEY

A good song is worth a thousand words! For Fire Prevention Month, why not let the catchy "Smokey the Bear" song carry its important message to the youngsters in your class or organization. The short skit given below can be used to introduce "Smokey" to a larger audience.

**SETTING:** Suggest a woodland scene. Trees may be merely stumps, labeled "trees," or more realistic cardboard scenery.

**CHARACTERS:** The children (**ANDY**, **BILL**, **CHUCK** and **DAVE**), the **RANGER** (or other leader) and **SMOKEY**.

**COSTUMES:** The children wear uniforms or ordinary camping clothes. The **RANGER** wears twill or khaki shirt and pants, wide belt, boots and ranger's hat. **SMOKEY** wears jeans, a fuzzy brown sweater, brown mittens, wide belt and ranger's hat with his name on it. He can pull brown socks over his shoes and should carry a shovel. You can make a bear mask as described in the article on "Costumes" or decorate a paper bag mask to resemble a bear. Make the ranger hats with crepe paper crowns and cardboard brims.

*(As the curtain opens, the RANGER and CHILDREN enter, carrying bed rolls and other camping equipment. They throw down their packs.)*

**RANGER:** Well, boys, this looks like a good spot to camp for the night.

**ANDY:** Isn't it . . . kind of out-in-the-open? What if a bear comes along?

**BILL:** Boy, are you a sissy! Who's afraid of a bear? If one comes around, I guess we could handle him. *(He dances around, waving his fists.)*

**RANGER:** I don't think we're likely to see any bears around here.

**CHUCK:** Come on, let's get our things unpacked and make a fire. I'm starving! *(They unpack their gear. ANDY takes an umbrella from his roll.)*

**RANGER:** Andy, what are you doing with that umbrella? That's not on our list of camping equipment.

**ANDY:** I know, sir . . . but did you ever have a Mother? . . . *(Suddenly there is a crackling sound made by snapping sticks offstage.)* What's that? . . .

**BILL (sneering):** Look at him? I suppose he thinks it's a bear.

**DAVE:** It IS a bear . . . Look! *(SMOKEY enters and stands at one side.)*

**BILL (terrified):** A B-B-BEAR! *(He dives under his bed roll.)*

**RANGER (laughing):** Come on out, Bill. Boys, don't be afraid. This is your friend. . . . It's Smokey, the Fire Prevention Bear.

**BILL (coming out slowly):** . . . Smokey?

**RANGER:** You've all heard of Smokey. In fact, we sang a song about him once. Remember? *(The RANGER now sings, or recites, the stanzas of the song, with the boys joining in on the chorus. While he is speaking, they and SMOKEY can act out the words of the song. If you prefer, the entire group can sing the song and encourage the audience to join the chorus.)*

**SMOKEY (with deep voice, at end of song):** 9 out of 10 fires — nearly 500 a day — are started by well-meaning people who just didn't think.

**BOYS:** Break your matches, crush your smokes, drown your fires . . . **BE CAREFUL WITH EVERY FIRE!**

**SMOKEY:** Remember, only YOU *(pointing to boys)* and YOU *(pointing to audience)* can prevent forest fires!

### FIREMAN, SAVE MY CHILD

Line up teams for relay race with one Cub (the child) 15 to 20 feet in front of the line sitting in a box or on a rug. Give each boy in line a 4' to 6' length of rope. On signal Cubs tie ropes together using a square knot. First boy in line then coils the rope and throws end to the "child" and pulls him in. The "child" must be able to catch the rope without standing. The first team to pull in or rescue their "child" wins. After the race check all knots. If all of the knots are not square knots, that team is disqualified.

### FIRE HAZARD HUNT

Prepare for this game by creating some fire hazards in and around your meeting place - matches left carelessly within reach of children, outside door blocked by a chair; oily rags in a pile in the garage; grease spilled near stove burner; newspapers piled near furnace, and so on.

Advise Cub Scouts to find and list on paper as many hazards as they can find. At the end of the game, check findings and explain the hazards. Urge Cub Scouts to check their own homes. Let Cub Scouts help clean up the hazards you have created so they will know how to dispose of them properly.

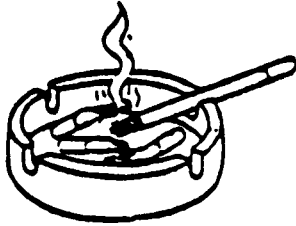
### FIRE SAFETY WORD SCRAMBLE

- |                     |                |
|---------------------|----------------|
| 1. tlpater _____    | 7. urnb _____  |
| 2. onnerpevti _____ | 8. lipsl _____ |
| 3. thabtub _____    | 9. docr _____  |
| 4. hatmces _____    | 10. houc _____ |
| 5. fceeof _____     | 11. ifer _____ |
| 6. sergae _____     | 12. xae _____  |

# HOME FIRE SAFETY CHECK LIST

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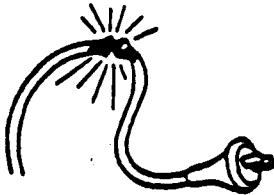
## MATCHES, SMOKING, AND FLAMMABLE LIQUIDS



<u>YES</u>	<u>NO</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Matches and cigarettes are out cold before disposed of.  
 Every room has large, stable, fire-proof ash trays.  
 "No Smoking in Bed" is a firm rule for everyone in the house.  
 Matches and lighters are kept out of the reach of children.  
 Flammable liquids like gasoline are never brought into the house.  
 Flammable liquids like paints and solvents are kept in closed metal containers.  
 All flammable liquids are kept in a cool place, safe from damage.

## ELECTRICAL HAZARDS



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Only qualified electricians are allowed to work on house wiring.  
 All appliances and cords have the UL label to insure safety.  
 Multiple attachment plugs are never used.  
 All extension cords are in the open, not under rugs.  
 Worn or damaged cords and plugs are discarded immediately.  
 An air space is kept around the TV and refrigerator.  
 Is the right size fuse in each socket in the fuse box, and do you replace a fuse with the same size?

## HEATING AND COOKING HAZARDS



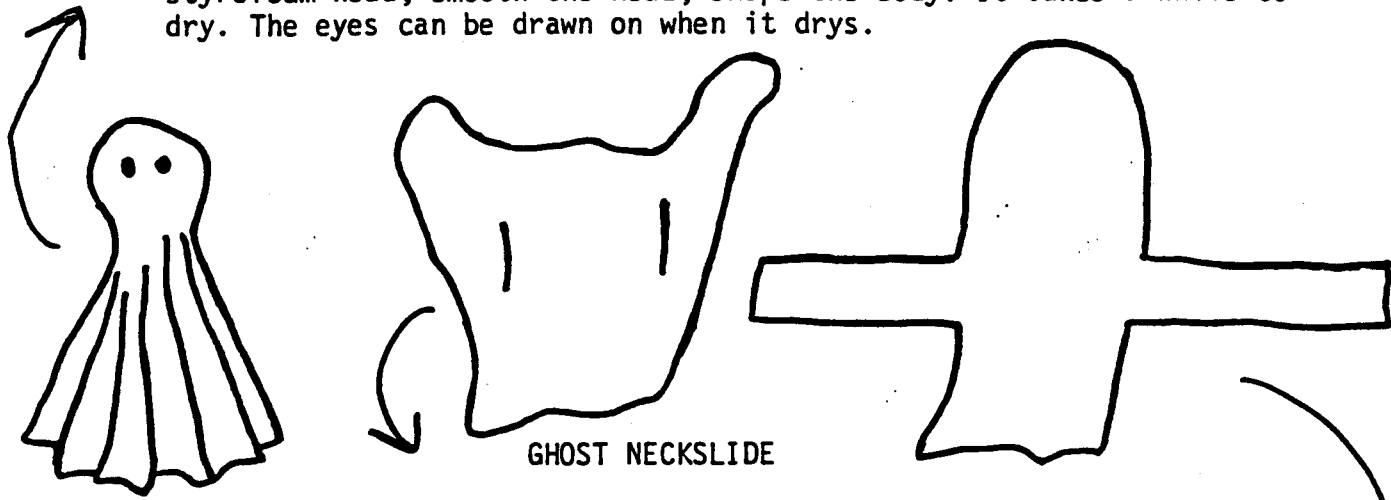
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_____	_____

The household heating system is inspected and serviced regularly.  
 Oil or kerosene heaters are used only with a window slightly open.  
 Children are kept away from portable heaters and fireplaces.  
 All portable heaters are kept clear of curtains and furniture.  
 Fireplace ashes are stored in a metal container outside.  
 The oven and broiler are kept clean from grease.  
 Curtains and paper towels are clear of the range and toaster.  
 Kitchen exhaust fan and filters are kept clean of grease.  
 Handles of pots and pans are turned away from the front of the range.  
 Anything that can burn is kept clear of the water heater.

## DIP & DRAPE GHOSTS

**MATERIALS:** 1 small styrofoam ball for head, dip & drape cloth, material for the outer layer.

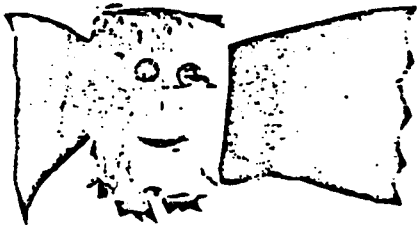
**INSTRUCTIONS:** Cut the dip & drape cloth and the material each into a circle 6 inches across. Put them together and wet them down. Drape them over the styrofoam head, smooth the head, shape the body. It takes a while to dry. The eyes can be drawn on when it dries.



**Materials:** Scissors, stiff material or fake leather, attacher.

**INSTRUCTIONS:** Cut 1 of each piece of pattern. Make slits. Fit band into slits. Secure band. The boys may need help getting the band into the slits. When it's in, there should be just a slight bit of a bow in the body of the ghost.

**CARBON PAPER LEAF PRINTS:** Leaves gathered in late summer when mature and firm, are the best for imprinting. Place a piece of carbon paper, carbon side up, on a padding of newspaper. Place leaf on carbon paper, VEIN side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift the leaf and place on a sheet of white paper, VEIN SIDE DOWN, and again press with a warm iron. Label imprints and put in notebook. You can use these imprints to make placemats, wrapping paper, designs for any article you might be making such as pencil holders, trashcans, etc.



### Paper Bag Bat

Make at least a dozen bats to hang at different lengths from your ceiling. Kids will love the spooky effect.

Invert a small, paper lunchbag, and stuff with shredded newspaper. The open end closed.

Glue on eyes, mouth, feet and large paper bat wings. Poke thin wire through back of bag for hanging.



### Candy Jar Witch

Halloween treats will be tastier when stored in a witch's jar.

For brim, trace the lid on black felt. Cut out circle of felt, and glue to top of lid.

For hat, make a small cone from black felt. Cut out circle of felt, and glue to top of lid.

For face, make a small cone from black felt. Glue seams, and let dry. Stuff inside of cone with cotton balls, and glue to brim. Trim around hat with orange yarn.

For face, glue on felt eyebrows, black eyes, felt mouth and a construction paper nose. Fill with candy.



## TIE SLIDE OF THE MONTH - FIRE BUCKET

Material: 35mm film canister, red and white paint, wire, pipe cleaner.

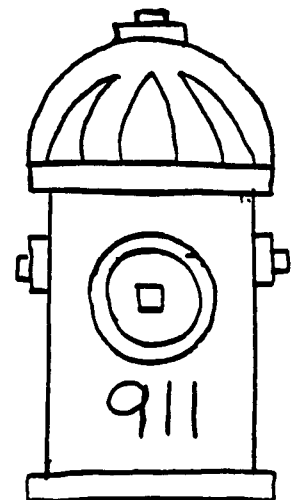
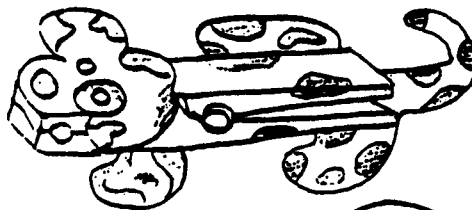
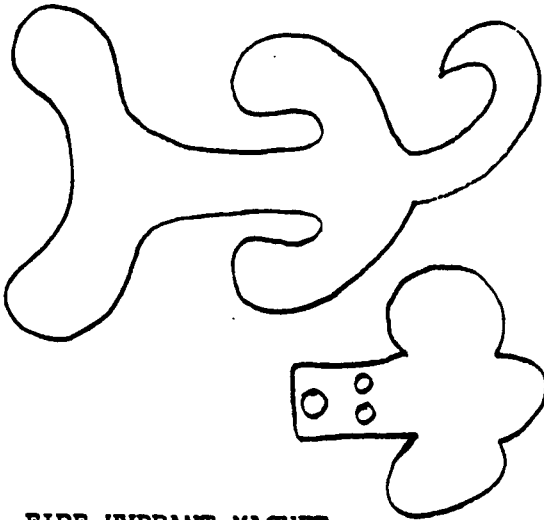
1. Sand the outside of the film canister so you can paint it. Punch two small holes on opposite sides near the top edge for the handle and two holes in the middle for the tie slide ring.
2. Paint the canister red or cover it with red contact paper. When the paint dries, paint FIRE on one side opposite the holes for the tie slide ring.
3. Use a small piece of wire for a handle through the two holes at the top.
4. Use a piece of pipe cleaner to make a circle through the two holes at the back.



## FIRE DOG NOTE HOLDER

Material: Spring clothes pin, white vinyl (or poster board), small wiggly eyes, small black pom pom.

1. Cut the pieces of vinyl as shown in the diagram. Glue them to the clothespin as shown in the diagram (good side facing up).
2. Glue the wiggly eyes and the pom pom nose on the head.
3. Use a marker to draw black spots all over the body (vinyl and clothes pin).



## FIRE HYDRANT MAGNET

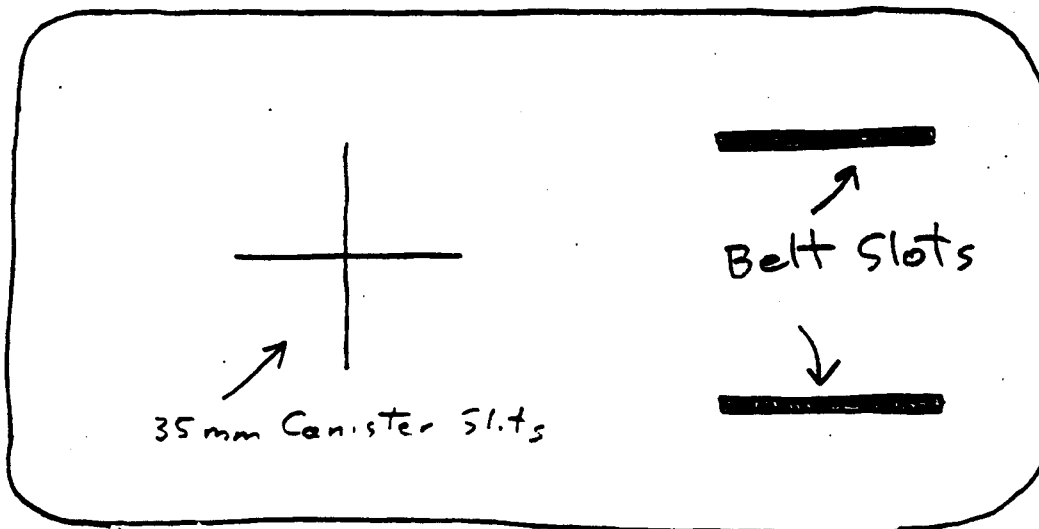
Material: Red felt, poster board, magnetic strip.

1. Using the patterns, cut the fire hydrant out of poster board (smaller pattern) and red felt (larger pattern).
2. Glue the felt and poster board fire hydrants together.
3. Using a marker, draw the features on the felt fire hydrant.
4. Glue a piece of magnetic strip to the back of the poster board.

## FIRST AID KIT

Material: 35mm film canister, vinyl.

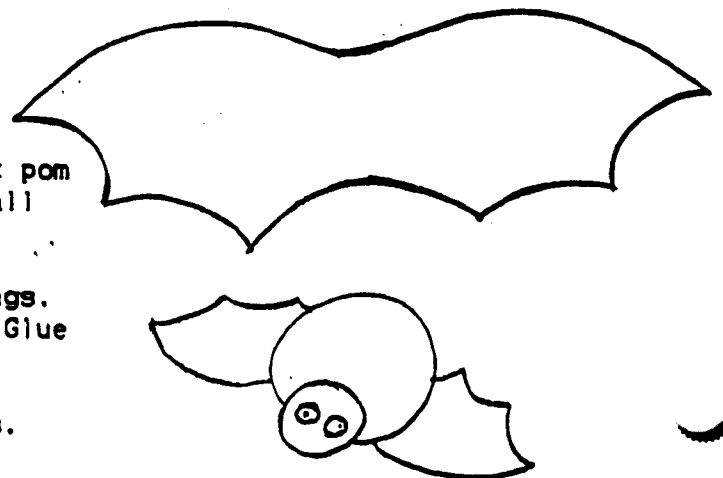
1. Cut the first aid kit holder from a piece of vinyl. Cut the slits as indicated.
2. Using red paint or red tape, put a cross on the film canister.
3. Insert the film canister in the holder and put the holder on your belt.
4. The first aid kit could be filled with the following things:
  - Alcohol wipe
  - Band aids
  - Gauze pad
  - Safety pin
  - Safety match
  - Corner of plastic bag filled with soap shavings, held closed with a rubber band
  - Piece of paper with two dimes and a nickel taped to one side and a needle and thread taped to the other.



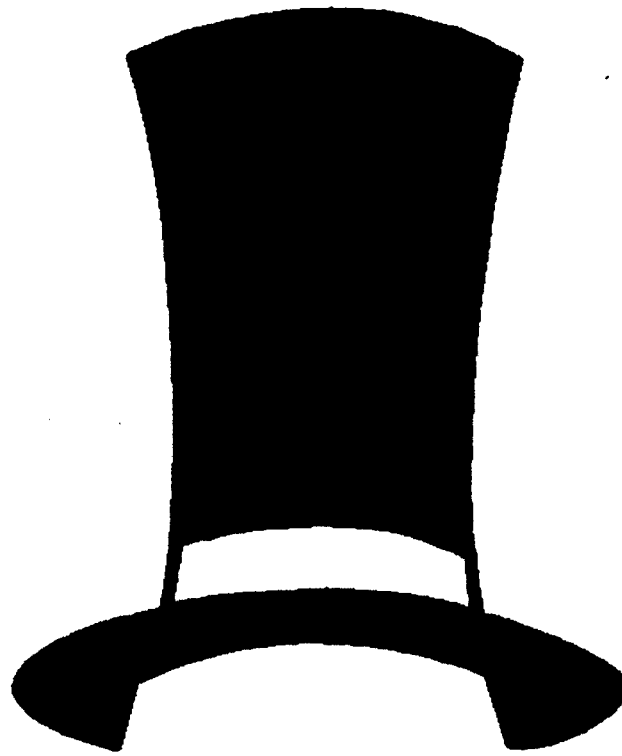
## BAT PIN

Material: 1" black pom pom, 1/2" black pom pom, black felt, 3/4" pin back, small wiggly eyes.

1. Using pattern, cut out felt bat wings.
2. Glue 1" pom pom for body to wings. Glue 1/2" pom pom for head to body.
3. Glue two wiggly eyes to head.
4. Glue 3/4" pin back to back of wings.



# The Magic of Cub Scouting Pow Wow 1995



## Leader Recognition

Rewarding

Express

appreciation

Creative

Ongoing

Gratitude

Necessary

Important

Zany

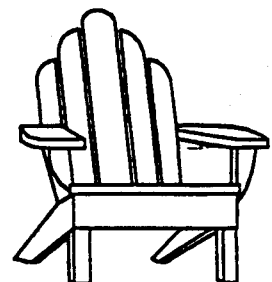
Essential

## "HELPERS"

Many will be shocked to find  
When the day of judgement nears,  
That there's a special place in Heaven,  
Set aside for volunteers.

Furnished with big recliners,  
Satin couches and footstools;  
Where there's no committee chairmen,  
No group leaders or car pools.  
No eager team that needs a coach,  
No bazaar and no bake sale;  
There will be nothing to staple  
Not one thing to fold or mail.  
Telephone lists will be outlawed.

But a finger-snap will bring  
Cool drinks and gourmet dinners  
And rare treats fit for a king.  
You ask, who will serve these privileged few  
And work for all their worth?  
Why, all those who reaped the benefits,  
And not once volunteered on earth!



# Calligraphy

The word Calligraphy means the Art of Beautiful Writing. It is an ancient art form created from the first Roman alphabets, further developed and refined by the Monks and Scribes of the Middle Ages. The elegant writing styles from their books and manuscripts became the model for today's calligraphic alphabets.

Calligraphy adds a touch of elegance and personal style to the simplest correspondence.

Calligraphic letters are formed by a chisel tipped writing instrument. This chisel point is what produces the distinctive thick and thin lines which make each letter look so beautiful.



## HOW TO USE THE PEN

### Positioning the Pen Point

1. Hold the pen so that the point is always at a 45° angle to the base line of the letters. This pen angle is what forms the thick and thin strokes of the letters (see illust. #1).



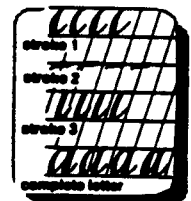
illust. #1

### Positioning the Hand & Pen

2. The body of the pen should always be held against the third joint of the index finger, not between the thumb and index finger. The letters should be formed by moving the pen with thumb, index and middle fingers. The heel of the hand and little finger should rest firmly on the writing surface. Remember to hold the pen a little off vertical to the right. Taken together, the angle of the pen point, the hand position and the pen position are what enable you to form the correct letter strokes.

### Forming the Letters

3. Once you are holding the pen properly, the rest is easy. By combining several thick and thin strokes, you can create elegant calligraphic letters in seconds. Remember to gently pull the strokes downward and to the right. (see illust. #2).



illust. #2

### Sizing the Letters

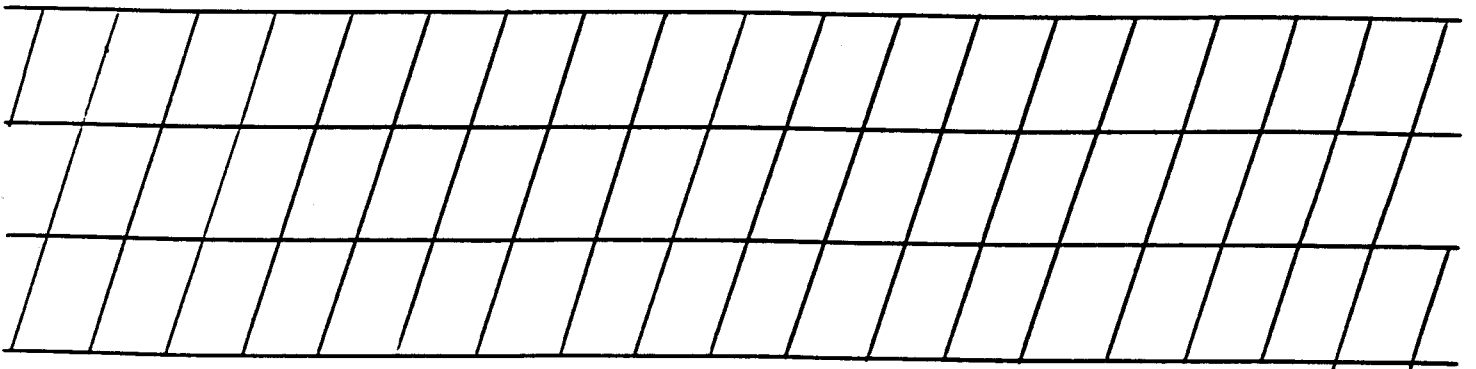
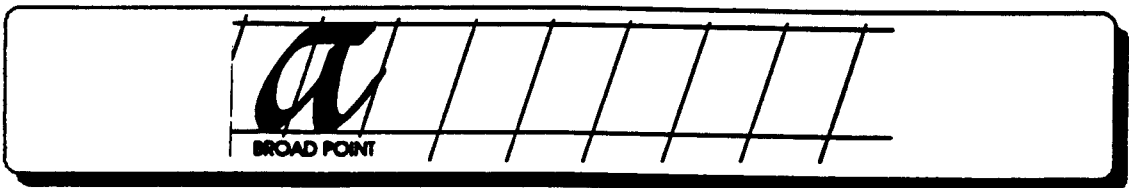
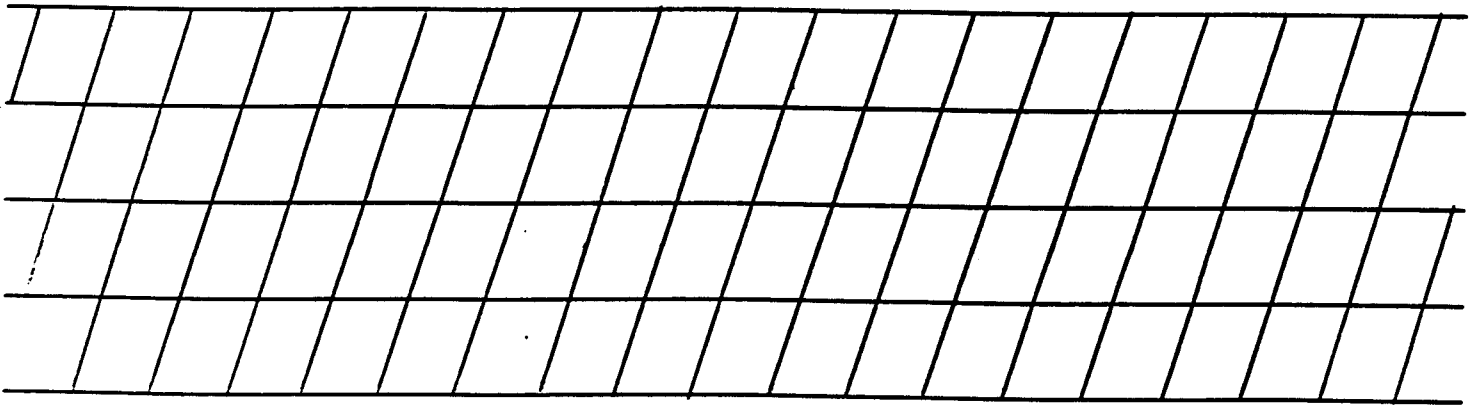
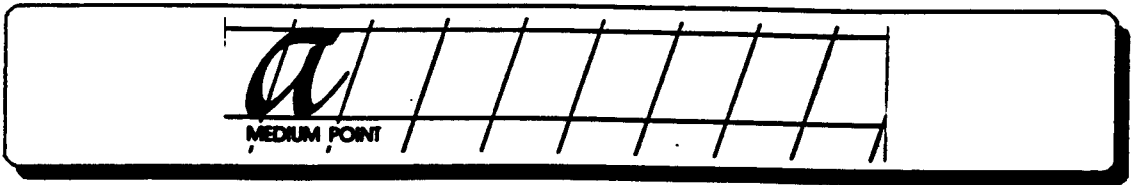
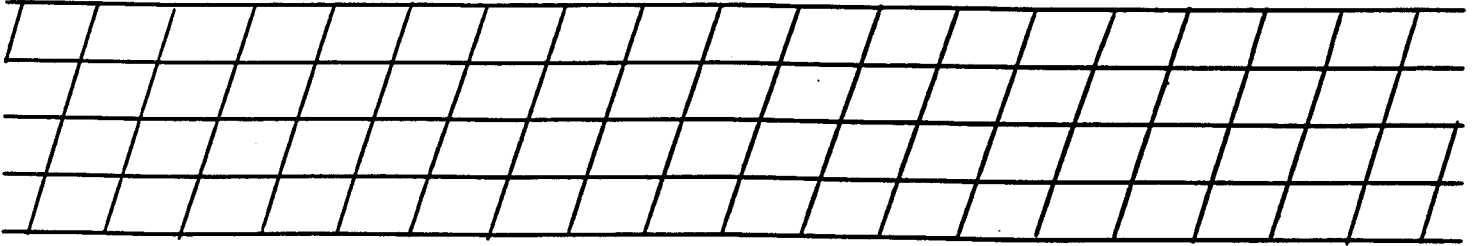
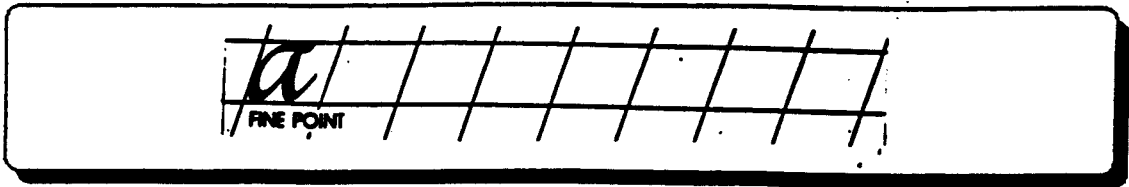
4. The body of each lower case letter should be five pen widths high. Make five marks and draw light lines as shown for letter guide lines (see illust. #3). For additional help in line spacing see practice sheet, next page.

illust. #3

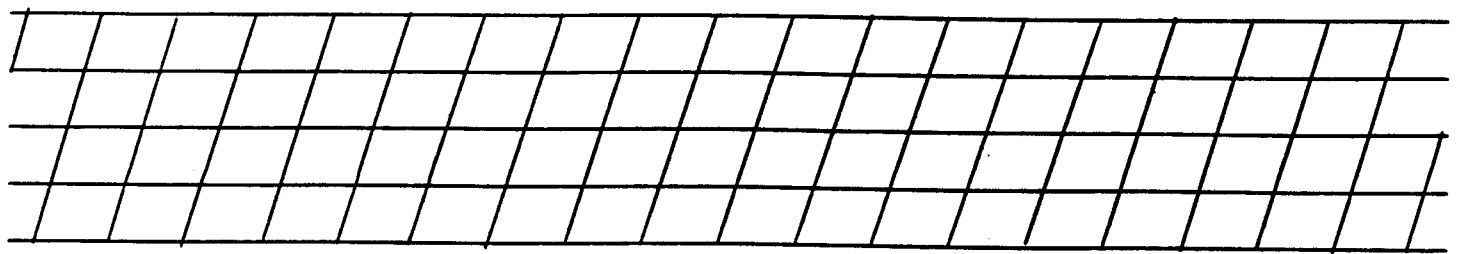


### Make Your Pen Last Longer

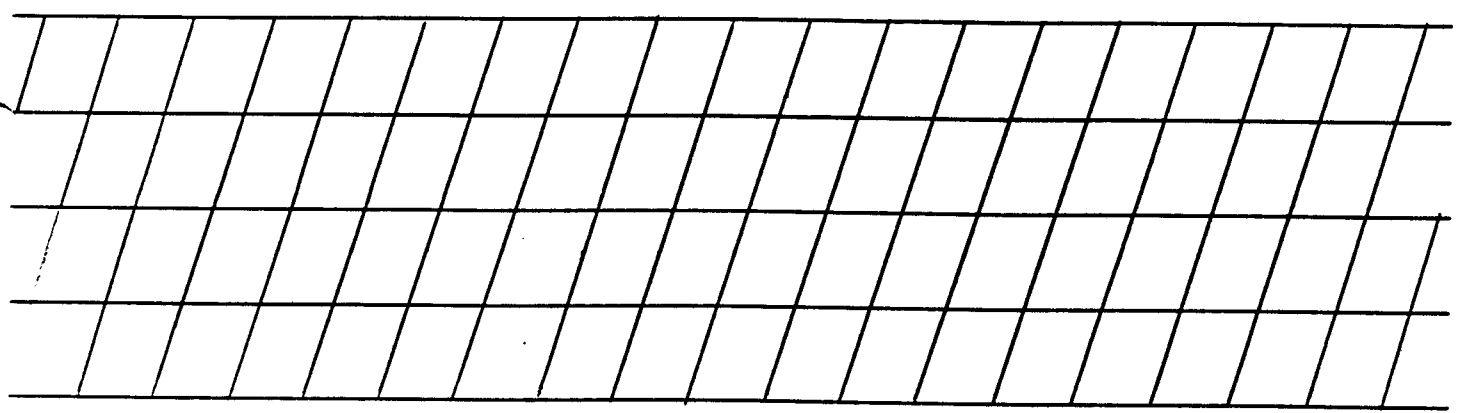
5. Replace pen cap immediately after use.



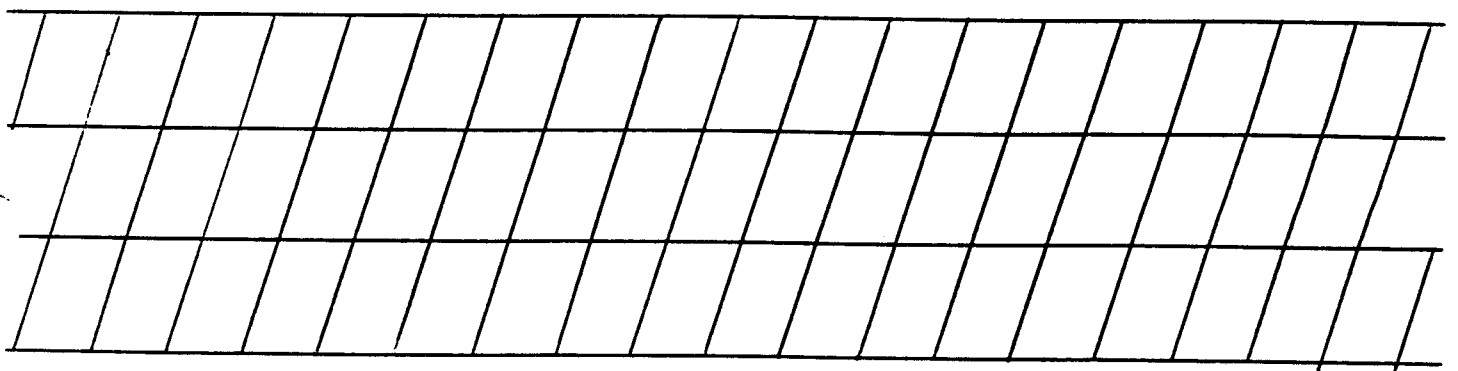
*a*  
FINE POINT



*a*  
MEDIUM POINT



*a*  
BROAD POINT





*The Chancery Italic Hand*

A B C D E F G

H I J K L M N O

P Q R S T U V

W X Y Z

a b c d e f g h i j k l m n o

p q r s t u v w x y z

0 1 2 3 4 5 6 7 8 9

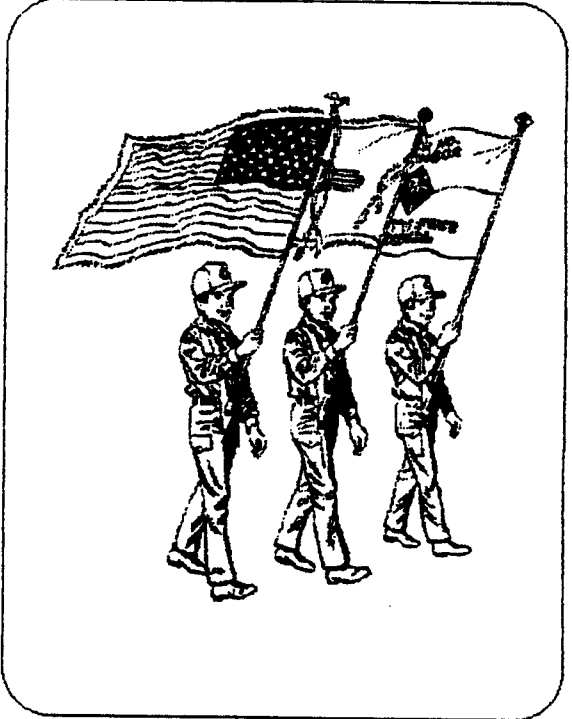
congratulations

THANKS

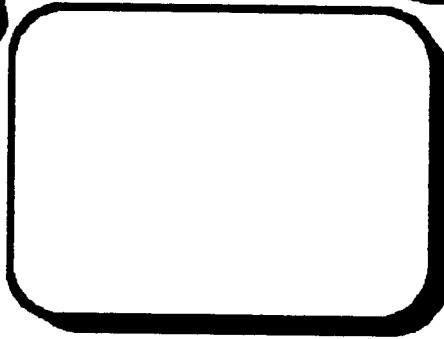
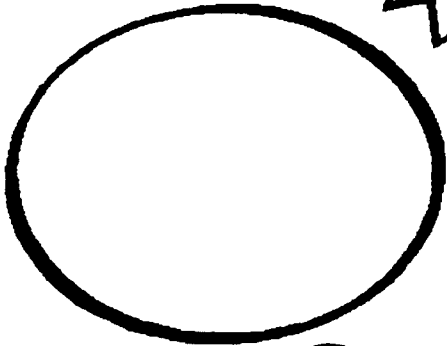
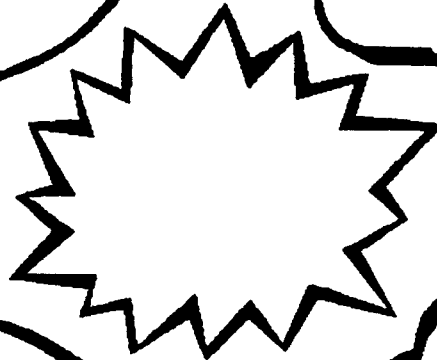
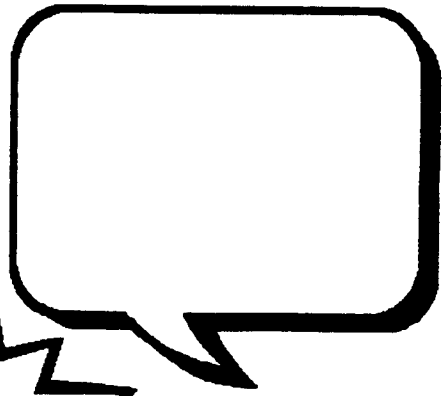
Great Job!

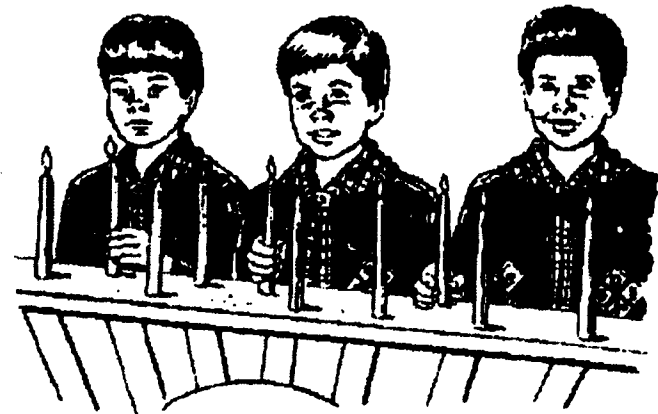
Well Done

APPRECIATION











# Award

\_\_\_\_\_ Date \_\_\_\_\_

# **Thank You Ideas**

1. Look for Thank You ideas using "miniatures" from craft and hobby shops, as well as small toy items. These items could be hot glued to a felt backing and glued to a wooden curtain ring with a magnet on the back; made into a neckerchief slide; or glued to a small piece of pretty paneling as a plaque. Try to find a small item symbolic of the occasion.

2. Consider the following: Most of these ideas can be used in many ways - for thank yous to Scouters as well as non-Scouters. Be adaptable in your plans.

Neckerchief slides

Bookends

Refrigerator magnets

Paperweight

Wallhanging

Statuette

3. Visit your local trophy shop. Some have a stamping (inked) process and can stamp the Cub Scout logo on a wooden plaque. Try making your own plaque by woodburning a design, then to dress it up purchase a brass plate and have it engraved.

4. Watch for unique items, such as the I ♥ SCOUTING bumper stickers.

5. Use candy molds to make plaster of paris forms to spray gold, and hot glue to a finished plaque. Look for molds to suit your needs - like a "ribbon type badge" with #1 on it.

6. Present a helium-filled balloon with the message "THANK YOU".

7. A warm fuzzy made from a large blue pompom. Glue on wiggle eyes: make Cub Scout a hat from yellow and blue felt and glue it on. Glue blue pompom to poster board feet.

8. Ceramic tile - Clean a 4" tile with Windex. Rub on a decal - picture and/or lettering for your message. Use permanent markers for a message.

9. Frame a group picture of the den with contact paper, picture matting scraps or a purchased greeting card with a border to fit the size of the picture.

10. "PAT ON THE BACK" - Use Cub Scout's hand for pattern; cut from plywood; paneling; heavy cardboard. Paint or stain. Print "A Pat On The Back" on the front side of the hand. When presenting it, hang it from a cord on recipient's back.

11. "THANKS A WHOLE LOT" - Cut a shoe sole from old shoe, from leather, or from cardboard. Cut or frill hole in bottom and print "Thanks A Whole Lot".

12. "OFFICIAL BSA 13 HOUR CLOCK" - Clock face with 13 hours: print "Official BSA" under pin for hands of the clock. Message on the back of the clock - "For the person who is very busy and still finds an extra hour to get the job done."

13. SPARK PLUG - Paint an old spark plug gold and glue to a paneling plaque for anyone who "SPARKS" up your meetings.



14. "THE BIG NUT AWARD" - Use a real peanut. Drill holes in the back and run pipe cleaner or twist tie through to form tie slide. Glue on wiggle eyes and a shock of fake fur hair on top. You can also glue a large nut to a plaque or piece of 2 X 3 as a paperweight.

15. "NUTS ABOUT SCOUTING" - Do the same as for the above award.

16. "THANKS FOR KICKIN' IN" - A doll's cowboy boot or a boot cut from plywood or cardboard. Glue to a loop of leather as a tie slide or glue a magnet to the back of it or it can be made larger and used as a plaque.

17. "HELPING HAND" - See "A PAT ON THE BACK". For anyone who helps or the person whose hand is always in the air volunteering to help.

18. "LINK TO SCOUTING" - A few chain links on a plaque for the Webelos Leader or Scoutmaster who did the most to keep the boys interested in Scouting.

19. "LIFE SAVER" - Roll of Life Savers on a plaque for the person who saved the program.

20. "GOLDEN PEAR AWARD" - Plastic fruit (pear) sprayed gold on plaque for the couple who did much for the pack or den.

21. "WET SPONGE AWARD" - This is good for the NEW LEADER to soak up all the ideas and energies of other leaders.

22. "GOLDEN SPONGE AWARD" - Spray sponge gold and glue to paneling plaque for anyone who was "absorbed" in his/her role.

23. "GOOD EGG AWARD" - Cut the white of the egg from white felt and the yolk from yellow felt; glue to paneling plaque. Give a double yolk if it was a couple working together. The award is for someone who is always helping.

24. "BOUNCE AWARD" - "Bounce" fabric softener for the Den Leaders - to give them bounce and soften their hearts.

25. "PURPLE HEART" - Give to someone who sustained injuries.

26. "SUNBURN AWARD" - use yellow poster board to make a big bright sun, perhaps with sunglasses; for someone who endured the outdoors too long.

27. "GOLDEN KNOT AWARD" - Using sizable cord or rope, tie a square knot loosely; hot glue it to a board and spray it gold. This is for someone, like the Cubmaster, who tied it all together.

#### WHAT ARE VOLUNTEERS?

Volunteers are like Coke - they're the real thing!

Volunteers are like Dial soap - they care more, don't you wish everyone did?

Volunteers are like Hallmark cards - they care enough to give their very best!

Volunteers are like Frosted Flakes - they're GRRRRREAT!

## 35 WAYS TO GIVE RECOGNITION TO VOLUNTEERS

### CAMDEN COUNTY COUNCIL-COOPER AND BIG TIMBER DISTRICTS

1. Smile
2. Treat to a soda
3. Send a birthday card
4. Give service beads
5. Plan annual ceremonial occasions
6. Be pleasant
7. Provide a baby sitter
8. Post on Honor Roll in Pack meeting area
9. Send holiday cards to volunteers family
10. Award Plaques to sponsoring organization
11. Send newsworthy information to the media
12. Recognize by name
13. Always greet: Good Morning, Good Afternoon, Good Evening
14. Have a public reception
15. Write thank you notes
16. Surprise with coffee and cake
17. Celebrate outstanding projects and achievements
18. Nominate for volunteer awards
19. Have a "Volunteer Day"
20. Praise them to their friends
21. Plan volunteer social events
22. Send impromptu fun cards
23. Plan occasional extravaganzas
24. Promote "Volunteer of the month" program
25. Send letters of appreciation
26. Recognize with certificates of appreciation
27. Plan a recognition edition of your pack newsletter
28. Color code name tags to indicate achievements
29. Plan a theater party
30. Send to a sports event
31. Have a picnic
32. Just say "Thank You"
33. Provide scholarships to scouting events (eg: Pow-Wow)
34. Shake their hand
35. Smile

**REMEMBER:** Recognition does not have to be elaborate, expensive or formal. It could be a simple hand shake, a funny card or a pat on the back. Recognition is something you do for someone special in appreciation for the wonderful things that they do. Volunteers are the back bone and the success of scouting. Let them know you care. Don't Let opportunities slip by. Be it planned or instantaneous, JUST DO IT.

Annette Granato  
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# Recognition

**Who?**

EVERYONE!

**What?**

ANYTHING!

**Where?**

ANYWHERE!

**When?**

ANYTIME!

**Why?**

WHY NOT?



