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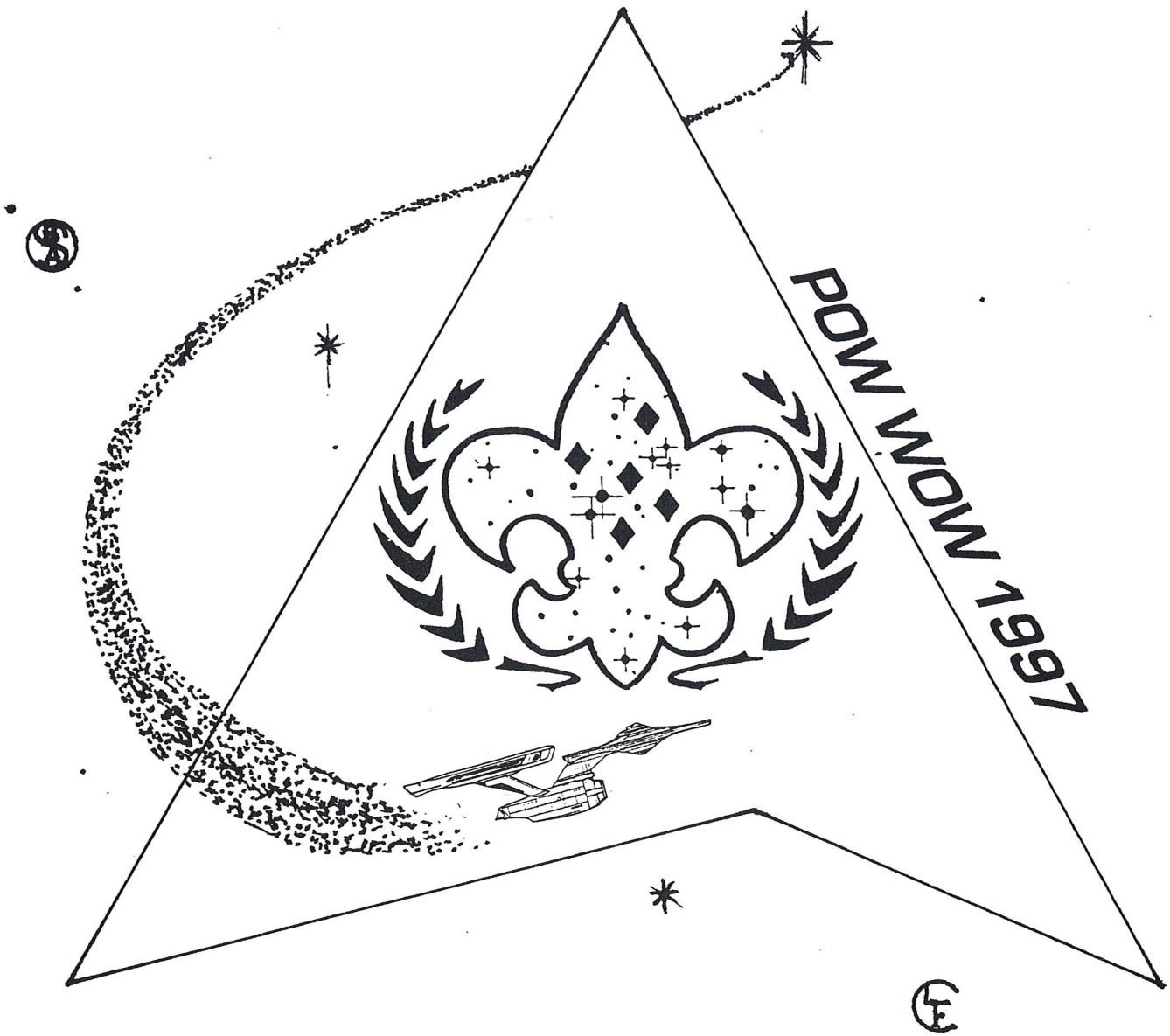

THE SCOUTING FRONTIER

The United Federation of Packs

Space, The Scouting Frontier

These are the adventures of the Starship EsCUBpade; her on going mission: To explore strange new worlds, to seek out new Cub Scouts and fun activities, to boldly go into the Scouting Frontier. To complete our mission each leader must learn to use the crew's new activities, new ideas, and new resources to further develop a fun and challenging program for the Cub Scouts they serve.

Stardate: 10-25-97 .... The Starfleet Oath: I pledge my allegiance to the banner of the United Federation of Packs, and to the unity of the Scouting Frontier for which it stands. I swear to obey the Prime Directive - Keep It Simply, Make It Fun - to protect the rights of all life forms and Cub Scouts that they should live long and prosper, and uphold the laws of the Federation, Starfleet Cub Scout Leader Command and the Pack; to safeguard the Federation from hostile forces to be a guardian of peace in the Last Frontier Council United Federation of Packs, and to faithfully discharge my duties as an officer of Starfleet Cub Scout Leader Command. This I pledge upon my Starfleet Cub Leader Code of Honor.

You are now part of a movement that is rich in tradition. This tradition can only survive and grow when it's volunteers are dedicated and trained. Your voyage began when you became a leader. By participating you can use the ideals and the values of Scouting to have a positive influence on the development of our future leaders.

Today begins the voyage of a bright new ship - her mission no less timeless, inspiring and bold as the legendary ships. And she too will capture in all it's splendor the infinite diversity of our Scouting Frontier.

Bridge, plot a course for the Last Frontier Council 1997 Pow Wow conference, warp 5. We hope you enjoy your sessions and your visit aboard the EsCUBpade. Live long and prosper!

Engage!

October 25, 1997

Dear Scouters,

We could think of no better way to start this Pow Wow book, than by a quotation from Woods Wisdom:

"Scouters, here's a quiz: What's the most welcome two word sentence in the English language? Some of you might say it's "We won!" Others would vote for "Here's money!" But I think the most welcome two word sentence is "Thank you."

It isn't used as often as it should be. How often do you us it? And how often do your say "thank you" to the people who are closest to you? How often do you say it to your friends or even strangers when they do something for you?

It's easy to forget, especially if the Good Turn is done by somebody in your family. Too often we take for granted the many things our parents and other family members do for us.

Here's a challenge to you, see if you can find some reason to say "thank you" every day to some member of your family. You may be surprised how they will react.

A simple "thank you " costs nothing, but it means much to those who matter to you."

At this time we would like to give a special THANK YOU to all the 1997 Pow Wow staff, who have helped to make it a truly galactic event. It would be impossible to fully acknowledge and thank everyone who made this year's Pow Wow possible. Your time, talents, and commitment to the Pow Wow, the leaders, and most importantly the boys are appreciated beyond the farthest galaxy.

We would also like to THANK YOU the leaders for your enthusiasm and commitment to the boys.

To the staff and the leaders remember YOU are a vital part of Scouting. We would like to thank you again for all your time and effort that you give the Scouting program.

Last Frontier Council 1997 Pow Wow Co-Chairman

Debi Cox & Debbie Levick

COMMAND PERSONNEL

CHAIR	BRIDGE — Commodore Debi Cox
VICE CHAIR	Commodore Debbie Levick
TECHNICAL ADVISOR	Captain Cindy Rogers
ASSIST. TECH. ADV.	MEDICAL — Captain Anne Miller
REGISTRATION	Commander Beth Lewis
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PHYSICAL ARRANGEMENTS	SHIP'S STORES — Commander Diane Hodges
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SUPPORT	ENGINEERING — Lt. Cdr. Linda Deason
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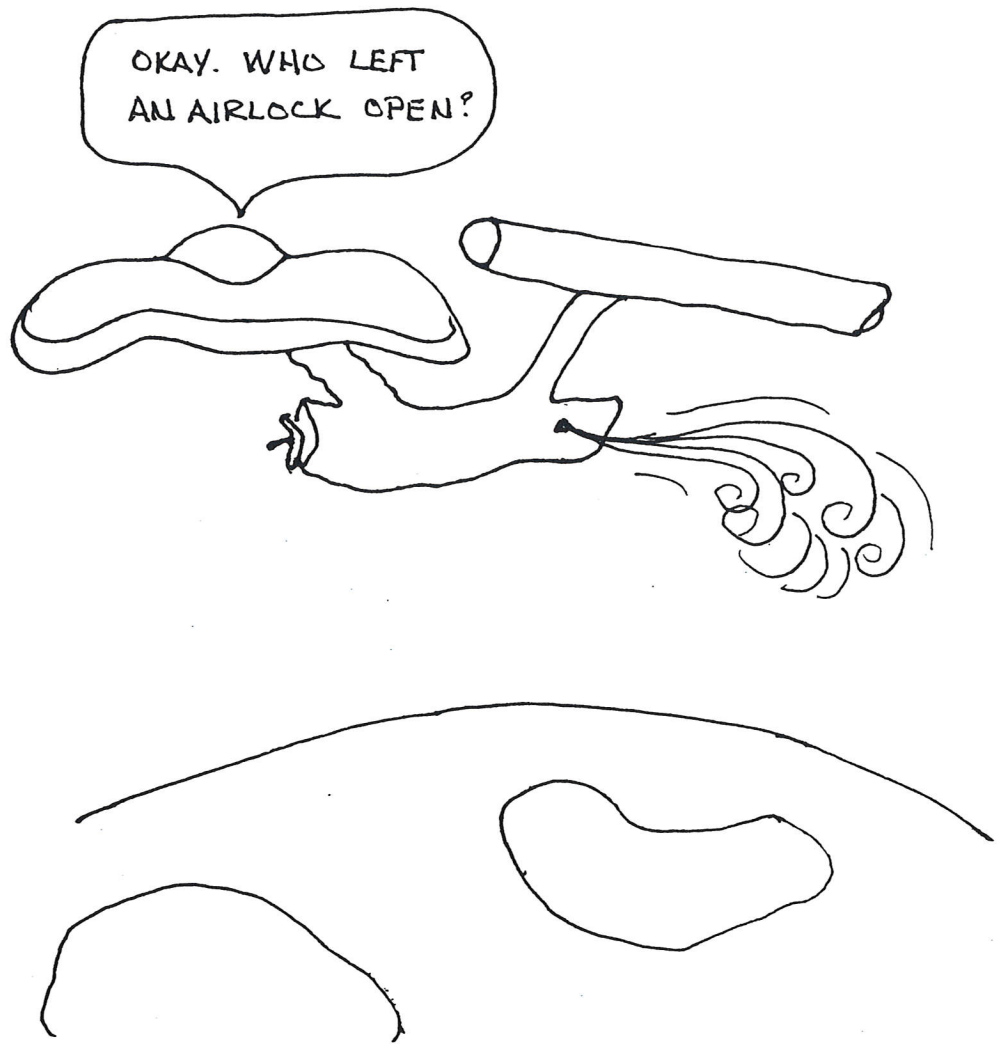
BALLOON MAGIC	Lt.jg. Debbie Upton
BLUE & GOLD BANQUETS	Lt.sg. Kim Holmes Ensign Cynthia King
CEREMONIES	Lt.sg. Jim Ross Ensign jg. Starla Ross
CRIME PREVENTION AWARD	Lieutenant Pat Miller
CUBS IN THE KITCHEN	Lt.jg. Martyne Noland Ensign jg. Cindy Hanza Cadet Sam Noland
ECO-WARRIORS	Lt.sg. Jane Cole Lt.jg. Clifton Eldridge
CUBS IN THE OUTDOORS/FIELD TRIPS	Daimon Gerald Ford
GAMES	Lieutenant Vicki Sample
HOW TO USE A DEN CHIEF	Ensign Carla Fry Cadet Matthew Fry
KNOTS	Lieutenant David Sikes Ensign jg. Michelle Sikes
LEANING ON A STICK	Lieutenant Ken Cope
LEATHER CRAFTS	Tandy Leather/Ensign Terry Brewer
PREVENTING SCOUTER BURNOUT	Lt.jg. Debbie Kerr Ensign jg. Kevin Kerr

SKITS	Lt.sg. Sherry Venable
SONGS	Lieutenant J. R. Ewing
THEME CRAFTS	Ensign jg. Kathy Tisdale Ensign jg. Carol Flaugher
TIE SLIDES	Lt.sg. J. R. Leach Lieutenant Susan Leach
TIGER CUBS	Lt.sg. Hollie Parmen
TIN AND METAL	Ensign Kay Kindt Ensign jg. Larry Kindt
WEB MENTAL & COMMUNITY	Lieutenant Carolyn Weber
WEB GEOLOGIST & NATURALIST	Ensign Neil Suneson
WEBELOS OUTDOOR COOKING	Lieutenant Cecil Welch
WEBELOS TECHNOLOGY	Ensign Mark Clausen
WEBELOS TO SCOUTS	Lieutenant Nancy Rogers
WHITTLIN' CHIP	Lt.jg. Bret Griffin Ensign Steve Clendenin
WOOD CRAFTS	Lieutenant Marion Waldron

DEBBIE UPTON

Balloon Magic

Sciences, Deck 6



This book section was complied from the following books: Basic Balloon Sculptures by George Schindler and Balloons for Fun by Foster Brooks.

Balloon Magic

Balloon modeling is a recent addition to the American scene. Sculpting balloons is both simple and fascinating. Balloon sculpting isn't just for children to enjoy; everyone is fascinated by balloons.

TELL ME ABOUT THE BALLOONS!

The size and shapes used depend on the size and type of sculptures you wish to create. The long skinny balloons used to make balloon animals are called "260's", pencil balloons, or entertainer's balloons. An A or E after the 260 indicates the balloon strength. The A means the balloon is thin walled, easier to blow up but also easier to break. The E means the balloon is thick-walled, harder to blow up, but harder to break.

There are 3 different styles: the standard balloon, the long balloon and a duo balloon. The standard has a diameter of 2 inches and is 45 inches long. The long is 60 inches.

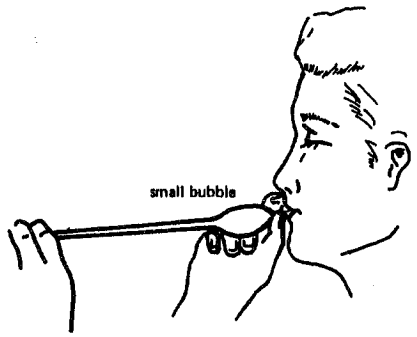
Balloons undergo a good deal. of stress during the modeling process. Keep them fresh, store them in a dark cool dry place. Avoid moisture and heat. Do not crush the bag or the balloons will stick together.

THE DIFFICULT AND MOST IMPORTANT PART!

Blowing up the balloon is the most difficult and most important. It takes practice to learn and to learn properly. Professionals sometimes use pumps. Your own breath offers the best warm air to do the job.

Here's how to do this: Stretch the balloon. This makes is easier to inflate. Hold the mouth end with the left hand and the nipple end with the right hand and stretch it as far as your hands will reach. To inflate it to proper length, you will need to focus the air from your mouth so it enters the balloon in a smooth flow. Blow into the balloon as if you're flowing through a straw, using the walls of your mouth to force the air out. Do not purse your lips or let your checks puff out. Your lips are should be together except for the small space needed for the air to pass through. On your first try, you will need to blow only a small bubble of air into the balloon. Hold the

balloon in your left hand. Take a deep breath., then bring it up to your mouth and place it between your lips. Using your right hand to help stretch the balloon a little by pulling at the tall. Blow the first stream of air into the balloon and stop, making sure no air escapes. You will have a small bubble of air caught at the top of the balloon. (see figure 1).



Now take another deep breath. This time, blow air into the balloon in a long continuous stream from your chest cavity or diaphragm. Do not puff your cheeks out; merely blow while relaxing your thumb to open the tube. Be sure to keep a firm grip on the mouth of the balloon. Keep blowing it up fully; however; leave about 5 inches at the tail end. Pinch the nozzle to trap the air inside.

You have just complete the basic blowing procedure. Let the air out and repeat the procedure with the same balloon. Let the air out and try it again, it will be easier since the balloon has been stretched. After blowing up a few balloons you will get knack of it.

Try the following aids is you are not successful at first:

1. Cut a 2" piece from the end of a plastic drinking straw. After doing the initial stretching, insert half the straw in the nozzle of the balloon. Leave about 1 inch sticking out of the balloon. Be sure the edges of the straw are smooth. Try blowing the balloon using the above technique. This gives you the correct "feel" and provides support for your lips as you blow.
2. Use good posture and breathe properly.
3. Practice moving your hands apart while stretching the balloon.
4. Try blowing air, out of your mouth, from your chest cavity, without the balloon. Do this until you get a good flow.
5. Hold a sheet of paper in front of you at arm's length. Try to get the paper to move by blowing a steady stream of air at it, without pulling your cheeks.

A MOST IMPORTANT NOTE: As you are learning to blow up the balloons, try not to strain. Do not allow the blowing to cause lightheadedness or a headache.

You can forgo the headache and use a pump. The easiest pump to use is a small bicycle pump with a nozzle for attaching balloons. If you develop a professional act later, you may wish to purchase an electric compressor pump.

Tying the Knot

Once you have learned how to inflate a balloon, you must learn to tie it so no air escapes. It makes no difference how the knot is tied. Blow up your balloon leaving a 5 inch tip at the end. You should allow a small amount of air to escape before you tie the knot. Keep a firm grip on the balloon as you do this. This provides for the air to move when you start making bubbles for your sculpture.

Doing the Twists

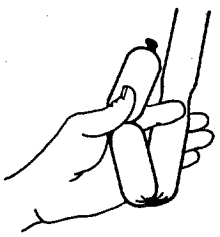
There are 4 twists to learn: (1) Basic twist, (2) lock twist, (3) Quick-Lock twist, and (4) Apple twist.

The Basic Twist: Hold the tied balloon in your left hand with the knot toward the ceiling and the tail pointing to the floor. Rest the knot against the tip of your left index finger. Grasp the balloon with your right hand at a point just below the left pinky finger. Pinch the balloon between the right index finger and the thumb. A small amount of air will be transferred to the tail section.

Twist your right hand to the light. You have just started your first bubble (the part of the balloon in your left hand). Continue to twist the lower part of the balloon with your right hand, turning it 5-6 times. This will lock the air in the bubble. ** ALWAYS REMEMBER TO TWIST THE BALLOON AWAY FROM YOUR BODY WITH YOUR RIGHT HAND -- your left hand will hold the bubbles in place as the right hand does the work. Slide your left fingers down until your left thumb and index finger meet at the twisted section. Hold the bubble in place and use your other fingers to hold the balloon. Your right hand is now free to continue with the next step.

You are ready for second and third bubbles. You repeat the steps from the basic twist again. Grasp the balloon with your right hand at a point just below the left pinky finger. Pinch the balloon between the right index finger and the thumb then twist to the right 5-6 times locking off your second bubble, if you wrap your left fingers around the second bubble, both bubbles will be in held in place with one hand.

With. your right hand, bring the rest of the balloon up alongside the two bubbles. (See figure 2). Open your left band so the fingers can encircle the lower half of the balloon. Slide your left index finger between the bubbles at the twisted section. By pinching your left index and middle fingers together, you can make a third bubble. With your right band, twists this bubble and lock it as follows: Your right thumb should be on top, and your right fingers should be under the long section. Roll the



right thumb to your left as your right middle finger rolls away to the right (See figure 3 and remember to always twist away from your body). Do this 4-5 times; this twists the section and locks it.

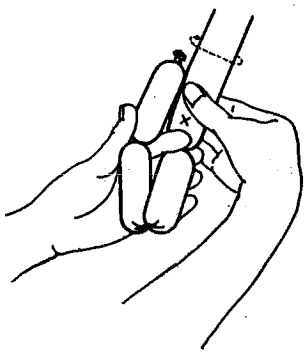


Figure 3

Use your left middle finger to hold the 3 bubbles together in the crotch of your thumb. The right band is now free.

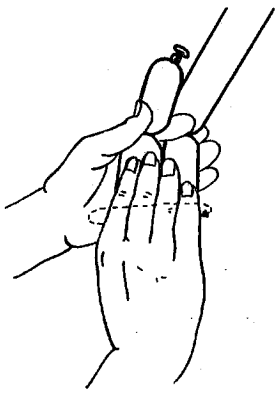


Figure 4

The Lock Twist: To do the lock twist the right hand holds the 2 bottom bubbles (see figure 4). Four fingers are on top and the thumb is underneath. Twist both bubbles to your right a few times. This locks the bubbles in place. Now both your hands are free again. Three bubbles are needed to form the lock twist (figure 5).

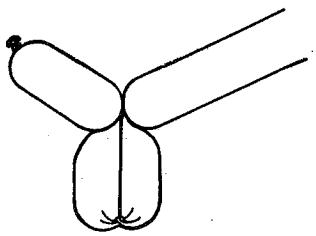


Figure 5

The Quick-Lock Twist: This twist is a shortcut in twisting and locking bubbles. It does not give you clearly defined bubbles, but in many ways it serves the purpose, as you will see later.

To make this twist, hold an inflated balloon in your left hand with the tail pointing toward the floor and the knot toward the ceiling. Your left thumb should be about 3 inches from the knot. Fold the bottom of the balloon upward so it creases exactly at your left pinky. The tail half is not pointed at the ceiling, and your left hand is holding the folded balloon (Figure 6).

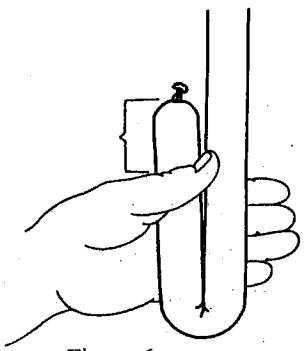


Figure 6

Move the balloon down so that the knot is now an inch from your left thumb. With your free right hand, twist both sections under the left pinky. Always twist to the right, away from your body. To lock the twist, twist the balloon 4-5 times. This twist is much faster than doing several basic twists. (See figures 7 & 8).

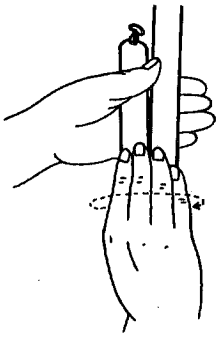


Figure 7

The Apple Twists: This twist is an unusual shape to use in making your first bubble. After you have tied the knot, hold the balloon horizontally so the knot is facing to your right and the tail to your left. The left hand should be positioned about 3 inches from the knot end. With your right index finger, push the knot into the soft center of your balloon (figure 9). While the knot is inside the balloon, your left index finger and thumb should pinch it so that it remains in place (figure 10).

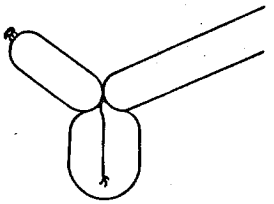


Figure 8

Carefully remove your right finger while holding the knot tightly with your left hand. Your right hand is now free to twist the bubble in front of the left fingers. Twist the bubble away from you 3-4 times. This will lock the knot inside the balloon. The bubble will then have a flat, dimpled look.

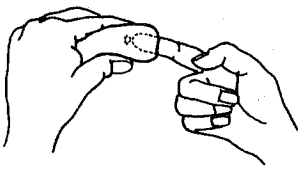


Figure 9

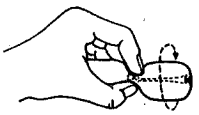


Figure 10

Let's Play a Game

Here's a game called "Long Shot". Any number of people can play. You'll need color balloons for each player, or write names on them, or numbers so owner can be identified. Inflate extra long balloons so they are all the same length. Leave the smallest tip possible.

Each player must shoot a balloon across the room. Thee balloon should be held firmly between the thumb and middle finger. The index finger is pushed from the knot end into the balloon as far as it will go. Each player is allowed to extend their arm out in front and release the balloon by relaxing the fingers. The balloon will fly straight ahead, up into the air or off to the side, depending on the wind, room temperature, air conditioning, etc. The player whose balloon travels the farthest is the winner. After you have played a few times you can turn the balloons into simple hats. (see instructions below).

Let's Make Some Magic

Most critters are made with pencil balloons and require 10 bubbles and 3 locking twists. The sizes of bubbles will vary. Learn the basic dog and you can do all the rests by changing some of the proportions.

You have learned to blow up your balloon, leave a 5 inch tail let a bit of air out and tie the knot. The nose and ears of your dog will be the same size. (Your eye will tell you when the bubble is too long or too short). Each bubble you make will be the same size. Use your fingers to measure the size of the bubble The bottom of your left pinky can be used as a guide to judge the distance. To make smaller bubbles do the first twist by measuring against the ring finger. Before you begin decide whether to use 3 or 4 fingers.

Basic Dog: Twist your first bubble. Hold the first bubble with left index finger and thumb, measure the second bubble and twist again. Twist the second and third bubbles and lock them with a Lock Twist. Turn the balloon so that the tail faces the floor. Now look at it. The bubble with the knot at the end represents the dog's nose; the other 2 bubbles are its ears.

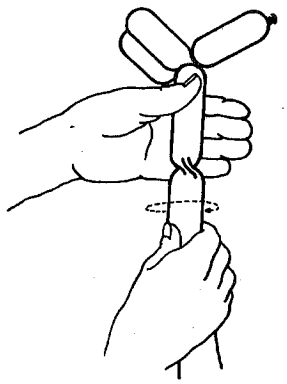


Figure 11

Hold the balloon between. the left thumb and index finger just below the bubbles (figure 11) Pretend the first 3 bubbles do not exist. Start at this point as though you were just starting. Twist one bubble and lock 2 more bubbles. The first bubble is the dog's neck and the two locked bubbles are it's 2 front legs (figure 12)

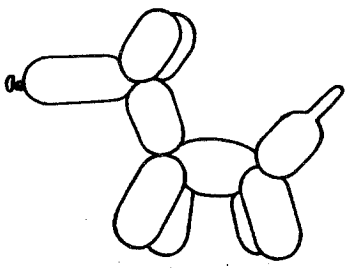


Figure 12

Position your hands as in Figure 12 and start the series of twists all over again. This will be the dogs torso and hind legs. This time you will find that there does not seem to be much balloon left to work with. You'll have enough air left to lock the 3 new bubbles. The remainder of the balloon's tail will become the dog's tail. Adjust the bubbles so the dog's nose and ears are straight and so both legs face the same direction. The tail will stand straight up in the air (figure 13).

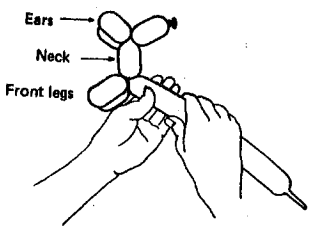


Figure 13

You can now draw eyes on the nose part Figure 14 shows the summary structure of the basic dog.

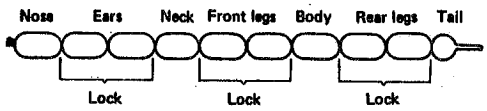


Figure 14

Other Critters: Now that you have seen how easy it is to make the Basic dog, you should be encouraged to try other critters. You will need to make only a few adjustments to capture the characteristics of other critters.

Poodle: Make the Basic Dog Hold it by the ears, positioning the fingers of both hands behind the ears (figure 15). Use your right thumb to push the bottom of the nose bubble up toward the top twist of the ears. Both thumbs hold the nose in place as your fingers roll the ears toward the nose. Roll the ears with an even pressure DO NOT push the nose, but instead allow the ears to move inward. The nose will fill the space; but allow it to go halfway into this space. The nose should stay locked in place by the pressure of the air on the ear bubbles. Adjust the ears and nose so they face forward again. You have now given the dog a cute poodle hair style. Now let's fix the tail. Hold the un-inflated part of the tail and stretch it as far as it will go. Allow the tail to snap back in place like a rubber band. Squeeze the tail bubble with the right fingers, to cause a small bubble to appear at the tip of the tail. The pom~pom tip completes your Poodle (figure 16)

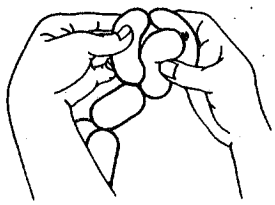


Figure 15

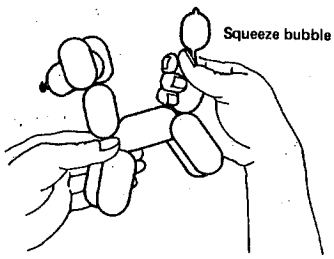


Figure 16

Snoopy: Use a white pencil balloon. When making the Basic Dog make the first bubble long then 2 small bubbles. Then do the ears as done for the poodle . The last change is to use a black magic marker to color the ears, draw eyes and mouth.

Dachshund: Make the first bubble 4-5 inches long. Make the second and third bubbles about 1 1/2 inches long. Make the neck bubble about the same as the ears. The legs about 2 inches long. Now something different. Turn the balloon around. The tail end is up where usually you have the knotted end. Twist a 3 inch bubble at this end. Twist 2 more 11/2 inch long bubbles and lock them together. Turn around and adjust it. The knot is the nose and the un-inflated tip is the tail.

Giraffe: Inflate the balloon, leaving only a 2 inch tail. Twist the 1st bubble about 2 1/2 inches long (the nose). Make the next 2 bubbles only 1 inch long; lock them (the ears). The neck will be 8 or 9 inches long. Twist this bubble, then make the 2 front legs about 4 inches long. Lock the 3 bubbles together. Turn the balloon around and work with the tail end. Make a small tail bubble, and two hind leg bubbles about 2-3 inches long. Turn and adjust it. (Figure 17).

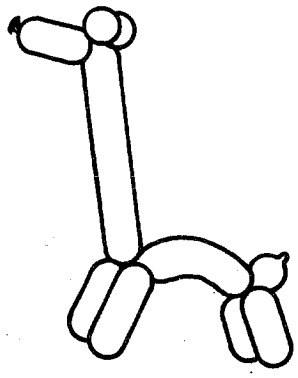


Figure 17

Balloon Mowers: Inflate a small amount of air and tie off the balloon. Make an apple twist. Measure a section about 2 1/2 inches from the bubble you just formed. Fold the balloon over so that it rests alongside the 2 1/2 inch section. Lock the loop by twisting it around the small apple twist bubble. Repeat this procedure with another 2 1/2 loop. This gives you 3 petals and a center bubble for your flower. The remainder serves as the stem.

Balloon Hats: Inflate a long pencil balloon as far as you can. Stretch it a bit as you blow it up. The tip should be as small as possible. Make a 1 inch bubble at the knot end and twist it securely. Do not let it go. Wrap the remainder around the head of the receiver. This gives you an idea of how large a circle (ring) is needed. Now you know the size, twist another bubble at that end. Lock bubble together. If you need a smaller hat, make the bubble at the ends larger.

Inflate another regular size balloon, allowing about 1 1/2 inch tip. Make a 2 inch bubble at the knot end and twist this section into the bubble end of the hat ring. The result is hat with a large feather-like tip sticking up in front. Now decorate with colored markers, as an Indian feather. Or turn it upside down and decorate as raccoon tail for Davy Crockett hat. Pull it around to the front, it will look like an elephants trunk. (figure 18)

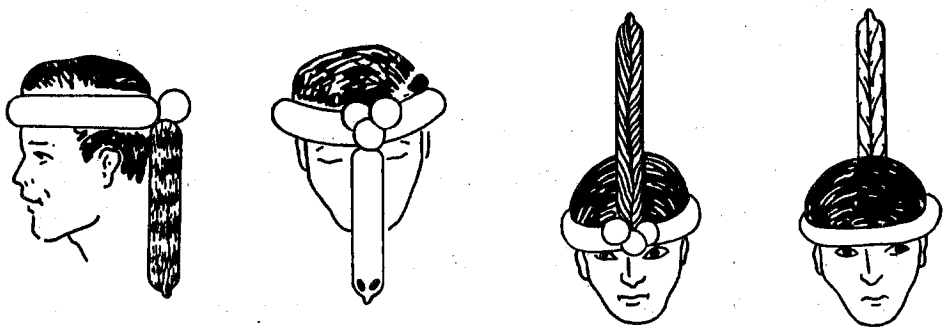


Figure 18

Starship Enterprise: Paramount Pictures Corp.
These instructions are from Wally's Balloons Presents Balloons for Fun.

Required: 5 white 260A balloons
rubber cement
1 white 340 balloon
black magic marker

Figure 1: Saucer assembly

Inflate one 260A forming a 1/2 bubble. Coil this and apply rubber cement to make Saucer. Assembly.

Finished step:

Figure 2: Primary Hull

Inflate 340 to form one 12" bubble.

Finished step:

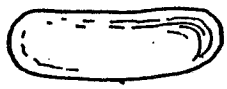


Figure 3: The Warp Engine Support Pylons & Front Saucer Pylon

Inflate one 260A to form a 6" bubble. Inflate remainder of same balloon to form a. 6" bubble. Inflate another 260A to form a 6" bubble to form the front pylon. Attach front pylon to underside of saucer and other end of top center to primary hull.

Finished step:

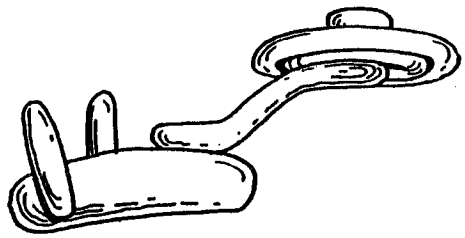


Figure 4: Propulsion Units

Inflate two 260A's to form two 12" bubbles. Bend each to form two-side-by-side 6" bubbles. With rubber cement attach to support pylons. Attach other end with an angle to primary hull. Repeat for other side.

Finished step:

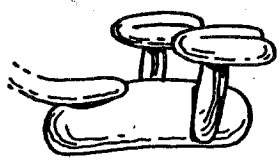
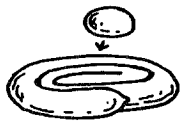


Figure 5: 'The Bridge

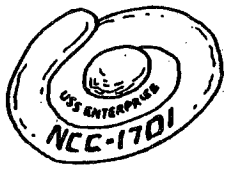
Inflate one 260A to form two separate 3" bubbles. Coil one and rubber cement it to the center part at the top of saucer.

Figure 6: The Artwork



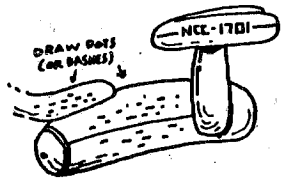
Finished step:

Saucer:



Pylons:

Propulsion Units:



KIM HOLMES
and
CYNTHIA KING

Blue & Gold Banquets

Special Services, Deck 10

Blue and Gold Banquet

The Blue and Gold Banquet is the most exciting event of the whole year. It is a birthday celebration, usually held in February, the anniversary month of the Boy Scouts. Each February packs across the country plan a Blue and Gold banquet for the entire family as their pack meeting.

Lord Baden Powell, born in London, February 22, 1857, founded the Scouting movement in 1907. The Boy Scouts of America was incorporated in the United States on February 8,1910. It is in honor of Lord Baden Powell and the Boy Scouts of America that we celebrate with a banquet in the month of February. Wolf Cubing began in England by Baden Powell, in 1914. The Cub Scout Program of the Boy Scouts of America officially began in 1930. In February, 1998, we'll celebrate our 68th Birthday of Cub Scouting in the United States.

The secret to a successful Blue and Gold Banquet is planning well in advance. The first step in planning is to appoint committees, supervised by the Committee Chairman. Try to involve as many parents as possible to make the task at hand easier. The program is planned by the Cubmaster along with the program committee. All the Cub Scouts (including Tigers) should be included in the program in some way.

THE BLUE AND GOLD BANQUET

Your dinner may be a Pot Luck Supper, Catered or held at a Restaurant. It may be held is a Church Hall, in a School Cafeteria, or in a Hall of a Social Club, it doesn't matter.

Table decorations should be made and displayed on each Den's table. It's amazing the difference a tablecloth and a Den Leaders imagination can make at a Blue and Gold Banquet. Table settings usually include a centerpiece, place mat, nut cups, napkins and a napkin holder or ring, place cards and / or favors for all.

Both parents (or guardians) should be there, and if space permits, the whole family, including Grandparents, Aunts, Uncles, and siblings may attend.

The main thing is that everyone should have fun.

1. **Form the Banquet Committee**: (4-6 months in advance)

Involve as many parents as possible, Den Leaders should not have to do all the work. They should be free to mingle with parents. Appoint a set up committee, greeters, games leader, song leader, clean up crew, servers. One way to handle assignments of jobs to parents is to have a hat with many blank slips of paper at the door when they arrive. Ask each to put their name on one and then pick names as needed. ORGANIZATION is the key word. . . Plan, check and then recheck to make sure everyone knows what tot do and all details are taken care of.

2. **Basic Plan**: (3 months in advance)

Select date, time, theme and place. It may be on the regular pack meeting night, Saturday night, or Sunday afternoon. (If in a place/ time other than the regular pack meeting site don't forget the Tour Permit.) The time should be convenient for most people. Any theme your pack decides on can be used. The location should be checked for space, parking, and kitchen facilities, rest rooms, stage and rental fee. Reserve well in advance, suggested time frame, a year to 6 months.

Have the dens start working on decorations. Each boy should make enough place mats, napkin rings, place cards and favors for each member of his family plus one. A corsage could be made for each mother; sisters might also be included. The centerpiece can be a den project.

Start Planning the type of program.

3. ***Dinner***:

A. POT LUCK: This is the most common. Each family brings a main dish, and a vegetable, salad, bread, or dessert large enough for their family plus two. This helps to cover invited guests. It is most convenient is the pack provides paper goods and drinks. Some packs provide and extra main dish such as fried chicken to make sure there is enough food.

B. CATERED: The food can either be prepared or brought to your facility or the pack can go to a restaurant or cafeteria. Keep the cost for families in mind. A $3 - $5 charge per person may price it out of the reach of some large families with guests. It is much better to plan on punch and cake at your regular pack meeting, with a special program, than to leave out anyone because of cost.

4. Prepare the Guest List: (2 months in advance)

Have the boys invite their families, parents, Grand parents, Aunts, Uncles, etc. the Blue and Gold Banquet is suppose to be a family night.

Invite such dignitaries as: the sponsor head and spouse, Principal, and or Pastor, Scouting Coordinator, District Committee Members, Den Chiefs, Political Representatives, the Mayor of your Township, etc. and their families. Be sure to include a RSVP so you are prepared for the appropriate number of people.

5. 1 Month in advance:

Reconfirm the facilities and entertainment.
Send invitations with return cards.
Put the finishing touches on the program. Your program might include the following:

Invocation: given by _____
Dinner
Opening by Den _____
Welcome and Introduction of Guests
Skit by Den _____
Awards
Song by Den _____
Recognition of Leaders (The banquet is a good time to recognize all of the registered adults and Den Chiefs in your Pack and offer a public Thank You.)
Closing by Den _____

You may wish to include the names of all the boys in the pack or just the names of the boys receiving the awards.

6. 2 Weeks in advance:

Turn in all awards. Keep in mind that February is a busy month at the Scout shop, every one is having B&G banquets and giving awards.
Print Programs
Obtain necessities (utensils, napkins, table covers, crepe paper, etc.)
Make a seating chart

7. Banquet Day:

Set up
Review the program
HAVE FUN
Clean up

8. With in 2 weeks after the Banquet:

Write "Thank You" notes, for the entertainment, all donations, etc.

Additional Ideas

The Blue and Gold Banquet is a Birthday Party. Every Birthday party has a cake. The cake could be your centerpiece, or maybe you'd like to hold a "Fellers Cake Bake" (How To Book, listed under Special Activities).

Displays are a good source of decoration and pride. Show off what the boys have done in the Dens and as Pack activities. Pictures, either mounted, in an album, or spread out on the table are always fun to look at.

Blue and Gold Checklist

Planning Committee Chair _____
Day/Date _____
Time _____
Location _____
Type of Dinner (Pot Luck, Modified Pot Luck, Box Supper, Sponsor Dinner, Restaurant)

Food Committee Chairman _____
Assistants and Phone #'s _____

Decoration Committee Chairman _____
Displays _____

Program Committee Chairman _____
Ceremonies _____
Invocation (who) _____
Flag Ceremony _____
Entertainment and/or Guest Speaker _____
Leader Recognition _____
Awards _____
Closing _____

Publicity Committee Chairman _____
Invitations _____
- District Executive _____
- ADC _____
- Unit Commissioner _____
- Charter Organization Sponsor _____
- School Principal _____
- PTA Representative _____
- Former Cubmasters _____

BLUE AND GOLD "FOOD" CHECKLIST

FOOD COMMITTEE CHAIRMAN: _____
ASSISTANTS/ PHONE # _____
_____
_____
_____

HOW MANY FOR DINNER? ADULTS _____ CHILDREN _____
TABLES FOR FOOD _____
SALADS DEN _____ TYPE _____
DEN _____ TYPE _____
DEN _____ TYPE _____
VEGETABLES DEN _____ DEN _____ DEN _____

ENTREE _____
DEN _____ DEN _____ DEN _____
DESERTS (FELLERS CAKE BAKE, from How To Book)
DEN _____ TYPE _____
DEN _____ TYPE _____

BEVERAGES PUNCH/ Kool-Aid/ JUICE/ MILK _____
COFFEE/ TEA/ WATER _____

EATING UTENSILS _____

PLATES _____

NAPKINS _____

CUPS (HOT) (COLD) _____

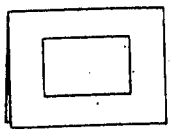
****

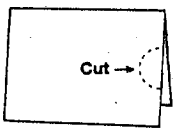
If Fried Chicken is served, consider "Wet - Naps" to clean hands after dinner.
Remind parents to able bowls and serving utensils so they can be returned to their owners.

JIGSAW ART

Pieces missing from your jigsaw puzzles? Turn the rest into a work of art!
By Kathy J. Hummel

1. Cover the work surface with newspaper
2. Open out a greeting card. On the front, in the center, cut out a rectangle slightly smaller than the photo you would like to frame.
3. Cut a small arc from the back of the card to help you insert photos and remove photos.
4. Open the card and place it on the newspaper with the inside facing down. Spread glue over the card front, which will be the front of the frame. Cover it with a layer of puzzle pieces from an incomplete jigsaw puzzle. Let dry.
5. Glue on another layer or two of puzzle pieces. Let dry.
6. Inside, put a small line of glue along the fold, the long edge, and one short edge-but not the edge with the arc. Close the frame.
7. When dry, glue string to the back to hang the frame. Or cut out two triangles, 4 inches high and 3 inches wide, from thin cardboard. Fold ¼" of a long side on each triangle, and tape them to the back of the frame vertically and near the bottom to make a stand.
8. Insert the photo through the unglued opening.

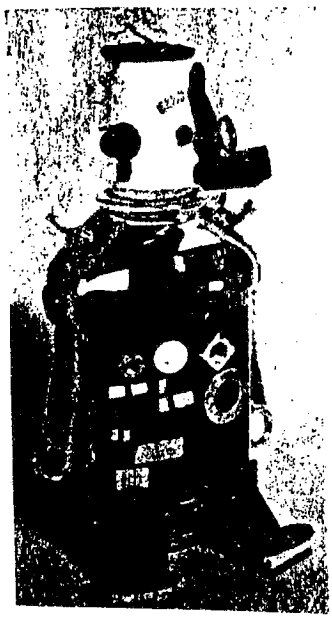




BOTTLE BANK

Keep a lid on your savings in a bottle bank
By Carol McCall

1. Clean a large clear plastic bottle with a neck wide enough for coins to fit through. Clean the lid, too.
2. Without gluing anything to the neck, decorate the bottle by gluing on features cut from felt or paper, leaving some of the bottle exposed (so you can see your savings grow). Add other materials to make your bank look like whatever you wish: feathers for a bird, metal nuts and washers for a robot, cotton for a snowman, and so on. Let dry.
3. Glue decorations to the lid if you choose. Let it dry. Then put the lid on the bottle.
4. To add savings to the bank, remove the lid.



WILDLIFE SPLIT PICTURES

Sign and date the backs for a great banquet keepsake!

by Debra Boyles
Hawthorne, Nevada

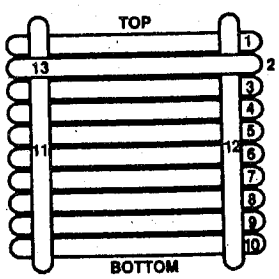


Figure 1

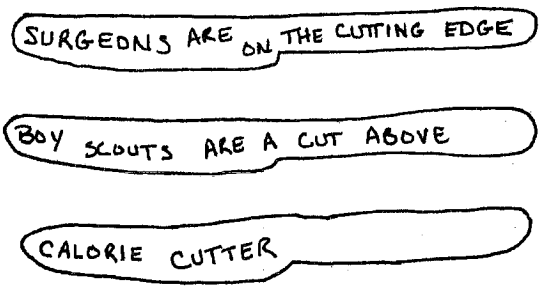
Materials: (For one picture)
- Fourteen regular craft sticks
- One 3 ¾" x 4" wildlife picture
- Thick craft glue
- Scissors
- Craft knife (optional)
- Pencil or pen
- Ruler

(Cut pictures from a magazine or wildlife card.)

Instructions:
1. **Glue the craft sticks together.** See Figure 1. Lay ten sticks (1-10) dose together with ends even. Glue supports (11 & 12) vertically across sticks. Glue hanger bar (13) across support. Let dry.
2. **Prepare and glue picture.** Lay remaining craft A stick across top edge of picture so that top edge of stick is even with edge of picture. Use pencil or pen to draw a line along bottom edge of stick. Move stick down so that top of stick is even with line and draw another line at bottom edge. Continue until picture is divided into ten strips. Carefully cut picture apart, keeping pieces in order. Glue pieces to craft stick frame. Let dry.

CUTTING-REMARKS MAGNETS

by Paula Hrbacek



Materials:
- Plastic knives
- Self-adhesive magnetic strip
- Plastic model cement (optional)
- Fine line permanent black marker
- Scissors

(Buy knives in 400 count boxes through local wholesale clubs or ask for donations torn fast-food restaurants. Ask local sign shops magnetic sign scraps.)

Instructions:
See photo. Use marker to write saying across front of knife. Let dry. (Note: Marker will smear if touched while wet) If using donated knives, turn knife over so company logo is on back. Make up our own saying using words associated with knives such as cut, sharp, knife, and edge. For instance "Look sharp, be sharp", "Cooks are cut-ups", "Beware of sharp wit" or "Cub Scouts are sharp". To finish cut a length of magnet, peel off paper backing and press to back of knife.

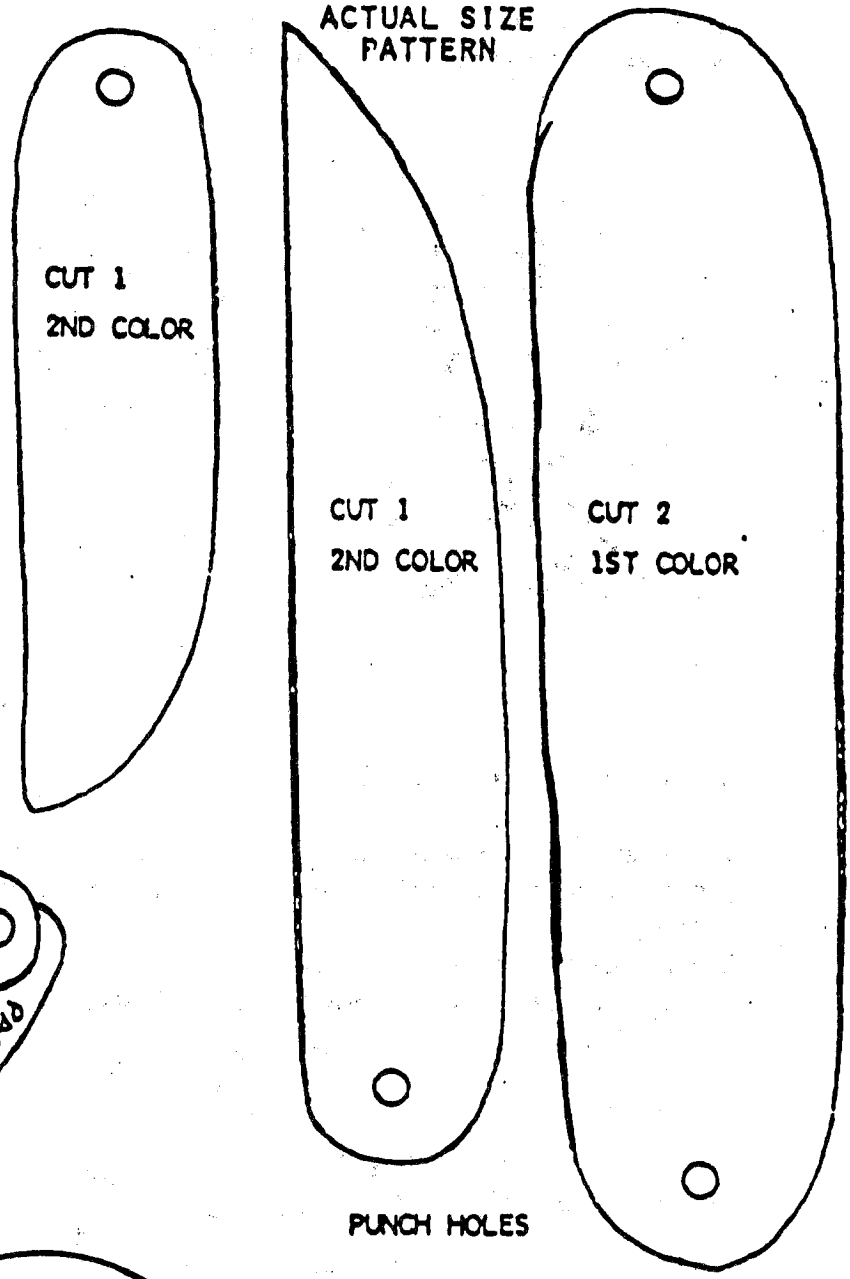
AN UNUSUAL BANQUET INVITATION

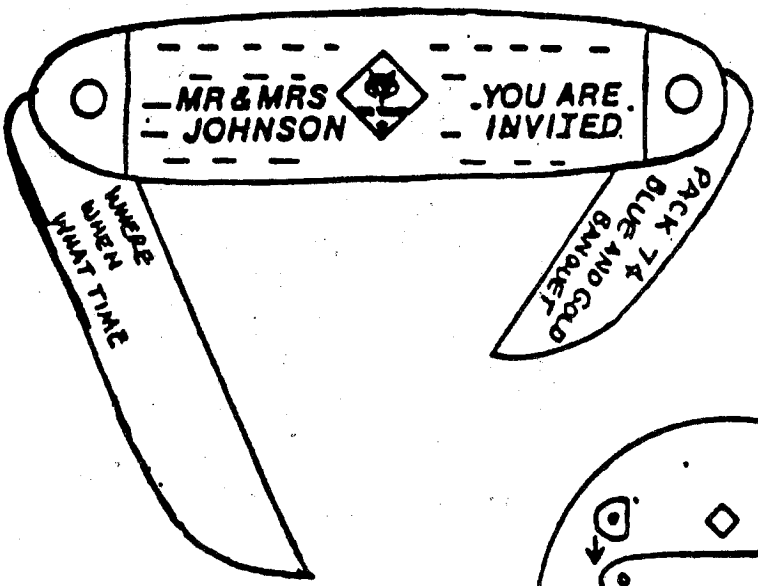
Materials:

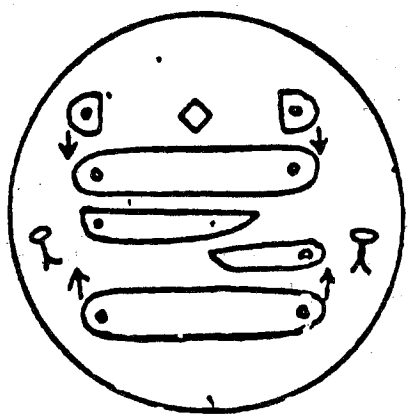
- Construction Paper (2 colors)
- Two ¾" Paper Fasteners
- Scissors
- Fine-line Felt Tip Marker

Directions:

1. Cut out the pattern pieces from construction paper as indicated.
2. Glue emblem on front.
3. Use marking pen to write in the details.
4. Join pieces together with paper fasteners.

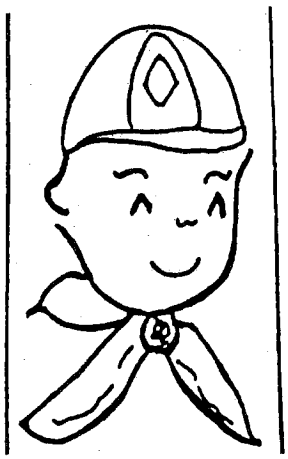


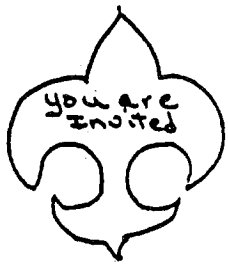


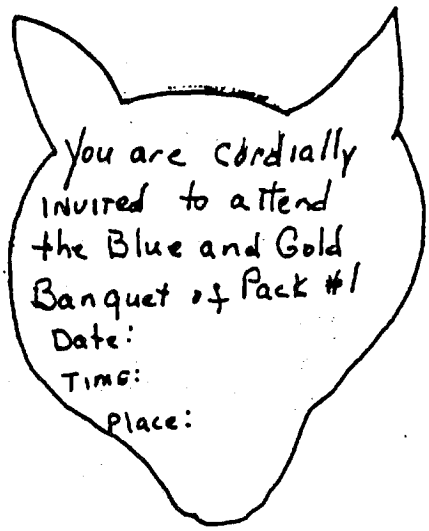


OTHER INVITATION IDEAS

Cut out picture of Cub Scout from a magazine or obtain one from parents. You could take one yourself. Paste on placard.







Cut out silhouettes of Wolves, Bears, Webelos symbol, Cub Scout, or BSA logo and write our information on.

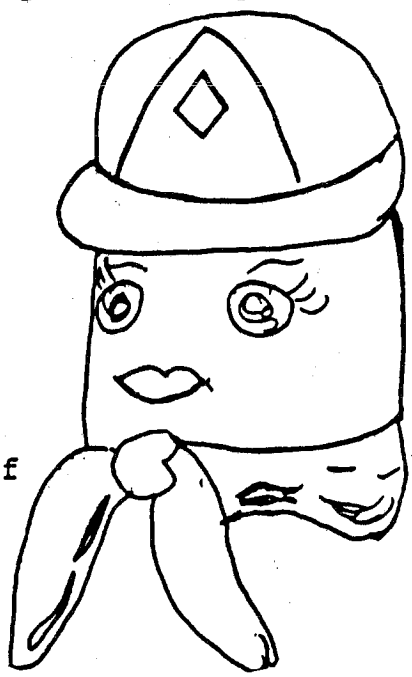
PARTY FAVORS

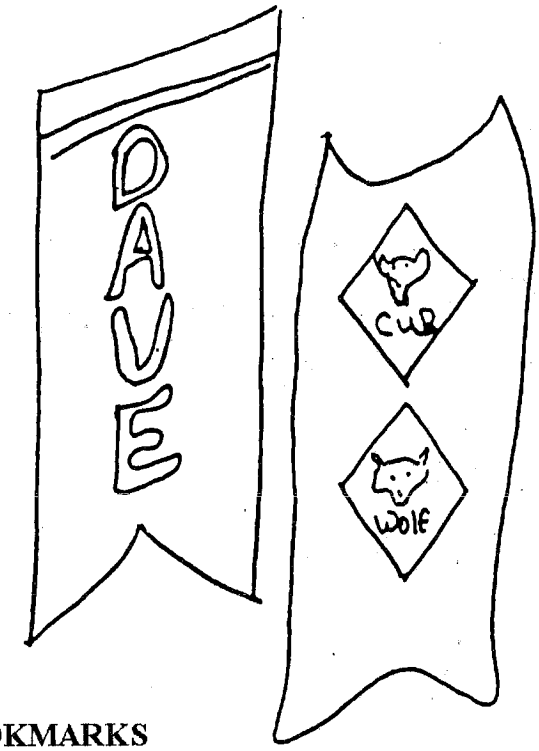
CUB SCOUT CATCHALL

Use a large gallon or coffee can, cover with pink construction paper and other colors with features. You can paint them on with markers.
Use a real Cub hat and neckerchief.
This is great for storing Cub Scout things including badges, belt and books.

Cub Hat

Cub Neckerchief





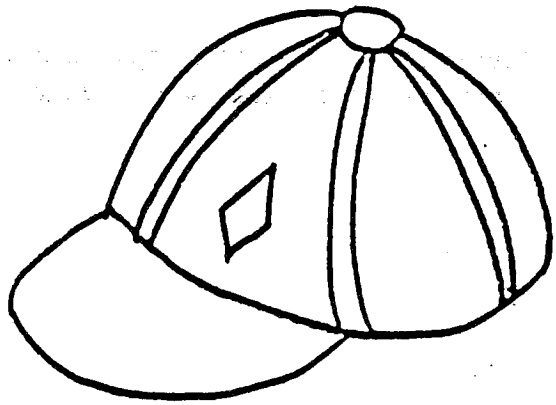
BOOKMARKS

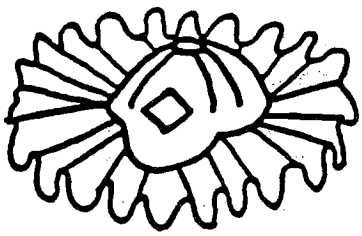
Cut shapes from felt 1 ½"x 9 ½".

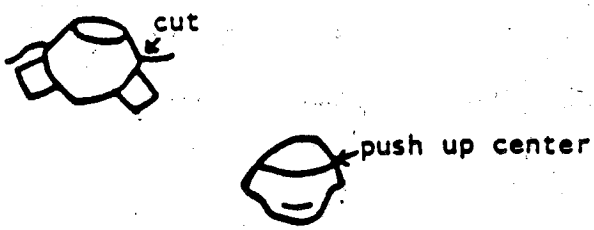
Glue insignia or letters cut from gold felt.

CUB SCOUT HAT PAPERWEIGHT

For the caps, cut a hollow rubber ball in half. Fill the halves with plaster of paris to give the needed weight. When the plaster has dried thoroughly, cut a circle of cardboard or heavy paper, with a visor included, and glue to base of paperweight. Next, glue on strips of gold braid and paint a gold emblem. Glue a small blue circle at the top to complete your cub scout cap. Note: ball should be painted blue before adding decorations and details.





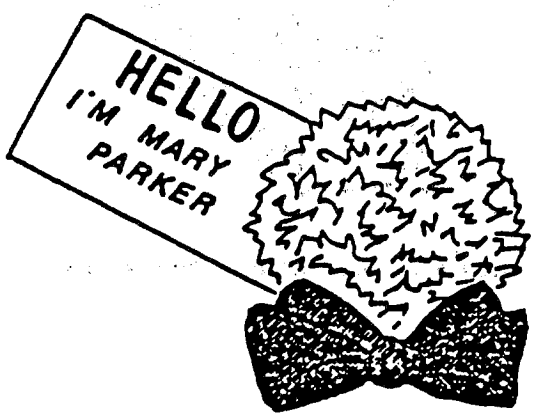


CUB SCOUT HAT CORSAGE

Make a Cub Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint cap blue and add yellow stripes and details with crayon or paint. Make a ruffle from strips of net or crepe paper, 1 ½" wide, glue to circle of yellow construction paper 3 " in diameter. Glue Cub Scout cap to center of ruffle and add a pin at back of circle. Or use ½ of a small Styrofoam ball for the cap, adding a construction paper bill on the hat.

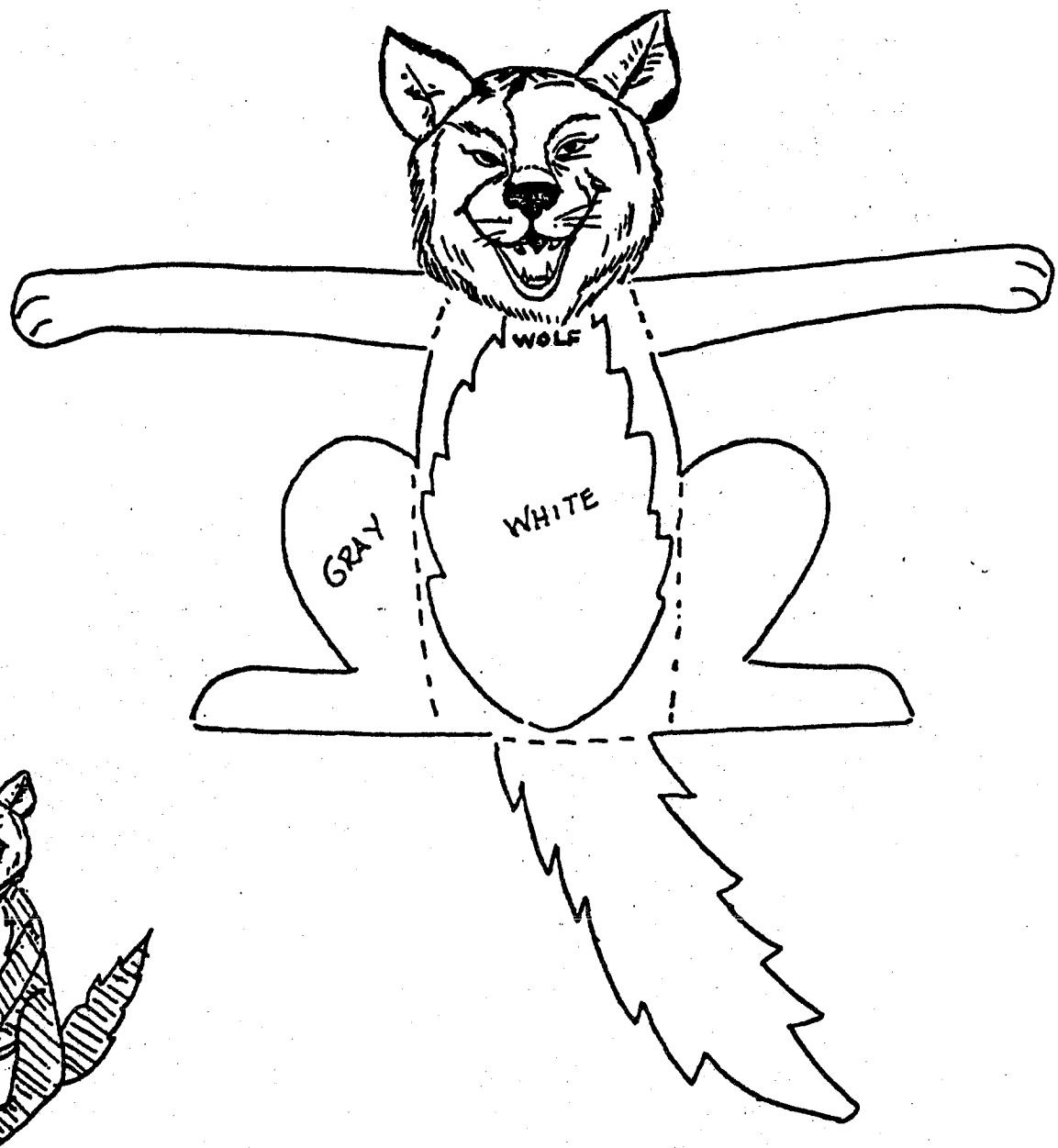
CORSAGE OR BOUTONNIERE

Cut a 3" wide strip from roll of crepe paper with pinking shears. Unfold and cut off 26" lengths. Gather one piece together, holding it between thumb and forefinger twisting while gathering. Use florist wire to twist around middle. Fold pinked edges up to form flower. Remember to include a corsage pin. If desired, add a tag to flower or a ribbon.

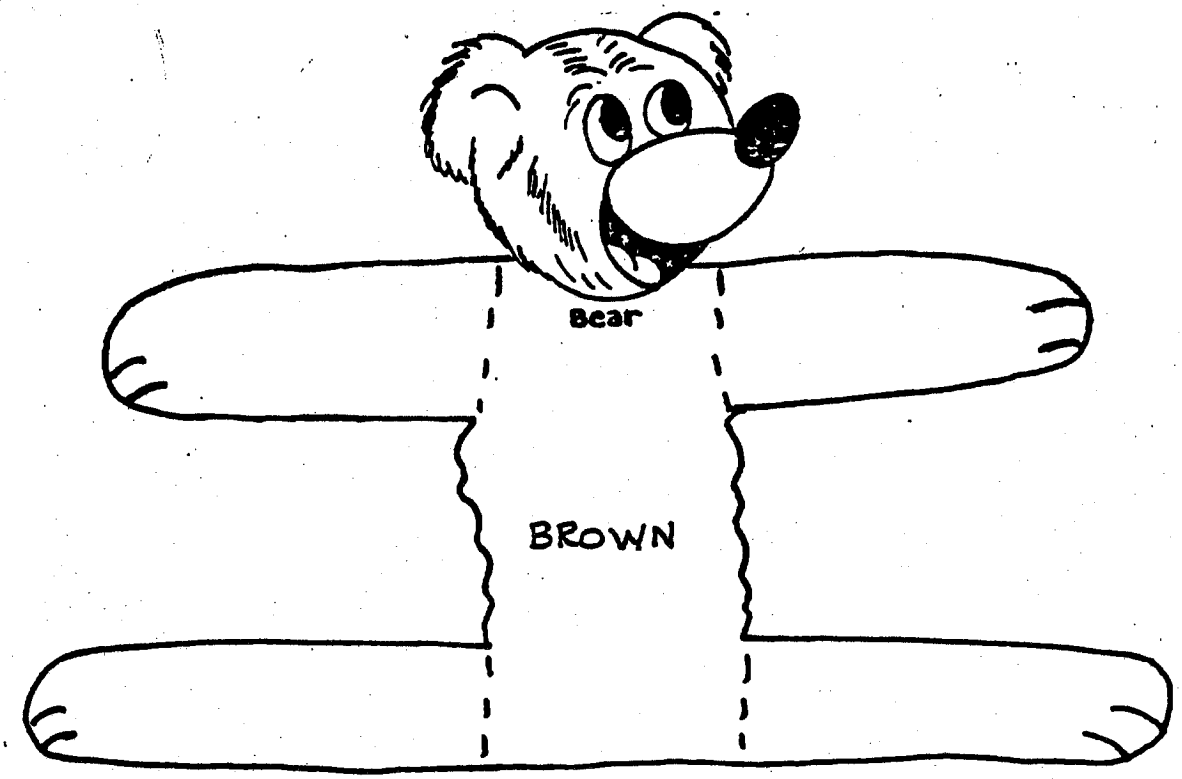


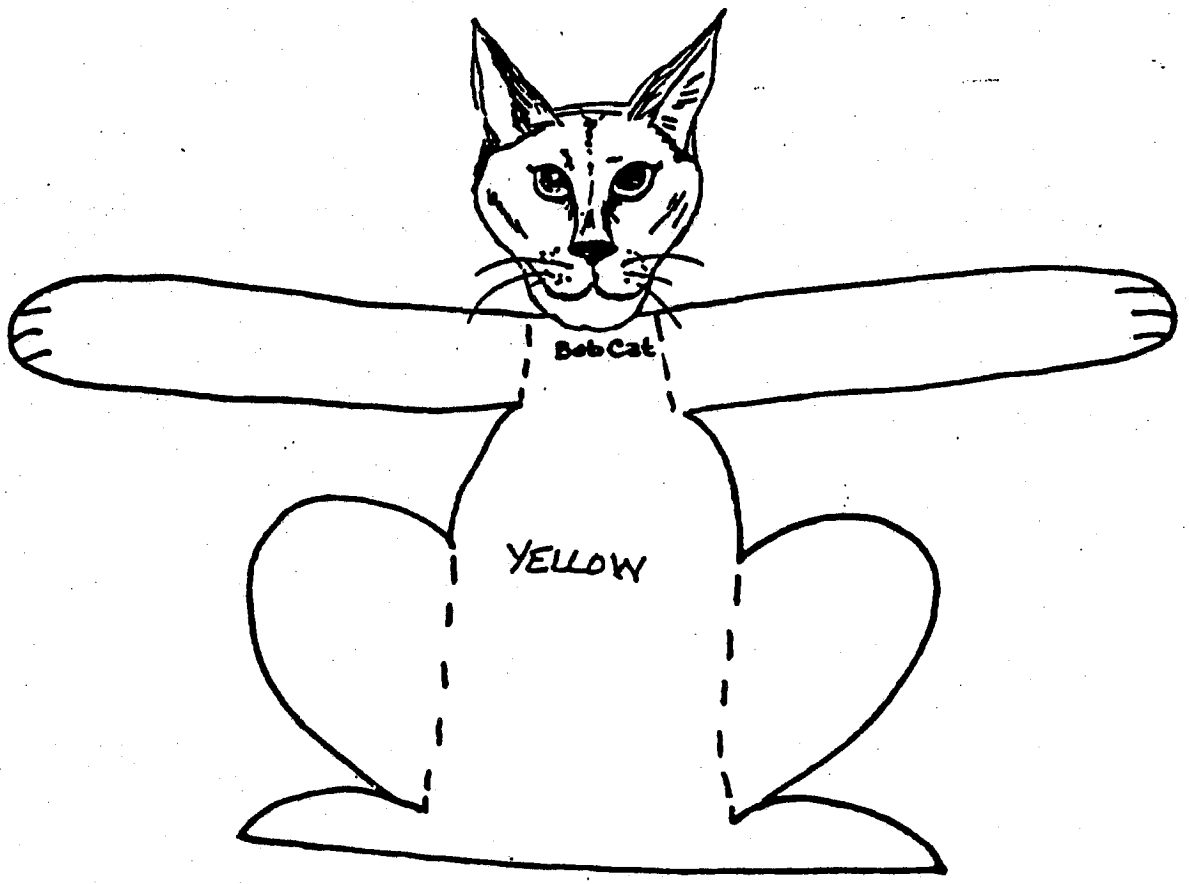
ANIMAL NUT CUPS

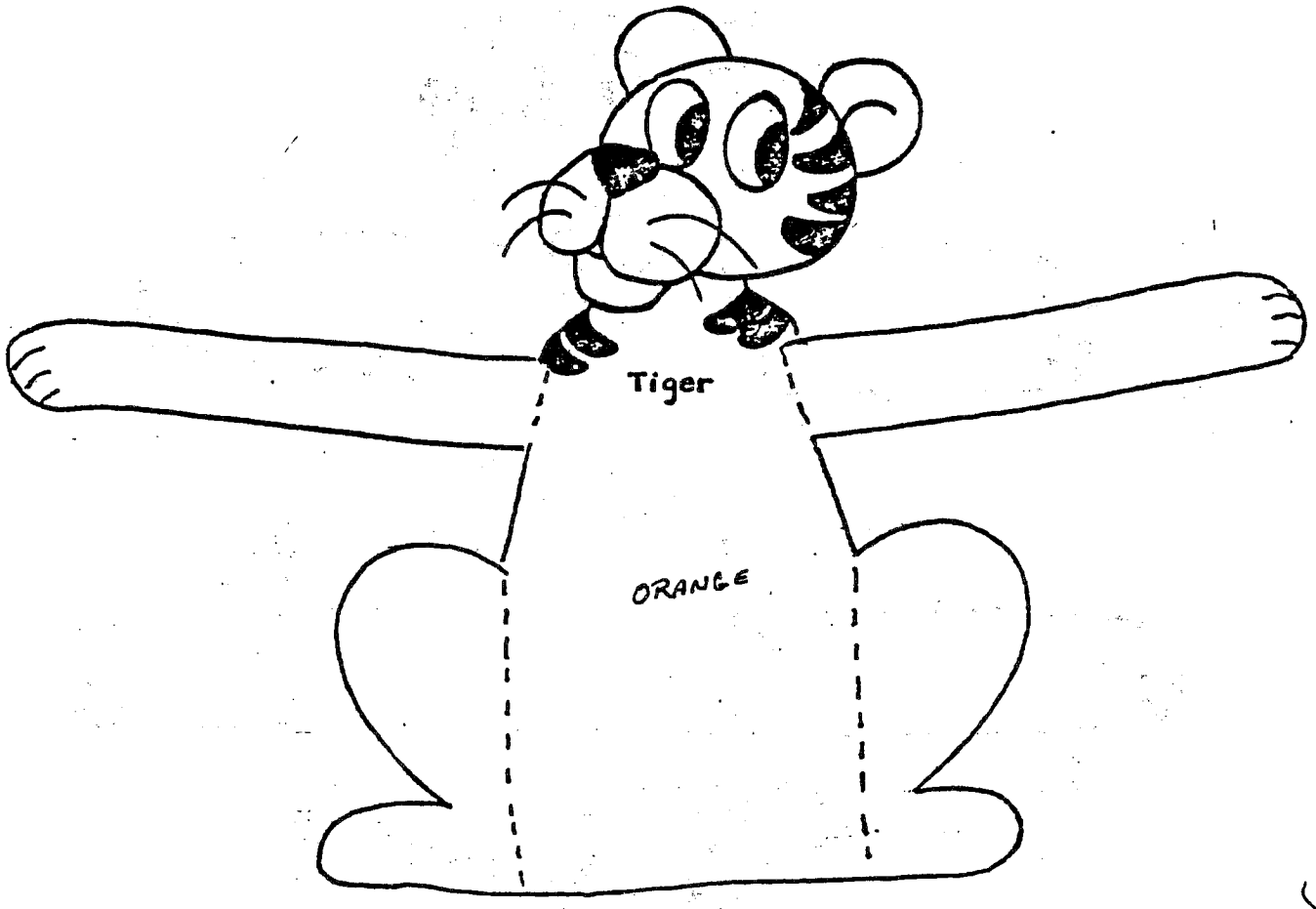
Cut animals from construction paper, using patterns shown. Decorate with colored markers. Glue to regular nut cup by folding arms and legs on dotted lines.



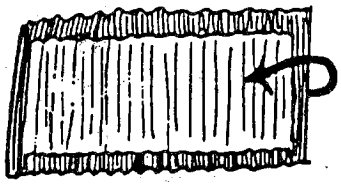
Completed cup should look like this.

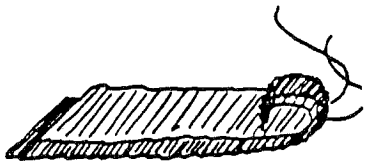

Bear
BROWN

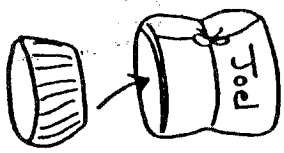

BobCat
YELLOW



PLACE CARDS

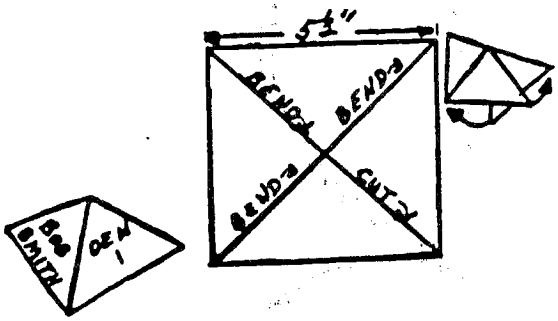






Bedroll:

Cut crepe paper sections, two colors to form the bedroll. Roll up loosely around a nut cup and tie with string or narrow ribbon. Glue cup to the center of the roll for support.



Triangle:

Cut square as shown from yellow construction paper. Make a diagonal fold across one way; open paper back out flat. Make diagonal fold the other way; open paper back out. Make cut on one fold as shown (make cut only to center). Fold two sides over as shown and glue. Put name on one side and then decorate as desired.

CROSSOVER KEEPSAKE

by Paula Hrbacek

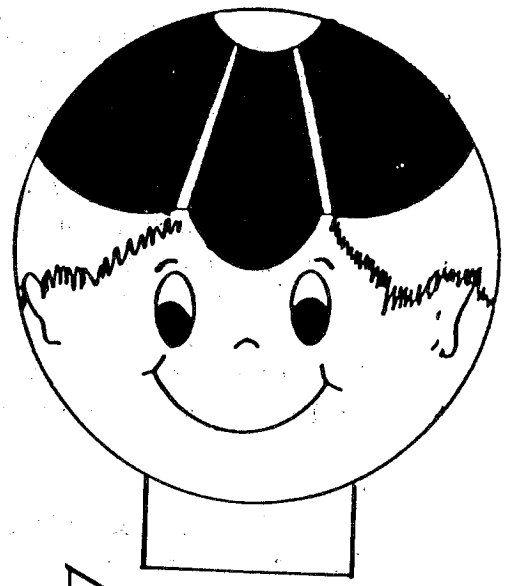
Materials:

- Large embroidery hoop (12" diameter)
- Heavy navy-blue material
- One inch wide yellow grosgrain ribbon
- Glue gun and glue sticks
- Scissors
- Sewing machine (optional)
- Thread to match borders on patches
- Chalk

Instructions:

Place hoop centered on material. Trace-around inside of circle with chalk. Arrange patches inside of circle and sew into place by hand or with machine. Making sure that hoop latch is centered at top, place fabric in hoop, pull taut, and tightly screw top hoop shut. Dust away chalk. Cut off excess material on back. Spread an inch or two of glue on back edge of hoop. Press edge of ribbon into glue, fold ribbon back forming a one-inch pleat. Secure pleat with a dab of glue. Continue to glue and pleat ribbon around hoop. Attach pins to keepsake.

CUB PLACE CARD AND FAVOR

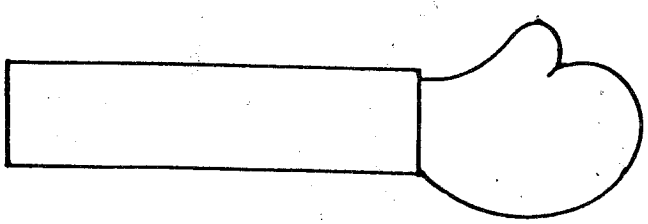


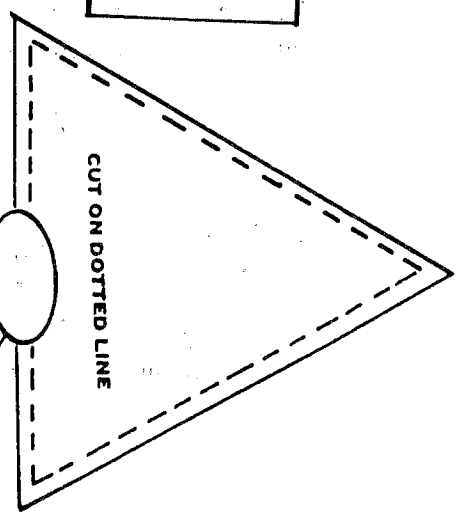
Materials:

- Foam Cup with lid
- Construction Paper
- Glue

Instructions:

1. For the body, invert the cup.
2. Cut out all pattern pieces from heavy paper in the appropriate colors.
3. Insert neck of Cub into slit in neckerchief.
4. Make a corresponding slit in top of body.
5. Insert neck, gluing neckerchief in place.
6. Glue on arms.
7. Glue on place card.
8. Cut a slot in back large enough for coins.
9. Carefully slip lid over bottom.
10. Fill with nuts or candy. Afterwards this can be a bank.





CUB SCOUT CENTERPIECE

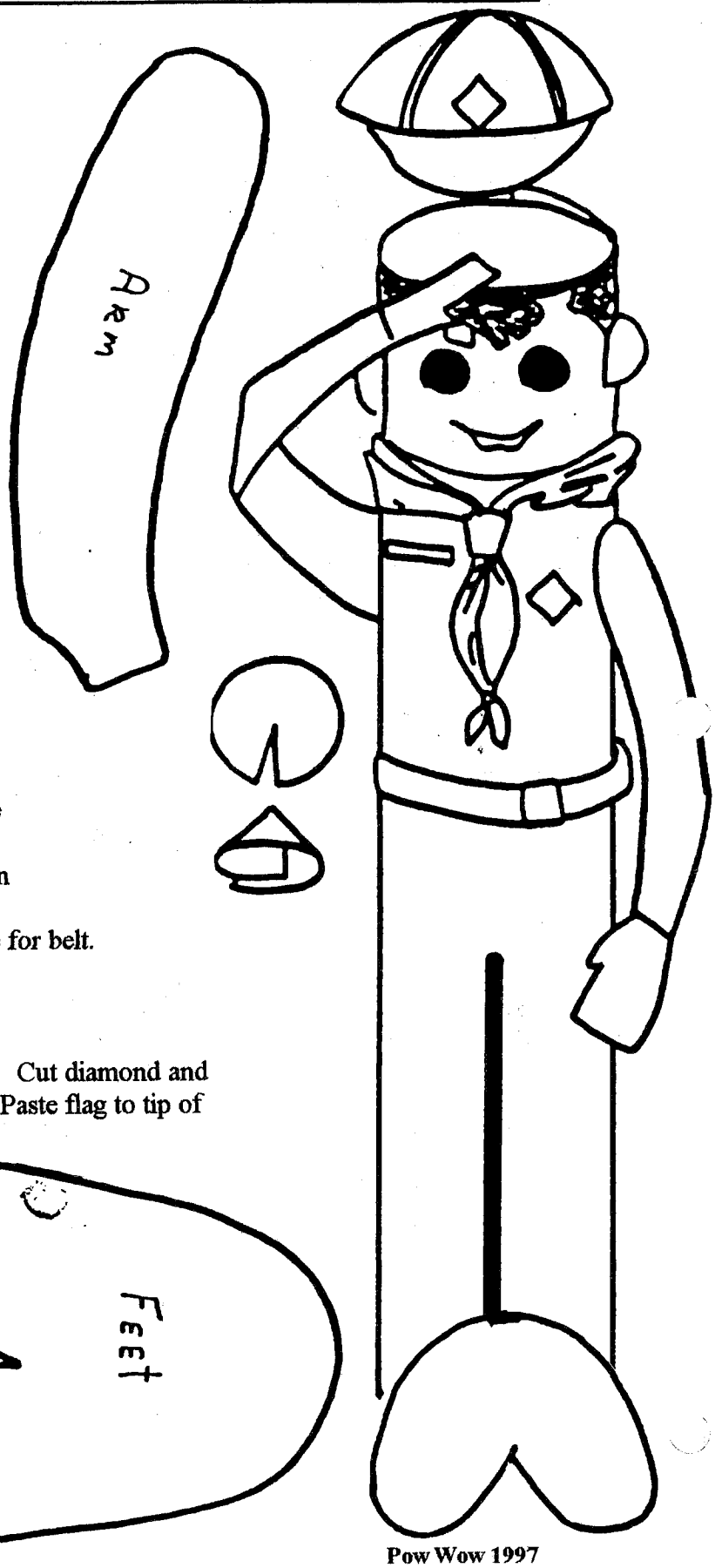
Materials:

10" long cardboard tube - 1 ¾"
Blue and Yellow construction paper
13" length of wire or wooden dowel
various colors of construction paper

Instructions:

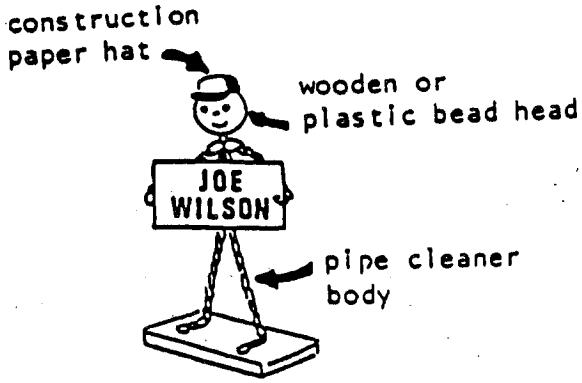
1. Cover tube with strip of blue construction paper.
2. Glue a 1 ¾: wide strip of beige construction paper around top of tube for face.
3. Cut eyes, mouth and hair from construction paper and glue in place.
4. Cut a 3" circle of blue paper for a cap.
5. Slit to center, overlap edges and paste seam.
6. Crush down peak.
7. Cut brim from blue paper and paste to cap.
8. Insignia and stripes are yellow paper.
9. Paste cap to top of head.
10. Cut out ears, arms, hands and feet, following patterns below. Glue to figure.
11. Cut triangle of yellow paper for ties and paste around the neck.
12. A 1/8" strip of black paper defines trousers on front and back.
13. Glue a ¼" strip of black paper around middle for belt.
14. Buckle is square of yellow paper.

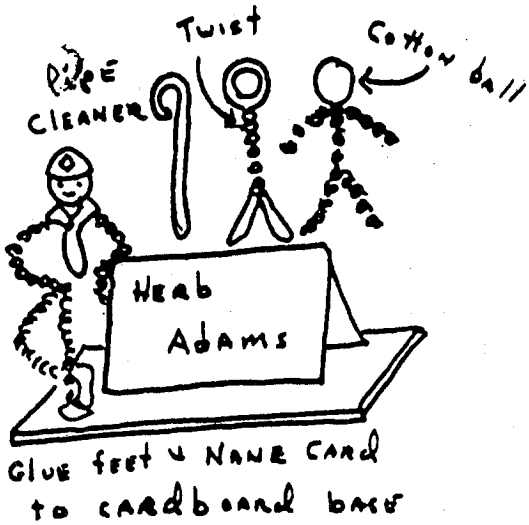
Den flag:
Cut a 5" x 3 ½" piece of blue construction paper. Cut diamond and den number from yellow paper and glue to flag. Paste flag to tip of wire or dowel and glue to figure.

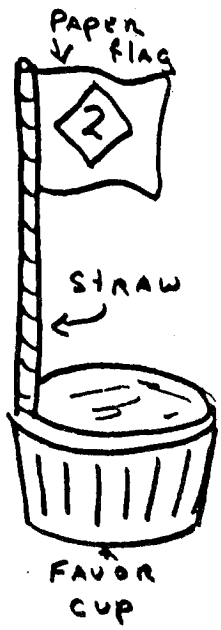


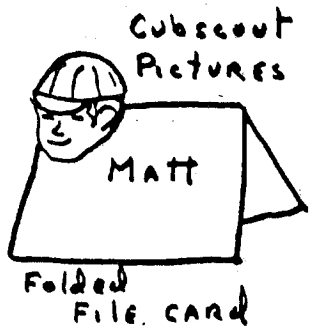
Cub Scout:

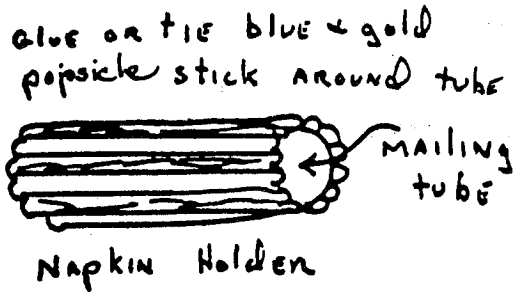
Form body from 2 dark blue chenille stems, twisted together to shape. Head can be made from a cotton ball, covered with pink tissue, or glue on a pink round bead. Make hat from lightweight yellow paper. Neckerchief is lightweight yellow or blue paper, glued to body. Glue feet of figure to cardboard base. Add name to complete.

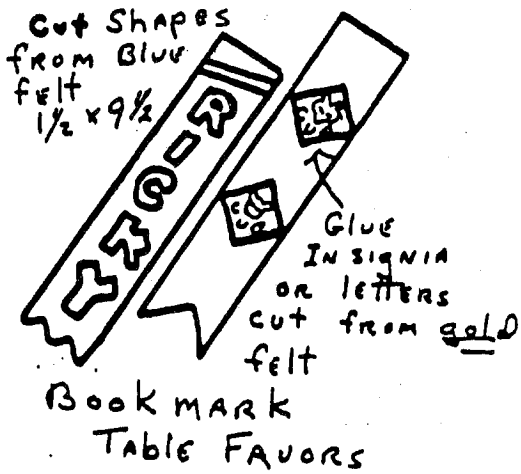












BLUE AND GOLD

Audience Participation

BANQUET---Let's eat! (rub tummies)
CUB MASTER---Sign up! (Cub Scout sign)
CUB SCOUT---Yippee! (jump up and down)
DEN LEADER---Oh, dear! (hands on top of head)
DEN DAD---Not again! (both hands on side of head)
PARENTS---Us, too! (points to self)
COMMITTEE CHAIRMAN---Thank heaven! (hands to ceiling)

Blue and Gold time has come again. CUB SCOUTS and DEN LEADERS had to come up with ideas for the BANQUET to please the CUB MASTER. They also had to stay within their budget to the COMMITTEE CHAIRMAN'S delight. They made invitations for the PARENTS, and centerpieces for the table with the help of the DEN DAD.

When they arrived at the BANQUET, their PARENTS were happy with the decorations the CUB SCOUTS had made. When the awards were presented, the DEN DADS and the DEN LEADERS received thanks for jobs well done. The CUB MASTER and the COMMITTEE CHAIRMAN were also rewarded; and then EVERYONE decided it was the nicest BANQUET they had had so far.

SONGS

Cub Scouting
Tune: The "Coke" Song

I'd like to tell the world about,
What our Scouting means to me.
It's fun, ideals and family in perfect harmony.

Chorus: It's the real thing
What the world needs today
Is Cub Scouting
It's the real thing.

We promise to do our very best
For God and country
To help all people through the
Law of the Pack
And do our very best

Chorus:

A Special Cub I Am
Tune: Auld Lang Syne

Oh, I am me, that's who I am!
A special boy am I!
You'll never find one quite the same
As this important guy.
My face, my hair, the clothes I wear,
My favorite kind of pie,
Say, I am me, and so you see,
A special boy am I!

I Like Being a Cub Scout
Tune: On Top of Old Smokey

I like being a Cub Scout
And I'll tell you why;
The things that they teach us
Are things you can't buy

Fun, skills and projects
And doing your best
Are part of the program
That you can digest.

So, by doing your duty
And doing your best
For God and for country
You will pass the test.

Help other people,
Live the Law of the Pack
That's how being a Cub Scout
Puts you on the right track.

More power to Cub Scouting
And the leaders, hurray!
The uniform they're wearing
Represents the USA.

I'm a Citizen in Cub Scouts
Tune: I'm a Yankee Doodle Dandy

I'm a citizen in Cub Scouts
A good one I will try to be
I'll keep Akela for my constant guide
He will be watching over me
Yes, I'm a citizen in Cub Scouts;
And I will always Do My Best
I'll earn my Wolf and then my Bear
And Webelos will follow
I'll wear my badges on my chest

Do Your Best
Tune: Do-Re-Mi

DO - to us means Do Your Best
RE - are cheers for all the fun
MI - is what I do myself
FA - means father, mother and son,
SO - what happens to our Pack,
LA - with lots of this and that?
TI - together to the top! (clap, clap)
That brings us back to DO.

Repeat DO...TI...LA...SO...FA....

Finest Pack of Cub Scouts
Tune: Yellow Rose of Texas

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

We follow our Akela
We always Do Our Best
We work on our advancements
We rarely stop to rest.
We learn while earning badges
Cub Scouts know more than most
We learn to be good citizens
About that we can boast

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

SKIT - "MOWGLI JOINS THE JUNGLE PACK"

Cast and Props:

Narrator: See the JUNGLE BOOK for costumes
Akela: Father Wolf
Shere Khan: The tiger
Mother Wolf
Baloo: The bear
Bagheera: The black panther
Mowgli: Barefoot boy with swim trunks on, sitting facing Akela.
Pack Council: As many Cubs as you want in the circle.

Narrator: England's Robert Baden-Powell, who started Scouting. used Rudyard Kipling's The Jungle Book as a basis for the Cub Scouting program. Our skit is taken from this book. As our scene opens, Mowgli, the man cub, has been brought before the Pack Council. Shere Khan, the vicious tiger, wants to kill the cub, but Mother Wolf wants to keep the cub as her own. Akela, the great Wolf who leads the pack, arises...

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: Thee 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 teacher for the young cubs. Who speaks besides Baloo?

Narrator: A shadow drops onto the circle. It is Bagheera, the king of the jungle, and no one cares to cross his path.

Bagheera: (enter from left) To kill any small cub is a shame. To Baloo's words, I shall add my strength and help this small cub! (Share Khan gives Mowgli a last hungry look, roars and slinks away.)

Narrator: And that is how Mowgli joined the Wolf Pack! (The pack howls it's approval.)

CLOSING THOUGHTS

Do Your Best When you give the Cub Scout Promise, the words "Do My Best" are often lost among all the other very important words. Let's stop for a minute and carefully consider these words. "Best" describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best, to do certain things. Your best is just that - the very best. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be.

Good Turn Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural thing. Once a Cub Scout establishes this habit, he learns the real meaning of the good turn.

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

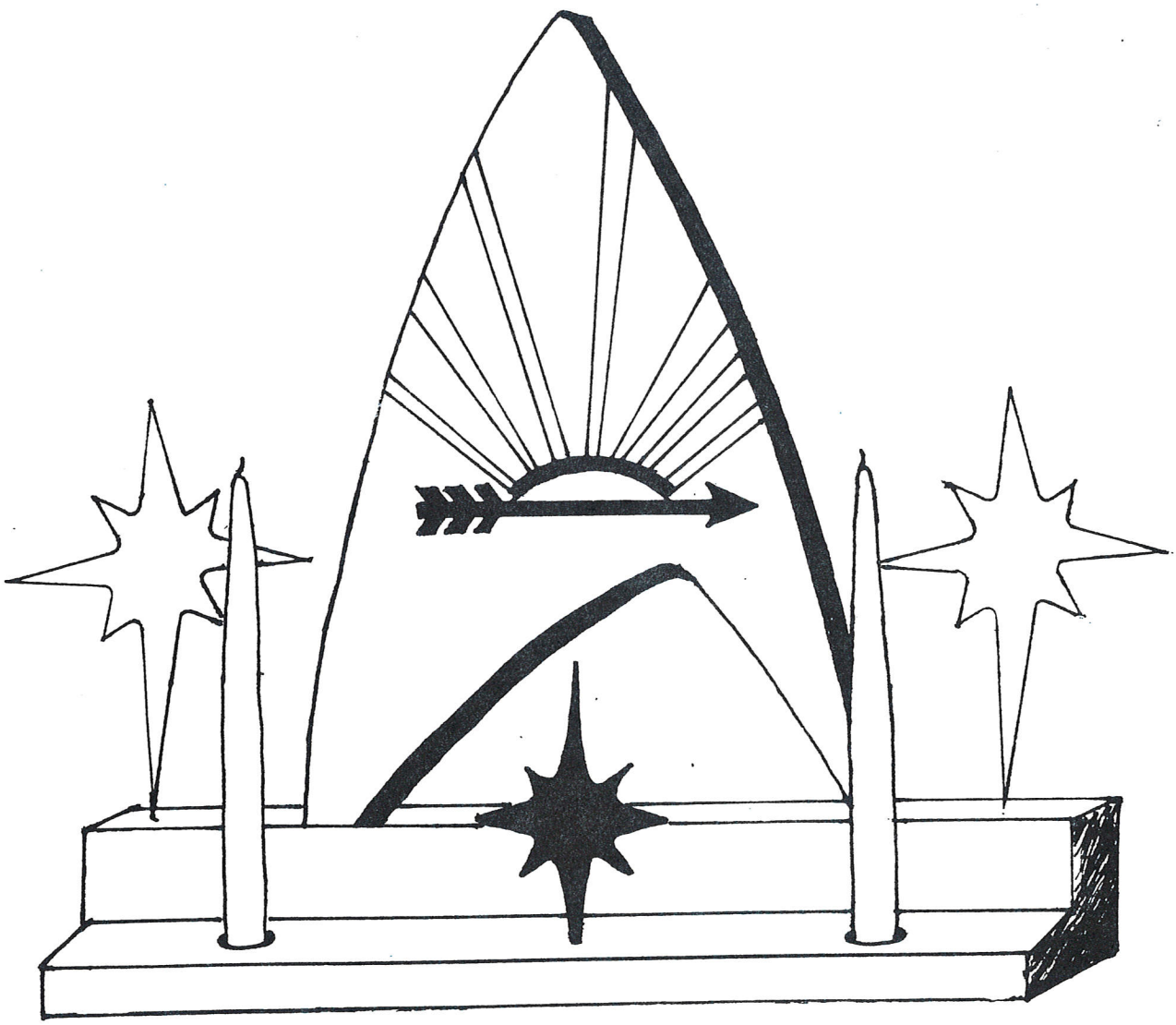
Helpful to Others Lord Baden-Powell, the founder of Scouting said this to Scouts everywhere: "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size, some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good". Think of Baden-Powell's words when you promise to help other people".

Stick to It (Hold up envelope with stamp) Cub Scouts, the postage stamp you see on this envelope had the important job of making sure that this piece of mail was delivered to me. The stamp is pretty small but, in spite of its size, it did the job. Each of you has a job to do in your den. Like the postage stamp, it isn't your size that determines how well you do the job, but rather, how well you stick to it. We aren't all good at all things. Remember the stamp. It did the job in spite of its size by sticking to the job. Make up your mind that you can do the same thing. Do your best - and stick to it until the job is done.

JIM ROSS
and
STARLA ROSS

Ceremonies

Bridge, Deck 1



CEREMONIES FOR CUB SCOUTING

Ceremonies have been with mankind from the early times to recognize and celebrate special occasions and people. Tradition has played a large part in recognizing people for special deeds. Today, we carry the same traditions for recognition of Scouts, Leaders and parents, for rank advancement, certain activities, support of the Pack or Council, civic duties, and holidays tied in with monthly themes.

Wherever possible costumes, props and special guests can benefit pack, den, and recruiting meetings to enhance the atmosphere. Include as many boys in the ceremonies as possible, to include the parents. Keep the ceremony short and to the point. Use wording that is simple and brief. Do not talk over the boys heads. K.I.S.M.I.F., Keep It Simple Make it Fun. There are times that ceremonies can be fun, but there will be times that the tone of the ceremony should he serious.

To have effective ceremonies, you should establish goals. These should be short tern, intermediate, and long term. Below are some examples of these goals

Short Term:

Immediate rewards, sense of accomplishment, acknowledge work done

Intermediate Term:

Increased participation, Pride, Impress the meaning of Scouting, Stimulate advancements

Long Term:

Strong Pack, Value of Self Worth

Utilize these ten points for effective ceremonies:

1. Imagination - Themes, Indians, Cowboys, Vikings, Spaceman, etc..
2. Improvise from odd materials - easily transported, stored. Good visual, color, and good shape. Lighting - house lights and props.
3. Participation - Action, boys, parents, guests. Lines short, use child language. Reading - small flashlight ceremony board, props to hide index script cards.
4. Coordination - Between parents and leaders. Explain participation to audience. Provide written instructions if needed.
5. Symbolism - Slogan, oath, salute, handshake. Akela (Indian). Ranks (Bobcat, Wolf, Bear, Webelos)
6. Dignity - Simplicity of language, sense of belonging. Avoid comic situations. Make the flow ceremony, keep it interesting.
7. Delegate responsibility.
8. Ideals - Promise and Oath, Citizenship, Character.
9. Mood - Be serious, command silence and respect.
10. Inspiration - Leave a good impression, stress achievement, and motivate by doing, acknowledge the achievement.

HINTS FOR CEREMONIES

These are some suggestions which will help in the preparation and production of ceremonies for your dens or pack.

Keep them simple.

Try to make it possible for every boy to take part.

Emphasize action rather than words. Keep speaking parts for boys to a minimum. Boys seldom talk loud enough to be heard. Use sound system if needed.

Consider your audience. A ceremony that can't be seem or heard won't be successful.

Pronounce names distinctly and correctly. If the name is long or difficult, write it down for your use, the way it sounds in addition to the correct spelling.

Allow the boys a chance to help in planning and in building props. Webelos Scouts seem to enjoy this activity.

Prepare awards and badges in advance in the order which they will be presented. Nothing is worse than to have people waiting to receive their award while you're looking around for it.

Pin on pin-type awards. Present badges. Hold plaques so the audience can see them while you read the inscription..

Notify those who are to be receiving awards of the day, time and type of recognition to be presented. A Den Leader may want to get her or his uniform ready for the occasion. A Cub may want to comb his hair and have Mom iron his uniform for this event.

Avoid mass ceremonies for presentation of awards. Each boy is an individual and should be recognized as such. If the den is receiving an award, make sure you announce the name of each boy...after all - each one of them- is a member of the den..

REFERENCES FOR CEREMONIES

Pow Wow	District Roundtables	Scouting Magazine
Staging Den & Pack Ceremony's	Den Chief Hand Book	Group Meeting Sparklers
Cub Scout Leader Book	Program Helps	Other Pack & Den Meetings.

Ceremonial Props:
Preparation with ceremonial props show concern and set the stage for successful and impressive ceremonies. This in turn will keep the spirit within your pack and involve your parents.
Props can be constructed from scrap material, whether purchased or donated, and used for a variety of activities ranging from den meetings to pack activities and district functions. Examples of prop material is listed below;

Tablecloth - Blue and Gold dinners, cloths can be used to decorate your head table. They can be used for special pack meetings with invited guests, and also for your awards table for pack meetings.

Electric candles - Use from discarded Christmas candles, cover with blue and gold foil gift wrap, use a blue or gold Christmas light. Hobby shops sell various colors of candles, do not exclude the size of the candle for the ceremony. Place a poster of the rank being presented between 2 candles for a simple rank advancement.

Costumes - Cubmaster, Den Leaders, and invited guests can add to the ceremony when in costume. Use for the monthly themes or special occasions.

Campfire - A teepee type log fire can be built with plywood, small logs, and use low voltage lights with red and yellow cellophane for the flames.

Arrow of Light - Graduation from the Cubs should be a memorial ceremony for the boys. You can build a simple symbol using scrap plywood and utilize candles for each boy that bridges mounted on top of the prop.

Bridge - This again can be cut from scrap lumber and painted cub blue with stickers and pack numbers to enhance a graduation ceremony.

Remember the five 'P's"

Prior
Planning
Prevents
Particularly
Poor
Performance.....

PRESENTATION OF COLORS

If you are to present the colors as your opening ceremony or as a part of your opening, the flags will, generally speaking be at the rear of the room ready for presentation. In a room having two aisles the U. S. flag should be in its own right aisle, that is, to the speaker's left. It should be followed by a single Cub Scout color guard.

When using a single aisle, the U. S. flag should be to the right of the pack flag, preceding the pack flag if the aisle is narrow. The color guards for the flags follow the flag bearers.

When the meeting is to be opened and before the flags move forward, the ceremony leader comes to the front of the platform and says, "Attention, Will the audience please rise?" He explains what is to follow and how a salute will be given, then gives the command, "Color guards, present colors." Flags should be unfurled that is, not held with the hand unless the ceiling is so low that the flag must be lowered.

As the flags move out, the ceremony leader gives the command, "Hand salute", the flags proceed down the two aisles to the platform, turning toward the center and passing one another. The U.S. flag passes in front of the pack flag.

As they crisscross past one another in the center of the platform or hail, they form a well balanced front, facing the audience.

There will be a guard to the right of the U.S. flag and its bearer, then the pack flag and its bearer, with the color guard on the left end.

The leader now says, "Pledge of allegiance, repeat." The four boys serving as flag bearers and color guards follow the procedure: The bearer of the U.S. flag stands at attention but does not repeat the pledge; the color guards face the U. S. flag, salute, and repeat the pledge; the bearer of the pack flag stands at attention, dips the pack flag slightly and does not repeat the pledge. At the close the leader drops his hand and says, "Two", the command for all to end the salute.

The leader then says, "Post colors." The U.S. Flag is now taken to the far right and front of the stage by the bearer and guard; the pack flag is taken to the left and front of the stage. The flags are placed in their stands.

The bears and guards, after posting the flags, salute the one they have escorted and return to their dens.

OPENING CEREMONY THE FLAG OF AMERICA

Personnel: Five Cub Scouts, Cubmaster

Equipment: Three candles (one red, one white, and one blue), The U.S. flag, matches, and dish. Flashlight for Cubmaster.

Arrangement: Darken the room 1st Cub Scout: (Lights red candle)

Cubmaster: The red of our flag is for the lifeblood of brave men ready to die for this, our country.

2nd Cub Scout: (Lights White candle)

Cubmaster: The white of our flag is for purity, cleanliness of purpose: thought, word, and deed.

3rd Cub Scout: (Lights blue candle)

Cubmaster: The blue of our flag is for truth and justice, like the eternal blue of the star-filled heavens.

4th Cub Scout: (Turns toward the flag. Lights on..)

Cubmaster: Our flag...The flag of America Home of liberty, land of opportunity, where people of all races and creeds can live together in peace and friendship.

5th Cub Scout: Will everyone rise and join me in the Pledge of Allegiance?

(He salutes and leads the pledge.) Two. (He brings down. his saluting hand.)

Cub Scouts exit in order.

OPENING INDIAN

Arrangement: Den Chief is leader. Cub Scouts act as: Drummer, Flag Bearer, Medicine Man., Indian Chief, and 3 or more braves. You may use an artificial campfire and Indian costumes.

Indian chief, braves, and Medicine man are seated on stage. Chief holds up both hands until all are quiet. As each brave says his part, he raises his hands upward to the sky.

Indian Chief: 0, Great Father in the sky, Listen to thy people.

1st Brave: We thank thee, Great Creator, for the light of the sun each day.

2nd Brave: We thank thee for the beauty of this world and the plants and animals we enjoy.

3rd Brave: We thank thee for the night and the rest it brings.

Indian Chief: 0, Great Father of all Cub Scouts, Bless us and be with us tonight.

Medicine Man: (Jumps up, shakes rattle; Tom-tom beats; He shouts)
Rise up, all you braves! Rise up our white brothers! (Motions audience to stand)
We lower our tribal den flag to honor the great flag of our white brothers.

Flag Bearer: (Enters and presents American flag to chief)
This *is* the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it. Honor it, Respect it... and love it always, as it is yours and mine.

(To audience) Please join with me in the Pledge of Allegiance to our flag. Hand salute. I pledge allegiance....

DEN LEADER INDUCTION

Equipment: Den Leader badge and assistant Den Leader badge, Den Flag.

We have parents here with. us this evening who have agreed to become leaders. Will and _____ please come up front. (Pause)

I would like to read you something before you receive your badge of office.

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

The first rule is, clothe yourself with optimism and grin a lot.

Good den leaders know where to look for supplies. Scout your garage, attic, trash. barrels, and shopping center dumpsters.

Remember to be patient and to keep one-inch bandages on band.

Even if it's a birdhouse they have to paint, use a washable paint, and remember to protect their uniforms and never leave a room full of Cub Scouts all alone with paint buckets.

Cub Scouts love (chuckle) to wait their turn to use supplies or tools because it gives them time to explore your closets, test other's endurance for punches and pokes, and leave a time for races and shouting contests.

Always make it clear that everyone left in your house after the den meeting ends must take a hot bath and help clean out the garage. This spurs the boys to have their parents pick them up right after the meeting.

The boys you get to know as a den leader will be around your house for years to come as your son grows up. Believe it or not, some of your dearest memories will be of their Cub Scout days.

With that I would like to present you each with your badge of office and your den flag. Welcome to our pack.

NEW BOY INTO THE PACK

Equipment: A large candle and a small candle for each boy coming into the pack.

The large candle is lit at the beginning of the meeting to symbolize the spirit of Scouting. The lighting of this candle may be a ceremony in itself.

The new boy(s) are taken either out of the room or to the back of the room by the Den Chief or Den Leader. The boy(s) are given a small candle.

As the boy's names are called, they come forward and light their candles from larger candle.

Cubmaster: As the flame of the Scouting spirit hums brightly, it now hums even brighter as we receive into our pack. Each boy in the pack is like this flame, bringng light and warmth into all our lives. (First name of boy), You will have the opportunity to learn many new skills, make new friends, and have fun, but you will not do this alone; your parents will. help you. Will. Mr. and Mrs. please come forward..

(Parents stand. behind their son.)

Cubmaster: Mr. and Mrs._____ , your son has completed the requirements to become a Bobcat. It is with pleasure that we present his badge to you, his parents.

(Den Leader presents the Bobcat badge to the parents and instructs them on where to place it on his uniform)

Cubmaster: (Boy s Name) you will now repeat the Cub Scout promise with me. I, promise to do my best…

(They recite the promise and the Cubmaster turns to the parents)

Cubmaster: In signing _____'s application to become a Cub Scout, you have pledged yourselves to help him in his achievements. He cannot do them alone. While he may do the achievements with our your help in assisting him, you must sign his book stating that he has indeed done his best in completing the work.

Now will you repeat the parent's promise after me?

"We, the parents of a Cub Scout...promise to help our son... to become a better citizen... by helping him with his Cub Scout achievement."

Welcome to our pack.

DEN CHIEF SHOULDER CORD PRESENTATION

Personnel: Cub Scout den, Den Chief Troop representative for each Den Chief, Cubmaster

Equipment: Den Chiefs shoulder cord

Cubmaster: Would the boys of den number ____ please escort their Den Chief to the front of the room? Would the representative from troop number ___ please join the Den Chief of den number __ who is a member of his troop?

Would the troop representative present the Den Chiefs shoulder cord to the Denner and) while the Den Chief kneels, assist the members of the Den in awarding the badge of office and properly displaying it on the Den Chiefs uniform. (Pause while the shoulder cord is put on).

Den Chief rise, give the Boy Scout sign and repeat the Den Chiefs pledge after me.

I promise
to help the Cub Scouts in my den to the best of my ability,
to encourage, guide and protect them in all den and pack activities,
and to show them by example, what a Boy Scout is.
I will strive to be prompt and dependable,
and to cooperate with the leader
in carrying out the den program.
As each Cub Scout reaches the age of 10
or completes the third grade,
I will encourage him
to join a Webelos den.
As he reaches 11,
I will do all in my power
to interest him
in becoming a Boy Scout.

BOBCAT BADGE AWARD CEREMONY

Just before the awards part of the pack meeting, new Bobcats are taken into another room or out of sight of the Cubmaster and audience.

Cubmaster continues meeting as usual, when Den Leader or Den Leader Coach pounds on the door.

Cubmaster: (Annoyed). Who is that pounding on our door?

Den Leader: Bobcats, wishing to be members of your Pack.

Cubmaster: Do they know the requirements?

Den Leader: Yes, they are well prepared.

Cubmaster: Admission is granted.
(Bobcats march single-file to the Cubmaster).

Cubmaster: I have been told that you know and understand the requirements for becoming a Bobcat. Would you kindly say the Cub Scout promise.

Bobcats: (Repeat the promise)

Cubmaster: Having successfully demonstrated the Bobcat requirement, we welcome you to our pack.
(Cubmaster then asks each. boy his name and each time turn to say...

Would the parents of _____ please come forward.
(Parents stand behind their son)

Cubmaster: Congratulations!

(Hands each boy's badge to his parents and gives the Cub Scout handshake to each. Cub Scout and his parents. Parent pins badge on upside down until the Cub does his first good turn.)

Cubmaster: (After having awarded all Bobcat badges) Let us give our new Bobcats a round of applause and wish them good cubbing.

BOBCAT INDUCTION CEREMONY

Personnel: Bobcat candidate, their parents, Cubmaster

Equipment: 1 X 6 board, two finishing nails, two 18-inch strings, two washers, Bobcat badges and certificates

Arrangement: Drive a finishing nail into each end of the board, slightly off-center, with about ½ inch protruding. Print achievement on one side of the board; Print parent cooperation on the other side. Tie a washer on each of each string.

Place the board on the floor with side reading achievement facing the audience. Invite Bobcat candidates and parents to come forward and stand behind the board.

Cubmaster: "Tonight we welcome these new Bobcats and their parents into the pack. I'm sure the new Bobcats love tricks and puzzles, so let's try one now.

(Give one of the Bobcats one string and ask him to pick up the board by ringing a nail with the washer. He will be able to lift just one end. Now, give the other string to his father or mother, and ask them to help by using the other string. As boy and parent lift at both ends, the board will flip over, showing parent cooperation.

Cubmaster: That little trick should teach us something about Cub Scouting. That is, the boy can find achievement and get full value from our packs' program only if his family helps him and the pack. Let's keep that in mind as we start the trail through Scouting."

TIGER CUB GRADUATION

Personnel: Cubmaster, Tiger Cubs, Adult partners, and other members of the Tiger Cubs' families.

Cubmaster: We have been honored by the attendance of the Tiger Cubs and their families at our pack meetings. Tonight our Tiger Cubs are ready to take their next big step in Scouting and become Cub Scouts.

Will Tiger Cubs and _____ , _____ and their adult partners please come forward.

Now, will all other family members form a group behind them.

You have been working together, learning about many interesting things, during the months you have been a Tiger Cub den. The entire family has had a chance to be

a part of the fun and teamwork. This teamwork, Scout and family, is a basic part of a Scouting. While you are a Cub Scout, your families will provide the leadership for the pack. Your families will work with. you to accomplish your advancement. When you grow to become Boy Scouts, your family's support will help you meet your goals in Scouting.

On behalf of our pack, I am happy to welcome your and present you with your Cub Scout neckerchief and greet you with the Cub Scout handshake. We know you and your families will enjoy being a part of the Cub Scout program.

BEAR TO WEBELOS CEREMONY

Equipment: Advancement board, five candles (green, yellow, orange, and 2 whites)

Cubmaster: Will the following Bear Cub Scouts and their parents, please come forward.

(Den Chief lights Bobcat candle (white), Wolf (yellow), Bear (orange), and Webelos (green).

Cubmaster: Upon completion of the Wolf and Bear ranks, a Cub Scout is well on his way along the Cub Scout trail to becoming a Boy Scout. The Bear Scouts before you have worked hard and diligently through their ranks and have earned the right to go on and enter our Webelos den.

When a Cub Scout becomes a Webelos Scout he makes a distinctive change in uniform, a cap with the Webelos emblem, a set of colors to wear on the shoulder representing the Scouting program. Gold stands for the Pack, green stands for the Troop, and red represents the Explorers. He wears a plaid neckerchief instead of the yellow or blue. In Webelos, a Scout works on activity badges which are placed on his colors instead of achievements and electives.

The Webelos Scout is now eligible for campouts in addition to the required pack outings. And will be working with the Den Chief to get to know the Boy Scout troop he will go into upon completion of Webelos.

Now the Bear Scout will go over to the Assistant Cubmaster who will remove your cap and neckerchief, then cross over the bridge to your Webelos Leader, who will accept you into your Webelos den and place your Webelos cap and plaid neckerchief on you.

Let's give our new Webelos Scouts a big "Pow".

ARROW OF LIGHT

Equipment: Arrow of light board, wooden campfire, arrows, target and two men in Indian costumes.

After all other badges and awards have been presented and the Arrow of Light Board and campfire have been lit, Akela and the warrior enter from different doors to a tape recording of Indian music

Akela: I.. understand that there are those among us tonight who have completed the requirements for the Arrow of Light. Please present them to the council for proper recognition.

Warrior: Will the following Webelos Scouts and their parents please come forward. (Call names. Warrior puts them in a living circle. Akela and warrior take the Webelos outside and explain to them what their parts are in the ceremony. Webelos are then returned to the living circle.)

Akela: You Webelos Scouts have completed the requirements for the Arrow of Light, the last step in Cub Scouts. You have visited a Scout Troop and talked with the Scoutmaster. Before you are the burning candles that represent the ranks of Cub Scouting. May it be said of you as a brave of the Webelos tribe that you always reach the top of any achievement ladder set before you. As high ranking Webelos Scouts of Pack ____ , promise that you will always do your best.

Webelos: We will.

Akela: Now I will shoot from a strong bow an "Arrow of Light" representing the highest honor that this tribe can give you. As the arrow speeds to its target may you remember that the spirit of Cub Scouting and Boy Scouting are the same.

Warrior: To you parents I present these Arrow of Light awards. The badge may be worn on his uniform now--centered on the flap of the left pocket--later on his Boy Scout uniform. We know that you will become worthy members of your Scout Troop, when you reach your 11th birthday.

Akela:
The Arrow of Light award comes out of the sun.,
It means that the Cab Scouting race you've run;
Good Cub Scouts you've been,
Akela' s true friend,
We know you'll find Scouting real fun..

ARROW OF LIGHT AWARD CEREMONY
"THE TWIN ARCHERS"

Personnel: Akela, Asst. Cubmaster or Webelos leader, both dressed as Indians, two archers (Cub Scouts or Den Chiefs), Arrow of Light candidates.

Equipment: An archery target, 3 or 4 feet in diameter; a bow and arrow for each archer (arrow is later presented to candidate); Arrow of Light awards and certificates; straight pins' optional - a candelabra with four lighted candles representing the ranks.

Arrangement: Target is a rear of stage in such a position that no person can pass behind it, candles or cubs or signs to the front.

Akela: Society Leader of the Webelosl, I understand there are those among us tonight who have earned the Arrow of Light award. Present them to this council for proper recognition.

Webelo Society Leader: Will the following Webelo Scouts come forward? Please bring your parents with you. (Arrow of Light candidates and their parents come forward)

AKELA: You Webelo Scouts have fulfilled all requirements for the Arrow of Light award. This is your last step in Cub Scouting before entering Scouting. You have already visited a Scout troop and have talked to the Scoutmaster. Before you are candles which represent the ranks of Cub Scouting. May it always be said of you as a brave of the tribe of the Webelos that you reach the top of any ladder of achievement set before you. You are soon to go into scouting - there to be tested again. May you ever be successful. Will you always do your best?

Arrow of Light Candidates: We will.

Akela: I now ask that two of the best archers of the tribe come forward. As each Webelo Scout's name is called, an archer will shoot from a strong bow an "Arrow of light", signifying the highest honor that this tribe can bestow on one of its worthy braves. (Archers come forward) Will the Webelo Scouts and their parents form a living circle? (Akela may coach the parents) As the silver Arrow of Light speeds to its target may you remember that the spirit of Cub scouting and of Scouting are one and the same. The spirit of the entire Scout movement is one of service, high ideals and fellowship. (At this point the name of each candidate is announced, slowly and with dignity by the Society leader, who pauses after each name until arrow is shot. Distance to target should be no more than 10 feet. Archers retrieve arrows and stand near Akela)

Akela: To your parents I give these Arrow of Light awards and certificates which you will present to your sons. The badge may be worn on his uniform now - centered on the flap of his left shirt pocket - and on his Scout uniform later. (Present awards)

Webelos Society Leader: Because it was your mother who helped you to earn your Bobcat, Wolf and Bear, present her with the first pin representing your new rank. Because it was your

father who worked with you and your Webelos Leader on your requirements, since you became a Webelos scout, present him with the second pin representing your new rank.

Akela: It is an honor for me to recognize you Webelos Scouts and to present you with these arrows. You may hang your arrow in your room to remind you of the Good times we have had together in Pack # .

We know that you will become worthy members of your Scout Troop. Scouting will be a grand adventure, open to each of you on your 11th birthday. Good luck and happy scouting.

ARROW OF LIGHT ADVANCEMENT USING ALL RANKS

Personnel: Cubmaster, Bobcat, Wolf, Bear, Webelos badge, and Arrow of Light award candidates and their parents.

Equipemnt: A large reproduction of each of the five badges of rank fastened to standards or held by each boy; Webelos badges, Arrow of Light awards and certificates; safety pins

Arrangement: Arrow of Light candidates and the parents are on stage with the Cubmaster and four Cub Scout representatives, one for each rank.

Cubmaster: The highest rank in Cub Scouting is the Arrow of Light. You may ask, "How does a boy reach this high goal?" Well let the Cub Scouts speak for themselves. First, a Bobcat, (Name)

Bobcat: I am a Bobcat Cub Scout, a new member of the Pack. I have just learned the Cub Scout Promise and the Law of the Pack.

Cubmaster: Next, a Wolf, (Name)

Wolf: I am a Wolf Cub Scout. I have worked on Cub Scout advancement in the Wolf book. I had lots of fun in my den and pack and with my whole family as I earned my Wolf badge.

Cubmaster: A Bear, (Name)

Bear: I am a Bear Cub Scout. I have been working on the advancements for the Bear rank with my parents to earn my Bear badge.

Cubmaster: Beyond the Bear there is the Webelos badge and the Arrow of Light award, the end of the Cub Scout trail. Tonight we have two candidates, one for the Webelos badge and one for the Arrow of Light. (Names)

1st Webelos: I am reaching the end of the Cub Scout trail and have found that it is not an end at all, but only a beginning, leading onward and upward to the great brotherhood of Scouting. In passing the Webelos badge requirements I have learned and am ready to earn the Boy Scout badge requirements. I now understand more about the ideals of Boy Scouting.

2nd Webelo: The Arrow of Light trail has led me to the beginning of a new adventure. In learning the Boy Scout requirements, I have found that as a Boy Scout I must continue to do my best.

Cubmaster: (If there are more than two Webelos badge or Arrow of Light candidates, read other names and ask them to come forward) To the parents of each of these Webelos Scouts, I take great pride in presenting the Webelos badge or Arrow of Light award for you to present to your son, so that he may wear it on his Webelos Scout uniform. The Webelos badge is worn on the left pocket, centered at the bottom to complete the diamond of cloth badges. The Arrow of Light is worn centered on the flap of his left shirt pocket - and later on his Boy Scout uniform. (Present badges) Wear them proudly, Webelos Scouts, wear them well.

These certificates are evidence of the honor you have received. (Presents certificates for badges)

You parents will find additional enjoyment and satisfaction as you go on into Boy Scouting with your son and help him with his new adventure. Congratulations!

GRADUATION - CROSSING THE BRIDGE

Personnel: Webelos Den Leader, Scoutmaster, a Boy Scout, graduating Webelos Scout and his parents

Equipment: A rustic bridge, two spotlights, one directed on each end of the bridge, a Boy Scout neckerchief

Arrangement: Place the bridge on the stage or in front of the Pack meeting room. The Webelos Leader with the graduating Webelos Scout and his parents, stand on one end of the bridge. On the other end is the Scoutmaster with a Boy Scout holding a rolled Troop neckerchief

Webelos Den Leader: (To the parents) During the years you and your son have been in Cub Scouting, we have had numerous opportunities to work together along the trail. Now (Boy's name) has reached the age of 11 and is leaving the Pack to enter Boy Scouting. I am sure you are going to find the same satisfactions there that you have found in Cub Scouting. I will divest him of his Webelos neckerchief, and you and he will then cross over the bridge into Boy Scouting, to be welcomed by Scoutmaster (Name) of Troop (Number).

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

Scoutmaster: (Greets Webelos and parent with handshake) As Scoutmaster of Troop (Number), it is indeed a pleasure for me to welcome you into the Troop. We meet each week at (time) at (place). We shall look forward to welcoming you at our next meeting. (to boy) And now I present to you this Boy Scout neckerchief. (places rolled neckerchief around the boy's neck) May you wear it with pride. It's colors are those of the Troop which welcomes you as its newest member.

CAMP FIRE CEREMONY

There is something about a campfire ceremony that inspires imagination and the desire to express one's deepest thought. The campfire can be a very important addition to camp life between supper and the hour of taps.

Campfires can be varied and fun, of course, the laying of the fire and the brightness that it brings after it has been lighted is something that a boy remembers after all else has been forgotten. It is therefore important to make every effort that the occasion be significant and vital. It may set the tone of the entire camp.

Each campfire program should have:
1. Theme or purpose
2. Organization and planning
3. Fun
4. Skits or drama
5. Singing: harmony, fun, quiet
6. Ceremonies for openings, closings or advancements

Suggestions that may help you in planning and making your campfire a success are:
1. The size of the campfire depends on the weather. If it is needed for warmth, then a larger fire is needed, if it is only for effect then a smaller one should be used. Take into consideration if it is windy or not.
2. Flashlights should be used only when needed for light.
3. Observe safety rules with reference to fires. No one adds to the fire but the one in charge and then only wood.
4. Organization is important. There should be a set time to begin and to close. Urge each den to be on time.
5. Light the way to the campfire with candles set in tin cans with dirt in the bottom. The same effect may be used for foot lights for the ceremony.
6. Select a theme such as Indian Lore, Scouting or a patriotic one. Many dens or packs have certain traditions which they hold dear such as: each boy adds a piece of wood to the fire and makes a wish; a piece of wood coal is preserved from the last campfire to be used to begin next

year, or ashes from one campfire are poured onto the new campfire and when cooled are again saved with a history kept as to where the campfires have been that make up the bag of ashes.

7. Each den may be assigned to do a skit of their own choosing or in line with a certain theme, these may be in the form of charades, dramatize songs or familiar stories or skits. Costumes may be made from natural materials found on the site.
8. Short stories, favorite songs might be used to teach a needed lesson for the evening or for entertainment.
9. Awards can be given out for accomplishments during the day or for achievements, electives or badges.

A closing should be conductive to quiet and an early bedtime or leaving. Closings should put the boys in a quiet, thought provoking mood and realizing the campfire is over.

THE STORY OF THE BLUE AND GOLD

A flannel board picture story is suitable for a ceremony using blue and gold candles or lights to light up the board. This is adapted from the Cubmasters old edition of the Pack book.

Den Chief: Banc 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 Cub Scouts.

First Cub: (Pointing to the blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

Second Cub: (Placing "truth" card in upper left corner of the board) Truth means we must always be honest.

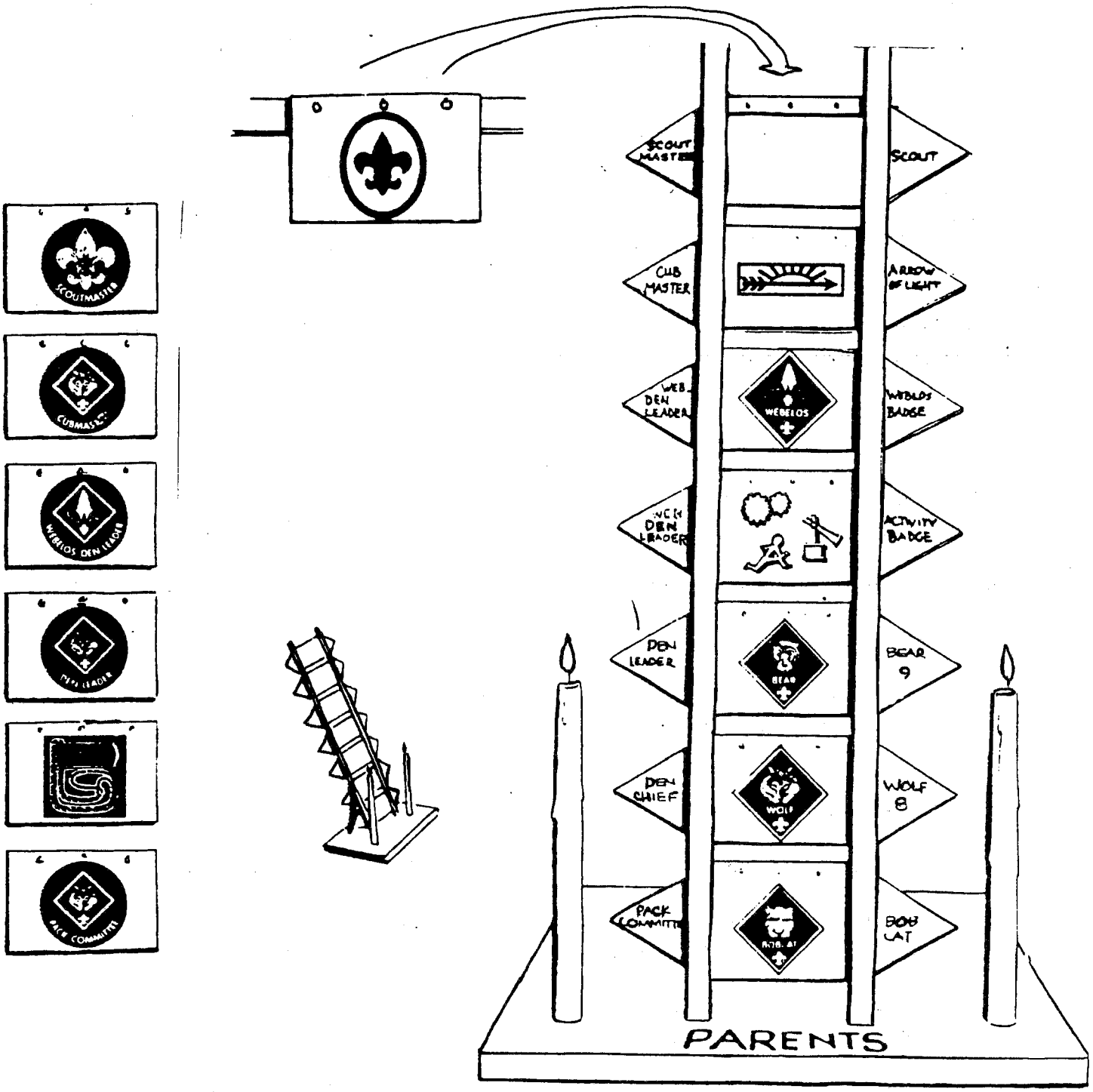
Third Cub: (Placing "spirituality" card in upper right corner) Spirituality means a belief in God.

Fourth Cub: (Placing "steadfast loyalty" card across bottom) Steadfast loyalty means being faithful and loyalty means being faithful and loyal to God, country and fellow man.

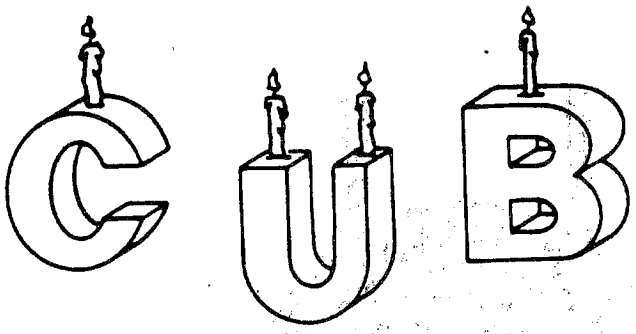
Fifth Cub: The Gold stands for the warmth of sunlight. (He places a sun in center of board, and a warm sunlight card across top of sun)

Sixth Cub: Gold stands for good cheer and happiness. We always feel better when the sun is shining and so will those to who we give goodwill. (Places good cheer and happiness cars in the sun).

Seventh Cub: As we wear our Cub Scout uniforms, may the meaning of the Blue and Gold colors make us mindful of our Cub Scout ideals, the Cub Scout promise, and the Law of the Pack.

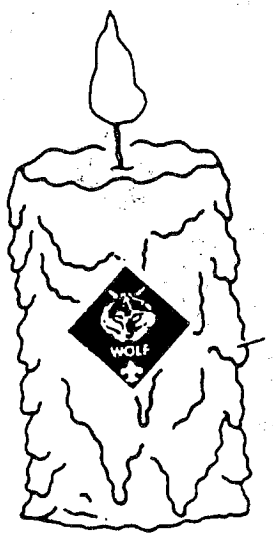


Material for ladder: For base, a board 1 x 12 x 18 inches, two boards 1 x 2 x 60 inches, six pieces 1 x 2 x 12 inches long, 18 cup hooks or sixpenny finishing nails on which to hang emblems, Cub Scout insignia Sticker Sheet. Use seven sheets of acetate, 8 ½ " x 11 inches, on which to place decals, six sheets of strong translucent paper, 8 ½" x 11 inches, on which you draw or glue the insignia shown. Cut 14 pennants from poster board, color from top down, as follows: green, red, orange, blue, brown, white, yellow. Letter as shown.



Letter Candle Holders

Cut simple block forms from 1" thick pine.
Drill ½" holes for candles in top edge.
Sand and varnish.

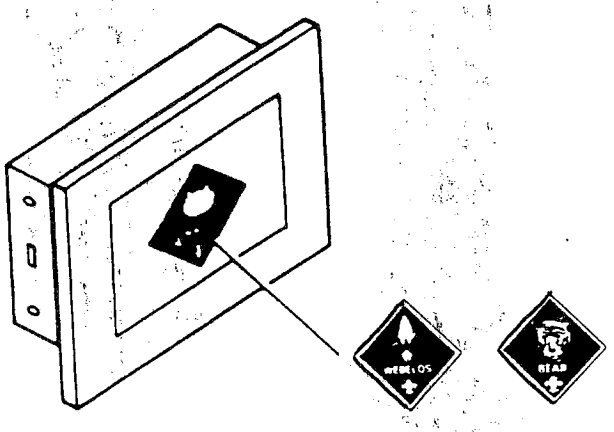


Magic Candles

Magic candles are very effective when used in ceremonies or just burning as part of your blue and gold decorations. As the candles burn down they drip blue and gold colors.

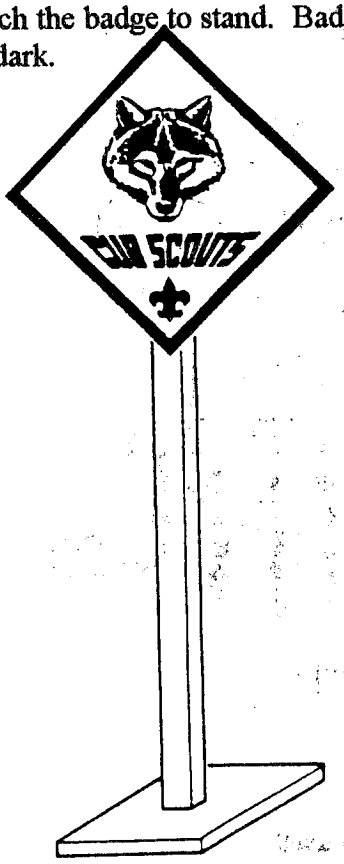
To make magic candles use tall white candles. Drill ¼" diameter holes every 2" down opposite sides of every candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip it with an eggbeater. Cover the candles with whipped paraffin, using a fork to five the candles a rough decoration. As the white candles burn, they will drip blue and gold wax decoratively down their sides.

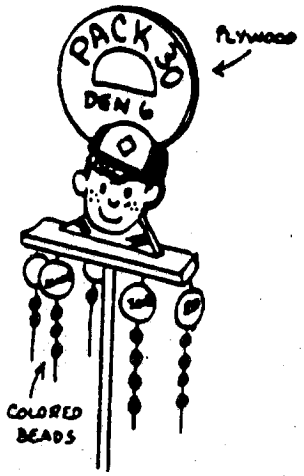
Used a recessed, ceiling light fixture placed on its side. Attach cutout silhouette of rank being presented. You may make your own light box.

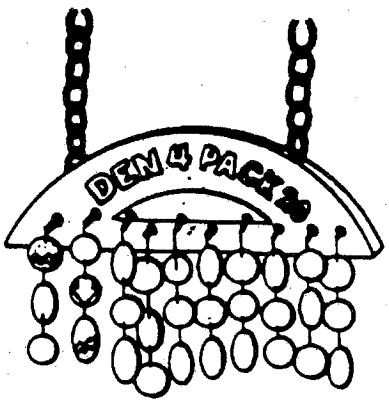


Luminous Badge

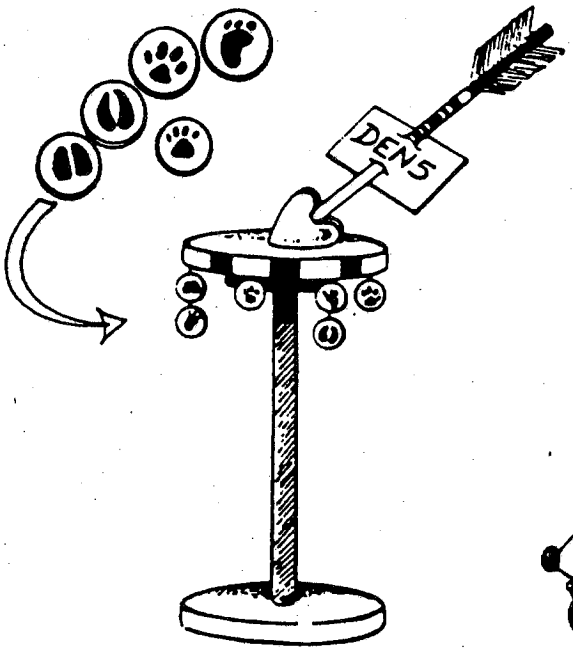
Paint a 1 foot square piece of plywood yellow. When dry, sketch Cub Scout universal insignia, paint blue. When dry, paint over all blue parts with luminous paint. Attach the badge to stand. Badge glows in the dark.

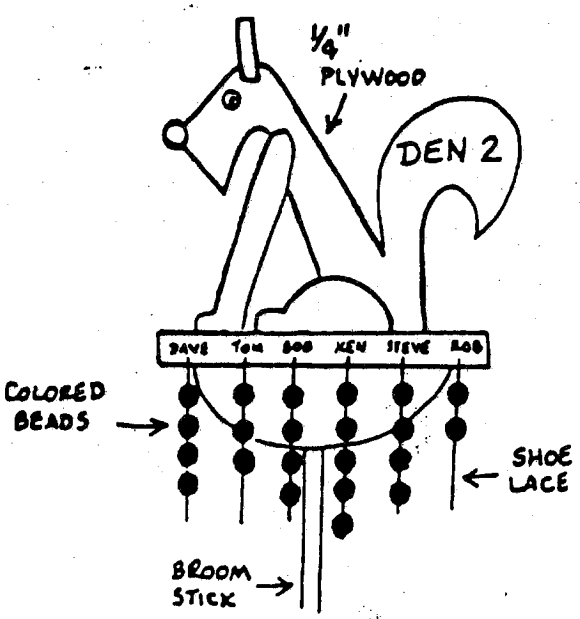


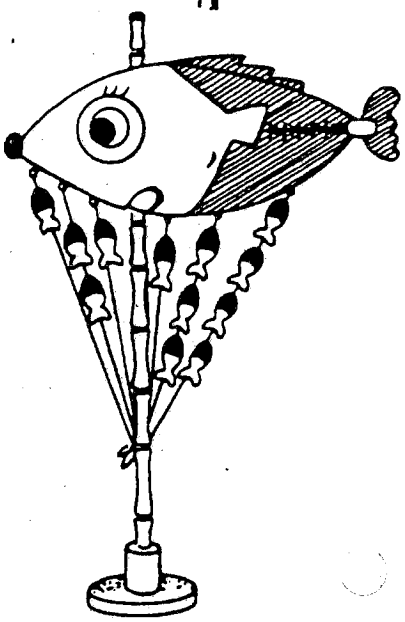




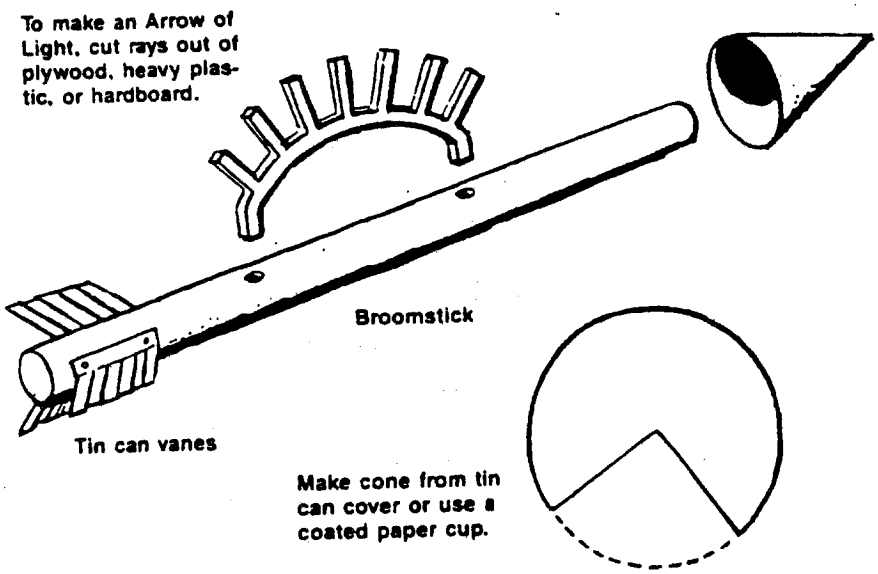
Den doodles can be hung from the ceiling.

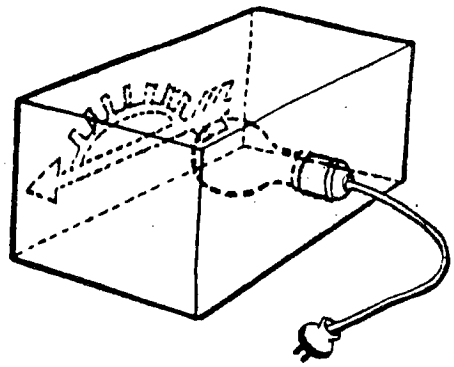




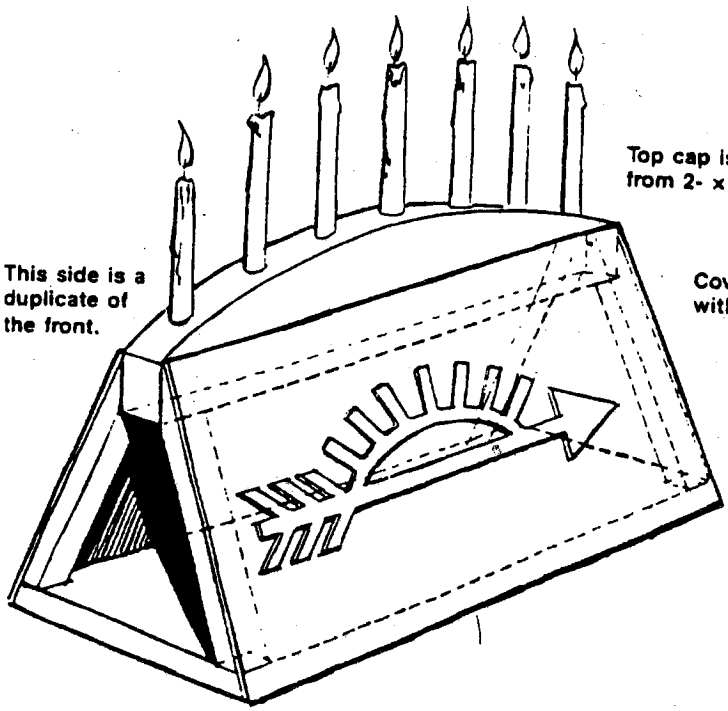


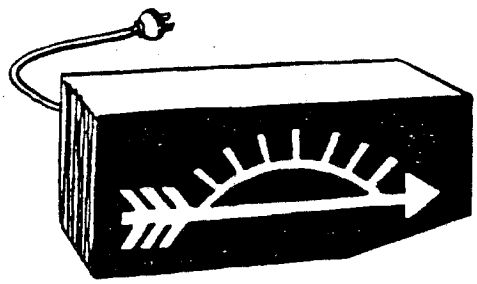
To make an Arrow of Light, cut rays out of plywood, heavy plastic, or hardboard.





This Arrow of Light cutout can be used in many ceremonies. Cut the design in the side of a cardboard box. Paint entire box blue and paste yellow crepe paper on under side of cutout. Place a light bulb inside the box.





Arrow of Light insignia cut from ¼-inch plywood or hardboard, painted gold, and fastened to board. Paint board royal blue.

PAT MILLER

Crime Prevention Award

Security, Deck 11

CUB SCOUT

CRIME PREVENTION

PROGRAM

A Program of the

Boy Scouts of America

In Partnership with:

National Crime Prevention Council
National Sheriff's Association
International Association of Chiefs of Police

CUB SCOUT CRIME PREVENTION

"It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical choices during their lifetime in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law."

FACTS ABOUT CRIME IN OKLAHOMA

***37 children under age 6 were murdered in 1995, a 300% increase from 1994
***18,621 cases of domestic abuse were reported, up from almost 12,000 cases in 1988
*** $163 million in personal property was stolen
***1,510 juveniles under 18 were arrested for violent crimes, including murder, assault, rape and robbery
***4,904 juveniles under 18 were arrested for non-violent crimes, including drug and alcohol usage

CAUSES OF CRIME

Studies show that most criminals begin to commit illegal acts as youth, some before their 7th birthday. Most of these children are exposed to situations they cannot avoid, or choose not to avoid because of a lack of proper values or ethics. In 1993, the U.S. Office of Juvenile Justice concluded:

The family is the most important influence in the lives of children and the first line of defense against delinquency. Our children must be taught moral, spiritual and civic values. The decline [in] inculcating these values has contributed significantly to an increase in delinquent behavior."

Experts agree that crime has many other causes, such as:

peer pressure	racism
family/financial/personal stress	lack of opportunities & positive role models
abuse of drugs and alcohol	easy access to weapons
lack of support networks among family, friends, and neighbors	

CRIME PREVENTION

What is crime prevention? Crime prevention is being aware that crime is possible and taking steps to stop it. Whether you are a cub scout or cub scout leader, your role in crime prevention has two parts.

First, you can use common sense to reduce your chances of being a victim of crime. By doing so, you not only make yourself more secure but also help in the overall prevention of crime.

Second, you can prevent crime by cooperating with police, prosecutors, and courts in the criminal justice process. Citizens have a duty to work with the justice system to help identify, capture, and successfully prosecute criminals.

The first step in crime prevention is awareness, or being alert to crime in your community. It is essential to law enforcement and your community that all crimes be reported right away. If a crime is committed against you or someone you know, or if you see a crime, be sure to report it right away.

Become familiar with emergency phone numbers and listing for organizations that are involved in preventing, reporting, or responding to crime. These may include 911, Crime Stoppers, abuse hotlines and shelters.

Be aware that two major areas of crime for young people involve illegal drugs and gangs. In addition to the sale and use of illegal drugs, drug users often commit other crimes to get money to buy drugs. Those who sell drugs often use violence to control their markets and customers.

Every year, gangs commit more violent offenses, cause more serious injuries, and use more lethal weapons. Gang members may also be heavily involved in drug trafficking.

Perhaps the best answer to the gang problem and drug usage is to encourage boys to join worthwhile youth groups such as Cub Scouts that provide opportunities, fun and peer approval. It's not enough to teach others to say no to drugs and gangs; we must also give them something to say yes to, like the excitement and adventure of Scouting.

BSA CRIME PREVENTION PROGRAM

In October, 1996, the Boy Scouts of America approved a new program, the BSA Crime Prevention Program. This program was created to use the collective resources of our youth, adult membership, law enforcement agencies and the community to address the problem of crime in our communities.

This award can be earned at every level in cub scouts, from Tigers through Webelos. All participants, including those not registered in Scouting, are eligible to earn the Crime Prevention Award provided they fulfill the requirements of the two phases of the program.

Phase I---Cub Scouts and family members fulfill this phase by completing the activities found in the program book the cub scout is working on and discussing how they activities relate to crime prevention in the scouts' family.
Phase II---Cub Scouts and their den, pack, family or friends participate in a crime prevention project that has been previously approved by the unit leader.

SUGGESTED COMMUNITY CRIME PREVENTION PROJECTS

Neighborhood Watch
The McGruff Program
Safety for Elderly People
Crime Stoppers
Community Beautification Programs
Adopt a Highway Programs
Local police or sheriff's initiatives
Child Identification
Eddie the Eagle Gun Safety Program
Project Safehouse
Fire Prevention Programs
Graffiti Removal Programs
Victim Assistance Programs
Church or school-based anticrime initiatives

CALENDAR OF CRIME PREVENTION ACTIVITIES

October	Crime Prevention Month	National Crime Prevention Council 1700 K Street, NW, 2nd Floor Washington, DC 20006-3817 http://www.weprevent.org
	Domestic Violence Awareness Month	National Coalition Against Domestic Violence P.O. Box 18749 Denver, CO 80218-0749 http://www.webmerchants.com
	America's Safe Schools Week	National School Safety Center 4165 Thousand Oaks Blvd, Suite 290 Westlake Village, CA 91362 http://jetlink.net/~nssc
	National Red Ribbon Week	National Family Partnership 11159-B South Towne Square St. Louis, MO 63123
	Make a Difference Day	USA WEEKEND/Difference 1000 Wilson Boulevard Arlington, VA 22229-0012 HOTLINE 800-416-3824 http://www.usaweekend.com
January	Crime Stoppers Month	Crime Stoppers International, Inc. P.O. Box 30413 Albuquerque, NM 87190 800-245-0009 http://c-s-i.org

April	Child Abuse Prevention Month	National Committee to Prevent Child Child Abuse 332 South Michigan Avenue Suite 1600 Chicago, IL 60604 http://childabuse.org
	Alcohol Free Weekend	National Council on Alcoholism and Drug Dependence, Inc. 12 West 21st Street New York, NY 100010 http://www.ncadd.org
	National Volunteer Week	Points of Light Foundation 1737 H Street, NW Washington, DC 20006
	National Youth Service Day	Youth Service America 1101 15th Street, NW Suite 200 Washington, DC 20005 http://www.servenet.org
May	National Missing Children's Day	National Center for Missing and Exploited Children 2101 Wilson Boulevard Suite 500 Arlington, VA 22201 http://www.ncmec@missingkids.org
	National SAFE KIDS Week	National SAFE KIDS Campaign 111 Michigan Avenue, NW Washington, DC 20010 http://www.safekids.org
August	National Night Out	National Association of Town Watch P.O. Box 303 Wynnewood, PA 19096 800-648-3688 http://www.nationaltownwatch.org

MARTYNE NOLAND, CINDY HANZA,
and
SAM NOLAND

Cubs in the Kitchen

Special Services, Deck 10

FOOD AND YOU

Good nutrition enables our bodies to get the materials they need to live, grow and repair themselves. We get good nutrition by eating the right foods in the right amounts. This is also important because we feel better and happier when we eat the foods our bodies need most. The four important classes of food are:

1. Meats, poultry, fish and eggs
2. Milk and dairy products
3. Breads and cereals
4. Fruits and vegetables

When we eat many different kinds of these foods, our bodies receive all the carbohydrates, fats, minerals, proteins, vitamins and water they need to work well for us. Since different foods have different food values, we can t get all the body building materials from just a few foods.

Sugar is a carbohydrate. Sugar is digested quickly, so it provides energy soon after it is eaten. Sugar enhances the flavors of many foods and improves cooking and baking qualities of many foods.

After you are sure you have included the basic four foods in your diet-then is the correct time to add pastries, ice creams, candies and other sweets.

QUALITY INGREDIENTS FIRST ESSENTIAL OF COOKING SUCCESS

Good cooking always starts with quality ingredients. There is no compromise. A recipe may be followed with precise care, but the results will be only as good as the ingredients used. Select your ingredients by brand. Learn which brand you can depend on to be uniform.

BEFORE YOU START

Talk about your cooking plans with your parent or other adult in charge. Read the recipe careful Ask any questions about things you don't understand. Check the cooking terms.

Wash your hands.

Take out all the equipment you will need

Find all the food needed and measure it.

SOME SAFETY TIPS

1. Ask an adult for permission before cooking any recipe.
2. Always wash your hands with soap and water before preparing food and after handling uncooked meat.
3. Tie back long hair and roll up loose sleeves to avoid having yourself catch on fire.
4. Wash all fruits and vegetables in cold water before preparing.
5. Make sure all pots pans and cooking utensils are clean before using.
6. Check all ingredients for freshness before using.
7. Ask an adult to help you use the stove, oven, electrical appliances, or any sharp kitchen tools, such as knives, peelers, graters, and scissors.
8. Place pots on burners before turning on the stove and turn off the stove before removing pots from burners.
9. When cooking on the stove keep pot handles turned away from you so the pots won't be knocked over accidentally.
10. Use thick, dry pot holders to handle hot pots, pails, plates and cookie sheets. (Keep pot holders and dish towels away from heat and flames.)
11. Never handle an electrical appliance with wet hands or use one in a wet place.
12. When using an electric mixer always turn off the motor and pull out the plug before lifting beaters out of the bowl.
13. Hold the lid down before turning on an electric blender. Never reach inside a blender with your hands; the blades are very sharp!
14. Clean up countertops and utensils as you use them. To avoid breaking your neck, wipe up floor spills as soon as they happen.
15. Make sure your kitchen has a working fire extinguisher; and ask an adult to show you how to use it.

DE-GROSSING THE KITCHEN

1. Wash all pots, pans, and utensils in hot, soapy water. Wash knives separately; holding the handle of the knife, not the blade.

2. Check that the oven and stove burners are completely turned off when finished.

3. Unplug and wipe off all electrical appliances with a barely damp sponge or towel.

4. Carefully wipe down all countertops and the stove (avoiding any hot burners).

5. Sweep up crumbs and mop up any floor spills.

6. Carefully cover, label, and date all leftovers before storing in the refrigerator

TERMS TO KNOW

Blend - To combine ingredients completely together into one substance.
Boil - To beat liquid until bubbles rise constantly to the surface and break.
Chop - To cut food into small pieces.
Colander - A large bowl with many small holes used to drain liquid from food, such as spaghetti.
Core - To use a knife or carrot peeler in an up and down motion to remove the stem and core of a fruit or vegetable.
Dice - To cut into pieces all the same size (usually about one quarter inch).
Flour - To cover a greased baking surface with a light layer of flour, shaking off the excess.
Frying pan - A wide, shallow pan for frying.
Grease - To spread a thin layer of butter, margarine, or oil over the inside surface of a pan, dish, or cookie sheet, to keep food from sticking.
Mash - To break down food until it's creamy.
Mix - To stir ingredients together evenly.
Paring knife - A small sharp knife with a smooth blade, used to remove skin from a fruit or vegetable.
Peel or pare - To cut off the outer skin of a fruit or vegetable.
Pinch -The amount of an ingredient you can pinch between two fingers.
Preheat - To heat the oven to a desired temperature before putting food in to cook.
Saucepan - A deep. narrow pan for heating and boiling.
Separate - To pull apart or divide.
Serrated knife - A sharp knife with a wavy blade edge, for slicing food with a tough surface.
Simmer - To cook on low heat until a few, bubbles rise gently to the surface and break.
Slice - To cut food into layers or strips.
Tongs - A pliers like metal cooking utensil used for picking up hot food.
Whip -To beat rapidly in order to add air.
Whisk - To rapidly move a wire whisk through food in a circular motion.

RECIPES FOR ALL

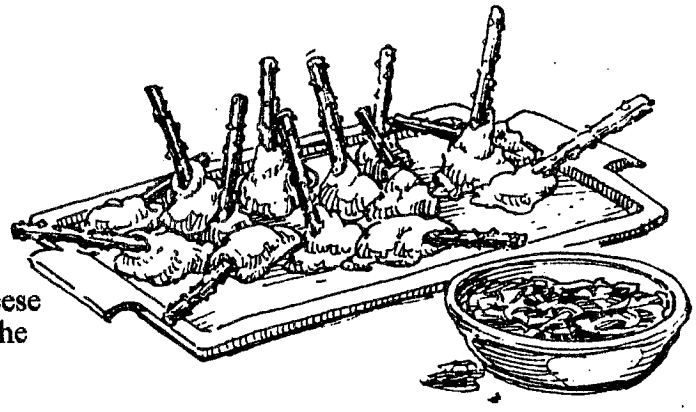
Simple pimples

Ingredients:
cherry tomatoes - allow 2-4 per person
flavored soft cream cheese spread

Tools:
paper towels
carrot peeler
butter knife
serving platter

Procedures:
1. Rinse tomatoes in cold water and dry gently with paper towels.
2. Ask an adult to use a carrot peeler or sharp knife to core tomatoes. Drain excess tomato juice.
3. Using a butter knife, fill holes in tomatoes with cream cheese. Wipe excess cream cheese from the outside of the tomatoes with a clean, damp paper towel.

Boogers-on-a-stick



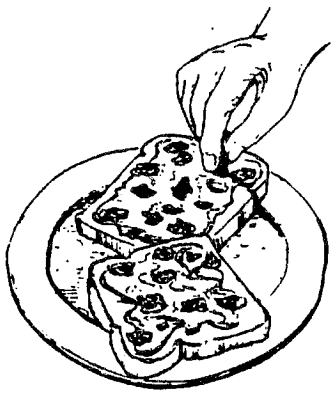
Ingredients:

1 (8 oz) jar processed cheese spread
green food coloring
25 - 30 pretzel sticks

Procedures:

1. With an adult's help, melt the processed cheese spread in the microwave oven or on top of the stove, according to directions on the jar.
2. Allow the cheese to cool slightly in the jar.
3. Using a long handled spoon, carefully stir about three drops of food coloring into the warm cheese, using just enough to turn the cheese a delicate snot green.
4. To form boogers: Dip and twist the tip of each pretzel into the cheese, lift out, wait twenty seconds, then dip again. When cheese lumps reach an appealingly boogerish size, set pretzels booger down onto a sheet of waxed paper. If the cheese in the jar begins to stiffen simply re-heat.
5. Allow finished boogers-on-a-stick to cool at room temperature for ten minutes, or until cheese is firm. Gently pull boogers off waxed paper and arrange on a serving platter.

Slab o'scabs



Ingredients:

12-16 raisins
2 slices of bread
butter
seedless berry jam

Tools:

toaster
plate
butter knife

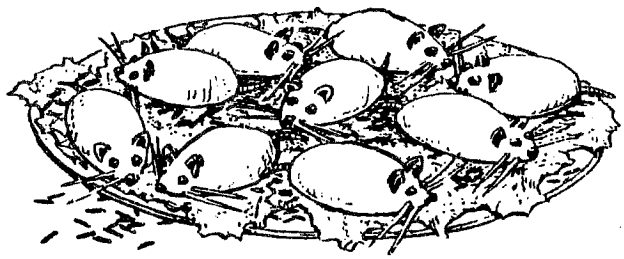
Procedures:

1. Tear raisins into variously sized, scab-like pieces and set aside.
2. Toast bread until golden brown.
3. Carefully place hot toast on plate.
4. Spread each slice of toast first with butter and then with jam. Artfully arrange scabs on jam and eat.

Deviled mice

Ingredients:

8 eggs
4 1/2 T mayonnaise
16 pimento stuffed olives
1 T chocolate sprinkles
6 large lettuce leaves



Tools:

large saucepan
knife
bowl
64 toothpicks
fork
platter

Procedures:

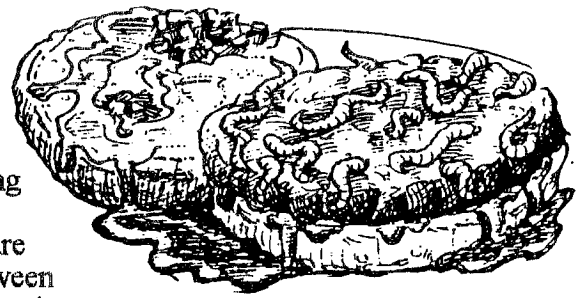
1. Gently place the eggs in a saucepan and fill it with water until the eggs are just covered. With an adult's help, bring the water to a boil over high heat. Turn the heat down to medium and allow to simmer for ten minutes.
2. Remove the pan from the heat and carefully drain off the hot water into the sink. Cover the eggs with cold water and set aside for five minutes.
3. Gently crack the eggs against a hard surface, then carefully peel off the shells. Slice each egg in half lengthwise. With clean fingers, scoop out the yolks and put them in a small bowl.
4. Mash the yolks with a fork until they are crumbly. Add mayonnaise and blend Carefully fill the empty egg whites with yolk mixture.
5. Cover a platter with lettuce leaves, setting a leaf or two aside for garnish. Arrange the egg halves, yolk side down on the leaves. These are your mice bodies. To give them each eyes and a nose, pull the pimiento out of an olive and cut it into three small pieces. Carefully insert two of the pieces at the top of the smaller end of the egg as eyes. Insert the third piece at the tip of the small end for a nose. Stick two toothpicks into each side of the nose for whiskers. Repeat for each mouse.
6. With an adult's help, cut thirty-two thin, lengthwise strips from several of the green olives. Stick two of these olive strips end to end onto the back end of each mouse to form tails. Out of the remaining olives, cut thirty-two small triangular ear pieces. (You should be able to cut at least ears from each olive.) Then, using a knife, make two small slits above and behind each of the mice's eyes. Carefully wedge an olive ear piece into each slit.

7. To garnish: Tear small pieces of lettuce and position in front of the mice's mouths. As a final touch, heap a pile of mouse droppings (chocolate sprinkles) on the platter to recreate an authentically tidy mouse toilette.

Worm burgers

Ingredients:
- 1 ½ c bean sprouts
- 1 lb. Hamburger
- 1 egg
- salt & pepper to taste
- mayonnaise
- ketchup
- 6 hamburger buns

Tools:
- Mixing bowl
- large frying pan
- spatula
- aluminum foil
- platter



Procedures:
1. Wash sprouts (worm) in cold water. Using clean hands, mix one cup of the sprouts, the ground beef and raw egg together in a bowl. Reserve the remaining half cup of sprouts until later.
2. To form burgers: Pat a fist-sized lump of meat mixture between your palms until it's round, then press it between your hands to form a flat patty. You should have enough meat mixture to form five or six patties.
3. Place patties in a frying pan. Sprinkle them with salt and pepper, and with an adult's help, cook on medium heat until they are well browned underneath. Carefully turn the patties, season them again and cook until the second side is well browned. Cover cooked burgers with aluminum foil to keep warm until all the patties are fried.
4. Put cooked patties on open buns and serve with the extra half cup of worms sprinkled on top as garnish. Don't forget the pus (mayonnaise) and blood (ketchup)

Penicillin pizza

Ingredients:
- 6 English muffins
- 14 oz jar pizza sauce
- 2 c. shredded mozzarella cheese
- 3 T. Parmesan cheese
- yellow, green, red food coloring

Tools:
- cookie sheet
- spoon
- bowl
- plastic sandwich bag

Procedures:
1. Separate the muffins into halves and arrange them ragged sides up on an ungreased cookie sheet
2. Spoon a thin layer of pizza sauce on top of each muffin, then cover the sauce on top of each muffin, then cover the sauce with a layer of shredded mozzarella cheese. Set the pizzas aside.
3. Pour the Parmesan cheese into a small bowl, then sprinkle with five drops each of yellow, green and red food coloring. Use clean fingers to mix the cheese and food coloring until it's an even shade of mold green.
4. With an adult's help, broil the pizzas for two to three minutes. When the cheese has melted and is starting to brown, take the pizzas out of the oven and let them cool for about one minute.
5. Carefully sprinkle mold on top of the hot pizzas. Allow pies to cool slightly before you slip on a lab coat and serve.

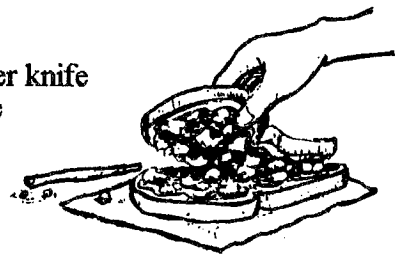
Spit wad sandwiches

Ingredients:

2 bread slices
creamy peanut butter
2 large marshmallows

Tools:

butter knife
plate



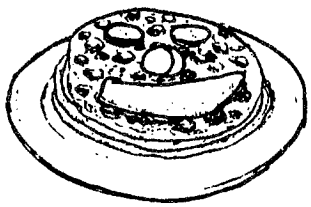
Procedures:

1. Spread each slice of bread with a thin layer of peanut butter.
2. Using clean fingers, pull apart marshmallows into many tiny spit wad sized pieces.
3. Press the marshmallow wads into the peanut buttered bread slices.
4. Put the two slices together with wad enhances sides facing each other and enjoy.

Chicken Pox pancakes

Ingredients:

strawberries
1 box pancake mix and ingredients
on side of package
bananas
powdered sugar



Tools:

knife
cutting board
mixing bowl
large flat skillet
spatula
individual plates

Procedures

1. With an adult's help, chop the berries into small chunks allowing one to two strawberries per pancake face. Set aside.
2. With an adult's help, prepare pancakes according to the directions on the package. When the pancakes are done, place each serving in a stack on a separate plate.
3. For every two stacks of pancakes, you need to peel one banana. Carefully slice off the two ends of the banana and put one on top of each stack for a nose. Then cut two thin slices from one end of the banana and two thin slices from the other end. Place these on the stacks for eyes. Slice what's remaining of the banana in half lengthwise so you get two long, curved pieces. Use one piece per stack for a mouth.
4. Arrange the strawberry chunk chicken pox all around each face. Use clean fingers to drop a pinch of powdered sugar on each strawberry pox for a tasty bit of pus.

Nose blow burritos

Ingredients:

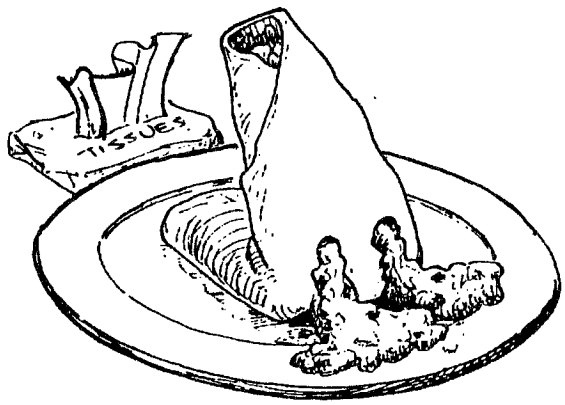
2 medium tomatoes
1 lb. Hamburger
½ oz package burrito or taco seasoning
30 oz can refired beans
8-10 burrito size soft flour tortillas
16 oz guacamole dip
16 oz sour cream

Tools:

knife
cutting board
3 bowls
5 spoons
spatula
small saucepan

Procedures:

1. With an adult's help, dice the tomatoes into small pieces, and place in a bowl.
2. With an adult's help, place the hamburger in a frying pan, sprinkle with the burrito or taco seasoning and sauté on medium heat until it's well browned. Cover and set aside.
3. With an adult's help, cook the beans in a saucepan on low heat, stirring occasionally. When th beans are hot, gently combine them with the cooked hamburger in a clean bowl.
4. To build burrito beaks: Set one tortilla on a dinner plate. Spoon approximately one and one half inch wide strip of guacamole dip (rancid mucus) down the center of the tortilla. On top of that, spoon a strip of sour cream (fresh mucus) a strip of chopped tomatoes (bloody nose chunks) and finally a strip of beans and beef booger mixture.
5. Tightly fold the left and right sides of the tortilla over your ingredients, then tuck the lower third of the whole burrito under itself, making a triangular nose shape. With an adult's help, use a sharp knife to cut out two large holes for nostrils. Gently squeeze the nose from the top to make the nose wider at the base. As you squeeze, snot should drip out of the nostrils and onto your plate.



Diaper dump porridge

Ingredients:
- 10 oz. Can beef broth
- 1 tube of 8 refrigerated biscuits
- 10 oz can chicken broth

Tools:
- 2 small saucepans
- knife
- slotted spoon
- soup ladle
- 4 soup bowls

Procedure:
1. Pour the beef broth into a saucepan. Set aside and don't add any water.
2. Remove the biscuits from the tube, separate them and carefully cut each one in half. Then using clean hands sculpt the biscuit pieces into "dump" shapes.
3. Add the dumps to the beef broth. With an adult's help, place the dumps and broth over medium heat and cook until the mixture comes to a boil. Turn the heat to low, cover the pan with a lid, and simmer for fifteen to twenty minutes. Carefully check the broth level often. If there isn't enough liquid to keep the dumps afloat, carefully add water as needed.
4. Pour the chicken broth (diaper fluid) and one can of water into a second saucepan. With a slotted spoon, carefully transfer the cooked dumps from the beef broth and place in the chicken broth pan. Heat chicken broth according to directions on the can, stirring gently to preserve your dump shapers. Ladle into individual bowls and serve.

Crispy caterpillar cocoons

Ingredients:
- 8 oz tube refrigerated crescent rolls
- 8 beef sausages
- yellow mustard

Tools:
- frying pan
- metal tongs
- paper towels
- knife
- cutting board
- carrot peeler
- cookie sheet

Procedure:
1. With an adult's help, preheat the oven according to directions on the crescent roll package.
2. Prepare the sausages according to the directions on the package. Use tongs to remove the cooled sausages from the frying pan and place them on paper towels. Allow to cool ten to fifteen minutes.
3. With an adult's help, carefully cut the sausages in half lengthwise. Then use the rounded tip of a carrot peeler to scoop out a long, shallow trough down the length of each half. Squeeze a thin line of mustard into each trough.
4. Separate the crescent roll dough into its precut triangle pieces, and lay them flat on an ungreased cookie sheet. To form insect larvae, take two sausage halves and with their mustard filled sides touching, put them together to form a whole. Place a whole larva at the wide end of each dough triangle, and roll up dough as you would regular crescent rolls. Pinch the ends and seams of the rolls closed.
5. Bake according to package instructions.

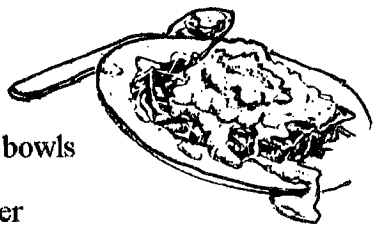
Tortured tomatoes with bird dropping dressing

Ingredients:
- 2 large ripe tomatoes
- 2 T crumbled blue cheese
- Roquefort dressing

Tools:
- serrated knife
- plastic food storage bag
- plate
- 4 salad bowls
- spoon

Procedures:
1. Wash the tomatoes in cold water and with an adult's help, cut them into half inch thick slices.
2. Place the slices in a plastic bag. Squeeze out any extra air and close the bag tightly. Lay the bag on a clean plate placed in the sink. Now make a fist an gently pound the tomato slices until they look "tortured".
3. Divide the tortured tomatoes into four salad bowls, and sprinkle a half tablespoon of crumbled blue cheese into each bowl. Then, holding a spoon raised at least twelve inches from the salad bowls, dribble a glob of Roquefort dressing onto each one.

Brain cell salad



Ingredients:
- 6 oz blueberry gelatin
- 16 oz small curd cottage cheese
- 16 ½ oz can blueberries in syrup or
  - ¾ cup frozen blueberries
- blue food coloring

Tools:
- 2 mixing bowls
- spoon
- can opener
- 6 salad plates

Procedures:
1. With an adult's help, prepare gelatin according to the directions on the package. Chill for four to five hours.
2. Scoop cottage cheese into a bowl. Drain and set aside the syrup from the blueberries. Add the berries to the cottage cheese and mix well. Add three drops food coloring to turn the cottage cheese a nice grayish color when blended.
3. To serve salad, place a few spoonfuls of firm gelatin (congealed brain fluids) onto individual plates. Top with a scoop of cottage cheese (brain tissue) mixture and serve.

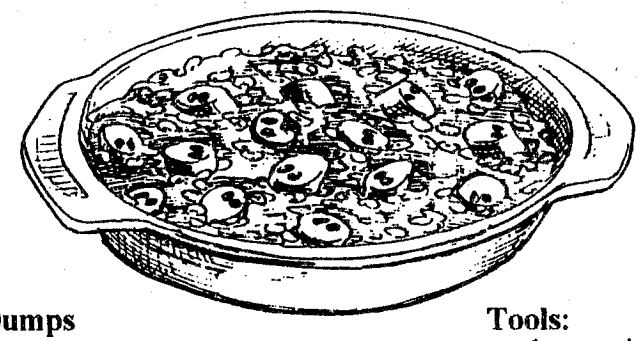
Snouts'n beans

Ingredients:
- 2 - 16 oz cans baked beans
- 1t Worcestershire sauce
- ¼ c. brown sugar
- 2T barbecue sauce
- 1 T teriyaki sauce
- 8 beef knockwursts

Tools:
- 2 small saucepans
- large spoon
- cutting board
- knife
- carrot peeler
- tongs
- paper towels
- shallow serving dish

Procedures:

1. With an adult's help, empty the cans of baked beans into a saucepan. Add the Worcestershire sauce, brown sugar, barbecue sauce, and teriyaki sauce to the beans. Stir and set aside.
2. With an adult's help, slice off the ends of each knockwurst. Then slice knockwurst into equal segments about one inch long, making each cut at the same slight angle. With the round tip of a carrot peeler carefully hollow out two deep round nostril holes on one side of each segment.
3. Place the snouts in a saucepan and cover them with water. With an adult's help, cook the snouts on medium high heat for about five to ten minutes. Cook the beans on medium low heat, stirring often, until the sauce bubbles and thickens slightly.
4. Using tongs carefully remove the snouts from the hot water and place them on paper towels to drain. Pour the hot beans into a serving dish and arrange the drained snouts on top, nostrils up.



Cat litter casserole

Ingredients: **Cat Dumps**

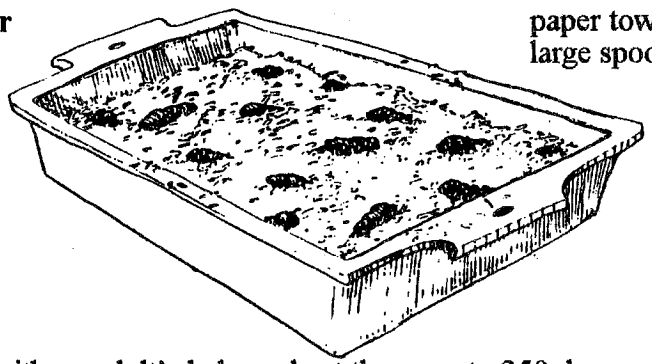
1 c. baking mix
1 c. shredded cheddar cheese
1 lb. Hamburger

Litter

2 c. long grain rice
3 ¾ c. water
2 t. salt
2 T butter

Tools:

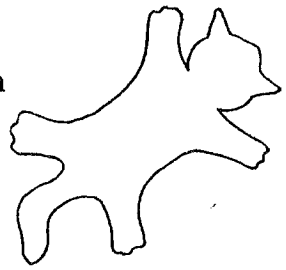
large mixing bowl
rectangular baking pan
deep saucepan with lid
fork
paper towels
large spoon



Procedures:

1. To make dumps: with an adult's help preheat the oven to 350 degrees. Using clean hands, mix together the ingredients for the dumps in a large bowl. Mold pieces of this mixture into variously sized/shaped cat dumps.
2. Place dumps so they don't touch each other in an ungreased baking pan. With an adult's help, bake dumps for about twenty minutes or until the dumps are brown, firm and slightly crusty.
3. While the meat cooks, put all four litter ingredients into a large saucepan. With an adult's help, heat on high until the water comes to a boil. Stir, turn heat to low and cover the pan. Simmer without lifting the cover for fourteen minutes.
4. With and adult's help, remove the saucepan from the stove and carefully lift off the cover. Break apart, or "fluff", the rice with a fork and set pan aside.
5. When the dumps are done, carefully transfer them from the baking dish onto papers towels to drain.
6. Spoon the rice and dumps into the now empty baking dish, leaving some dumps partially uncovered, the way Kitty does when he or she is in a hurry.

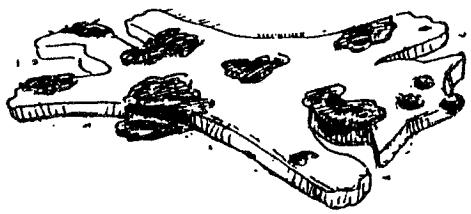
Flat cat cookies



Ingredients:
- 20 oz package refrigerated sugar cookie dough
- 1-2 T flour
- red cinnamon candies
- seedless strawberry jam

Tools:
- rolling pins
- butter knife
- spatula
- cookie sheet
- 2 spoons
- wire cooling rack

Procedures:
1. With an adult's help, preheat oven to the temperature specified on the cookie dough package.
2. Sprinkle flour on a clean, flat surface, and roll out the cookie dough slightly thicker than what the directions on package call for. Then using a butter knife cut out cookies in the shape of flattened cats. Use a large spatula to carefully transfer cats to a cookie sheet. Re-roll spare dough pieces and cut out more cookies until all the dough has been used.
3. Bake cookies according to the directions on the package. While they are cooking, count out enough cinnamon candies to put two eyes and one nose on each cat cookie. Carefully flatten the candies between the back and front of two spoons and set aside.
4. Allow the cookies to cool on the cookie sheet about three minutes and then press two candies in about the middle of each head and one at the very tip of each nose. Use the spatula to transfer cookies to a wire rack to continue cooling. Dribble jam here and there on each cookie for blood.

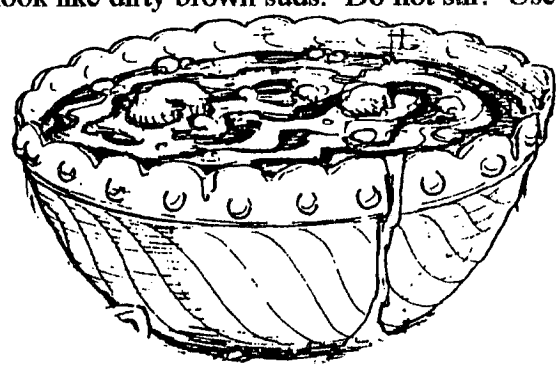


Day old bathwater

Ingredients:
- 12 oz can frozen lemonade
- 12 oz can frozen pink lemonade
- 12 oz can frozen limeade
- ½ gallon rainbow sherbet

Tools:
- ice cream scooper
- mixing bowl
- long stirring spoon
- large punch bowl
- ladle
- cups

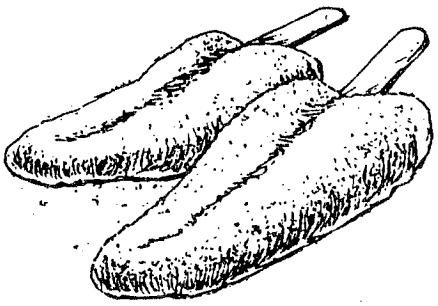
Procedure:
1. Approximately 45 minutes before party time, set cans of frozen juice and sherbet out to thaw. After fifteen minutes, scoop out half of the sherbet container's contents and place it in a mixing bowl. Stir until it is blended into a brownish color.
2. Prepare the juices according to the directions on the cans, and pour into a punch bowl.
3. Carefully float spoonfuls of the brown blended sherbet on top of the lemonade mixture, spreading it around to look like dirty brown suds. Do not stir. Use a ladle to serve punch in cups.



Toasted tongues

Ingredients:
- 6 egg whites
- 1 c. sugar
- red food coloring
- pink or red cake crystals

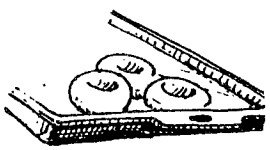
Tools:
- 2 small bowls
- large mixing bowl
- spoon
- wire whisk
- parchment paper
- cookie sheet
- Popsicle sticks
- spatula
- toothpicks



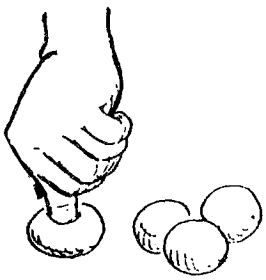
Procedures:
1. With an adult's help, position an oven rack on the lowest shelf, and preheat the oven to 200 degrees.
2. Separate the whites from the yolks of the eggs into two small bowls.
3. Using a wire whisk rapidly beat the egg whites until they form stiff peaks. Slowly sprinkle spoonfuls of the sugar onto the whites and continue beating until the entire cup of sugar has been added. The whites should now form stiff, shiny peaks. Add two to three drops of red food coloring to the whites and whisk until the meringue is uniformly pink.
4. Place a sheet of parchment paper on a cookie sheet.
5. To form tongues: Spoon about three tablespoons of meringue in the shape of a tongue onto the parchment paper. (Tongues should be about as long as a Popsicle stick.) Press a stick gently into the center of the tongue leaving about two inches of clean stick hanging out the bottom. Spoon about three tablespoons more meringue on top of the stick, sculpting the tongue into a lifelike shape. Repeat until all the meringue is used. Using a toothpick, draw a line down the middle of each tongue, and then sprinkle them lightly with taste buds (pink cake crystals).
6. Bake on low rack in oven for about three hours, or until tongues are completely dry to the touch. Allow them to cool completely before carefully lifting them off the paper.

Blackberry blackheads

Ingredients:
- 2 sticks plus 1 T butter, at room temperature
- 2/3 c. sugar
- 2 egg whites
- 4 c. flour
- blackberry jam



Tools:
- mixing bowl
- large spoon
- pastry brush
- cookie sheet
- spatula
- wire cooling rack
- small spoon



Procedures:
1. With an adult's help, preheat the oven to 325 degrees.
2. Beat two sticks of softened butter in a mixing bowl until creamy. Mix in the sugar a little at a time until all the sugar has been used.
3. Add the egg whites and flour to the butter and sugar. Beat until the dough is well blended.
4. Dip a pastry brush into the tablespoon of softened butter and lightly brush a very thin layer onto a cookie sheet.

5. With clean hands, roll the dough into golf ball size balls. Flatten the balls slightly and using your thumb, press a dime size dent into the middle of each one. Place cookies, dent side up on the buttered cookie sheet about one inch apart, and with an adult's help, bake for twelve minutes or until golden brown.
6. Allow the cookies to cool on the cookie sheet for a few minutes before moving them with the spatula to a wire rack. When the cookies are completely cooled, use a small spoon to fill the dents in each one with jam.

Fabric softener smoothie

Ingredients:

7-8 ice cubes
1 c. milk
1 large scoop of ice cream
blue food coloring

Tools:

blender
ice cream scooper
tall glass

Procedures:

1. With an adult's help, grind ice cubes in a blender.
2. Add milk to the crushed ice and blend on low speed for ten seconds. Add one large scoop of ice cream and blend again for about thirty seconds.
3. Slowly add about 8 drops of food coloring to blender, mixing after every couple of drops, until the smoothie is the color of your favorite fabric softener.

Bacon Twists

Ingredients:

4 c. flour
1 package yeast
½ t. salt
1 3/4c. hand hot water
12 strips bacon
1 egg beaten

Procedures:

1. Mix the flour, yeast and salt in a bowl and stir them together. Add a little of the water and mix with a knife. Add the remaining water and use your hands to pull the mixture together to make a sticky dough.
2. Turn the dough on to a lightly floured surface and knead it for 5 minutes or until the dough is smooth and stretchy.
3. Divide dough into 12 pieces and roll each one into a sausage shape.
4. Lay each bacon strip on a chopping board and run the back of the knife down its length. to stretch it slightly. Wind a strip of bacon around each dough sausage.
5. Brush the sausages with beaten egg and arrange them on a lightly oiled baking sheet. Leave somewhere warm for 30 minutes, or until they have doubled in size. Preheat the oven to 200 degrees and cook the sausages for 20-25 minutes until cooked and browned.

Skinny Dips

Ingredients:

8 large potatoes, scrubbed
2-3 T oil
2 T mayonnaise
salt
2 T plain yogurt
1 t curry paste
1 T roughly chopped fresh cilantro

Procedure:

1. Preheat the oven to 375 degrees. Arrange the potatoes in a roasting tin (pan), pnck them all over with a fork and cook for 45 minutes, or until tender. Leave to cool slightly.
2. Carefully cut each potato into quarters lengthways holding it with a clean dish towel if it's still a bit hot.
3. Scoop out some of the centre with a knife or spoon and put the skins back in the roasting tin. Save the cooked potato for making mashed potatoes.
4. Brush the skins with oi1 and sprinkle with salt before putting them back in the oven. Cook for 30-40 minutes more until they are crisp and brown, brushing them occasionally with rnore oil.
5. Mean while, put the mayonnaise, yogurt, curry paste and cilantro in a small bowl and mix together well. Leave for 30-40 minutes for the flavour to develop.
6. Put the dip in a clean howl and arrange the skins around the edge. Serve hot sprinkled with the remaining cilantro.

Piglet's Pizza Muffins

Ingredients:

2 English muffins
2 cups Spaghetti Sauce
4 slices mozzarella cheese

Procedures:

1. Preheat the oven to 400.
2. Split the muffins in half by prying them apart gently around the edges. Place them split sides up in a shallow baking dish.
3. Spoon the spaghetti sauce onto the muffins, spreading it to the edges.
4. Top each muffin with a slice of cheese. (Trim the cheese slices so they are the same size as the muffins-otherwise the cheese will melt all over and make a mess.
5. Bake for 5 to 10 minutes or until cheese is browned slightly at the edges.

Mexican Pizza Muffins

Ingredients:

4 turkey franks
5 Cheddar cheese slices
4 toasted English muffin halves
Salsa

Procedures:

1. Preheat broiler.
2. Slice franks, being careful not to cut all the way through, every 12 inch along length.
3. Cook in simmering water until franks curl.
4. Broil 2 slices of cheese on each toasted muffin half until cheese is melted
5. Top each with curled frank and salsa.

Mexican style Pizza

Ingredients:

2 cup Pizza Sauce
½ c. hot or mild salsa
1 T minced cilantro or parsley
4 large flour tortillas
1 can (8 ounces) whole kernel corn, drained
1 can (52 ounces) canned chicken or turkey, drained
2 cup drained canned pinto beans
1 can (4 ounces) green chilies, drained and cut into strips
1 cup (4 ounces) shredded Monterey Jack cheese

Procedures:

1. Preheat broiler.
2. Mix Pizza Sauce, salsa and cilantro
3. Spread on tortillas
4. Arrange corn, chicken, pinto beans and chilies over sauce
5. Sprinkle with cheese.
6. Broil 3 minutes or until cheese is melted.

Camper's Pizza

Ingredients:

3/4 pound ground beef
1 medium onion, chopped
1/2 teaspoon salt
1 can (8 ounces) refrigerated crescent rolls
1 can (8 ounces) pizza sauce
1 can (4 ounces) mushroom stems and pieces, drained and chopped
1 can (2 1/4ounces) pitted sliced ripe olives, drained
1/3 cup coarsely chopped green bell pepper
1 cup (4 ounces) shredded mozzarella cheese
1 teaspoon dried oregano leaves, crushed

Procedures:

1. Crumble beef into skillet over medium heat. Add onion; cook beef and onion, stirring to separate meat, until no pink remains. Remove beet mixture with slotted spoon to paper towels; season with salt. Pour off drippings from pan. Do not clean skillet.
2. Separate crescent roll dough into triangles; place in same skillet points toward center, to form circle Press edges together to form bottom crust and 1-inch rim up side of skillet.
3. Spread 11/2 of pizza sauce over dough; spoon beef mixture over sauce. Top with mushrooms, olives and green pepper. Pour remaining sauce over all; sprinkle with cheese and oregano.
4. Place cover on skillet cook 20 to 30 minutes or until crust is lightly browned.

Daffy Taffy

Ingredients:

2 cups sugar
2/3 cup light corn synip
1/3 cup water
2 tablespoons margarine
1 1/2 teaspoons vanilla or desired fruit-flavored extract
3 teaspoon peppermint oil or desired fruit-flavored oil (optional)
red, blue and other desired food color

Procedures:

1. Combine sugar, corn syrup, water and margarine in large saucepan.
2. Bring to a boil over medium heat, stirring constantly, until sugar is dissolved.
3. Continue to boil until mixture rcaehcs firm ball stage (270 F on a candy thermometer).
4. Remove saucepan from heat. Stir in desired flavorings and food color. (If making more than 1 flavor or color, divide mixture amoug 2 or 3 greased howls before flavoring and coloring.) Let taffy mixture stand until cool enough to handle.
5. Pull taffy with well greased hands until it is light and no longer shiny. Stretch into a rope or coil about 1/2 inch in diameter, cut into ¾ -inch pieces with scissors.
6. Individually wrap candies in wax paper.
7. Store in airtight container.

Fresh Fruit Pizza Cookie

Ingredients:

1 package (20 ounces) refrigerated chocolate chip cookie dough
1 package (8 ounces) light cream cheese
1/3 cup sugar
1 teaspoon vanilla extract
1 Fresh Pineapple
2 Kiwifruit, peeled and sliced
1Banana, peeled and sliced
¼ c raspberries
¼ c apricot jam, melted

Procedures:

1. Press small pieces of cookie dough into 14-inch pizza pan.
2. Bake in 350°F oven 12 to 15 minutes or until browned and puffed. Cool completely in pan on wire rack.
3. Beat cream cheese, sugar and vanilla in medium bowl until blended. Spread over cooled cookie.
4. Twist crown from pineapple. Cut pineapple in half lengthwise. Refrigerate one-half for another use, such as fruit salad. Cut fruit from remaining half.
5. Cut fruit into thin wedges. Arrange pineapple around outer edge of cream cheese.
6. Arrange kiwifruit, bananas and raspberries in flower pattern over pineapple.
7. Brush with jam.

Fast and easy pizza

Ingredients:
1 pound French bread loaf, split horizontally and toasted
15-ounce bottle Pizza Sauce, divided
2 to 3 cups of assorted pizza toppings - shredded cheeses, sliced or chopped pepperoni, ham, bell peppers, mushrooms, olives, onions, green onions, cooked crumbled Italian sausage or ground beef, pineapple chunks

Procedures:
1. Place French bread halves on cookie sheet or broiler pan.
2. Spread each half with approximately ¼ c. pizza sauce
3. Arrange desired toppings over sauce.
4. Bake in preheated 350°F oven or 10 to 12 minutes or until topping is heated through.
5. Slice each half into 4 servings.

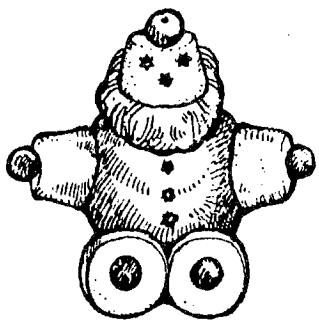
Taco Popcorn Ole

Ingredients:
8 cups popcorn
Butter-flavorel nonstick cooking spray
1chili powder
1/2 teaspoon salt
1/2 teaspoon garlic powder
1/8 teaspoon ground red pepper (optional)

Procedures:
1. Preheat oven to 350 degrees.
2. Line jelly-roll pan with aluminum foil
3. Place popcorn in single layer in prepared pan
4. Coat lightly with cooking spray
5. Cornbine chili powder, salt, garlic powder and red pepper in small howl
6. Sprinkle over popoorn. Mix lightly to evenly coat
7. Bakc 5 minutes or until hot, stirring gently alfer 3 minutes
8. Spread mixture in single layer on large sheet or aluminum foil to cool

Apple Santa

Ingredients:
1 large red apple
5 marshmallows
1 cotton ball
5 cranberries
5 round toothpicks
whole cloves



Procedures:
1. Place the apple with the stem-end down. Insert toothpicks as follows: one on each side for arms, and two in the front for feet. (Santa will be sitting.)
2. Push a marshmallow on each toothpick arm, then add a cranberry for a hand. Repeat for the legs.
3. Push a toothpick in the top of the apple for the head. Push on a flattened cotton ball for his beard, a marshmallow for his head, and a cranberry for his hat.
4. Stick cloves into the marshmallow for eyes and nose and down the front of the apple for buttons.

Cinnamon Trail Mix

Ingredients:

2 cups corn cereal squares
2 cups whole wheat cereal
1 ½ cups oyster crackers
½ cup broken sesame snack sticks
2 tablespoons margarine or butter, melted
1 teaspoon ground cinnamon
1 teaspoon ground nutmeg
½ cup bite-sized fruit-flavored candy pieces

Procedures:

1. Preheat oven to 350^{0}F.
2. Spray 13 x 9 inch baking pan with nonstick cooking spray.
3. Place cereals, oyster crackers anti sesame sticks in prepared pan; mix lightly.
4. Combine margarine, cinnamon and nutmeg in small bowl; mix well.
5. Drizzle evenly over cereal mixture; toss to evenly coat.
6. Bake 12 to 14 minutes or until golden brown, stirring gently.
7. Cool completely. Stir in candies.

Quick S'mores

Ingredients:

1 whole graham cracker
1 large marshmallow
1 teaspoon hot fudge sauce

Procedures:

1. Break graham cracker in half crosswise.
2. Place one half on small paper plate or microwavable plate; top with marshmallow.
3. Spread remaining 1/2 of cracker with fudge sauce.
4. Place cracker with marshmallow in microwave. Microwave at high for 12 to 14 seconds or until marshmallow puffs up.
5. Immediately place remaining cracker fudge side down, over marshmallow.
6. Press crackers gently to even out marshmallow layer.
7. Cool completely.

JUMBLED SNACKS

Unscramble the words before finding them in the puzzle.

L	O	T	Y	T	E	M	Y	S	H	C	A	E	M	O	W
E	W	L	E	M	A	R	A	C	H	A	N	G	K	L	A
Z	T	H	O	B	T	F	A	X	O	D	A	D	G	A	R
T	O	R	A	S	R	E	F	E	Y	O	G	U	R	T	C
E	L	B	A	N	P	E	P	Y	P	U	K	F	L	E	H
R	T	P	U	T	A	C	H	R	I	G	H	I	A	F	E
P	I	A	R	G	K	N	E	S	G	H	S	D	E	W	N
H	W	A	L	I	R	Z	A	R	U	N	N	U	T	S	T
U	V	O	L	0	E	U	A	B	I	U	K	L	O	W	S
T	S	A	C	C	C	P	L	S	S	T	E	L	P	P	A
S	I	P	T	H	E	O	I	L	A	B	R	O	I	N	K
A	O	V	A	S	T	A	H	G	E	T	L	H	A	V	E
P	Y	O	G	S	R	E	K	C	A	R	C	H	I	B	Y

AAANB	CARLIE	CHEAP	COATCHOLE
CRUELRL	DANEUS	FATYF	GEDUF
GOUTRY	HEBREST	KARCSCRE	KEAC
MARELAC	NAIRISS	NOCROPP	PEALP
PHICS	RATT	SOCKIOE	SPEARG
STUN	THUDNUOG	TREZELP	YARPTS

ANSWERS:

BANANA	ECLAIR	PEACH	CHOCOLATE
CRULLER	SUNDAE	TAFFY	FUDGE
YOGURT	SHERBET	CRACKERS	CAKE
CARAMEL	PASTRY	RAISINGS	POPCORN
APPLE	CHIPS	TART	COOKIES
GRAPES	NUTS	DOUGHNUT	PRETZEL

All About Food

A	P	E	T	I	S	E	I	R	O	L	A	C	T	R	A
B	L	0	I	N	A	L	C	B	Y	D	A	S	A	T	S
R	B	R	E	A	K	F	A	S	T	R	G	I	S	A	C
E	O	B	Y	P	A	C	T	R	B	G	R	A	I	N	S
N	N	D	R	O	K	U	H	O	E	M	P	R	C	T	N
U	Y	I	L	U	N	C	H	E	W	N	E	Z	E	G	I
C	H	N	E	L	N	Y	Z	C	E	Z	I	D	R	F	M
H	E	N	O	T	D	C	I	F	I	S	H	M	E	E	A
E	N	E	Z	R	0	T	H	T	0	W	E	Z	A	R	T
S	T	R	A	Y	T	R	E	S	S	E	D	T	L	I	I
F	R	T	O	A	M	P	P	A	K	C	S	N	U	M	V
I	E	D	S	U	P	P	E	R	G	I	F	R	A	E	E
S	E	L	B	A	T	E	G	E	V	R	F	E	W	S	T

APPETIZER	EGGS	NUTS
BREAKFAST	ENTREE	PASTA
BRUNCH	FISH	POULTRY
CALORIES	FRUIT	PROTEIN
CARBOHYDRATES	GRAINS	RICE
CEREAL	IRON	SANDWICH
CHEESE	LUNCH	SUPPER
DESSERT	MEATS	VEGETABLES
DINNER	MINERALS	VITAMINS

GERALD FORD

Cubs in the Outdoors/Field Trips

Sciences, Deck 6

CUB SCOUTS ON FIELD TRIPS AND IN THE OUTDOORS!

Remember when you were in school and looked forward to going on a field trip? Sure you do. Your Cub Scous will also only if you will take the time to put the outing in Cub Scouting. There are numerous reasons for going outside your normal meeting place such as: Incentive for coming to meetings, awards for good behavior, to accomplish achievements and just for fun.

A checklist to consider before an outing:

_____ Will the outing meet your groups needs?

_____ Is adequate transportation available?

_____ What are the costs?/Can everyone afford it?

_____ What items will need to be brought along?

_____ Is it safe?

TO BE SAFE

Avoid dangers such as buildings in disrepair or under construction.

Fire hazards.

Poisonous plants.

Dangerous tools/machinery.

Too-rough sports or games.

Have a plan for emergencies (exp. Physical injury, natural emergencies such as storms).

Have adequate adult supervision (One adult for every four youth with at least two adults. Webelos overnighter require a one on one ratio of adult/youth).

OBTAIN PERMISSION

From the place you are going too, from the parents, and from the council. This should be done as far ahead as possible, but by at least two weeks in advance of the outing.

BEFORE GOING

Coach the boys so they are attentive, courteous, and observe all necessary rules.

Establish the buddy system, explain that they are to stay together at all times.

Decide on any rendezvous points, gathering times and plans for eating.

Obtain a den/pack roster of emergency phone numbers.

Inform parents of when permission slips are due, how much it will cost as well as what time and place you will leave from and return to.

CHECKLIST FOR THE GATHERING PLACE

_____ Is everyone Buddied up?

_____ Did everyone bring enough money? Their lunch? Or other needed items?

_____ Do you have your Tour Permit?

_____ Do all drivers have directions or a map?

_____ Have you collected any medications you will need to dispense while gone?

_____ Is a first aid kit loaded?

_____ Do you have enough gasoline? Toll money?

_____ Does everyone have their seat belt on?

AFTER THE OUTING

Within a week or so evaluate the trip. What went on that was good or bad? Have the boys write a thank you note to your hosts at your next den meeting.

CUB SCOUT OUTING TERMINOLOGY

Akela Camp Out, Mom and Me, Dad and Lad, Cub and One, etc.

Are all titles used by various district's and council's when they hold an overnighter with the adult member of the family and the Cub Scout.

Backyard Camping

This form of family camping is a good way to get younger scouts used to the outdoors. It is not authorized except as a part of Family Camping.

Cub Scout Day Camp

Day Camp is an organized one to five day programs for Cub Scouts and Webelos Scouts under certified leadership at an approved site, usually during the daylight hours. Den members are supervised by den and pack leaders. A Webelos scout/parent overnighter at the end of camp is sometimes added.

Cub World

This is a place where the entire pack can camp for a weekend in a theme area. Currently the only Cub World in Oklahoma is at John Zink Scout Ranch on the shore of Lake Skiatook, north of Sand Springs, OK. The Last Frontier Council has a Cub World planned for Camp Kickapoo near Oklahoma City and is awaiting funding for the same. Cub World is a popular place. You may need to book your pack a theme area as much as 1 1/2 years in advance. However, sometimes a pack cancels out so that your group can get in sooner.

Family Camping

This is a good way to prepare you to later take a camping vacation. Although there are only a few Boy Scout camps currently allowing family camping, you can use numerous city, state and private places that will allow family camping.

Pack Camping

This is an outdoor experience of one or more days that are conducted on council property where the entire family is encouraged to participate. Overnight camping by second and third grade Cub Scouts' dens or the Cub Scout pack (other than at an approved camping facility operated by the local council) is not approved and certificates of liability insurance will not be approved by the BSA.

Resident Camping

Organized overnight camping program covering at least tow nights and operated under certified leadership in an established scout camp operated by the council during a normal camping season. Cub Scouts, Webelos Scouts, and parents participate with den and pack leaders in a theme-related program.

Sailing Academy's

A daytime sponsored program operated by the Indian Nations Council at John Zink Scout Ranch for Webelos only. The council provides staffed program areas.

Webelos Den Camping

Webelos scout/parent overnighters introduce the boy and his parent to the camping program under the leadership of the Webelos Den Leader. In most cases the Webelos Scout will be under the supervision of his parent.

Webelos Woods

District sponsored overnight events where Webelos and their adult partner have an opportunity to interact and examine various Boy Scout Troops. Planned program areas are staffed.

PLACES TO GO

Oklahoma Scout Camps

Arbucle Area Council 405-223-0831
PO Box 5309
Ardmore, OK 73403

Camp Simpson 404-638-2388
Rt. Box 43
Milburn, OK 73450

Location: Go north of Tishomingo on Hwy. 99 to Hwy. 7 then east to the Bromide, OK, turnoff. Go north until the hwy. turns to the east and go west on the gravel road instead until you reach the camp (about 2 miles). This camp is used for Family Camping, Day camps, Webelos camping, Cubaree's, Training, etc.

Cherokee Area Council 918-336-9170
P.O.Box U
Bartlesville, Ok. 74005-5020

Camp Cherokee 918-786-5552	Camp McClintock
RRI Box 80	Rt. 3, Box 311
Wyandotte, Ok 74370	Bartlesville, Ok 78403
Located north of Grove, Ok	Located west of Bartlesville

Contact the council for programs available for Cubs at these camps and/or ask for their annual council calendar for the same.

Great Salt Plains Council 405-234-3652
Box 33146
3152 Cherokee, Enid 73701

Camp Renfrew	Williams Scout Reservation	Nescatunga Scout Camp
North of Boiling	29 miles west of Enid	East of Alva
Springs State Park		
near Woodword, Ok		

Contact the council for Available Cub activities. Several are held at both Renfrew and Williams. Nescatunga has no scheduled activities and is very primitive.

Indian Nations Council 918-743-6125 /1-800-367-1272
3206 S. Peoria
Tulsa, Ok 74105-2027

Tom Hale Scout camp - located east of Talihina.

John Zink Scout Ranch - Located north of Sand Springs on Lake Skiatook and home of Oklahoma's only Cubworld.

Camp Keystone - Located off hwy. 48 on Lake Keystone.

Camp Hannigan - Located 5 miles west of Okmulgee off hwy. 56.

Camp Garland - Located 5 miles south of Locust Grove, provides an area for family camping, Cub Resident camping, and more.

Camp Russell - Located on the east side of Broken Arrow.

Last Frontier Council 405-840-1114
3031 NW 64th.
Oklahoma City, Ok 73116

Slippery Falls Scout Ranch	Camp Kickapoo	Camp Winkler
Rt. 1, Box 540	Rt. 5, Box 440	Rt. 4, Box 50B
Tishomingo, Ok 73460	Oklahoma City, Ok 73169	Duncan, Ok 73533

Camp George Thomas	Dripping Springs Scout Camp	Camp Sasakwa
Rt. 2, Box 169	2 3/4 mile east of	Rt. 1, Box 90
Apache, Ok 73006	Arapaho, Ok	Sasakwa, Ok 74860

Camp Thunderbird - On south side of Lake Thunderbird, East of Norman, Ok
Check the Council calendar and newsletter for Cub activites.

Netseo Valley Council 903-784-2538
Box 995
S. 3787 N. W. Loop 286
Paris, Texas 75460

Camp Dierks - Located north of Wright, Ok, on the Glover River.

Provides Webelos Resident camping and more.

Will Rogers Council 405-765-6669

Box 1297

4112 S. 14th

Ponca City, Ok 74602-1297

Will Rogers Scout Reservation - Located 4 1/2 miles west of Cleveland, Ok. Provides camping for Webelos, a Family Camping weekend, and more.

National and Private Wildlife Areas in the 405 Area Code.

Black Kettle Nat. Grasslands 497-2143

Chickasaw Nat. Recreation Area 622-3165

Little River NWR 584-6211

Optima NWR 664-2205

Salt Plains NWR 626-4794

Tishomingo NWR 371-2402

Washita NWR 664-2205

Wichita Mountain NWR 429-3222

State Parks and Resorts in the 405 Area Code.

Alabaster Caverns 621-3381

Beaver 625-3373

Beavers Bend 494-6300

Black Mesa 426-2222

Boggy Depot *889-5625*

Boiling Springs 256-7664

Boswell 566-2784

Crowder Lake 3433-2443

Fort Cobb 643-4731

Foss 592-4433

Great Plains 569-2032

Great Salt Plains 5694731

Lake Murray 223-4044

Lake Texoma *564-2566*

Little River 360-3572

Little Sahara 824-1471

McGee Creek 889-5822

Quartz Mountain 563-2238

Raymond Gary 873-2307

Red Rock Canyon 542-6344

Roman Nose 623-7281

More areas to get outdoors:

Kiaamicchi River 7 miles east of antlers on hwy 3. 298-2718.

Lake Atoka 3 miles north of Atoka on on hwy 69. 889-2410

Mountain Lake, hwy. 53 west of Ardmore. 561-6145

Lake Arcadia- East of Edmond

Lake Thunderbird -East of Norman

Read Ranch - west of Chandler east of Weliston

Veterans Monument-Downtown Weliston

For reservations and information on all OK State Parks call 1-800-654-8240 24 hrs. a day, 7 days a week

DAY TRIPS

Central Oklahoma

TV Stations	channel	4	424-444
		5	478-3000
		9	841-9955
		25	843-2525

Oklahoma Firefighters Museum - 424-3440.

Ok. Nat. Stockyards in Oklahoma City - 235-8675.

Nat. Softball Hall of Fame & Museum - 424-5266.

Ham Homestead & 1889er Museum - 235-4058

Kirkpatrick Center, which includes: 424-5545 or 427-5461

The Air and Space Museum 427-7529 or 1-800-532-7652
The Center of the American Indian
The Int. Photography Hall of Fame
The Omniplex Science Museum
The Kirkpatrick Planetarium
The Kirkpatrick Greenhouse and Gardens

Martin Park Nature Center - 755-0676

Myriad Gardens/Crystal Bridge - 297-3995

Enterprise Square, USA - 425-5030

45th. Infantry Division Museum - 424-5313

Governor's Mansion - 521-9211

Nat. Cowboy Hall of Fame - 478-2250

Oklahoma City Zoo - 424-3344

State Capitol - 521-3356

Overholser Mansion - 528-8485

Creppy Hollow Museum - 632-6320

Oklahoma State Museum of History - 521-2491

Alligator Alley - 946-2223

Frontier City Amusement Park - 478-2412

White Water Bay (Water Theme Park) - 943-9687

OUTSIDE OKLAHOMA CITY

CENTRAL OKLAHOMA

Braum's Dairy Farms 381-4427 (Tuttle)
Arlington Game Farm 262-2372 (El Reno)
Int'l Scottish Rite Temple 282-1281 (Guthrie)
Guthrie's Historic District 282-1947 (Guthrie)
5 W's Sunrise Guest Ranch 282-2605 (Guthrie)
Horsethief Canyon 547-2262 (Perkins)
Museum of Unassigned Lands 521-1889 (OKC)
Bob Jenni Nature Center 340-8105 (Edmond)
American Indian Villages 390-1000 (Choctaw)
Cimarron Valley Railroad Museum 1-918-225-1657
Jasmine Moran Children's Museum 382-0950 (Seminole)
Reed Ranch 258-2999 7-800-562-5575 (Chandler)
OK Museum of Natural History 325-4711 (Norman)
Timberlake Rose Rock Gallery & Museum 872-9838 (Noble)
State Capitol Publishing Museum 282-4132 (Guthrie)
The Jasmine Moran Childrens Museum 382-0950 (Seminole)
Santa Fe Depot Museum 275-8412 (Shawnee)
Museum of Natural & Cultural History. 744-6531. (Stillwater)
Nat. Wrestling Hall of Fame (Stillwater) 377-5243
Sheerar Cultural & Heritage Museum. (Stillwater) 377-0359.
Yukon's Best Railroad Museum 350-7810(Yukon)
Little River Animal Park. East of Norman
Jim Thorpe Home 1-918-387-2815 (Yale)
Round Barn of Arcadia 396-2398
Infant Jesus of Prague 567-3080 (Prague)
Carl Hubbell Museum 279-3321 (Meeker)

Fort Reno 262-5291 (El Reno)
The Wilds 262-7275 (El Reno)
OK Frontier Drugstore 282-1895 (Guthrie)
OK Territorial Museum 282-1889 (Guthrie)

SOUTHWEST OKLAHOMA

Altus Air Force Base. (Altus) 481-7229.
Museum of the Western Prairie. (Altus) 482-1044.
Delaware Tribal Museum. (Anadarko) 247-2448.
Indian City U.S.A.. (Anadarko) 247-5661.
Nat. Hall of Fame for Famous American Indians. (Anadarko) 247-5555.
Southern Plains Indian Museum. (Anadarko) 247-6221.
Apache Historical Museum. (Apache) 588-3392.
Quanah Parker Star House & Eagle Park Ghost Town. (Near Cache) 429-3238.
Kiowa Tribal Museum. (Carnegie) 654-1665.
Anadarko Basin Museum of Natural History. (Elk City) 243-0437.
Qld Town Museum. (Elk City) 225-2207.
Honey Farm & Wax Candle Factory (Erick) 526-3277.
100TH Meridian Museum (Erick) 526-3221.
U.S. Army Field Artillery and Fort Sill Museum (Fort Sill, next to Lawton) 351-5123.
Hammsville Wildlife Area (Frederick) 335-2892.
Lewis Museum (Lawton) 355-0692.
Museum of the Great Plains. (Lawton) 581-3460.
Quanah Parker Center and Wichita Mountain Wildlife Refure (N. of Lawton) 429-3222
Meers Store (Meers) 429-8051.
Chisholm Trail Museum (Waurika) 228-2166.
Museum of Antique Toys, Tools, and Agate (Wairika) 228-2672.
Waurika Rock Island Railroad (Waurika) 228-2575.
General Thomas Stafford Museum (Weatherford)

SOUTH CENTRAL OKLAHOMA

Tucker Tower Nature Center (Ardmore) 223-2109.
Confederate Memorial Museum. (Atoka) 889-7192.
Caddo Indian Territory Museum. (Caddo) 367-2227.
Arbuckle Historical Museum. (Davis) 369-3721.
Arbuckle Wilderness. (Davis) 369-3383.
Turner Falls. (Davis) 369-2917 or 369-2988.
Fort Washita Historic Site. (Durant) 924-6502.
World's Largest Peanut. (Durant) (Located in City Hall)
Oil Museum. (Healddton) 229-0317.
Love County Memorial Military Museum. (Marietta)
Norton's Indian Territory Museum (Marietta) 276-2568
Washita Valley Museum (Pauls Valley) 238-3048
Chickasaw Nat. Recreation Area (Sulphur) 622-3165
Chickasaw Bank Museum (Tishomingo) 371-2175
Chickasaw Council House Museum (Tishomingo) 371-3351
Tishomingo Nat. Wildlife Refuge Fish Hatchery (Reagon) 384-5463

NORTHWESTERN OKLAHOMA

Cherokee Strip Museum. (Alva) 327-2030.
The Derailed Railroad Museum. (Blackwell) 363-0389.
Cherokee Outlet Museum. (Blackwell) 363-0209.
Great Salt Plains State Park & Federal Wildlife Refuge (Cherokee) 626-4731
Black Kettle Museum. (Cheyenne) 497-3929
Coyote Hills Ranch. (Cheyenne) 497-3931
George's Antique Auto Museum. (Enid) 242-6815.
Midgley (rock) Museum. (Enid) 234-7265.
Museum of the Cherokee Strip. (Enid) 237-1907.
Railroad Museum of Oklahoma. (Enid) 233-6337.
Leonardo's Discovery Museum. (Enid) 237-4202.
Alabaster Cavern's State Park. (Freedom) 621-3381
Freedom Museum. (Freedom) 621-3286.
Gateway to the Panhandle Museum. (Gate) 934-2004.
No Man's Land Historical Museum. (Goodwell) 349-2670.
Chisholm Trail Museum. (Kingfisher) 375-3181.
Governor A.J.Seay Mansion. (Kingfisher) 375-5176.
Cherokee Strip Museum. (Perry) 336-2405.
Conoco Refinery Tours. (Ponca City) 767-6484.
Pioneer Woman Statue & Museum. (Ponca City) *765-6108.*
A.D. Buck Museum of Science and Natural History. (Tonkawa) 628-3318.
Tonkawa Tribe of Oklahoma Tribal Museum. (Tonkawa) 628-2561
T.B. Ferguson Museum. (Watonga) 623-5069.
Watonga Cheese Factory. (Watonga) *623-5915.*
Historic Fort Supply. (Woodward) 766-3767.

EASTERN OKLAHOMA - 918 AREA CODE

Trail of Tears Production. (Tahlequah)
Fort Gibson Stockade (Fort Gibson)
Frank Phillips Home 1100 S. Cherokee, Bartlesville,
HAR-BER village, Lake Road 1, Grove
Murrell Home Hwy. 62, Tahlequah
Perryman Home and Indian Cemetery, 31st and Utica, Tulsa
Tsa-La-Gi Cheokee Village (Talequah)
Will Rogers Memorial (Claremore) 341-0719
Will Rogers Birthplace (Oolaoga)
USS Batfish War Memorial (Muskogee)
Age of Aquarius (200 varieties of fish, 40 types of birds - Tulsa) 622-6450
Allen Ranch (Tulsa) 366-3010
Carmichael Produce (Tulsa) 366-4728

EASTERN OKLAHOMA - CONTINUED

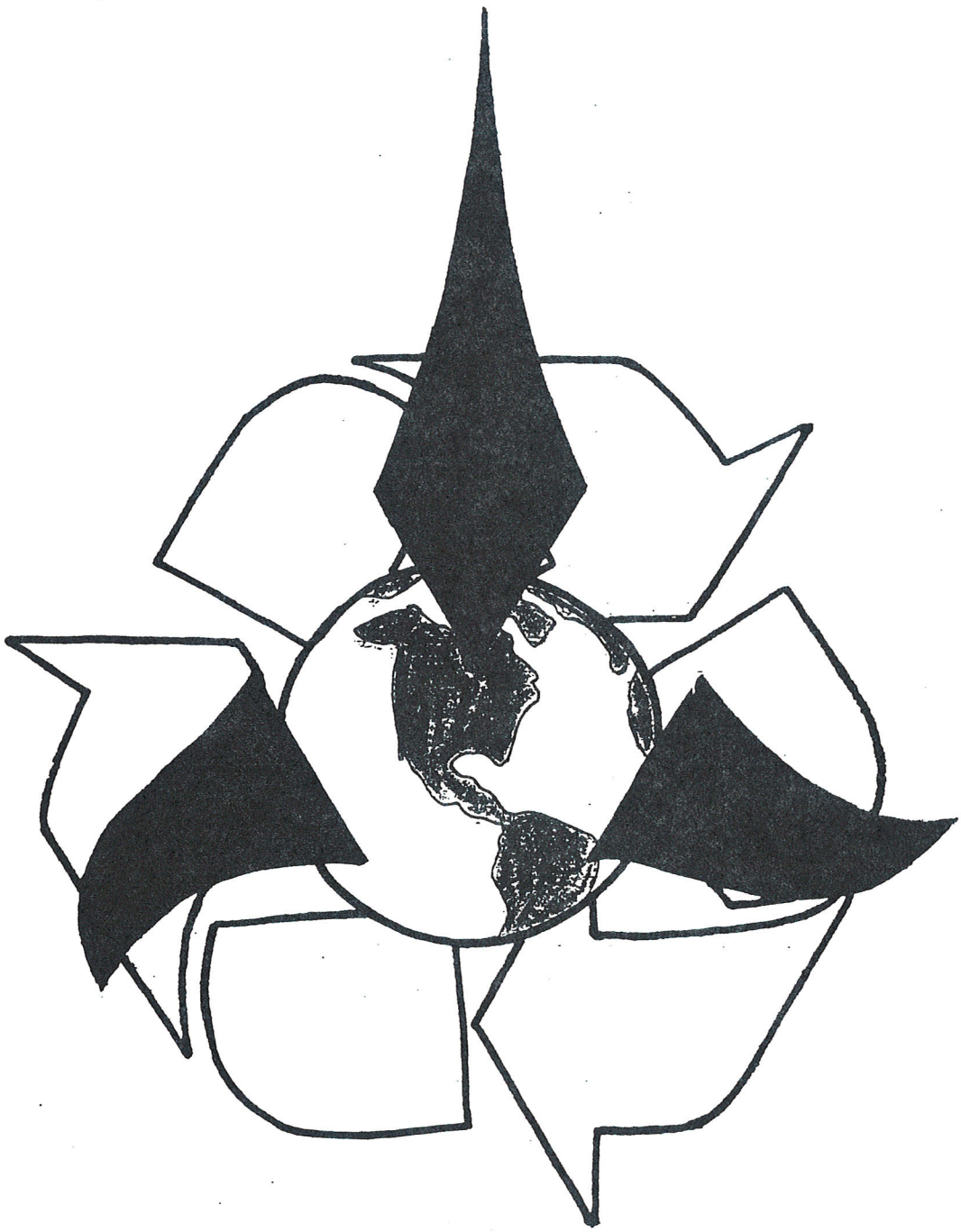
Honor Heights Park (Muskogee)
Juniper Hill Farms (Bixby) 369-5256
KJM Stables (Tulsa) 366-3010
Lawrence Farms (Tulsa) 369-5692 or 369-2400
Mohawk Park (Tulsa)
Oxley Nature Center (Tulsa) 832-3112
Tulsa Municipal Rose Garden
Tulsa Stockyards (Tours on Monday mornings) 234-3438
Tulsa Zoo 596-2419
Tulsa City Hall 596-7911
Frankoma Pottery tour (Sapulpa) 224-5511
Keystone Dam Tour 865-2919
OK Air National Guard (Tulsa) 832-8300
OK Army National Guard (Broken Arrow) 258-8643
Oral Roberts University. (Tulsa) *495-6807.*
Pepsi Botting Plant. (Tulsa) 446-6601 ext. 387, ask for Jeri Ridener
P50 Generating Plant. (Jenks) 599-2318.
Southwestern Bell Telephone Company. (Tulsa) 585-6~40.
Sun Oil Refinery. (Tulsa) 586-7601.
Tulsa Int. Airport. 838-5(XX).
U.S. Weather Bureau. (Tulsa) 838-7838.
Waste Treatment Plant. (Tulsa) 586-9841..
Water Treatment Plant. (Tulsa) 596-9847 or 5969848.
Westin Williams Center Hotel. (Ice Skating, shops, etc.) (Tulsa) 582-9000 ext. 226.
Antique Inc. Motor Museum. (Muskogee) 687-4447.
Bacone Indian College Museum. (Muskogee)
Collinsvjlle Depot Museum. (on the Fairgrounds)
Five Civilized Tribes Museum. (Muskogee)
Gilcrease Museum. (Tulsa) 582-3122.
J.M. Davis Gun Museum. (Claremore) 341-5707.
Kerr Museum. (Poteau)
Philbrook Museum. (Tulsa)
Woolaroc Museum. 14 miles SW of Bartlesville. 336-0307.
Bell's Amusement Park. (On Tulsa Fairgrounds)
Splash Town. (Water Amusement Park) (Tulsa)

For more information on places to go and things to do , check for books at the Scout Shop, book stores, your local library, State Information Centers, and tourist information racks at Motels. Finally, don't forget to plan on some travel games to help pass the time if your trip is longer than your boys attention span.

JANE COLE
and
CLIFTON ELDRIDGE

Eco-Warriors

Sciences, Deck 6



ECOLOGY

It can take many forms. But one thing is for certain. It affects all of us.

Our planet is a living organism with many facets that are not yet fully understood. Water, air, soil, animals, and people. All are essential to the survival of our little planet. Or its destruction. It is all a part of one big **ECOSYSTEM.**

That's right, our planet is one big ecosystem. And it is our responsibility to make sure that there will be a living thriving planet to pass on to the next generation. Our future Cub, Webelos, and Boy scouts will or will not have forests, rivers, and fields to explore, depending on the actions we take today.

We have all heard the news of the times, *Global warming, Glaciers melting, The extinction of animal species, The pollution we breath.* We have all heard the alarming news. **BUT!**

There is still hope for the future. One person can make a difference. You the scouting leader. You can pass on the knowledge of respect for our wilderness and planet. And you can teach every scout a very valuable lesson. ***How to Recycle.*** And make the best of our natural resources.

So here are a few tips to help you in your scouting adventure.

Following is a list of organizations that I have written to see if they offer anything that Cub Scout Age Boys would be interested in. I have gotten several responses and many of them appear to be good resources for you to use in your den meetings. I have listed their address, telephone, and e-mail or Web site address if possible. I also tried to write a short summary about each one, so that you would know whether you were interested or not. They are divided into 4 categories -

1. LAND (A "Class M" Planet)
2. AIR (Oxygen Rich Atmosphere)
3. WATER (H2O)
4. LIFE FORMS (Carbon Units)

A "CLASS M" PLANET

Tree People
12601 Mulholland Dr.
Beverly Hills, California 90210
818-753-4600

They have a curriculum called "The Magical City Forest". It presents the concept of the "urban forest". They request a donation for this curriculum.

Wilderness Society
900 17th Street, N.W.
Washington D.C. 20006-2596
202-833-2300
http://www.wilderness,org
@tws.org

They sent me a paper back book "Saving our Ancient Forests" that is more for adult education concerning our forests. Memberships and other materials are available from the Society.

Keep America Beautiful, Inc.
1010 Washington Blvd.
Stamford, CT. 06901
203-323-8987
Fax 203-325-9199
e-mail: keepamerbe@aol.com

Their purpose is educating Americans of every age about solid waste, litter prevention, and public lands stewardship. Various curriculum is available for all ages. Listed under their Scout programs was one called KAB Hometown USA Award handbook.($1.50) "Boy Scouts can receive a Hometown USA patch from KAB and Boy Scouts of America by completing a community service project." I have not seen one of these, but it may be worth investigating.

Union of Concerned Scientists
Two Brattle Square
Cambridge, MA 02238-9105
617-547-5552
Fax: 617-864-9405
Also a fax #: 800-479-3731
e-mail: ucsinfo@ucsusa,org
Web: http://www.ucsusa.org

They look at the global, long term effects we are doing to our planet. They sent me many short papers about all kinds of problems with our ecology, but these are in-depth studies and are geared for adults (maybe I should say adult scientists).

Rainforest Alliance
65 Bleecker Street
New York, NY 10012-2420
212-677-1900
e-mail: canopy@ra.org
Web: http://www.rainforest-alliance.org

This nonprofit organization is dedicated to saving the rainforests. They sent me a couple of posters and a list of classroom activities related to the rainforest and environmental conservation. Good for elementary students.

Institute of Scrap Recycling
1325 G Street, N.W., Suite 1000
Washington, DC 20005-3104
202-737-1770
Fax: 202-626-0900

They sent me a "Scrap Map" brochure, geared for elementary students that introduced the kids on how the recycling process actually works. The teacher's kit was only $5.00 and it may be a very good means of teaching recycling.

Glass Packaging Institute
1627 K Street, N.W., Suite 800
Washington, DC 20006
202-887-4850
Fax: 202-785-5377
Web: http://www.gpi.org

Their emphasis is on glass recycling. They have educational materials for primary & elementary age students. They sent me a teacher's information packet, folders, and posters to pass out to the POW WOW class. They have other things that can be ordered also.

Sierra Club
85 Second Street
2nd floor
San Francisco, CA 94105-3441
415-977-5653
e-mail: information@sierraclub.org
Web: http://www.sierraclub.org

They are concerned with environmental education for our young people. There are several materials that can be ordered free of charge with only a small donation request.

Rails to Trails Conservancy
1100 Seventeenth Street, NW
10th Floor
Washington, DC 20036
202-331-9696
Fax: 202-331-9680
Web: www.railtrails.org

Their mission is to enrich America's communities and countryside by creating a nationwide network of public trails from former rail lines and connecting corridors. They have many "Fact Sheets" available concerning the trails.

National Geographic Society
1145 17th Street N.W.
Washington, DC 20036-4688
e-mail: ngsline@nationalgeographic.com
Web: http://www.nationalgeographic.com

Their mission is to research, explore and educate members about our planet.

Trees for Life
1103 Jefferson
Wichita, KS 67203
316-263-7294
Fax: 316-263-5293
e-mail: info@treesforlife.org
or tflusa@feist,com
Web: www.treesforlife.org

Trees for Life teaches villagers in developing countries to plant and care for fruit trees, which provide a self-renewing source of nutrition and help the environment at the same time. In the U.S. it is an educational tool that can be used individually or as a class project. They sent me materials to plant 3 different kinds of trees for 20 students along with a video and teachers handbook. This is an excellent project for our Cub Scouts!

Kids! Renew America
1400 26th Street, NW, Suite 710
Washington, DC 20036
e-mail: renewamerica@igc.apc.org
Web: www.crest.org/renew_armerica

They work to identify, verify, and recognize successful environmental programs that measurably protect, restore or enhance the environment. They sent me a 16 page handout with many names and addressees of projects around the USA that deal with many different environmental subjects. These appear to be "Kid" oriented. Apparently "Kids! Renew America is generously supported by The Home Depot and Kraft Foods, Inc.

Natural Resources Defense Council
40 West 20th Street
New York, NY 10011
212-727-4448
Fax: 212-727-1773
e-mail: nrdcinfo@nrdc.org
Web: http://www.nrdc.org

Environmental protection is the mission of NRDC. They sent me a "Kids's Guide to Protecting the Planet."

CARBON UNITS

Whooping Crane Conservation Assoc. Inc.
1393 Henderson Hwy
Breauz Bridge, LA 70517

The principle objective of the association is to prevent the extinction of the Whooping Crane. Students & Youth groups can help by forming a "Whooper Club" in your school or community.

National Audubon Society
700 Broadway
New York, NY 10003-9562
212-979-3183
www.audubon.org/

They also have a Living Oceans Program on behalf of marine conservation. There are several educational opportunities available for the grade school child in the form of classroom kits, posters, newspapers, etc. Use your local chapter for resources.

World Wildlife Fund
1250 24th Street, NW
Washington, DC 20037-1175

World Wildlife Fund has been working to "protect the earth's endangered wildlife and wildlands and to safeguard the natural resources upon which all life depends." They have several teaching resources available concerning endangered animals, the rain forest, etc.

OXYGEN RICH ATMOSPHERE

Friends Of The Earth
1025 Vermont Ave. NW, 3rd floor
Washington, DC 98105-4511
202-783-7400
Fax 202-783-0444
email: foe@foe.org
Web: http://www.foe.org/FOE

One of their main concerns is for the Ozone Layer, but for other aspects of maintaining a global ecology as well.

H2O

Center for Marine Conservation
1725 DeSales Street, NW, Suite 600
Washington, DC 20036
202-429-5609
Fax 202-872-0619
e-mail: dccmc@ix.netcom.com

This is a nonprofit membership organization dedicated to conserving the habitats and wildlife within the ocean. They have a couple of games available and other publications that can be ordered.

The Cousteau Society
870 Greenbrier Circle, Suite 402
Chesapeake, VA 23320-2641

They support environmental education. Much of their information centers around marine life, but all aspects seems to be important. They publish a bimonthly magazine called Dolphin Log for young people ages 7 - 14.

Pacific Whale Foundation
Kealia Beach Plaza
101 N. Kihei Rd. Suite 25
Kihei, Maui, HI USA 96753-8833
808-879-8860
Fax: 808-879-2615

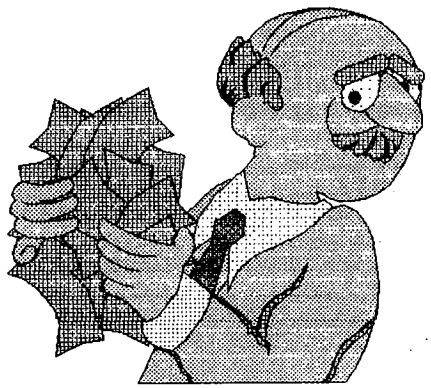
Their goal is to educate the public about marine mammals and their ocean environment.

Following are addresses that I have received from other sources, but I have not contacted them at the time of printing.

Kids for a Clean Environment (Kids F.A.C.E.)
P.O. Box 158254
Nashville, TN 37215
615-331-0708

Project WILD
P.O. Box 18060
Boulder, CO 80308-8060

MAKING PAPER



SUPPLIES:

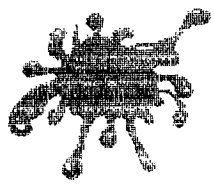
Any old or used paper (No glossy paper).
Water
Basin or bucket
Corn starch
Blender
Window screen
Wooden frame.

STEP #1

Take your paper and tear, cut, or shred it into small pieces, and place it into bowl or basin.

STEP #2

Add water to fully cover the shredded paper.



STEP #3

Use hand blender to make a thick gooey pulp from the water and paper.
Add Two table spoons of corn starch while continuing to blend.
(At this point you may add food coloring to change the color of your paper)

STEP #4

Attach the window screen to the wooden frame using staples to make a sifting screen

STEP #5

Using the sifting screen, scoop up the pulp in the basin and sift until you have an even coverage of pulp on the screen.

STEP #6

using your hands, press out as much water as you can, If needed, pour more pulp into the screen and repeat pressing out the water.

STEP #7

Turn over your screen onto wax paper. place out to dry, Or use a 200 degree oven for 20 minute, Or until paper is dry.

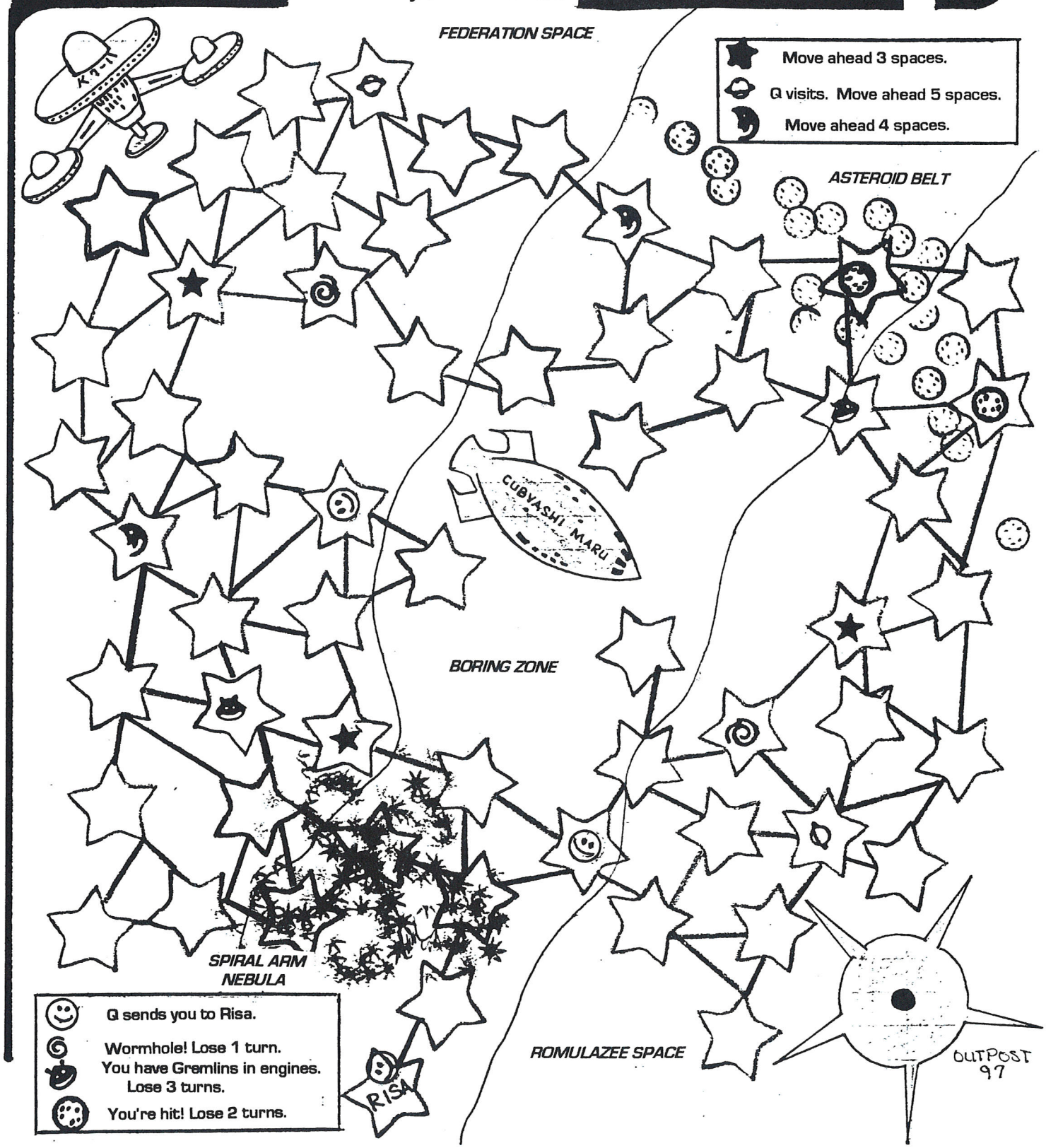
Option:

If you would like a little variation on you paper, you can put tinsel, pictures, cut paper, or any item onto your screen before adding the pulp. this will show on the front of your paper when dry.

VICKIE SAMPLE

Games

Security, Deck 11



RESCUE THE CUBYASHI MARU!

The USS EsCUBpade has received a distress call from the Scout ship CUBYASHI MARU. They are adrift in the Boring Zone. You must get to the CUBYASHI MARU and rescue the crew before the big bad Romulazees arrive and take them prisoner!

For 2 to 4 players.

NEED: 5 coins (1 each for EsCUBpade, CUBYASHI MARU, a die, & 3 Romulazees)

OBJECT OF GAME: Rescue or capture the CUBYASHI MARU's crew and return home.

TO BEGIN: Place EsCUBpade playing piece on Space Station K 7-11; Romulazees begin at Outpost 97; remaining playing piece placed on the CUBYASHI MARU.

TO PLAY: Flip a coin to determine how many spaces to move: Heads = 1 space, Tails = 2 spaces. Each space is represented by a star. EXCEPTIONS: Marked spaces – refer to the Legend in the upper right corner and lower left corner to find what the symbols mean. When traveling through the Spiral Arm Nebula or the asteroid belt, you can only move 1 space at a time until you are clear of the area. Movement can be in any direction as long as the spaces are connected. Two ships cannot occupy the same space. The only exceptions are if you have rescued or captured the CUBYASHI MARU's crew and have placed the CUBYASHI playing piece atop your playing piece to indicate that you have them, or if you are rescuing/capturing the crew from an opponent.

TO WIN: ***SHORT VERSION:*** Be the first ship to the CUBYASHI MARU and rescue or capture the crew.

REGULAR VERSION: Rescue or capture the CUBYASHI MARU's crew and return home with them.

EXTENDED VERSION: While you are attempting to rescue CUBYASHI's crew or if you make the rescue, the Romulazees can give pursuit and try to capture you or both of you. To be captured, the Romulazees must land on you by exact count. If you are captured, you have lost the game. OR, you must be completely surrounded by the Romulazees and roll a 1 to lose. If you roll a 2, you have escaped and play continues.

If a Romulazee captures the CUBYASHI crew and you have not been captured, you can pursue the Romulazee, and attempt to rescue the crew from them. To rescue the CUBYASHI's crew, you must land on the Romulazee that has them by exact count. If you successfully rescue them from the Romulazee, you automatically get to move 3 spaces away (unless there is only 1 Romulazee playing; then you can only move 2 spaces towards escape).

To win, you must safely return to Federation space with the CUBYASHI MARU's crew. *The Romulazees cannot enter Federation space at any time. The EsCUBpade can only enter Romulazee space to rescue the CUBYASHI MARU's crew from a Romulazee ship.*

You have your mission. May the wind be at your back.
ENGAGE!

MR. BEAR

Inside or out, 6-8 players, (Sweden)

One person is Mr. Bear. He is trying to sleep in his den. The other players sneak up behind Mr. Bear and whisper, "Mr. Bear, are you awake?"

Mr. Bear pretends not to hear them. Then the players yell, "MR. BEAR, ARE YOU AWAKE?" He chases them all and tries to catch them before they reach home, which is the "safe place."

Everyone tagged by Mr. Bear before reaching home becomes Mr. Bear's cubs. They go back to the den with Mr Bear.

HAWK AND HENS

Inside large area or out, 6-10 players (Zimbabwe)

One person is the hawk.

All the other players are the hens.

The hawk stands between the safety zones and tries to catch the hens as they run back and forth from one safety zone to the other.

When a hen is caught he sits on the side and watches the game.

The last hen to be caught by the hawk becomes the next hawk.

SHEEP AND HYENA

Inside large area or out, 8 or more players (Sudan)

Players join hands and form a tight circle.

One player stands outside the circle. He is the hyena.

Another player stands inside the circle. He is the sheep.

The players in the circle have to try to keep the hyena from breaking through the circle to get to the sheep. The game ends when the hyena gets the sheep or gets too tired to go after the sheep anymore.

Two other people became the sheep and the hyena.

RABBIT WITHOUT A HOUSE

(Brazil)

Pick someone to be "it" (the rabbit without a house) and someone to be the caller.

Divide the others into groups of three.

Each groups makes a rabbit in a house by two people holding hands (the house) and one person (a rabbit) standing inside.

The caller yells out "find a house" and all the rabbits, including the one without a house have to run to find another house.

The rabbit left "without a house" becomes it.

CHARLIE OVER THE WATER

Outside, large outside area, 6 or more people

The den should get in a circle formation, with hands joined. One extra boy is in the center and is "Charlie." The other boys skip around and say:

"Charlie over the water, Charlie over the sea,
Charlie caught a bluebird, but can't catch me!"

On the word "ME", all boys drop hands, stoop, and touch the ground with both hands. Charlie tries to get the other players before they stoop. Any player tagged chances places and becomes Charlie. If a player falls while stooping, he can be tagged.

You can substitute: Balancing on one foot, crab position or others.

AUTOMOBILE DRIVING

Inside game -- great if raining!!

Supplies: Steering wheels made at previous meeting, a stop sign or stop light with red, yellow or green (Or flash cards that are red, green and yellow). Also suggested an ambulance, fire truck, or school bus.

Each boy is to be a driver of a car and needs a "steering wheel." The leader is traffic-control cards.

The boys drive around the area and the leader raises cards aloft one at a time. The drivers follow the colors, red - stop, green - go, and yellow - caution.

An ambulance and or fire truck can come by with siren and the drivers learn to stop by. Have the boys learn to use the appropriate hand signals for left turn, right turn, stop.

THE EAGLE AND THE SPARROW

Outside

One boy is the eagle in the middle of a drawn circle. He is down on one knee. The other players circle around, flying like sparrows, until the eagle suddenly gets up and chases the sparrows to either line. Any sparrow caught joins the eagle and helps him catch others. However, no center player can chase until the eagle start first.

Variation: All sparrows must take three hops before they can start running.

FROG IN THE SEA

Any small area indoors or out

One player is the frog and sits down Indian style (crossed legs). The others mill about, trying to touch the frog, but at the same time, keeping out of his reach. They can call, "Frog in the sea, can't catch me." The frog must remain sitting and try to tag those tantalizing him. " Anyone tagged exchanges places with the frog.

Care should be taken so the boys do not punish the frog unnecessarily.

Variation 1: The frog may not tag anyone until the teacher says "Jump Frog!"

Variation 2: The games proceeds as describes for the regular game. When the leader says "jump frog" the frog can protect himself in any direction with a jump. He is permitted to tag both during the original part of the game and at the jump.

USED CAR LOT

Outdoors

Supplies: 3x5 cards with various names of cars, Dodge, Ford, Chevy, Nissan, Isuzu, Cadillac, etc. Two lines about 20-40 feet apart.

One player is it and stands in the center of the area between the two lines. The other players stand on a line and have a card of the kind of car they have been given. (It has a master card list with all of the possibilities on it.)

It calls out a car model. Those who have that car must go to the other side without getting tagged by it. When a car gets tagged, he must sit down when he got tagged. The boy sitting down may not move but may tag other cars.

When it calls "CAR LOT" all the cars must go. The game is played until all the cars have been tagged.

POISON CIRCLE

Outside or inside gym area

Supplies: Soft rubber ball.

Players form a circle, with hands joined with good solid grips. Inside the circle, of players, another circle is drown on the floor with chalk. This should be a foot or two smaller than the circle of children. The ball is placed in the center of this area.

At a signal, the circle pulls and pushes, trying to force a boy to step into the inner circle. When this occurs, everyone yells "POISON", and the boys scatter. The one who stepped in the circle quickly picks up the ball and tries to hit one of the other boys BELOW the waist. He must throw from within the circle. If he hits another boy, it is a "dud" against that boy. If he misses, it is a "dud" against the thrower. Anyone with three "duds" pays a penalty.

STEAL THE TREASURE

8 to 12 players, inside or out

Supplies: "A treasure box".

A playing area 20 ft. sq. is outlined, with a small circle in the center. A treasure is placed in the circle. A guard is set to protect the treasure. Players then enter the square and try to steal the treasure without getting caught. The guard tries to tag them. Anyone tagged must retire from the circle and wait for the next game. The player who gets the treasure is the next guard. If getting the treasure seems to easy, make a rule requiring the child to carry the treasure to the boundaries of the square.

Variation: Bear and Keeper. This game is similar in action. Instead of a treasure, a bear is seated cross-legged on the ground and is protected by a keeper. Anyone who touches the bear without being tagged becomes the new keeper, with the present keeper becoming the bear. In a rougher version of this game, the bear stands crouched over and the children try to swat him on the seat without getting tagged.

TREES

Outside or large inside area

All players except it are on one side of the area. On the signal "Tree" the players run to the other side of the area. It tries to catch as many as possible. Any player tagged by it becomes a tree and must stop where he was tagged and keep both feet in place. He cannot move his feet but can tag any of the runner who come close enough. It continues to chase the players as they cross on signal until all but one are caught. This player becomes the tagger for the next game.

To speed things up, two taggers may be chosen. Also, the taggers should have reasonable ability to catch the others, or the game will move slowly. Boys cross from side to side only on the signal "trees".

RIGHT DRESS, LEFT DRESS

Two teams of four or more (or use dens in pack meeting)

Competition is by teams, each of which has a leader. A pre-determined order for lining up is essential for each team. (Suggestion, alphabetical by first name, last name or birth date).

The simplified version of the game calls for only two commands, "dress right" and "dress left". As directed by the adult, the boys move in the area, using the announced locomotion movement (skipping, jumping jacks, running in place). On the command "DRESS RIGHT", each team leader stops and his team lines up to his right in the prescribed order and stands at attention. The first team to do so wins a point. The command "DRESS LEFT" calls for each team to line up to the left of the leader, again, in prescribed order.

A slightly more complicated game adds the factor of direction to the challenge. The commands are preceded by one of the four directions. For example, if the challenge is "SOUTH, DRESS RIGHT," the team leader faces south and the game is as before.

Teams bunch up together during movement, but this is expected. Judicious selection of direction and right-left combination nullifies any maneuvering by the teams.

CIRCLE HOOK-ON

Inside, under 8 players!

This is game of one child against all the others, who form a circle with joined hands. The object of the game is for the lone boy to tag a designated boy in the circle. The others in the circle, by dodging and maneuvering around, attempt to keep the tagger away from the one "tagged." The circle players may maneuver and circle in any direction they wish but must NOT release hand grips. The tagger in attempting to touch the protected circle player, must go around the outside of the circle. He is not permitted to go underneath or through the joined hands of the circle players.

BOILER BURST

Need: Chairs

The seats are arranged so there will be one less seat than players. The extra player stands at the front and begins a story. At a dramatic moment, he says "AND THE BOILER BURST!" The boys exchange seats and the narrator tries to secure a seat. If he is successful, another boy replaces him. The new narrator continues the story that was begun by the predecessor.

THE FARMER AND THE CROW RELAY

Need: 5 beanbags per team.

Runners are in lane formation. A line is drawn about 20 ft. in front of the teams. The first runner of each team is the farmer, the second runner the crow, and so on, farmer, crow. The farmer has five bean bags. On "go" the farmer hops forward and drops the 5 beanbags reasonably spaced with the last beanbag placed beyond the drawn line. He runs back and tags the crow. The crow runs to the farthest beanbag, begins hopping and he hops and picks up the beanbags. He hands the 5 beanbags to the next runner, the farmer who puts the objects out again.

Note: Whenever a player has a beanbag in his hand, he should hop. He runs when he has no beanbags. The race can be run without hopping required. The last beanbag should be placed beyond the far line, since this determines how far each player will need to move.

FROG RACE

3 to 16, outdoors or indoors.

This is another imitative game which amused the young Indians of the rugged Northwest Coast. The chief in charge of the game had the players line up, one pace apart, behind a line marked on the ground. The faced another line marked on the ground about 40' away. When the chief shouted "Go!" all the players squatted down, clasped their fingers around their legs just above the ankles, and hopped in the position to the finish line. Any player who loosened his handhold was ruled out of the game. A player was allowed to continue the race if he lost his balance and fell over, as long as he got back onto his feet again without releasing his handhold on his legs. The first player to arrive at the finish line counted coup and won.

The Indian players were always glad when the chief had them race to the second line and then turn around and race to the starting point again. This was good fun for these hardy youngsters, as some of them always managed to bump into slower "frogs" who had not reached the second line by the time the faster frogs had hopped around and set off for the starting point. A bumped frog who lost his balance and fell over was not out of the race so long as he did not loosen his handhold and could roll over onto his feet again, still in the squatting position, and continue the race.

Leaders of today can instruct their players to go around, instead of over, any players they have to pass en route.

LOOSE CABOOSE

Any area where running can be done!

One boy is designated as the "caboose" and tries to hook on to a train. Trains are formed by 3-4 boys standing in a column formation (there can be 2 or more trains) with each boy placing his hands on the waist of the child immediately in front. The trains, by twisting and turning, endeavor to keep the caboose from hooking on to the back. Should the caboose manage to hook on, the front child in the train becomes the new caboose. Each train should attempt to keep together.

CROOKED PATH

6 to 18 players, outdoors

Follow My Leader, known as Crooked Path to some Plains Tribes, was played by many Indian tribes throughout the United States and Canada by groups of boys, girls, and mixed groups of boys and girls. The player chosen as the leader sang a simple, rhythmic song, sometimes made up on the spot, as he led the line of players. For instance, a translation of one of the Plains' tribes Crooked Path songs is: Follow the leader, follow him well, what he'll do next, no one can tell.

As the leader walked or ran ahead of the other players, who followed him in Indian file, he made any steps, jumps, or motions, that occurred to him. At times he imitated the movements of birds or beasts or performed dance steps to make it difficult for the other players to follow him correctly. All who failed to do so dropped out of the line. When all or nearly all were out, a new game with a new leader began. Sometimes the game took the form of a prank game in which the file of players pranced through the village, playing jokes on the occupants of tipi and long house as they went.

The Indian youngsters always played this game with a lilt and sense of rhythm, since most of the movements were made in time to the simple tune being smug, or even hummed, by the leader.

PEBBLE PICTURES

2 to 8 players, outdoors or indoors

The children of some Indian tribes could draw pictures on the sand quite skillfully and some used varicolored sands to make colorful designs. Perhaps some wise Teton chief watched a raccoon sorting and arranging round pebbles on the bank of a stream one fine morning of Indian summer and that is how pebble pictures reached the children of that tribe. The Teton, among other tribes, encouraged artistic talent among the children, and they held contests in which the youngsters made outlines in pebbles of animals, trees, birds, stars, and tipis, among many other things. The earth was flattened out and then each contestant was given 18 pebbles, usually white, which they played on the ground in any formation they desired. A chief judged the contest and the youngster who made the best pebble picture was the winner. Modern Indians can use pebbles of different colors or colored wooden beads for their contests.

PUSH PIGGY TO MARKET

This game is for two teams of four players on each team.

Mark a starting line with a stick or chalk. Mark a starting line with a stick or chalk. 10 or 15 feet away mark a goal or "market" line. Give each team an empty soda bottle and a 3' stick. Blow a while or say "On you mark, get set, GO!" At this signal the first player in line on each team start to roll the bottle or "piggy" to the market line with the stick, holding one hand behind his back at all times. As soon as a player reaches the market line he must turn around and push the piggy back to the starting line. Then he gives the stick to the next player on his team. The game is won when all of the players on one of the teams have pushed their team's piggy to and from market. If a player makes the piggy hop, or removes his hand from behind his back, he must return to the starting line and begin all over again.

FLOOR PING-PONG

Supplies: Table tennis ball, a paddle for each player
Players: 2 to 4 a team (side)

Play as in regular table tennis. Games should be short (10 points). A makeshift net can be set up with blocks and a wand.

CHINESE HOP

This game is for two teams of at least 4 players each. The game is more fun if there are more fun if there are more players to participate. Each team lays out a row of sticks. The sticks should be 18" apart. There must be as many sticks in each row as there are players on each team. As soon as the starter blows a whistle or says "On your mark, get set, GO!" the first player on each team hops on one foot over every stick, picks up the last stick in the row, and, still standing on one foot, turns and hops back over the remaining sticks. As soon as he returns he taps the player who is next in line on his team. This player then hops over all the remaining sticks, picks up the last one, and returns. The next player after him proceeds. Any player whose foot touches a stick must go back to the starting stick and start over. The same rules holds if anyone puts both feet on the ground. The first team to pick up all of its sticks wins.

FEATHERS, FEATHERS

This game is for five or more players.

A leader is chosen by drawing straws. He starts the game by saying "Feathers, Feathers, Chicken Feathers!" and flapping his arms in a flying motion. All the other players then flap their arms. He calls out Feathers, Feathers" again and again, usually naming some creature that has feathers, and always flapping his arms. But suddenly, he may call out, "Feathers, Feathers, Pig Feathers!" or any other creature that doesn't have feathers, still flapping his arms. Anyone else, however, who flaps his arms when he names something without feathers is out of the game. The leader calls "Feathers, Feathers" as fast as he can to confuse the players and make them flap when they shouldn't!

I TOOK A TRIP

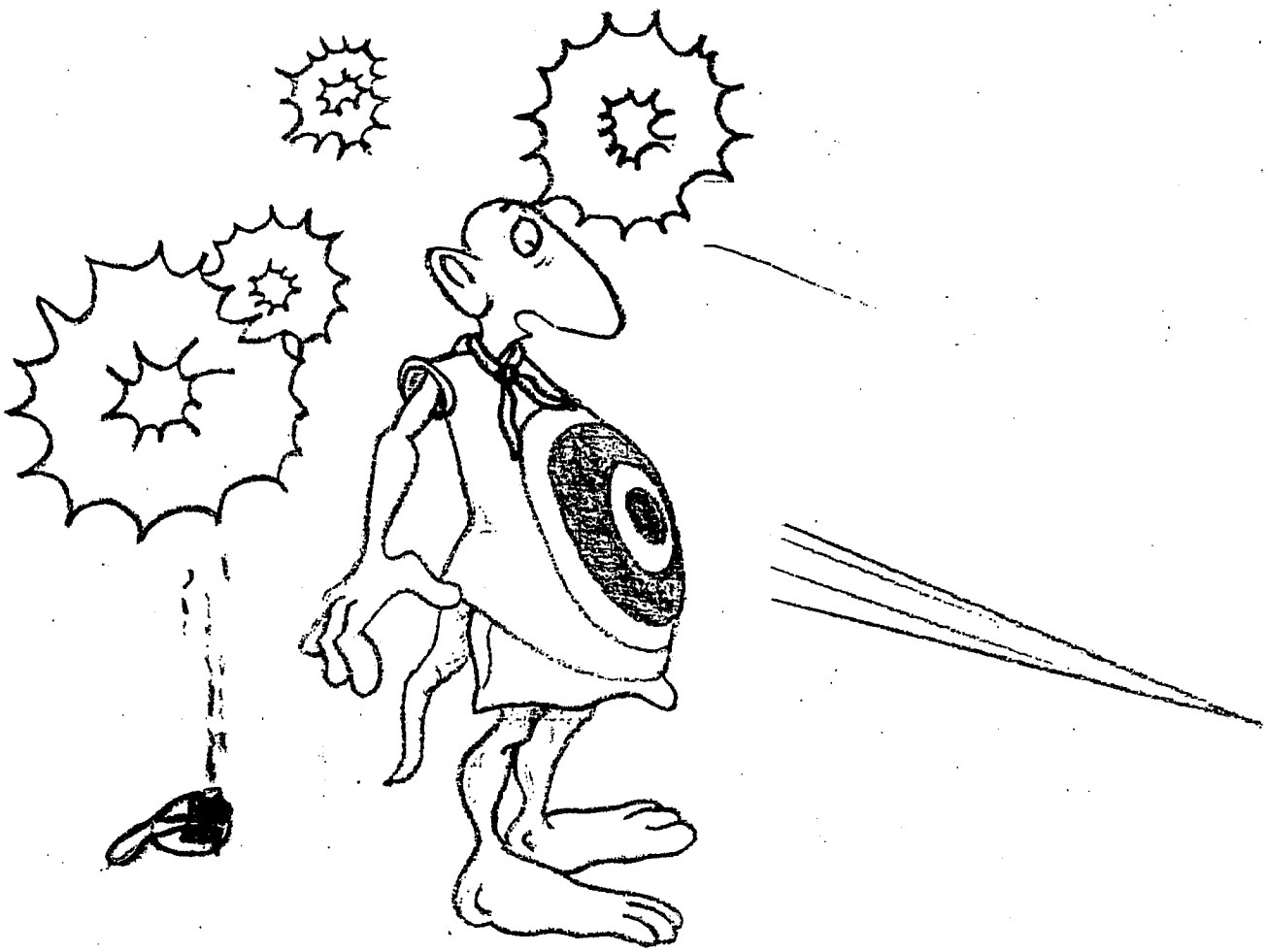
This is an alphabet game for any number of players. The players sit in a row and the first begins by saying that he took a trip to a place beginning with "A". The next player repeats his sentence and adds that he took something beginning with "B". The third adds something that begins with "C" and so on through the alphabet. However, each player must repeat everything that has been said by everyone else. Anyone who forgets a key alphabet word is out.

Example:
I took a trip to Alabama.
I took a trip to Alabama with a bumblebee.
I took a trip to Alabama with a bumblebee and a court jester.
I took a trip to Alabama with a bumblebee and a court jester and a donkey.

CARLA FRY
and
MATTHEW FRY

How to Use A Den Chief

Security, Deck 11



WHAT IS A DEN CHIEF AND WHY SHOULD I WANT ONE?

A Den Chief is a registered Boy Scout earning his ranks from Tenderfoot to Eagle Scout. He does this by being an active member of a patrol group, learning skills, earning merit badges, and serving in leadership positions. One such leadership position is Den Chief. The Scoutmaster and the Pack Committee decide which boys should be recommended as Den Chiefs. A boy can be chosen for any of several positions in the troop. Your young man and his Scout leaders chose working with you and your Cub Scouts to meet his requirement. He has demonstrated to them he is ready for this responsibility. In order for him to earn his rank advancement, he needs an opportunity to lead. So let him! He can be an important contributor to your den program.

Your Den Chief can be your Activities Assistant. Make sure he has received a copy of the Den Chief Handbook, available from the Scout office. It contains a great deal of what he needs to know to be a good member of the Den leadership team. He needs to know the purposes of Cub Scouting, how to run a den meeting, and have lots of ideas for activities, games, songs and tricks. So make sure your Den Chief has had an opportunity to attend a Den Chief Training session offered by the District. If he hasn't had this yet, his Scoutmaster can provide some temporary training until the next one is offered. This training helps the Scout understand his role and the importance of his influence on the younger boys, as well as providing him with many ideas for fun activities to present.

HOW THE DEN CHIEF FITS IN TO CUB SCOUTING:

1. He is a leader and friend to the Cub Scouts. He is earnest about his job and doesn't horseplay. He is fair to all and does not show favoritism.
2. He has studied the program and is prepared for meetings. He is willing to learn more.
3. He is ready to be of assistance to the Den Leader and help him/her in planning meetings.
4. He attends meetings regularly so the boys know him and are comfortable around him.
5. He helps prepare the Cub Scouts for Boy Scouting by his example and skills.
6. He wears his uniform to encourage the Cubs to wear theirs and to identify him as a leader.
7. He expects every Cub to "do his best" and encourages them by his knowledge and example.

A DEN CHIEF SHOULD PROVIDE THESE LEADERSHIP FUNCTIONS WITH HIS DEN:

1. Make the den meetings interesting, in advancement activities as well as games.
2. He helps the Cub Scouts work on advancement and encourages them.
3. He sees that there is fun in every meeting.
4. He lets the Cub Scout show initiative and push ahead, while encouraging him to do his best.
5. He provides a light touch of inspiration to the meetings.

The Den Chief's entire relationship with the den is one of guidance towards Cub Scouting ideals, assistance in games, crafts, and stunts, and as planning advisor to the Den Leader.

THINGS YOUR DEN CHIEF CAN DO FOR YOU:

- Lead songs.
- Create and lead stunts and skits.
- Lead sports activities.
- Tell stories.
- Teach and lead games.
- Supervise crafts.
- Conduct ceremonies.
- Be an example of proper uniform.
- Be a mentor and friend to the Cub Scouts.
- Set a good example of respectful behavior to adults and to other boys.
- Assist with Pack Meetings and the Blue & Gold Banquet.
- Accompany your den on outings and field trips.
- Produce a Den newsletter for you.
- Introduce Boy Scouting to Cub Scouts.

THINGS YOU CAN DO FOR YOUR DEN CHIEF:

- Teach him the boys' names.
- Include him in planning sessions.
- Introduce him at the first Pack Meeting and identify him as "belonging" to your den.
- Congratulate him before the den and pack when he receives a Boy Scout Advancement.
- Recognize him on his birthday and other special occasions.
- Give him meaningful jobs.
- Explain and train - use the time before & after den meetings.
- Understand his limitations and abilities.
- Do NOT leave him alone with the den or leave discipline problems up to him.

DEN CHIEF EXPECTATIONS:

TELL your Den Chief that you expect him to:

1. Attend every meeting, and call on the few occasions when he can't.
2. Be on time. Come early to confer with you, if that's agreeable.
3. Wear full uniform with correct insignia.

4. Be clean and well-groomed.
5. Know each boy by name, at least eventually.
6. Accept each boy as he is, and encourage each one to do his best and to have fun.
7. "Know his stuff" - be prepared for meetings.
8. Follow through on what he agrees he'll do.
9. Be ready to help out - is attentive to what the Den Leader needs done, even without being told.
10. Pay attention to the overall goal of each meeting, and not distract from the meeting by talking or playing around with the boys at inappropriate times.
11. Follow the Scout Law - he is to be trustworthy, loyal, helpful, friendly, courteous, kind, cheerful, obedient, thrifty, brave, clean, and reverent.

MAKE SURE YOUR DEN CHIEF KNOWS:
(give it in writing, preferably)

- The date, time and location (including street address) of your meetings.
- The names and ages of all the Cub Scouts in your den, and all parent-leaders.
- Date, time and location of all leadership meetings.
- A calendar of meetings and events of your Pack as well as your den.
- The monthly themes of your Cub Scout program, if you use them.
- How he will get to and from your meetings.
- What is your den name or number.
- What is your den mascot or symbol.
- The Purposes of Cub Scouting (you can use the Den Chief Cub Scouting Test, given later in this chapter.)

MAKE SURE YOU KNOW:

- Your Den Chief's full name, parent or guardian's name, phone number, and address.
- What are his strengths, interests, and preferences, such as
    - Does he like to perform or prefer to work behind the scenes?
    - Is he quiet or loud?
    - Active or still?
    - Creative or follows the rules?
    - Artistic or mechanical?
    - Likes to write?
    - Computer literate?
    - A sportsman or athlete?
    - Have a hobby or collection?
    - Outdoorsman or intellectual?

Ask him what he would *like* to be in charge of, ceremonies, games, crafts, skits, demonstrating skills, songs, what? Make use of his abilities, expertise and wealth of resources. Someone with a spark of interest can really wake up a presentation or activity.

Sounds great, you say, but - WHAT IF THERE ARE PROBLEMS? *Boys are not all perfect, you know.*

Answer: TALK TO YOUR DEN CHIEF!

Don't be afraid to confront him - he can take it - BUT DON'T DO IT PUBLICLY!! He should never be corrected in front of the Cub Scouts. They need to be able to look up to him. However, he needs to live up to the standards you set. Many problems with people involve communications. Be sure your Den Chief understands what is expected of him in your den goings-on. Give him clear guidance as to what this means, in attendance, in uniform, and in leadership. Don't assume. EXPLAIN AND TRAIN. If there is a gap in expectations and performance, let him know right away. Don't let him stumble on without knowing he is not hitting the mark. Give him concrete examples of times he fell short and how he can correct it next time. He may not have gotten the picture before. You thought you told him; he thought he knew... Problems are often the result of incomplete communication. Then, acknowledge him when he meets or exceeds your expectations or when there is improvement. Everyone needs sincere praise. Make sure it is about something real and that it *is* sincere. It doesn't help if the praise is too general or too sweeping. He needs to know exactly what he has done well.

WHERE DO I GET ONE OF THESE WONDROUS YOUNG MEN? - FROM A SCOUT TROOP! CONTACT A SCOUTMASTER, OR CALL YOUR DISTRICT OFFICE FOR A REFERRAL. DON'T WAIT! YOUR PACK WILL THANK YOU FOR IT!

DEN CHIEF'S PLEDGE

I PROMISE TO HELP THE CUB (WEBELOS) SCOUTS IN MY DEN TO THE BEST OF MY ABILITY,

TO ENCOURAGE, GUIDE, AND PROTECT THEM IN ALL DEN AND PACK ACTIVITIES,

AND SHOW THEM BY MY EXAMPLE WHAT A BOY SCOUT IS.

I WILL STRIVE TO BE PROMPT AND DEPENDABLE AND TO COOPERATE WITH THE LEADERS IN CARRYING OUT THE DEN PROGRAM.

AS EACH CUB SCOUT COMPLETES THE THIRD GRADE I WILL ENCOURAGE HIM TO JOIN A WEBELOS DEN.

AS HE COMPLETES THE FIFTH GRADE AND REACHES 11 YEARS OLD I WILL DO ALL IN MY POWER TO INTEREST HIM IN BECOMING A BOY SCOUT.

DEN CHIEF CUB SCOUTING TEST

Achievement
Activity Badge
Akela
Arrow of Light
Arrow Point
Bear Rank
Blue and Gold Banquet
Bobcat
Buddy System
Camporee
Compass Point Patch
Cub Scout Motto
Cub Scout Promise
Den
Den Chief
Den Doodle
Den Leader
Denner
" Do Your Best"
Elective
Good Turn
KISMIF
Law of the Pack
Living Circle
Pack
Tiger Cub
Webelos Badge
Webelos Scout
Wolf

___Award earned by Webelos Scouts as they advance in the Webelos program-a cloth patch hung by a loop from a button on the boy's right shirt pocket.
___A special ceremony for Cub Scouts.
___The Cub Scout Motto.
___An acronym used by Cub Scouter that stands for "Keep It Simple, Make It Fun".
___A helpful deed.
___Awarded to the third grade CubScout for completing 12 of the 24 achievements
___A rotating position in the den so each Cub Scout may serve and learn about helping and leadership.
___A birthday dinner for Scouting held by Cub packs in February.
___"I, (name), promise to do my best
to do my duty to God and my county
To help other people, and
To obey the Law of the Pack."
___A first grade boy registered with an adult partner in this Scouting group
___The unit that conducts Cub Scouting made up of 2 or moredens.
___One of 20 specialized recognition's earned by Webelos Scouts
___The adult on-the-scene supervisor of a Cub Scout den.
___The first rank of all Cub Scouts.
___A council event where Boy Scouts come together for one or two nights of camping. Usually involves competition between troops in Scoutcraft skills
___Extra credit parts of the Cub Scout advancement program.
___"The Cub Scout follows Akela.
___The Cub Scout helps the Pack go.
___The Pack helps the Cub Scout grow.
___The Cub Scout gives goodwill."
___The name given to a major requirement in the Cub Scout program. There are 12 in the Wolf rank and 24 for the Bear rank.
___Campers or swimmers paired together for safety reasons on a hike or swimming.
___An award given to a Cub Scout who has completed 10 elective projects beyond the rank for his grade. Hint: they come in silver and gold.
___ "Do your Best."

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

___A name for any good leader in Cub Scouting, from Rudyard Kipling's Jungle Book.

___A rank earned by a second grade Cub Scout when he completes 12 achievements.

___Highest rank in Cub Scouting.

___A Cub Scout in fourth or fifth grade who will work on activity badges and have more challenging outdoor experiences.

___Advancement record using beads, spools or markers hung on string, lacing or yarn by each boy to record the den's achievements.

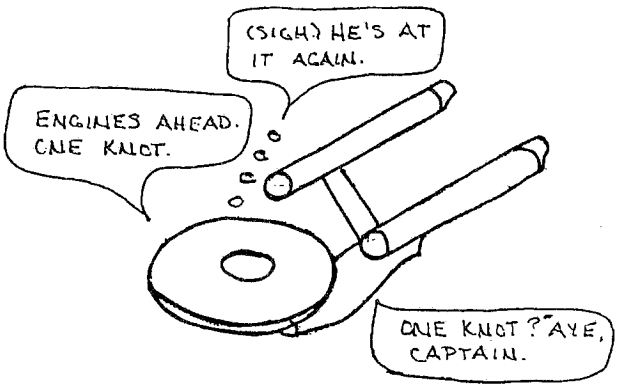
___Small group of Cub Scouts who meet once a week with a den leader to work on projects, learn games, songs, tricks and skits to be presented at a monthly pack meeting.

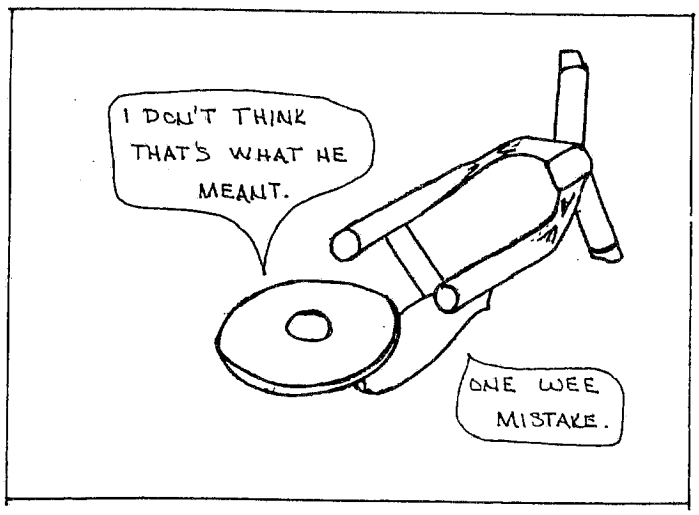
___A Boy Scout who has been appointed to help direct the activities of a Cub Scout den to meet leadership requirements for rank advancement.

DAVID SIKES
and
MICHELLE SIKES

Knots

Engineering, Deck 36





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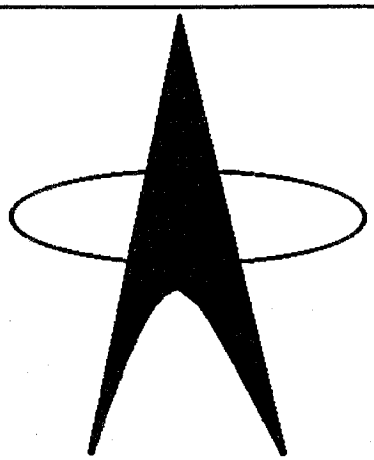
cub scout knots



A boy can make it through Cub Scouts without ever tying a knot. All of the knots are electives or optional requirements. However, he would be missing a good opportunity to learn this fun skill that requires patience, coordination, and practice. The reward is an almost instantaneous smile of accomplishment when the knot is finally tied without help.

Knot tying is not hard but it does require repetition to be able to judge how much slack to leave in the rope in order to tie a knot. It can be easily forgotten within a few months, if there is not an opportunity to practice Knot tying is a convenient gathering activity, den game, or time filler, if the boys get restless or the major activity is completed early.

Be sure each boy has a rope or cord for tying. A relatively stiff cord of about 1/8" diameter and 24" length is all that is required. This size doesn't have much momentum for flipping others and can be converted to a bolo, if desired. Synthetic or cotton construction is less rough on furniture or skin, when tying the hitches.

In tying knots, hand positions are often as critical as the movement of the rope. When first demonstrating knots, let the boys look over your shoulder so they can see your hand positions and how the knot is formed.

Den Chiefs or other Boy Scouts can be a great assistance when teaching knot tying. However, they have far more opportunity to tie knots and are usually very adept at it. They tie knots for speed or use other special ties, such as the one-handed bowline. Therefore, their enthusiasm rust be channeled to teaching rather than showing off.

To help minimize the confusion of tying various knots, start with only one or two at a time until they are well learned. Only after the boys are able to tie the knots on their own, at subsequent meetings, should new knots be taught.

A few terms that are helpful to knot tying:

Standing part - the main part of the rope. Since most knots are tied at the end of the rope, the long end of the rope is considered the standing part.

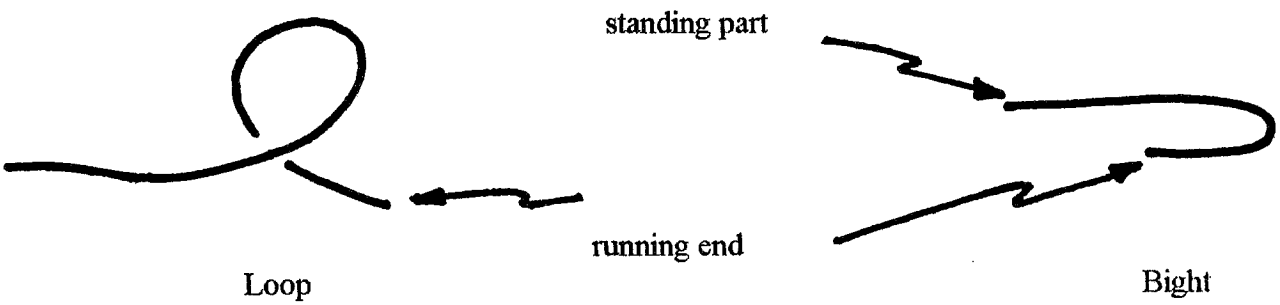
Running end - this is the active part of the rope that is moved to form the knot.

Loop - when the running end of the rope crosses over the standing part

Bight - when the running end of the rope is parallel to the standing part.

Bend - when two ropes are tied together.

Hitch - when the rope is wrapped around an object, usually a post.

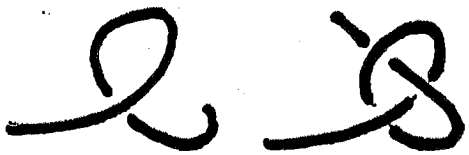


overhand knot

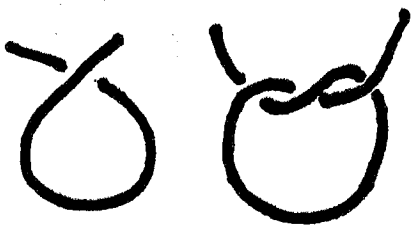
The overhand knot is the easiest of all knots to tie. However, its appearance is quite different if tied in a single rope or tied between two ends. To tie it at the end of a single rope: form a loop in the rope, then bring the running end up through the opening formed. To tie using two ropes (or two ends of the same rope) lay the left running end over the right, then twist it over, behind, and under the right running end. Then tied using two ropes the knot is often called a half knot.

The overhand knot is used in many cases alone or as a part of other knots. By itself it can prevent the rope from sliding through a small opening or help the end of a knot from slipping. The overhand knot is good for keeping a cord or string from unraveling. However, rope ends should be whipped or fused for this purpose.

The overhand knot is often accidentally tied in the middle of a rope. Since it greatly reduces the strength of the rope, it should be removed. Unfortunately, once under tension the overhand knot jams, making it difficult to untie.



Overhand in
End of Rope



Overhand between
Two Rope Ends
(Half Knot)

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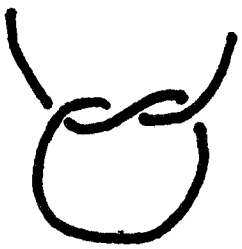
square knot

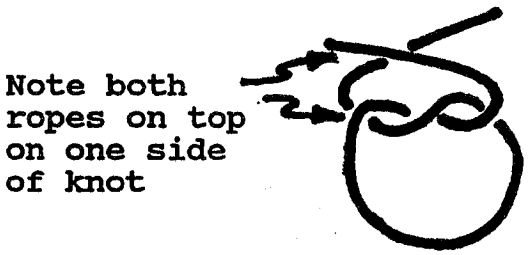
The square knot is primarily used to tie first aid bandages.

The square knot is tied using two overhand knots (half knots). Start the first overhand knot by placing the left running end over the right, start the second by placing the running end of the rope on the right over the left. Remember: tie left over right and right over left. (The reverse of right over left, left over right also produces the square knot.) Be sure to start the second overhand knot with the running ends on the same side (above or below) of the knot as the first overhand knot ends.

The square knot can be tested by holding both the ends coming out of the knot and pushing toward the center of the knot. The easy opening of the knot demonstrates it is a square knot.

The beginners tendency is to start the overhand knots the same way each time, thus forming the infamous granny knot. The granny knot does not lie flat like the square knot It is very hard to untie once it has been tightened.



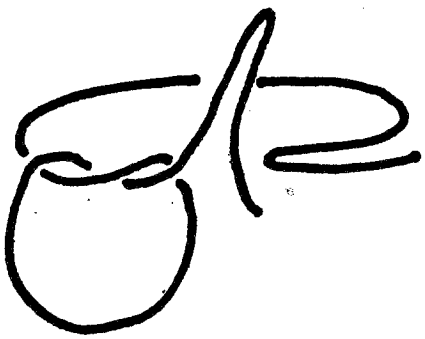


square bow knot

The square bow knot is used to tie shoelaces.

First tie the overhand knot (half knot) with the two laces, form a bight in one of the ends, bring the other end all the way around the bight and tuck a bight in the opening formed. Pull the ends of the bights to tighten the knot.

To test if the knot is a square bow, pull the running end back through the knot to remove the loops. The remaining knot should be a square knot, not a granny.



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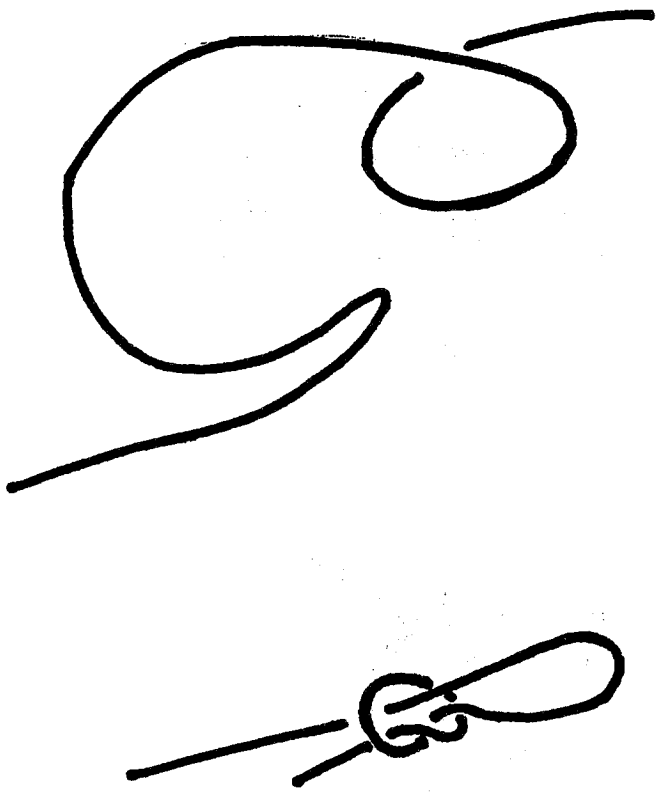
slipknot

The slipknot is made by tying an overhand knot around the standing part of the rope. Another method is to form a loop then bring a bight in the standing part through the loop. If the bight is made in the running end, the knot will untie when the standing end is pulled.

The slipknot gets tighter as more tension is placed on the rope. It can be loosened by pulling on the running end.



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sheet bend

The sheet bend is a good knot for joining two rope, especially if the ropes are of different sizes.

Form a bight in the larger rope with the end of this rape on the right side. Hold the bight in the left hand, Then with the right hand bring the end of the smaller rope up through the eye of the bight, around to the right, behind, and back under the standing part where it comas up through the bight. Do not pass the running end of the smaller or second rope into the eye of the bight.

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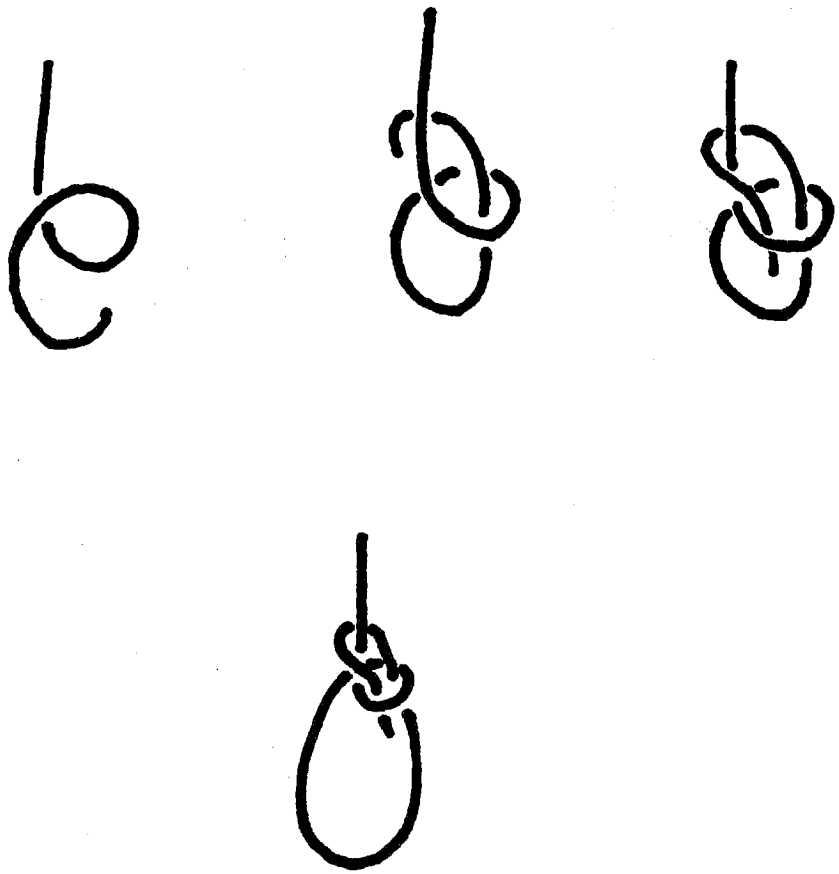
bowline

The bowline is also known as the rescue knot since it forms a loop that will not slip.

To tie the bowline, hold the standing part in the left hand, make an overhand loop (loop extending to the right with the running end on top), bring the running end up through the eye of the loop, behind the standing part, then back down into the loop eye. (Forrn a rabbit hole. A rabbit comes out of the hole, around a tree, then goes back down the hole.) Pull on the standing part to tighten the knot.



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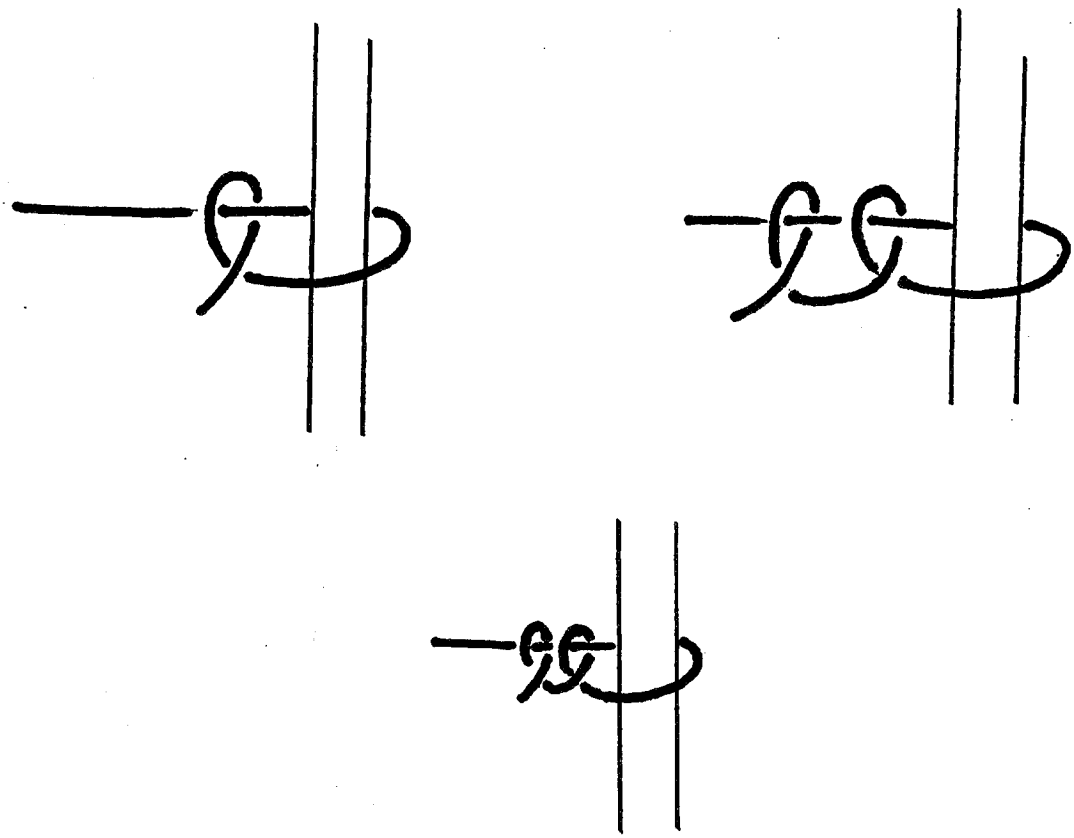
two half hitches

This is a useful knot for attaching a rope to a pole, boat mooring, or to the eye of a tent or rainfly.

It is tied, as its name implies, using two half hitches. Pass the rope around the pole, bring the running end around the standing part and up through the opening formed between the rope and pole to complete the first half hitch. With the running end continuing in the same direction take it behind the standing part (outside of the first half hitch) and bring the running end up through the loop just formed. Push the half hitches together and pull on the running end to tighten the knot. Cinch it against the pole or eyelet. From the top an "H" *(in* some cases the diagonal leans backward) will be seen.

The two half hitches are also known as a clove hitch on a rope.



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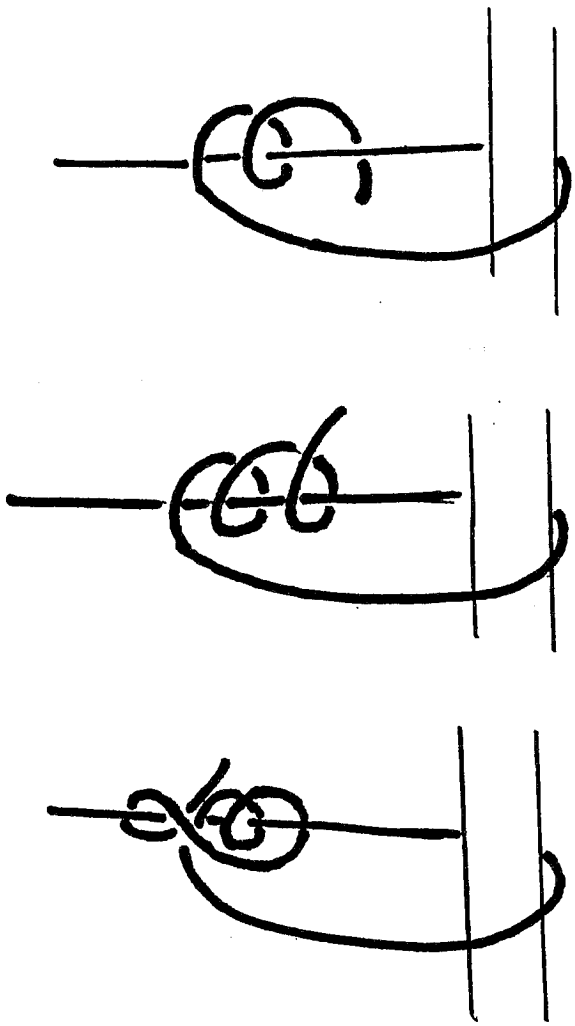
Taut-line hitch

The taut-line is used to adjust the tension of a tent or guy line. The hitch can be pushed up or down the standing part by temporarily releasing the tension on the knot.

Loop the rope around the peg (or tree, if it is being used as the anchor). Then bring the running end over the standing part, up through the loop just formed, over the inside of the standing part, up through the loop opening again, then continuing in the same direction outside the loops, around the standing part, and finally bringing the running end up through the loop just formed. Tighten the hitch around the standing part.



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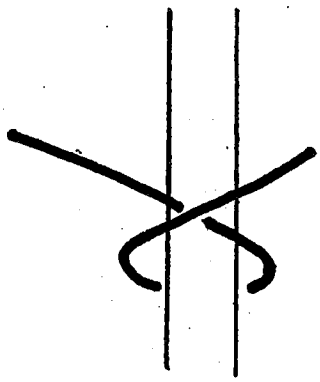
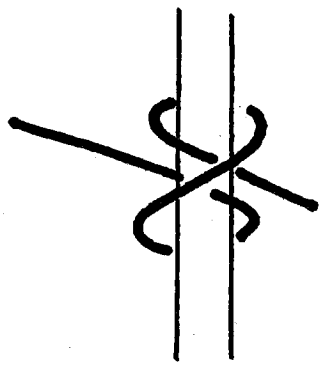
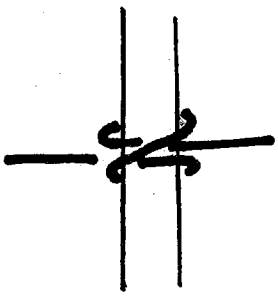
clove hitch

The clove hitch is a widely used knot to tie rope to a post or rail. It passes around the object in only one direction, thus putting very little strain on the rope fibers and reduces the breaking strength of the rope only slightly.

The clove hitch is tied by passing the rope around the post, crossing the standing part, then continuing around the post again and tucking the running end under the first cross. The knot forms the letter "H"; except. the diagonal may appear backward.





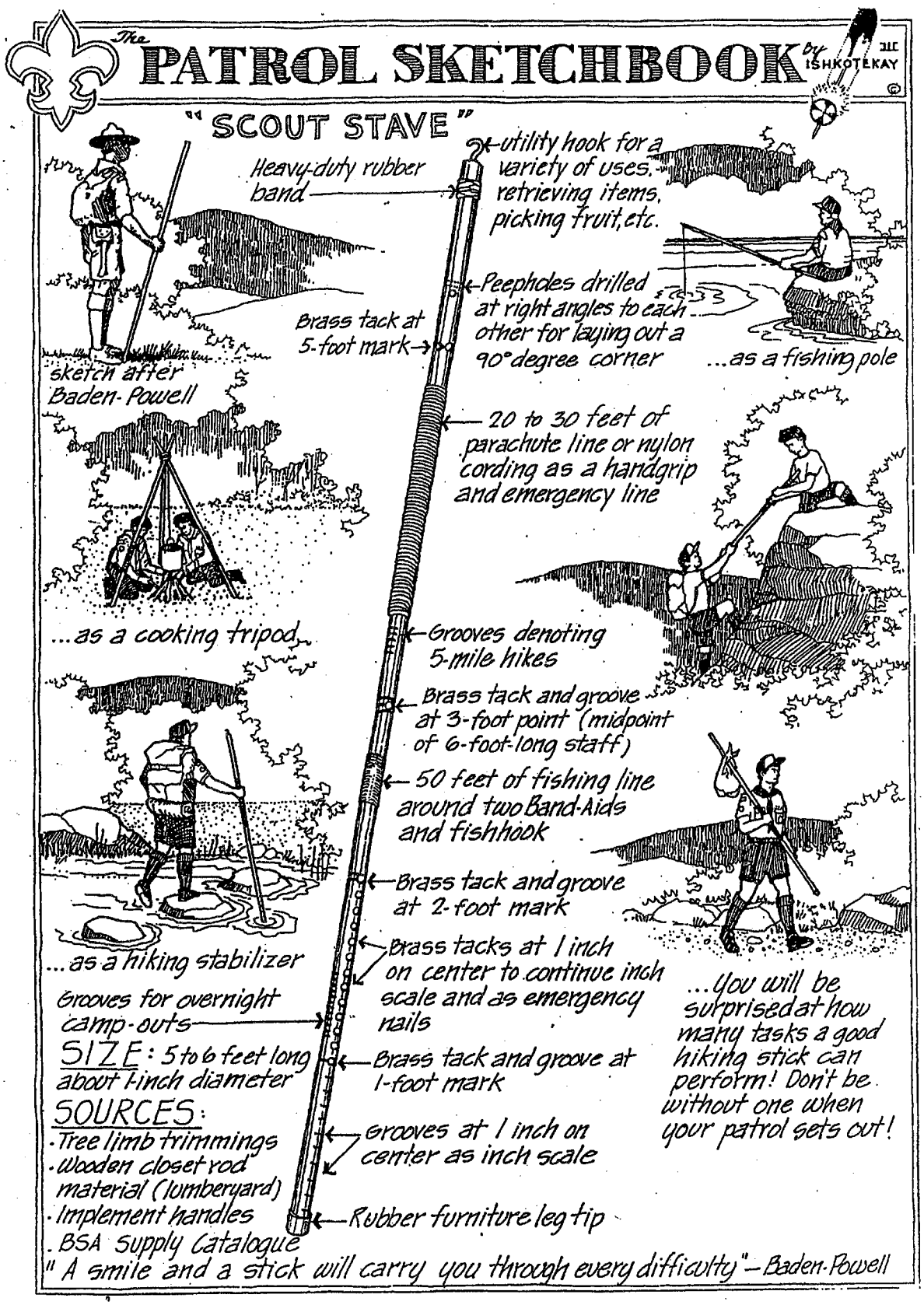


	Wolf (Elec. 17)	Bear (Achiev. 22)	Webelos (outdoorsman)
Overhand Knot	X		
Square	X	X	X
Square Bow Knot	X		X
Slipknot		X	
Sheet Bend		X	
Bowline		X	X
Two Half Hitches		X	X
Clove Hitch			X
Taut-line Hitch			X

KEN COPE

Leaning On A Stick

Engineering, Deck 36


The PATROL SKETCHBOOK by ISHKOTEKAY ©
"SCOUT STAVE"
Heavy-duty rubber band
utility hook for a variety of uses, retrieving items, picking fruit, etc.
Peepholes drilled at right angles to each other for laying out a 90° degree corner
Brass tack at 5-foot mark
sketch after Baden-Powell
...as a fishing pole
20 to 30 feet of parachute line or nylon cording as a handgrip and emergency line
...as a cooking tripod
Grooves denoting 5-mile hikes
Brass tack and groove at 3-foot point (midpoint of 6-foot-long staff)
50 feet of fishing line around two Band-Aids and fishhook
Brass tack and groove at 2-foot mark
Brass tacks at 1 inch on center to continue inch scale and as emergency nails
...as a hiking stabilizer
Grooves for overnight camp-outs
SIZE: 5 to 6 feet long about 1-inch diameter
Brass tack and groove at 1-foot mark
...You will be surprised at how many tasks a good hiking stick can perform! Don't be without one when your patrol sets out!
SOURCES:
· Tree limb trimmings
· Wooden closet rod material (lumberyard)
· Implement handles
· BSA Supply Catalogue
Grooves at 1 inch on center as inch scale
Rubber furniture leg tip
"A smile and a stick will carry you through every difficulty" – Baden-Powell

WHERE TO OBTAIN SHANKS

Shanks can be purchased at flea markets, gardening supply stores, lumber stores, mining supply stores and outdoor supply shops. The big advantage of buying them is that they are already seasoned, varnished, and may already be fitted with a metal tip. The length is usually 4 to 6 feet, however, and may or may not fit your needs. Most of the shanks have already been straightened which is a plus. One drawback could be the cost, and it is far more satisfying to cut and season your own. Hopefully, you have an area near, that is a well-wooded area, so you can go and cut your own. Please remember to have permission to cut shanks if you do not own the property.

WHEN TO CUT

Shanks need to be cut when the sap is down, usually November, December and January. If you cut them at a different time of the year, it will take longer for them to season and will cause more cracks in the shank.

SEASONING

A 1-inch thick shank will normally be ready for stick making within a year, but taking the bark into consideration, the wood will be less than 1-inch and so the shank could be used earlier.

Tie all shanks as tightly as possible in bundles and store under cover. Please store them in a garage, shed, porch or storeroom. Keep them away from heat and sunlight. They need to be either standing straight or on a flat surface. Do not lay them across rafters as the shank will tend to sag.

DEBARKING

If you debark the shank before it is seasoned, the shank will have longitudinal splits. Try to leave knots as they are for most people will admire them. The wood must be stained as it is pale and featureless in its natural state.

STRAIGHTENING

Few shanks are perfectly straight when cut. Do not try to straighten before seasoning as during the seasoning of the wood it will creep back into the shank. There are several ways of straightening a shank. You can use a vice, or suspend weights from them, or heat them with a hair dryer, or fire (not too close). Make a straightening board from hardwood (oak) that measures approximately 6" x 4" and 1 ½" thick. Drill three holes measuring 2", 1 ½", and 1" in diameter. Put in rubber hose so that your shank will not be damaged. Heat the part of the shank that is bent—usually 4-5" at a time. Insert the heated part in the appropriate hole according to size, bear down slightly against the bend and it will straighten easily. After the shank is straightened to your liking, wet the heated area lightly with a fine mist of water to cool. If the heated part is not cooled quickly, it may revert to its bent state.

TOOLS AND EQUIPMENT

The first tool that is needed is a good saw. This will be used to cut the shank. A knife with a saw blade can be used for the occasional stick, but if you are going to cut more than one shank, you need to buy a folding pruning saw.

You will need a good knife. Preferably one with a lock blade to keep it from closing on your fingers accidentally. These knives come in all sizes to fit all hands. Along with the knife you will need a stone for sharpening.

Wood rasps are good tools for those who are going to do carving on their shanks. These come in several styles such as flat, round and half-round. And those come in fine, rough or medium.

A bow saw or coping saw may be useful for cutting straight edges and curves. Chisel and gouges are useful, but your knife, if used properly, can do the same things.

Power tools can be used too. An electric drill for making holes and if you are careful, a sander can be used. Also there are hot-air guns (used for straightening the shank) and paint strippers.

Wood burners have a variety of shaped bits which can create feathers, fish scales, fur, eyes, nostrils and have numerous other applications.

Sand paper and sanding blocks of different grades will be needed for making the shank smooth.

STAINING

You can use a commercial stain if you would like or you can make your own. A good stain can be make with a spoonful of instant coffee dissolved in about a ¼ cup of boiling water. This will look very dark, but when applied with a piece of clean rag will show as light olive. It can be darkened with further applications. To really emphasize the figuring in the grain, try experimenting with a wash of Indian ink. You will be shocked when you first apply it as it will look very dark. But all you have to do is wipe over it immediately with a damp cloth and the pattern in the wood will appear. Please try this on a sample of your shank first just in case you do not like the effect.

For covering up or disguising imperfections in the shank, try potassium permanganate crystals in hot water. This is a dark reddish-brown color, and the more applications, the deeper the shade of stain.

OTHER INFORMATION

It is difficult to find information on Scouting Staves (hiking sticks, or whatever we wish to call them). Below are two articles reproduced from the book "The Scout" Volume XIII for 1918.

From:
THE CHIEF SCOUT YARNS September 1, 1917
— A weekly Pow-Wow by Lt.-Gen Sir Robert Baden-Powell

The Uses of the Scouts Staff.

The Scout's Chart, No. 24, which you can get for two-pence at 28 Maiden Lane, London, W.C. 2 gives you a dozen or more different uses of the staff, with illustrations.

But apart from these, it is always coming in useful in unexpected way. For instance, some motorists tried to get away in their car after causing an accident. A party of Scouts who were there stopped the car. How? By hanging on to it?

No, that would not have done the trick. They shoved their staves in between the spokes of the wheels and jammed them.

No other boys than Scouts would have done that.

The Royal Engineers like to get ex-Scouts to join them. Why? Because amongst many other good things they can do, they can build field bridges of various kinds. This they have learned by building model bridges with their staves.

I have on several occasions had to cross a river or canal, taking food and baggage, etc., where no boat was available, and no wood for making rafts existed.

How did I do it?

Well, in one case we got some barrels out of an inn, and in another we used some waterproof sheets and kit-bags, filled them with hay and straw, and tied them up tightly. These we lashed firmly together, a framework of staves, thereby making an excellent raft.

And, what is more, we made a fine sailing boat of it, by hoisting a staff as a mast and another as a cross-yard, with a greatcoat as a sail.

During the air-raids, numbers of cases have been reported where the Scouts did good work in supplying temporary stretchers made out of staves and coats, while other people were busy trying to telephone for stretchers to be sent?

From:
The Scout, September 15, 1917
"At the Sign of the Council Fire" by John Hargrave

Now then! Where's that staff? What? Haven't got one? Go out — get one — NOW! Must have a staff — Scout without a staff not a real Scout — what? Come along! Double up! Staves forward, please! Got it? Right!

Now then — decorate, carve, whittle and make that staff feel as if it belongs to you and is part of you and that you'd be lost without it — and it without you.

Put your Sign on it — brand your mark on it, and make it a record of your Scout life — and if you lose it, if you break it, if you don't carry it — you're a - a - MUMBLEBUMP!

So there!

The following article is from ***The Spirit of the Staff, Greybeard Leader Magazine, May 1989***:

A staff is a basic tool for the outdoor traveler. For thousands of years, the walking stick has been symbol, weapon, record, and support for the tired feet and legs of the wanderer. Even today, on the trail or in camp, it has a hundred uses.

For centuries, laborers used the staff to support loads and defend themselves against man and beast. Egyptian hieroglyphics picture travelers with sticks in hand. The Bible is full of references to staffs. The ancient Druids, who believed each copse had its own living spirit, apologized to a tree before cutting it for a staff. Banned from owning conventional weapons, the poor or many countries turned to the staff for protection.

The staff is also a symbol of authority and power. Moses used his to part the sea and to get water from a rock. In Egypt, the staff and the shorter rod were the Pharaoh's symbols of office. Today, the mace, an ornate and stylized version of a staff, symbolizes the power of parliament. At the same time, the staff, especially a staff with a crook, has always represented the humble shepherd. Truly, this is a stick for all men.

In B-P's day, the staff was considered an important part of a Scout's outdoor equipment. Today, a stylized figure with a staff marks trails in many modern parks and is often used to indicate the availability of hiking trails in recreation and wilderness areas. In many countries, the same symbol indicates a hostel — a place of rest for a weary walker.

As a weapon, a stick or cudgel was once a match for the sword, at least in legend. Sensei (master) Frank Lee of Martial Arts International says two major forms of the staff are used in modern oriental martial arts, but he also says that "unless a person is trained to know the spirit of the staff, it is just a stick."

Record keeping is one of the oldest uses for a staff. The ancient Norse used a notched stick called a skor to keep track of numerical information, and the word stuck around to become today's "score". Some native American peoples carried coup sticks decorated with carvings and feathers to commemorate victories in battle. My wife and I first encountered a modern version of this kind of

Staves! — Not Broomsticks

This is what the Chief Scout says in the August issue of the "Headquarters Gazette":

"Let the Scout individualize his own staff, even decorate it in his own way if he likes, but let him keep his staff."

I was talking to the Chief only the other day and he is very keen that the picturesque part of Scouting should not be neglected. In the Gazette and on his "Scout Yarns" page he is urging us to make the staff not merely a broomstick but a part of the Scouts costume. And now he says "Let'em decorate!" Right! Here goes!

First of all — penny tins of enamel, green, red, white, blue, yellow, etc., and a small hog-hair brush.

Next thing is to mark out with a pencil on your staff which parts you are going to whittle or carve out. If it is a turned staff it will look better to turn the various ridges on a lathe. If it is a rough-barked ash staff (which is what I always use) peel out the design with a pen-knife, and then paint in your colors on the clean white wood. On the other hand you may like to carve out your Patrol Totem and glue him or screw him on to the top of your staff — or fretwork him out and stick him in a cleft in the top of your staff. If you do this, keep the Totem Sign quite small — otherwise he will get in the way when you are out Scouting. Or you can have a eye-hole for taking a bird's-eye view of the distance and a slot for carrying letters, or in which you can put a string like a clothes-prop. This type is very useful when you wish to use your staff as a tent-pole, or for hanging a billy over the fire. In fact, the slot and eye-hole can be used for a hundred different camp-jobs.

But the great thing is to make it yours. It's to be your staff and not like anyone else's. At school we used to have clubs for our "School Gang." We cut these clubs from roots of trees and they were great big "Hefty" things — all knobbly and spiked and terrible-looking. I set the fashion in club designing. I painted it and whittled out all kinds of designs and it looked jolly primitive and "Scoutish" when finished. After that they all did it! Each club was different, and each boy made his own designs and did the whole thing himself — and if you lost your club or had it "taken" you were reckoned as a "Mumblebump!" I don't know exactly what a "Mumblebump" is — but it means you're butter-fingered, and half asleep, and blubber-handed and dream-struck, and flap-footed, and blob-eyed and lots more!

It's what you'd call a Tenderfoot — but we called it by the name of "Mumblebumposity", and it means generally a "wash-out" as far as Scouting is concerned.

Well, anyway, a Scout without a staff is a "Mumblebump" and a Tenderfoot; and a Scout who doesn't go right away this very second and begin to decorate his staff is being left out of it — he'll be "dead in this act", behind-the-times, out-of-date and generally out-of-the-running.

record keeping in the Alps, where every town and tourist attraction sells little metal crests to tack onto a walking stick. We came away with dozens of tiny tin memories of the places we hiked. Now, you can buy the same kind of metal plaques in Canadian holiday areas such as Banff.

On the Trail

People tend to personalize their walking sticks. Frequently, they are ornately carved. Many Scouts "keep skor" by carving a mark for every so-many kilometers hiked or inking in the names of trails covered. At the 1971 World Jamboree in Japan, for example, Scouts who climbed Mount Fuji were issued a staff at the bottom. At each checkpoint along the way, it was marked with Japanese characters.

Decorated or not, a staff belongs on the trail. "A hiking stick helps make the miles glide by," wrote Robert Birkby in Boy's Life magazine. "It swings comfortably in your hand, offering balance and rhythm to your gait."

In dense overgrowth, use the staff to push aside brush and cobwebs and to prevent branches from whipping into your face. If the trail is wide enough, slip it behind your hips and hoist your pack to give your back a break. You can lift up underbrush to search for berries or pry up logs and rocks to satisfy your curiosity about what's underneath. When it's time for a rest, put your pack on the ground and brace it with the staff for an on-the-spot easy chair.

On more adventurous terrain, the walking stick is even more useful. It is a handy balance aid when crossing log bridges. Used as a brace to lean on, it can be a life-and-sprained-ankle-saver on hills, rocky ground, and slippery-bottomed streams. Marked with a measuring scale (zero at the bottom), it is useful for measuring water depth and the size of specimens. And, it's much safe to poke into holes and behind rocks with a staff rather than your hand.

A staff is handy in many emergency situations, as well. Two staves make a quick litter or stretcher. One can be a reaching aid for a comrade struggling in the water. It will support you if you fall through ice. You can use it as a crutch if necessary, or make it into a mast for a sail on a canoe. Whenever it saves you the time of having to find and cut a pole, you will appreciate having it handy.

In camp, especially above tree line, the staff can become a makeshift ridgepole or tent pole. It is instantly available for lifting hot pots off the fire or propping up a billy of tea. With a few staves, you can produce a flagpole or a camp gadget. Weighted with rocks, snow, or dirt, it becomes a "deadman" to replace those lost tent pegs.

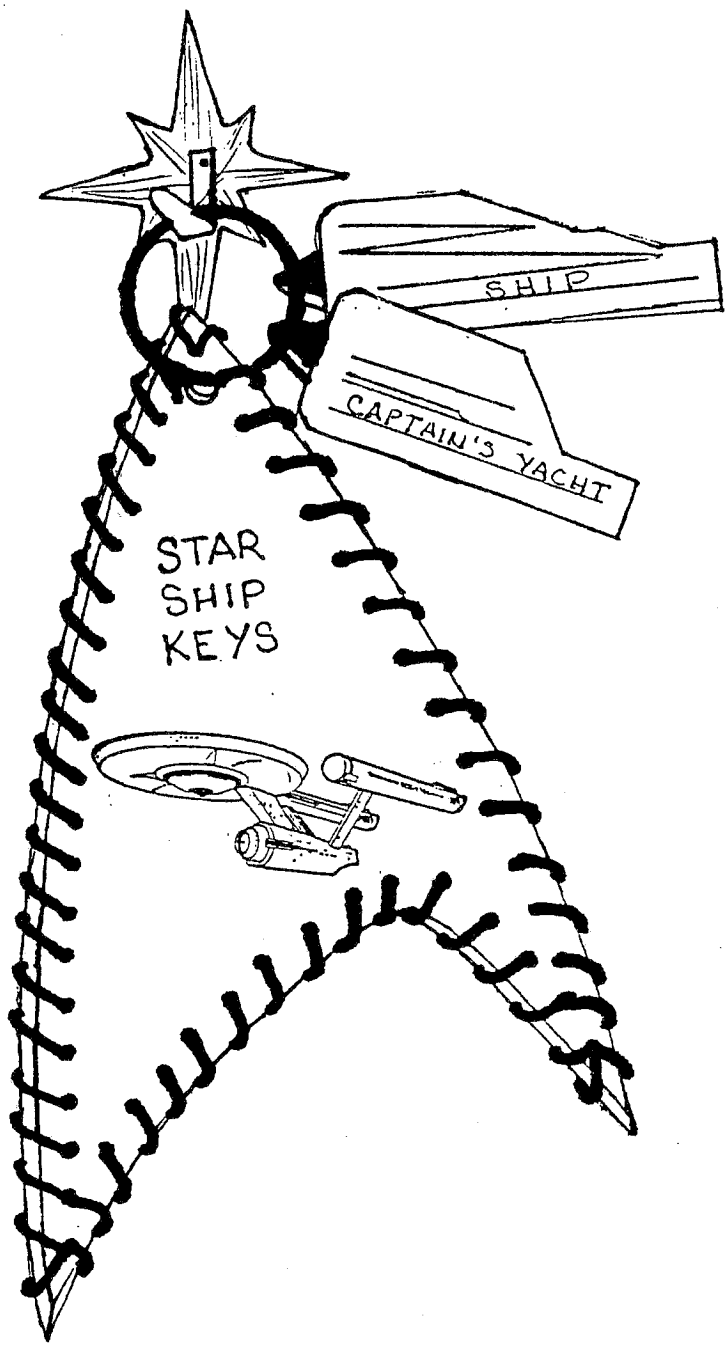
A staff is fun to play with, too. In winter, slide it along the snow in a game of Snowsnakes. In summer, hurl it like a javelin or build it into a pioneering project. And for sheer relaxation on a rainy day or quiet evening, there is little more pleasant than sitting under a tree or tarp and carving a staff.

My favorite hiking stick was one I started with when I first left home. Carved on top with the head of a bearded woodsman, it recorded my climbs and hikes, went with me on my honeymoon, say my move into the country, and was hurled into the air at the birth of my first son. Over the years, such a staff becomes very much a part of your life. When our pup chewed it half through, I was sorely tempted to use it on the mutt and, when it broke shortly after, I felt I had lost a friend. Perhaps Sensei Lee and those old Druids were right. A staff is more than just a piece of wood. There is a spirit to it.

TANDY LEATHER

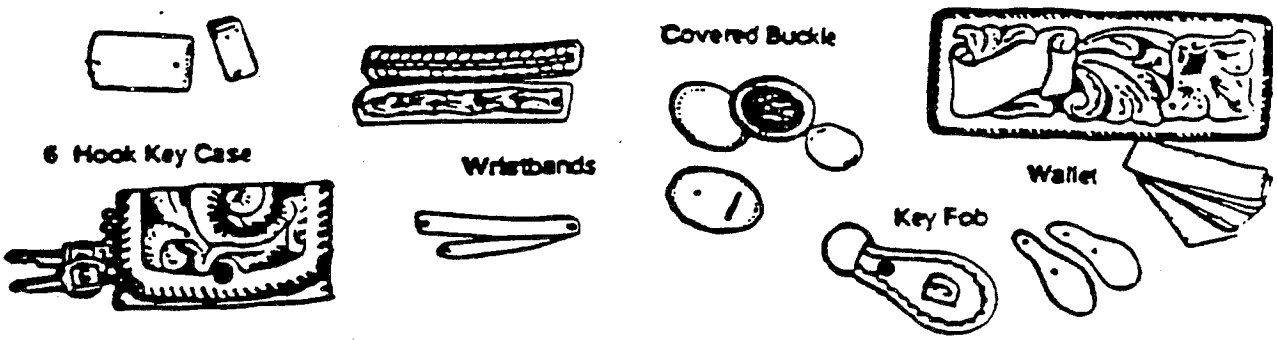
Leather Crafts

Engineering, Deck 36



BASIC LEATHERWORKING

What has been used by cavemen and also has been taken to the moon by astronauts? Leather! As leaders of a group of eager and sometimes impatient young Cub Scouts you are always looking for something new and different for the boys to learn. Leatherworking provides something that the boys can make for themselves, something that will last forever and will be treasured. How would your boys like to make a leather neckerchief slide, a key chain or a name tag for their uniforms? More ideas abound. Leather can have limitless creative uses.



GETTING STARTED

As you make your plans for teaching leatherworking, you need to determine the following points:

1. Evaluate the age, attention span and eye-hand coordination abilities of each boy.
2. Are there any boy physical or learning disabilities which would affect their performance?
3. Will you have enough adult assistance?
4. Are you a patient person?
5. What is the purpose of the project?
6. How will the project by funded? Available monies will determine what can be bought and what must be scrounged, adapted, donated or borrowed to try this craft. Leather, tools, coloring agents, as well as waterproofing sealers are needed.

Needs:

1. Tooling leather can be purchased as complete project kits, individual pieces, or as a large piece which you can use to design your own shape and size of your project.
2. Tools can be items found around the house or purchased tooling and stamping sets.
3. To color leather, younger boys handle permanent felt-tapped pens and paint markers fairly easily. Water-based stains and dyes are also a good selection. For those with more patience and ability, ordinary water-based acrylic craft paints can be used.

Leatherworking is FUN and by learning a few basic skills, your boys will soon enter into a new world of creating useful and beautiful articles from leather. To teach leatherworking, like any other skill, you need a basic knowledge of the raw materials, dexterity with the tools and a desire to create. By learning these skills as a leader and by making a few projects yourself to show the boys, your enthusiasm will be contagious! Although the skills covered in this section are for the "beginner" level, especially suited for the younger boy, boys of all ages can enjoy the techniques discussed here, even if they have never worked with leather before. More advanced techniques are

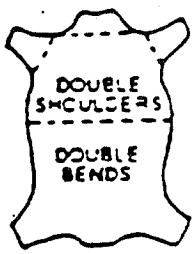
discussed a little later in *Advanced Leatherworking*. Those techniques are geared for older boys, who have greater dexterity and are capable of learning at a faster rate. Realize that everyone likes to design and make things by himself, but just like any other craft, the ability to create and the delight in one's success comes from learning how to do something and by doing it at the appropriate ability level. Just remember, KISMIF, Keep It Simple, Make It Fun). Select an easy, but meaningful project, show the boys how to use the basic tools and let them go!! Their final creation will be exciting and fun, and they will be eager to do it again.

TYPES OF LEATHER

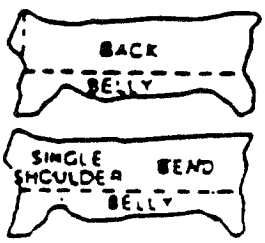
It is important to understand which type of leather can be successfully tooled or carved. There are three basic methods of tanning leather commercially, only one of which can be tooled.

1. "Vegetable" tanned *(can* be tooled): This method produces tooling leather because the leather absorbs water readily and, while damp, the leather is easily shaped and molded. As the leather dries, the impressed shape or forms be retained in the leather surface.
2. "Chrome" tanned *(cannot* be tooled): This method tightens the skin fibers of the leather, making the leather water resistant. Commercially made shoes, belts, wallets, purses, and gloves are examples of products which are made from chrome tanned leather.
3. "Oil" tanned *(cannot be* tooled): This method makes leather which is very pliable. An example of oil tanned leather is a chamois.

Leather sides and skins are usually sold by the square foot and are measured at the tanneries. Leather may be sold as an entire skin or in other smaller sections, such as "'sides", "bellies", "backs", "double shoulders", and smaller uncut and pre-cut pieces. Because leather is a natural material, it will vary in thickness. This thickness is expressed in terms of ounces. One ounce equals approximately 1/64 inch in thickness. 7 to 8 ounce is 7/64" to 8/64" in thickness, or approximately 1/8 ", thick. 7 to 8 ounce leather is easily tooled because it is thick enough to accept a fairly deep impression. Thinner leather (5 to 6 ounce) will produce shallower impressions but may be acceptable for certain projects.



SUBDIVISIONS OF A HIDE



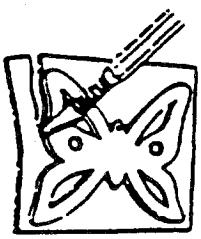
CASING THE LEATHER

Casing is moistening the leather before you can work it. To case the leather, rub a damp (not wet) sponge over the rough or flesh side as evenly as possible. Then turn the leather over and rub the sponge over the smooth or grain side, dampening it uniformly. The leather will absorb the moisture. When the surface of the leather lightens slightly and returns to the original color, you may begin working the leather. The leather will feel slightly cool to the touch.

As you work the leather, some areas may begin to dry out. When this happens, simply wipe the damp sponge over the area again to keep the leather damp enough to work. The degree of dampness desired can only be determined by practice, so use some scrap leather until you become comfortable with casing. One word of *CAUTION:* Never use metal containers to hold water, because metal will create dark stains in the leather which cannot be removed. Use glass, plastic or porcelain dishes to hold the water. To avoid water spots, lightly case the entire piece of leather.

MAKING DESIGNS AND PERSONALIZE YOUR PROJECT

There are many ways for younger boys to put designs on leather. These are some of the easier ways. Other ways will be discussed in *Advanced Leather making.*

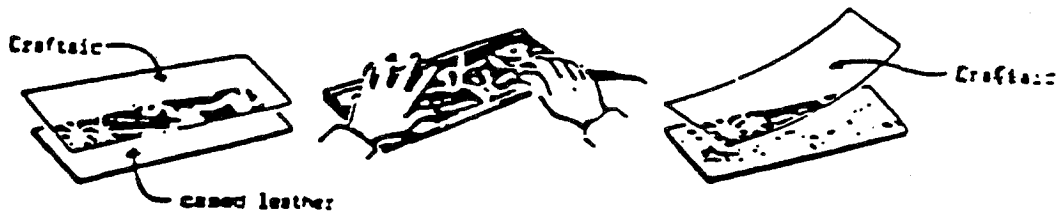


1. Trace a design or picture from a book, around cut-out patterns or from purchased templates or stencils or from designs which you created.
2. Impress a design from purchased "Craftaids".
3. Imprint designs, pictures, letters, and numbers using metal stamping tools.
4. Imprint patterns using articles found around the home, such as wrench heads, nuts and bolts, washers, bobby pins, paperclips, cookie cutters, etc.

TRACINGS AND CRAFTAIDS

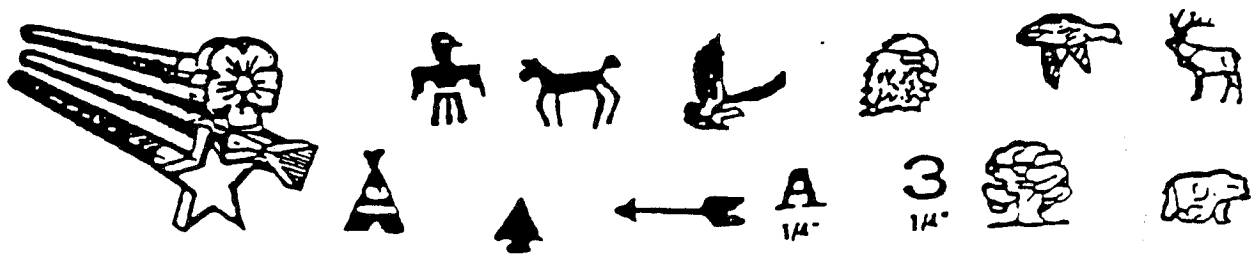
The easiest way to transfer a design onto leather is to trace it from a book. To do this, place a piece of tracing paper or tracing film over the original design. Trace the design onto the tracing paper with a pencil. Usually a pen is not used because mistakes are difficult to erase. After a design has been traced, place the tracing paper onto the cased leather. Center the design on the piece of leather, and, pressing firmly with a ball point pen or a stylus, retrace your design. The stylus will create a definite impression on the cased leather *if you press firmly. Hint:* It is a good idea to tape the tracing paper to the table before beginning to retrace your design so it doesn't slip.

You are then able to lift a corner of the paper to check your progress without mis-aligning the pattern. Since leather must be damp to be able to trace a design onto it, use waterproofed tracing paper available at leather stores or put a transparent sheet of mylar between the leather and your ordinary tracing paper. Press *very* hard to impress your design.



Cut-out patterns are great and simple to use! The boys simply center the patterns on their piece of cased leather and trace around the outlines using a stylas, not a ball paint pen. A stylus is a metal pencil-shaped tool, which has a smooth, rounded point. You can purchase a stylus from a leather craft shop or you can use various items found around the house, such as a small crochet hook, a small knitting needle, a cuticle orange stick, a shish-ka-bob stick or a nail with its painted end filed smooth and round. Any article can be used as long as the end is smooth and round so that it will not tear the cased leather. Your patterns can be made out of poster board, thin cardboard, stencil sheets or x-ray film, all still enough so that they will hold their shape while tracing. If you don't wish to make your own patterns you may purchase wooden cut-outs, such as shapes used for ornament painting that are available at most local craft shops. Cut-out patterns are great time savers especially if you purchase or make them ahead of time for the boys. Although using pre-made patterns does limit the boys' design choices, it avoids having them spend hours deciding which pattern to trace. If you choose to use only one pattern, all of the boys can use the same design as a symbol to create a personalized den or pack project.

Templates or stencils are available which have a variety of shapes, forms, letters and numbers. Simply trace the patterns using a stylus, no a ball point pen (see illustration). Craftaids are sheets of dear plastic with several embossed, or raised, designs on them. They are readily available at leather supply stores and are reasonably inexpensive. Craftaid sheets are available in a variety of designs such as birds, animals, Indian symbols, flowers, letters, numbers, etc. Simply place the design you want to transfer *embossed side down* directly onto the cased leather. Use a small spoon or the edge of a nickel and *firmly* rub the back of the design. Cover all areas that you want to impress. Use your free hand to firmly hold the plastic sheet in place so it doesn't slip and create multiple images.



CAUTION: WHEN USING CRAFTAIDS, you must be careful when impressing your design. The adjacent design may also be impressed if your spoon comes too close to it, and sometimes it may be impressed when you are holing the plastic firmly in place. To avoid this cut a hole slightly larger than your design area in a clear sheet of plastic, such as a school report cover. Place this opening over the cased leather in the desired position and carefully position your Craftaid.

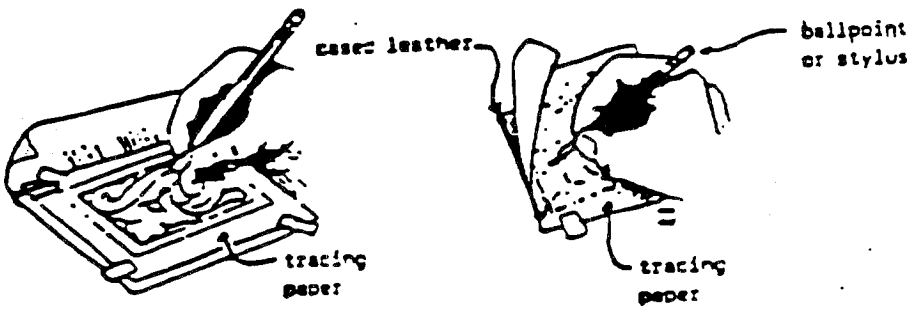
AT THIS POINT YOU MIGHT WANT TO APPLY COLOR TO YOUR LEATHER PROJECT. IF SO, GO DIRECTLY TO THE SECTION ON COLORING. IF YOU WANT TO LEARN ABOUT IMPRESSING DESIGNS INTO LEATHER, READ ON

STAMPING GROUNDS

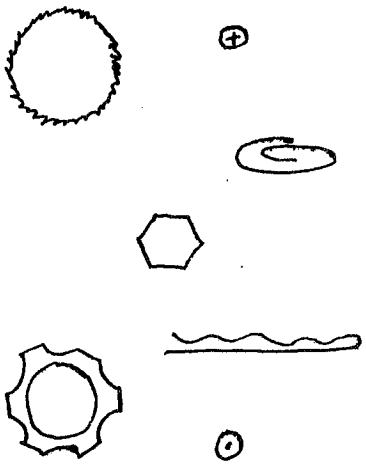
PICTORIAL STAMPING TOOLS

The boys become really excited when first exposed to real leathercraft tools! Small metal tools are a worthwhile purchase if your den or pack has the funds. These metal tools are similar to Craftaids because they have an embossed design on one side of a square or rectangular piece of metal. The back of the stamp has a round metal handle welded to it. The end of the handle is struck with a mallet (a special hammer) to impress the design into the cased leather.

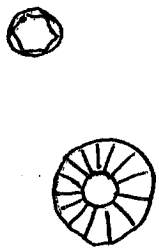
Miniature metal stamping tools are the easiest to use because young stampers can make successful impressions readily. There are a number of small metal stamps or stamp sets with or without attached handles available for making cornposite pictures. Some sets contain a number of Indian symbols. Each small stamp figure is about ½ nch square and is easily handled.



To personalize the projects, a single line 1/4 inch alphabet stamping set may be used. *Hint:* for those stamping sets with a separate handle, you might consider buying a few extra handles so that more than one boy can stamp at the same time. Usually, larger 3-D stamps require much more effort and skill to impress properly because of their size. Wait until your young craftsmen gain more skill and confidence with the tools before using these. However, there are some large pictorial two dimensional stamps which can be handled by young hands (see "Starnping Grounds II", in *Advanced Leatherworking).* Since all boys like to hammer on everything and anything and these stamps do create instant pictures, try them with your younger boys. In addition to the purchased stamps, there are many items found around the house, garage and workshop which can be used to make interesting impressions in the leather.



Serrated bottle caps, miniature cookie cutters, fork tines, screwdriver heads (slotted and Phillips -file the point until blunt), the cross-head pattern of a Philips screw, nuts, bolt heads, washers, star washers, clock gears, jar caps, conduit connectors, romex connector nuts, side of a cork screw, paper clip, hair pins, wrench end, stove handle screening mesh, potato masher, hand grater, coarse sandpaper, plexiglass with a pattern, or any non-breakable item which has a distinct pattern. This list goes on. Start look through your drawers and Dad's toolbox.



Hint for using household finds for stamping: place a small block of wood over the flat items to protect them and to spread the impact of the mallet strike so that even impressions are left on the leather. This also prevents the small, flat items from popping up after they are struck, since these items do not have a handle to hold them in place.

STAMPING SURFACE

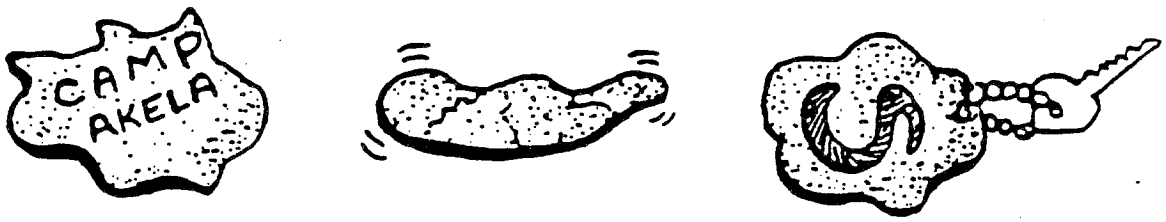
To begin stamping you first need a clean, hard surface on which to place the leather. If you're working outside, you can work on the picnic table. If you're working inside, Dad's workbench is great if it's *clean.* The family room floor or the kitchen table will work if you provide each boy with a pounding board of tempered masonite, plywood, or a block of wood at least 6 inches square larger than the project). Finished surfaces, such as your kitchen table, should be protected by placing a dense foam or rubber pad under the pounding board. The rubber pads can be purchased from a leathercraft store or you can use pieces of dense carpet foam, 1/4-inch thick carpet remnants, rubber sink or tub pads, automobile rubber floor mats, throw rugs, or rubber door mats, etc. The padding muffles the tap-ping sounds and also keeps the pounding boards from moving or sliding around as the boys tap away on their masterpieces.

HOW TO USE A MALLET

DO NOT use a metal hammer to strike the purchased tools because you can cause permanent damage to the handles. Wooden, rawhide or polypropylene mallets which weigh 6 to 9 ounces are ideal. It is *NOT* necessary to be a muscle man to work leather. Tapping the stamps several times is far better than striking hard.
CAUTION: If you hit too hard, the tool can punch right through the leather! You don't want holes in your leather, but you do want to leave a lasting impression. When tooling leather, sit in a relaxed position, with elbows resting on the table.

This way you can maintain control of the stamps and the mallet if the leather is properly cased, it will accept an impression from the stamp when "tapped by the mallet". Holding the mallet at mid-handle, tap the tool handle with the mallet, using the wrist as a pivot point for the mallet swing. After tapping a few times, lift the stamp to check how well the stamp has imprinted into the leather. If all the stamp detail is not dearly imprinted, replace the stamp on the leather, being careful to align the stamp with the existing impressions. Then repeat the striking of the stamp handle with the mallet. If you don't realign the stamp correctly, you will end up with a double image stamped into the leather.

NEXT ... LEATHER DOES WEIRD THINGS



So your leather curled up or looked like an amoebae when you finished tooling it! *Do* not *despair!* This is a natural phenomenon of tooling leather. To remedy the problem of curled up edges,: lightly recase front and back of the leather piece until it softens enough to he bendable. Using your fingers and thumb, gently bend the edges downward to a flat or slightly convex position as the leather is drying again. When the edges stay in place, you may position your project over a can, glass, etc., until it has completely dried.

When the leather is tooled a lot or the tools are hit too hard, the leather may stretch out of shape. To avoid that undesirable amoebae like shape, apply adhesive backed contact shelf paper or plastic packing tape to the entire back side of the leather before casing for the first time. This will limit or prevent the leather from stretching excessively. Another method is to apply rubber cement to a piece of glossy gift box cardboard, poster board or x-ray film. After the cement has dried, apply the leather. The leather will adhere to the cemented backing as you tool. *NOTE:* Mounted leather can be easily cased from the front or grain side of the leather to prepare it for tooling. After tooling is complete and the leather has dried, gently peel off the backing.

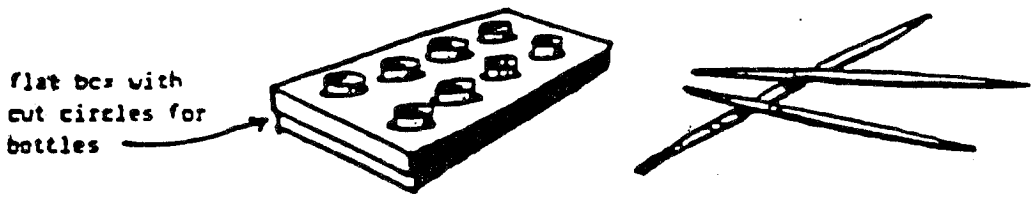
If you did not apply a backing prior to tooling and end up with a stretched project, simply retrace your original shape outline on waxed paper and position this pattern over your lightly recased project. Center the worked design within this outline. Using a stylus, retrace the original shape to impress the corrected outline onto your project. Use a leather scissors, rotary cutter or X-acto knife to trim away the excess leather.

COLORING AND FINISHING THE LEATHER

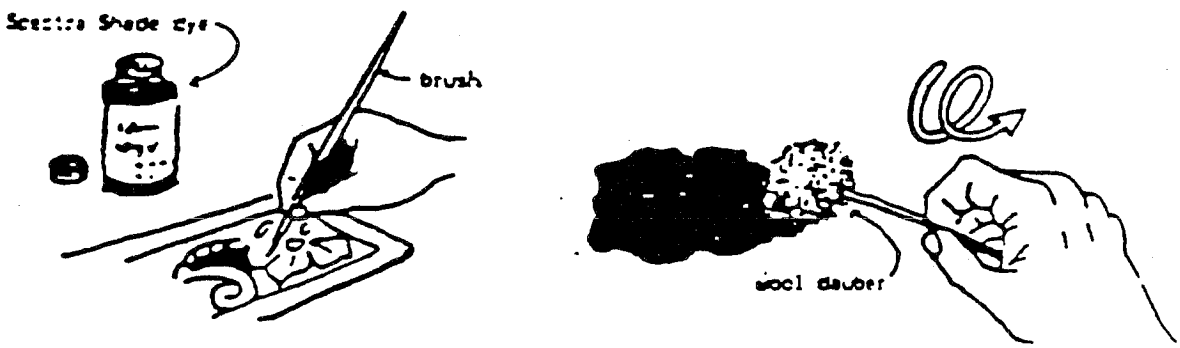
Now, to put some final pizzazz into your leather creation, try adding color! This is the time when every boy can shine by using his imagination. Be sure all transferring and stamping is done and the leather is *completely dry* before you start. Try to keep the background natural, adding color only to the shapes or designs which have been transferred or stamped into the leather. Too much overall coloring hides the natural grain of the leather, detracting from its appearance and tiring the boys.

For the younger craftsmen, the easiest method of applying color is to use permanent felt-tipped pens or painter's pens, which are available at local craft or hobby stores. Since these pens dry extremely fast, the boys will not have to wait very long between color changes. If the boys have not personalized their leather creations by using a lettering template of 1/4-inch letter stamps, they can now personalize the leather by using the permanent pens and carefully printing their names on their creations.

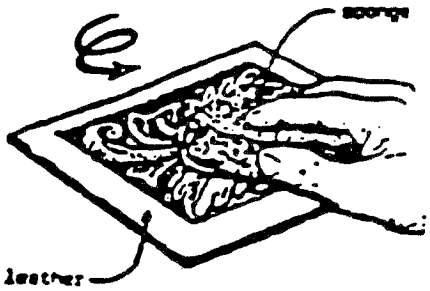
The boys should work *slowly* and *carefully* so they don't get color outside of the impressions or where color is not wanted. Be sure to cap the pens between uses so they won't dry out. Acrylic paints and dyes provide another method of adding bright color to high-light parts of the leather project. Acrylic paints are available at local aft or craft stores, while the acrylic leather dyes are available at leather craft stores. The paints will leave a dull finish, but the acrylic leather dyes, which contain a waterproof sealer, will have shiny finish. Both are able to be diluted with water, and they clean up easily while still wet. To prevent spilling by eager hands, you might devise a cardboard holder for the small bottles by cutting a series of circles in the top or a shallow, flat box. The circles should be slightly larger than the bottles and the height of the box should be low enough so that the short bottles win protrude through the holes. If you don't have a shallow Christmas or jewelry box, you can use a shoe box with the sides cut down.

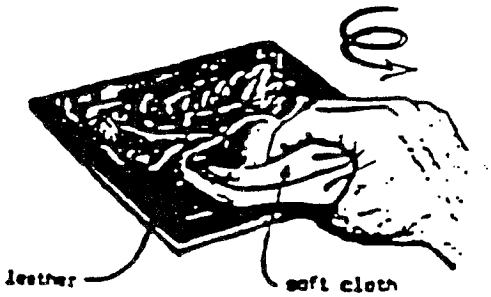


If you don't want bright colors, but still want some color, Spectra Shade dye from Tandy Leather can be used. This dye can be diluted and cleaned up with water. It produces softer color than paint pens, markers or acrylic paints and dyes. One color might be used to tint the entire project or you may use several colors to highlight certain areas of the project. More than one coat may be needed to get uniform coverage. Use brushes for small areas and wool daubers (shoe polish applicators) for large areas. Seal with an acrylic sealer.



To avoid boys' indecision's of selecting the "best" colors, how about BROWN?! Simply apply a water based antique stain to the entire project piece. There are many colors of brown to choose from: dark, medium, and light brown, tan, mahogany, and saddle tan (rust). Liberally apply the stain, using a damp sponge, filling all the impressions. Let the stain "set" for 5 to 10 minutes before removing the excess stain with a damp sponge, leaving the impressions filled with stain. Since you are removing the excess stain from the face of the leather, the darker impressions will be accented against the lighter background. Let the stain dry until the next den meeting and then rub briskly with a soft cloth to remove any dried excess stain and to create a shiny luster on the leather surface. This finish semi-seals the leather but does not waterproof it.



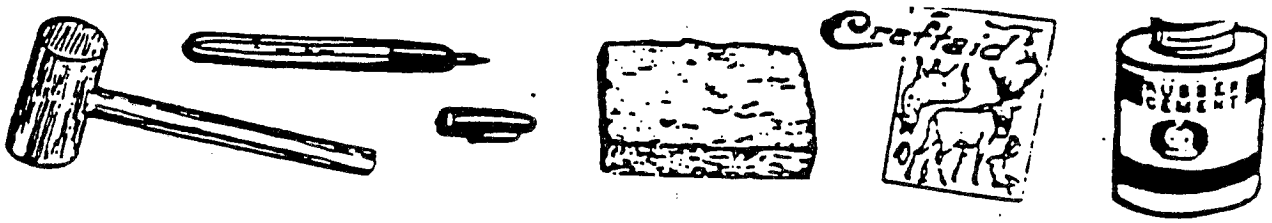


Two other products are available which will give similar effects as the stains. "Leather Glow" and "Hi-liter Finish" will both accent the impressions if left to dry after the excess has been removed from the face leather. Leather Glow only slightly tint the surface a light tan, with the impressions being slightly darker. Hi-liter produces a darker surface finish with deeper stained impressions. The re-application of Hi-Liter will produce a dark brown stain effect. Both of these are buffed after drying to remove any excess which did not penetrate and to produce a soft luster. *Note:* A few ways to combine various coloring techniques to achieve different effects are discussed later in *Advanced Leatherworking.*

These finishes require sealing with an acrylic sealer to provide a water resistant finish and to protect the final product. Once the stain has dried, use a damp sponge to apply the acrylic sealer to the entire piece of leather, completely covering the tooled or finished side and the edges of the project. Do not apply too many coats when trying to cover all areas of the surface finish may crack. When the sealer has dried, dirty fingers will never soil the "masterpiece".

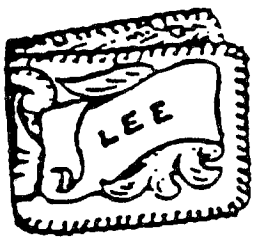
Now you have the basics for creating a personalized leather project. By using ones imagination, some home items and a few basic tools, costs can be kept to a *minimum.*

TRY IT... YOU'LL LIKE IT.. AND SO WILL THE BOYS!

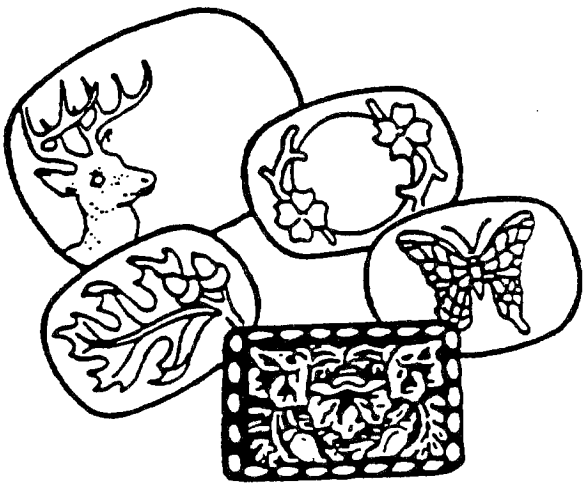


Other needed Items: sponges, wood scraps for pounding boards and blocks, foam or rubber pads, additional felt tipped pens.... Ask the boys parents!!!

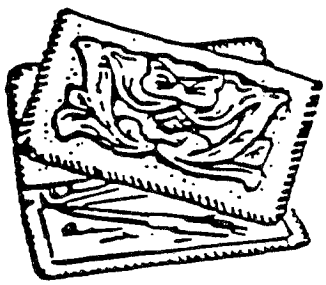
SOME PROJECT IDEAS



LEATHER BUCKLE DESIGNS



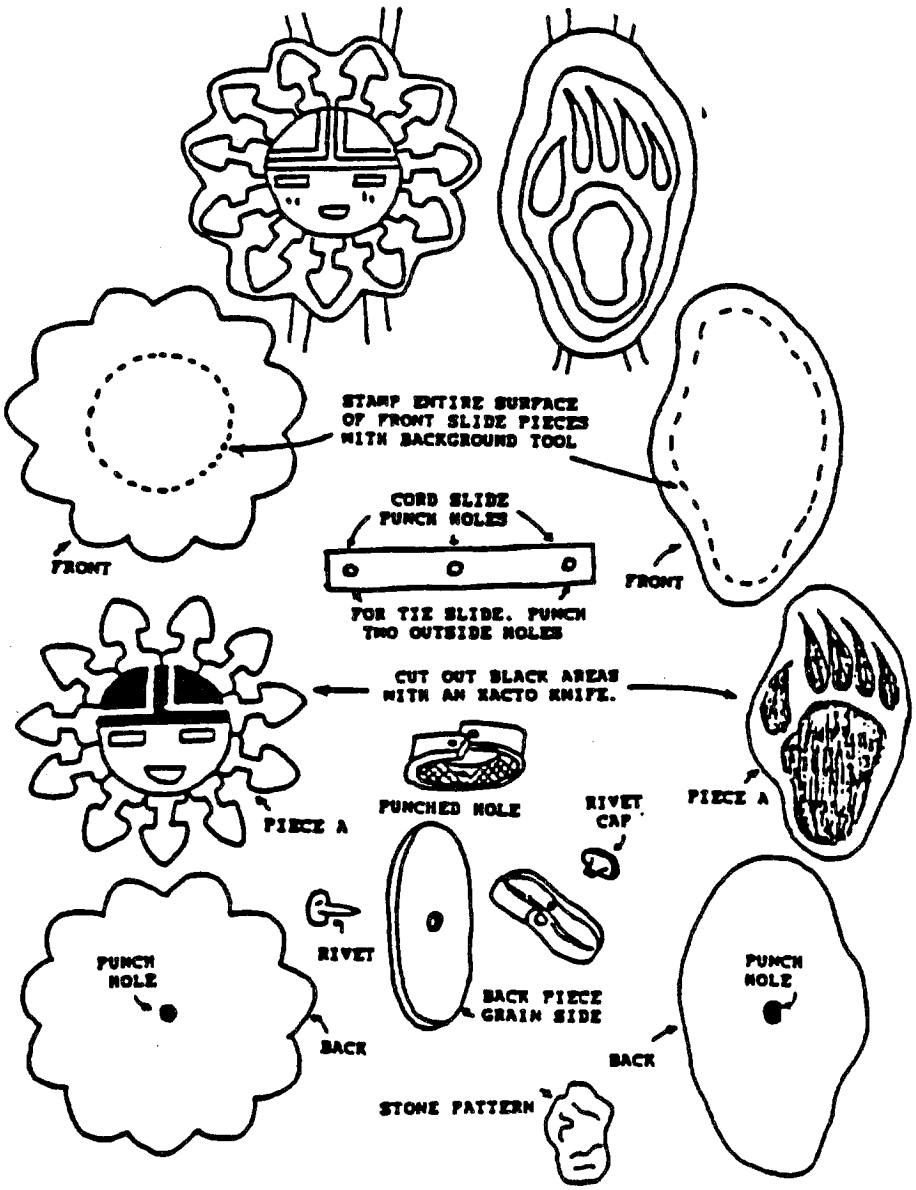
6 Hook Key Case



INDIAN TIE SLIDE

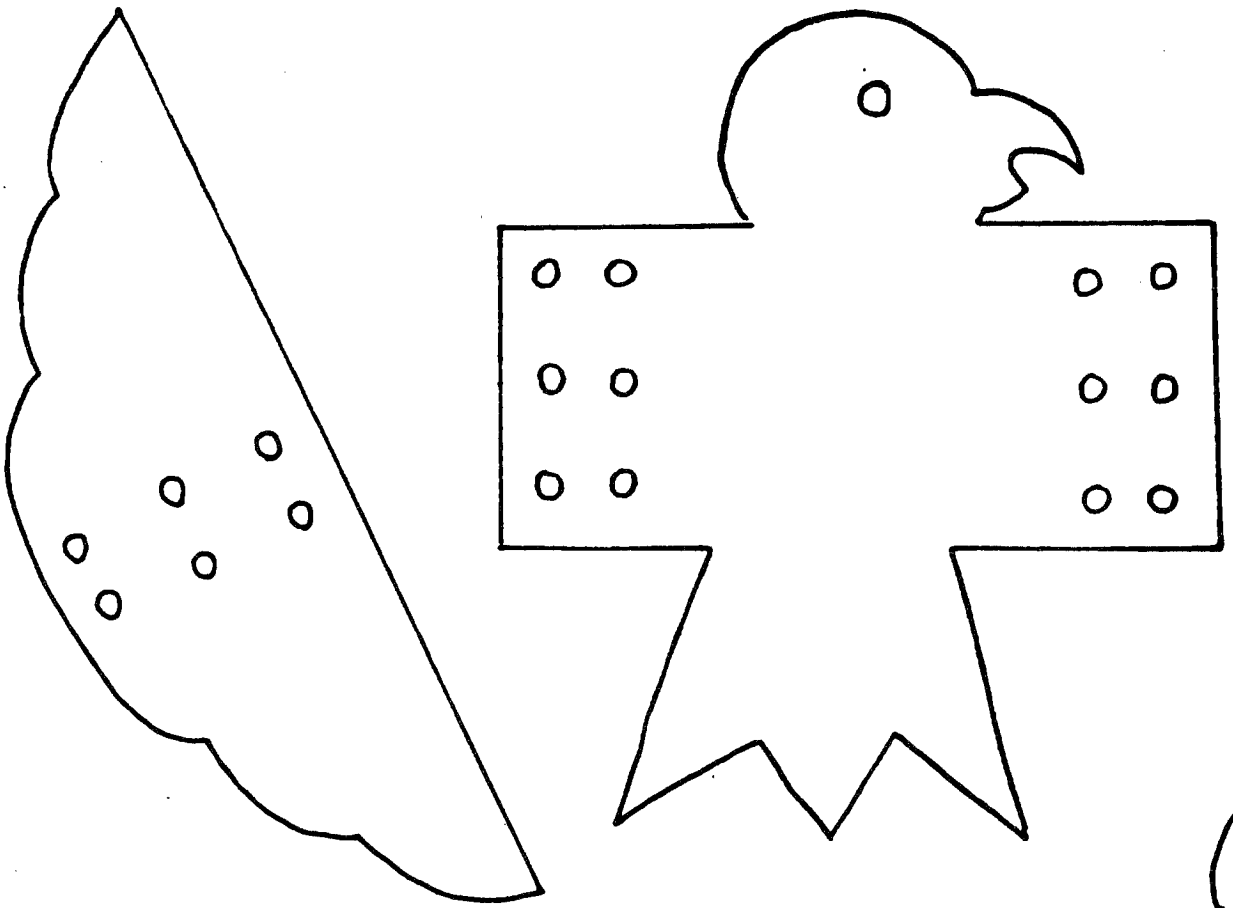
The bolo tie is easy to make and something the boys will enjoy wearing. The braided leather and ends for the braid required can be purchased at a reasonable cost. The slide can be made using one of the patterns shown or a design created by the boy. The same techniques are used either way. Instructions are provided on the drawing for the preparation. By using both a front and back piece, the rivet will be hidden and a hole will not have to be punched through the design. Simply glue front and back together to finish the project. An alternative is to glue the loop to the design piece.

As you have probably guessed, the bolo tie can be adapted for wear with the neckerchief. The only change that would be required would be that the length or the loop might have to be altered.

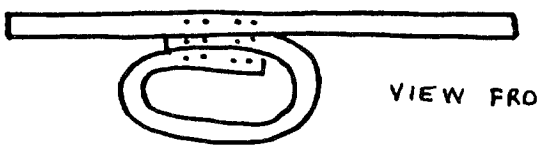


THUNDERBIRD TIE SLIDE

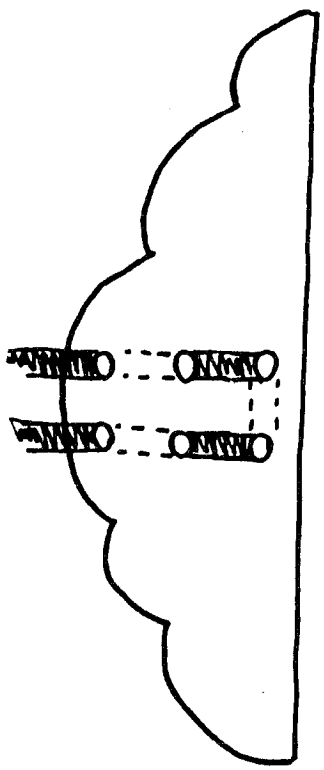
Materials: rawhide leather, leather lacing, leather punch, sharp knife
OR
Plastic upholstery material and lace, staple or hot glue the parts together



1. Cut out leather from pattern
2. Punch all holes, making sure it fits around tie
3. Fold body flaps to the back and overlap them
4. Lay body on top of wings and start lacing form the top



5. Holes on the back side of the wings should look like this:



PARFLECHE

Parfleche (French word meaning rawhide) - the Indians made and used these as suitcases

MATERIALS: leather, canvas, oil cloth, felt or heavy brawn paper; also leather lacing, cord or yarn

1. Lay out material and cut to size, Fig. 1
2. Dotted lines are made by folding the edges into the center of the material
3. Draw curved lines on your material as in Fig. 1
4. Cut around the curve lines.
5. Turn the piece over and decorate it with Indian designs. Fig. 2
6. Turn the sides down. Fig. 3
7. Use a leather punch or awl to punch holes in the ends as indicated in Fig, 3.
8. Tie the lacing through the three sets of holes in each end, Fig, 3
9. Fold the ends in until they meet in the center
10. Tie the leather lacing to hold the Parfleche closed. Fig. 4

To use this parfleche as a cover for your Cub Scout book - untie thelaces and open the parfleche out flat. Lay your book in the center and refold the edges. Then tie the laces to hold your book inside.

FIG. 1

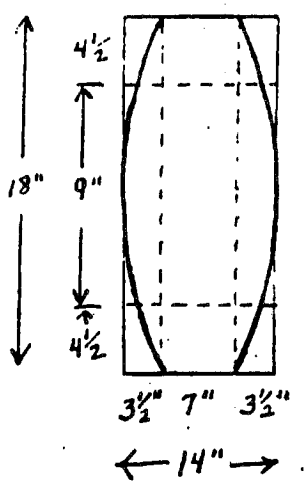


FIG. 2

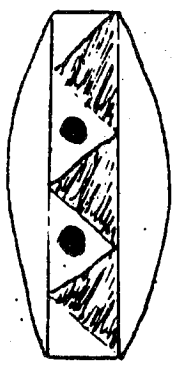


FIG. 3

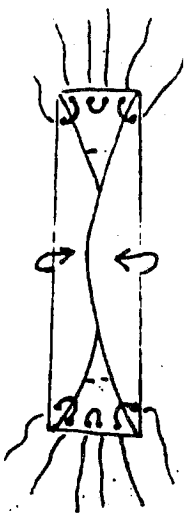
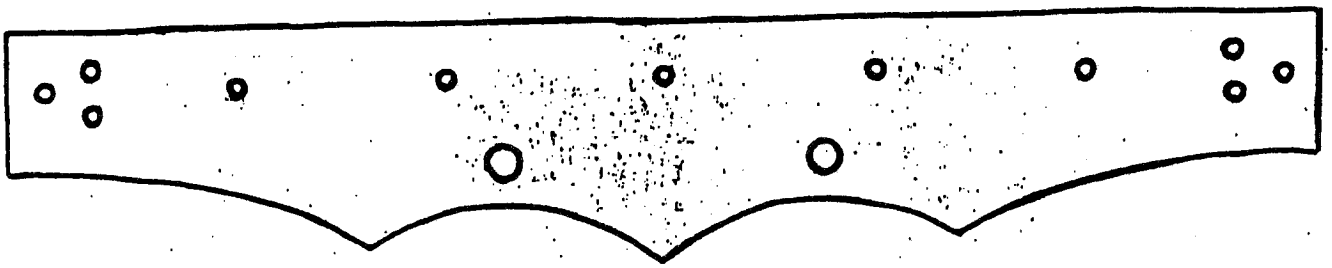


FIG. 4

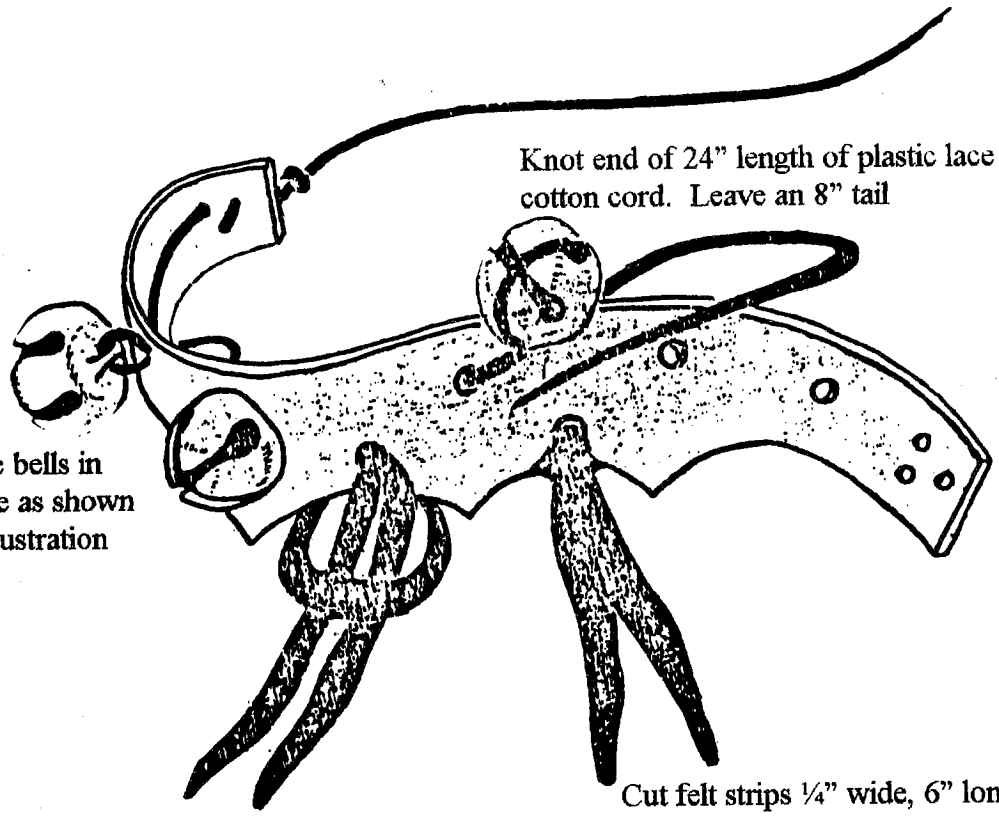
BELL BANDS

Use leather from an old hand bag or obtain leather pieces from a craft dealer. Bells and lace are also obtainable from the same source. You may add small feather plumes to felt strips for additional color.



Trace patterns onto thin white paper. Transfer design to leather or felt with carbon paper.

Cut bell bands from leather or heavy felt. Punch holes where Indicated.

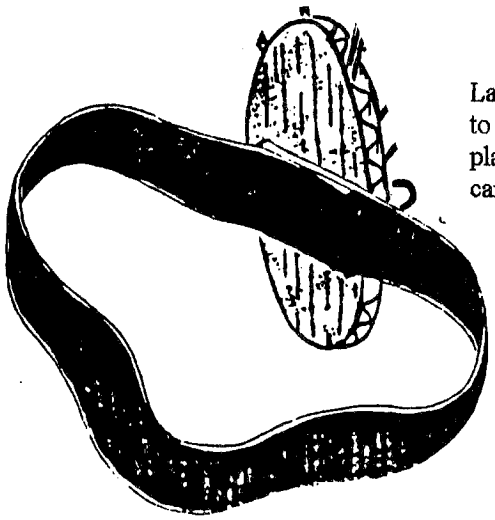


Knot end of 24" length of plastic lace or braided cotton cord. Leave an 8" tail

Lace bells in place as shown in illustration

Cut felt strips ¼" wide, 6" long. Thread into holes as shown

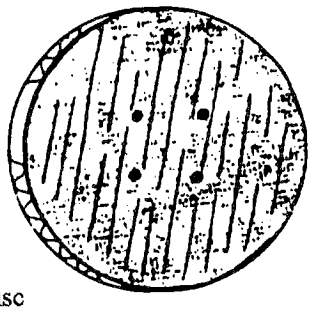
HEADDRESS



Large wing feather 10" to 14" long. Glue ends in place between holes in cardboard.

Use a good grade of glue to cement parts together. Use plastic lace or Braided cotton cord to lace headband to disc.

HEADBAND: Use leather, plastic or felt strip, at least 1" wide, determine head size then allow 2" on each end for over lap. Attach to cardboard disc as shown.



Corrugated cardboard disc Pierce 4 holes with nail or awl to attach headband.

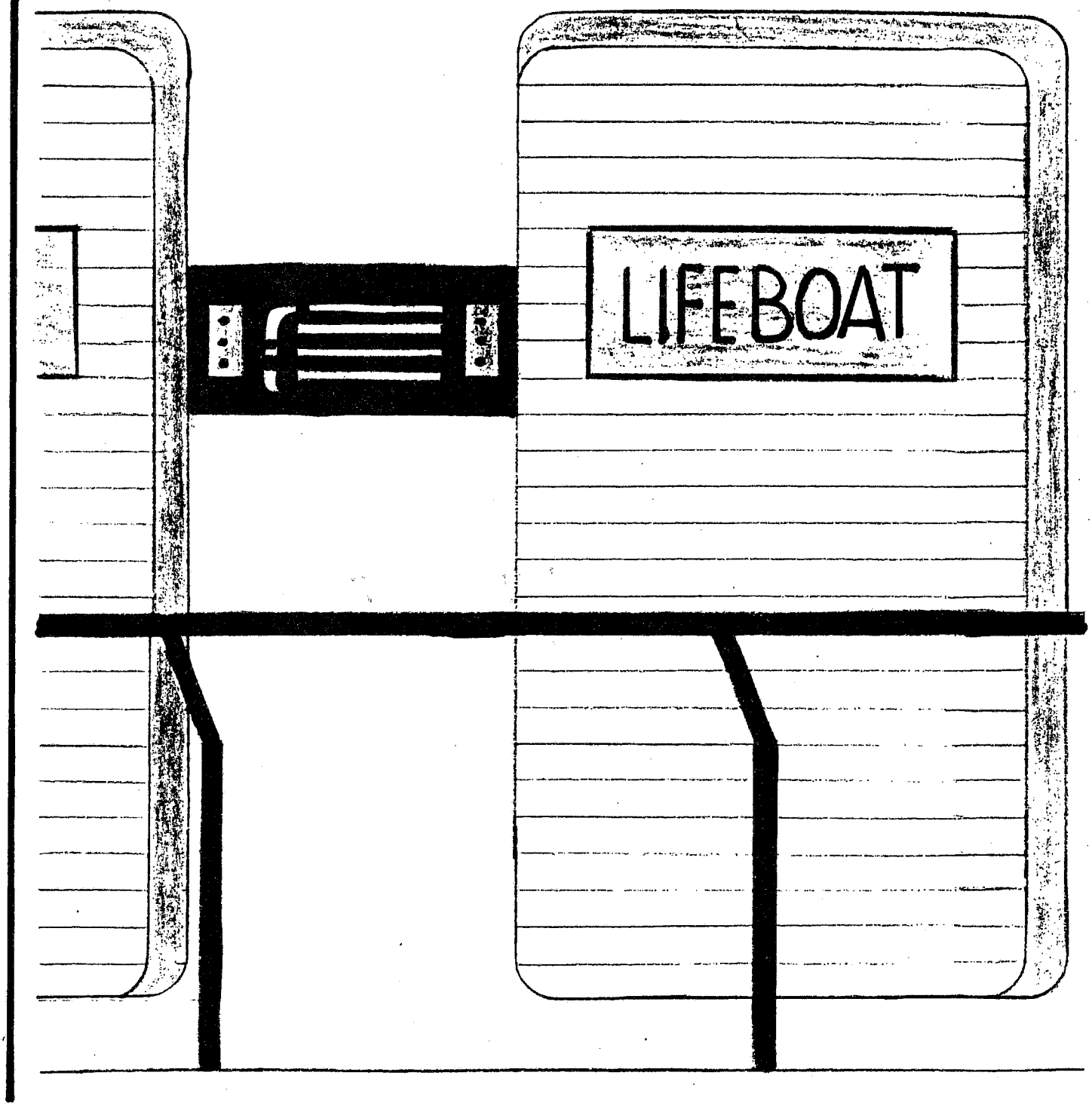
Leather or felt star

Glue star on disc, then glue disc over plume ends.

DEBBIE KERR
and
KEVIN KERR

Preventing Scouter Burnout

Medical, Deck 12



THE ABC'S OF BEING AN EFFECTIVE LEADER

A ATTITUDE - accent the positive... Attitudes determine effectiveness.

B BOYS - remember the program is for them.

C COMMUNICATIONS - help keep the lines open.

D DIPLOMACY - be a diplomat...always put your best foot forward.

E EFFORT - you'll get out as much as you put in.

F FLEXIBILITY - to be able to bend.

G GUIDE - guide, but don't force.

H HARMONY - you can help maintain this in your pack.

I INTEREST - keep interest high by kismif. (Keep It Simple, Make It Fun).

J JOY - spread .... pass it on.

K KNOWLEDGE - Cub Scouts depend on you for this. Stay informed.

L LISTEN - with understanding.

M MORALE - keep your spirits high.

N NOBODY is a nobody in Cub Scouting.

0 ORGANIZED - set goals and reach them.

P PROBLEMS - there are none... just unresolved opportunities.

Q QUANDARY - keep yourself out of this state.

R RESOURCEFUL - know where to get materials and ideas.

S SCOUT - our goal is for every Bobcat to become an Eagle Scout.

T TRAINING - be sure to keep yourself up-to-date.

U UNIFORM - promote the uniform and set a good example by wearing it.

V VOLUNTEERS - that's most of us In the Cub Scout program.

W WISDOM - this includes perseverance tolerance, and tact.

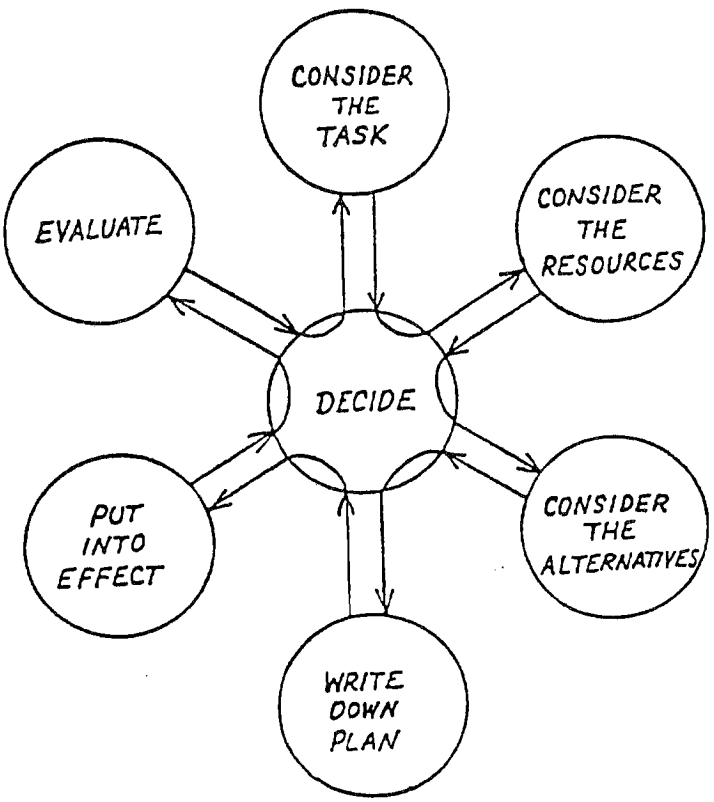
X XTRA SPECIAL - each Cub Scout is definitely that,

Y YEAR - Cub Scouting is year-round. Plan your program that way.

Z ZEST - perform your job with it.

WAYS TO WORRY LESS AND ACCOMPLISH MORE

1. Don't think of problems as difficulties. Think of them as opportunities for action.
2. After you've done your best to deal with a situation, avoid speculating about the outcome. Forget it and go onto the next meeting.
3. Keep busy. Keep the 24 hours of your day filled with these three ingredients: work, recreation, and sleep. Don't allow yourself time for abstract thinking.
4. Don't concern yourself with things you can't do anything about. Armchair generals don't win battles, but they do have nervous break downs.
5. For the time being anyway, eliminate day dreaming completely. Stop building air castles.
6. Don't procrastinate. Putting off an unpleasant task until tomorrow simply gives you more time for your imagination to make a mountain out of a possible mole hill ... more time merely makes it easy for you to feel sorrier for yourself.
7. Get up as soon as you wake up. If you lie in bed, you may use up as much nervous energy living your day in advance as you would in actual accomplishment of the day's work.
8. Try to arrange your schedule so that you will not have to hurry. Hurry, a blood brother of worry, helps shatter posies and self-confidence, and contributes to fear and anxiety.
9. If a project seems too big, break it up into simple steps of action. Then negotiate these steps like rungs in a ladder...one at a time. And don't allow yourself to think about the difficulties of step number two until you've executed step number one.



RESOLVING CONFLICTS

Conflict is normal in the development of the individual and the development of relationships with other people. Conflict occur all the time. This is not necessarily bad -- fact, it can be good. Conflicts can be developmental. It all depends on the way we deal with them.

There is a difference between conflicts and problems. A conflict is basically a difference of opinion which needs to be dealt with. A problem is an area of experience in which a conflict has arisen and we are unwilling to face it. An unresolved conflict becomes a problem, but when it is dealt with, it becomes a bridge in communications by mutual effort.

If two people are willing to make a mutual effort, the conflict can be reconciled. This doesn't necessarily mean that the conflict is solved, but there will be an easing of tensions which occur because of honest differences of opinion.

The idea is not to think alike, but to think together. This is unity, not uniformity. We need differences of opinion. Conflict is necessary to cause action. How we handle conflict determines whether the action is harmful or constructive.

Who is responsible for the conflict is not the issue. Honesty and openness are important in this step towards reconciliation. We forgive and we forget. We can begin to reconstruct the relationship by making a mutual effort.

There are several ways of handling conflicts. The choice is yours:

1. Try to avoid it. Don't progress. Keep going around in circles around the unresolved conflict until it becomes a real problem.
2. Instead of facing the conflict, deal with outside issues. Skirt around the real situation.
3. Meet the conflict. Turn around and head the other way by pretending the conflict isn't there.
4. Face the conflict head on. Work your way through it. Make progress. Split the conflict wide open by your willingness to deal with it.

**********BSA**********

Boys are the raw material Cub Scouts are made of. They come in all shapes and sizes, but it isn't the package that counts - it's what's inside. You can't tell much about a boy by counting his freckles. It's dangerous to. think that all boys are alike, they're not. All of them aren't noisy; all of them aren't active all the time. Perhaps the only thing you can be sure of is that the next thing they do will surprise you.

STRESS

PREVENTING STRESS

Cub Scout volunteers are doing something recommended by almost all authorities to manage stress; giving of themselves to a volunteer organization with the absolute right to do as much or as little as desired.

The following are suggestions for preventing stress:

a. Live within self-imposed limits.
b. Don't stretch these limits by volunteering too often.
c. Set personal goals. Be wary of trying to meet other's expectations.
d. Practice altruistic egoism. Give a little to get a little.
e. Maintain good health through diet, exercise and rest.
f. Improve spiritual health by strengthening relationships with God.

There are simple anti-stress strategies which are applicable to work, social and family relationships. Apply these techniques:

a. Deliberately cultivate and deepen the relationships with the significant people in life.
b. Try to be open and honest and share Feelings with others honestly; even anger
c. Use the gestures of affection. Speak first, be attentive, show interest in other person.
d. Allow space for other person. Give them room, time and privacy.
e. Be very cautious about judgment and criticisms. Try to understand and have empathy.
f. Listen actively. Flatter others by listening to them rather than have them listen.
g. Be willing to apologize and acknowledge mistakes.

There are several simple methods that can be employed at any given time to relieve stress. They are as follows:

a. Massage
b. Catnap
c. Daydream
d. Controlled breathing
e. Do something different
f. Sing in the shower
g. Start a new hobby
h. Stretch the whole body

Practice any one or several of these and feel the tension melt away.

STRESS AND CUB SCOUTING

The following topics are relevant to some Cub Scout situations, some of the time. In general they represent problems at a pack or district level which start small and get increasingly worse. The result of these and similar problems, if they are not dealt with, is what is called "the burned out leader!"

SOURCES OF STRESS

Lack of Parental Support	When parents register their son as a Cub Scout, they sign an agreement to support the Pack and volunteer leaders. They must understand that their part of the contract calls for active support. Call a parents meeting, lay out the guidelines. You have to let them know what is expected. This is a good time to use the Talent Survey sheet.
No Recognition	Adults need recognition too. Block out a bit of time at each pack meeting, committee meeting, or other meeting to recognize the contributions of adult Scout leaders and parents. Recognition doesn't not have to be an elaborate trophy or plaque, it can be a verbal "Thank You" for a job well done, or a simple hand-made certificate.
Untrained Leaders	The Boy Scouts of America has the best training resources of any volunteer organization in the world. Take a firm stand and insist that peer leaders make use of basic and supplemental training available. If its been a while since you have been, offer to go along, new ideas and solutions are always being brought out.
Poor Program	There are two simple keys to good program; use of themes, and program planning. Resources include Roundtable for examples and program planning helps. They are written for you to use, so try them. Try a rotation to roundtable, or a simple prize or ribbon for the den which carries out the theme for the month the best.
Scout Committee	Accept the notion of a community of purpose among the parents of Cub Scouts. Recruitment is merely the matching of skills with tasks. If everyone does something, a few can do a little more. Don't be afraid to ask for help. This is another good place to use the Parent Talent Survey.
No Money	One of the major premises of Cub Scouting is that the boys should help support the program. Accepting the premise leads to the conclusion that the boys and parents should accept the burden of helping to raise money. Within certain sensible and logical restrictions, money can be raised, the boys will love it and the aims of Cub Scouting will be furthered

Serious Business

When plans go awry, some of the Scouting happens. By the way, if the leaders stay cool and relaxed, everyone will think it was planned that way! The boys will note the relaxed atmosphere and be happy and have fun.

No Fun

One of the best paychecks for investing time as a Cub Scout leader can be having Fun with the boys. Loosen up, get on the floor on their level and try to have fun. It works and it infects others. FUN IS CONTAGIOUS!

Bureaucracy

Some people in pack organizations function as if a crown comes with the titles. We are all volunteers -- we all have one vote on the committee and all ideas are worth hearing. If help is needed, use the Unit Commissioner.

Bad Communication

The transmission of an idea from one mind to another, more or less undistorted, is the most difficult thing humans attempt. Give this process the time and attention it deserves. Good intentions are no substitute for accepting the responsibility for good communication. Try having a secretary for the pack, to take minutes, and compile important dates, facts and assignments for a pack newsletter. If yearly planning is done, most of the work is already done.

WE DON'T PLAN TO FAIL.... WE FAIL TO PLAN!

Stress is a necessary and normal part of life. If carried to an extreme, stress can be life threatening. Learn to recognize some warning signs -- disillusionment, depression, alienation, unhappiness. Seek to eliminate the chronic causes of stress or cope with it as it occurs. Change the things that can be changed accept those which cannot. Enjoy yourself, Cub Scouting and mostly, the boys!

A CUB LEADER'S ATTITUDE TOWARD OTHERS

COOPERATIVE	Knows how to work with other people.
SYMPATHETIC	Is sensitive to difficulties of others. Not absorbed by self-interest.
CONSIDERATE	Takes into account all factors involved in the other behavior. Doesn't jump to conclusions quickly, but is inclined to give the benefit of the doubt to others.
UNSELFISH	Doesn't crave the spotlight. Remembers that it's the boy who counts.
PATIENT	Corrects mistakes without losing temper, and without embarrassing the person at fault
ENCOURAGING	Encourages and reinforces boys and other leaders by words of praise, commendation and thanks.
BELIEVING	Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative. Believes they have capacity and ability.
AMBITIOUS	Not self-satisfied.
HOPEFUL	Not pessimistic.
PROGRESSIVE	Not opposed to change.
DETERMINED	Not easily discouraged.
IDEALISTIC	Not content with low standards.
SENSE/HUMOR	Not upset by trifles.
FORGIVING	Not vindictive.
HUMBLE	Not conceited.
TOLERANT	Not angry over differences of opinion.
GRATEFUL	Not inattentive to kindness.
FRIENDLY	Not lacking in good will.

YOUR ATTITUDE IS SHOWING!

How many times have you heard another pack leader say, "I'm just not creative", "I just know it wouldn't work", "I never was good at that sort of thing", or "I'm not good with my hands". How many times have you made one of these statements?

A leader's attitude can greatly affect his success in his Scouting job. Attitudes of confidence, encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness... whereas attitudes of criticism, inferiority, pessimism, hate, fear or envy can detract from his effectiveness. Wouldn't you much rather hear: "Sure, I can do it", "I'd like to give it a try", or "I'd enjoy helping".

A Cub Leader can control, to a great extent, his success or failure by his attitude. Self-esteem is directly related to success and high-performance.

A person with a high level of self-esteem considers himself to be valuable and important, worthy of respect and consideration by people work g with him. He has an optimistic outlook toward life because he knows that he has the capability of influencing other people and guiding his own destiny. He feels capable of expressing himself and knows that others respect his viewpoint. He has confidence that his decisions, based on well thought out values, will generally be sound. He enjoys new challenges and can tolerate temporary setbacks easily. He has pride in his performance and expects to do something really important!

Wait a minute,..that sounds like conceit! Is that what you're thinking? Don't confuse high self-esteem with conceit. There is a world of difference. A person just can't have too much self-esteem. A conceited person usually has a low self-esteem, and is simply trying to cover it up by his actions and his remarks.

You can upgrade your self-esteem by learning more about yourself. ..by building and reinforcing your image of yourself. A deficient self-esteem results from not knowing enough about yourself. Most of us have capabilities that we haven't even uncovered yet. Ask yourself: "Do I have any potential in this particular area which I'm not now fully using?" Recognize that you have not tapped all the talents which you possess. Then ask yourself: "Would it be personally profitable to me to become more effective - to use more of my potential - in this area? Would I be a better den leader if I was good with my hands? Would I be a better Cubmaster if I understood boys better?" Define just what you want to accomplish. Write it down if you like. Then, just like The Little Engine That Could, keep telling yourself, "I think I can. I know I can." "I am good with my hands", "I do understand boys." Keep telling yourself this over and over... and BELIEVE IT!

Every pack leader is essentially creative, but some have fears which obstruct the flow of their creative ideas -- fears such as ridicule, fear of change, fear of the unknown, fear of prejudices. In order to use your full potential of creativity, first develop confidence and a high self-esteem. Start liking yourself. Search for opportunities, find new approaches and implement your ideas. Try it -- it works! Before you know it, you'll be saying to yourself: "I knew I could... I knew I could'." (But make these statements privately to yourself, for if you make them in public... that would be conceit).

THE POWER OF WORDS

Words determine your destiny. Does that sound reasonable? Read on....

Words, with enough repetition, whether silent, self-talk or spoken, produce attitudes.

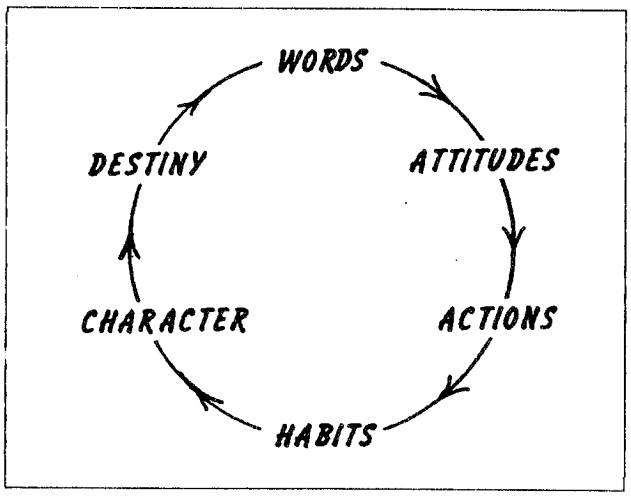
Attitudes with repetition produce habit patterns.

Habits with reinforcement, produce character traits.

Character traits with repetition, intensify to become destiny.

Thus, words determine your destiny!

"Wow", you say, "how do I change undesirable attitudes, actions, habits, or character traits?" The answer is obvious. "With words."



You talk to yourself all the time... much more than you talk to anyone else. Try not talking to yourself. It is doubtful that you can completely block out your mind. You are thinking something... and that is self-talk.

The way we talk to ourselves can be constructive or it can be harmful. What you say and think can determine what you are, feel, and do. Self-talk is reinforcing. Ailments can be reinforced by dwelling on them. ..and in the same way, success and effectiveness can be reinforced by concentrating on it.

Habits are important. You need them to function in this world. Without habits your daily activities would be slowed down to a snail's pace. Our emotional reactions and feelings depend on habit patterns. You can develop the constructive habit of thinking of yourself as a worthwhile, participating citizen with meaningful goals in life. Or you can think of yourself as a failure, a person of little worth. This all comes about through self-talk. This is how you develop your self-image. So watch your language.

You can develop habits which will improve your self-image, how to feel successful, how to respect other people. You can develop the habit of profiting by mistakes, getting a sense of self-direction. Driving toward your goals in spite of obstacles is the beginning of habit . .. for habit is repetition. Resentment is a vicious habit because it is a repetitious circle that never ends.
It's all up to you ... the person you will be. You are the master of your own destiny, and that destiny will be determined by your own words!

SET GOALS TO ELEVATE BURNOUT

A goal is a picture in the mind that stimulates a person's creative energies to help him move toward that goal. Human beings are goal-oriented creatures. If we don't set constructive goals for ourselves and for our packs, chances are that we will be working unconsciously on goals which may not prove so desirable. Since we have goals whether we want them or not, doesn't it make sense to make the most of them?

Goals should be WRITTEN, SPECIFIC AND DETAILED, CONSISTENT, CONCRETE, CONSTRUCTIVE, CHALLENGING AND COMMUNICATED.

Here are some worthwhile suggestions: (keeps enthusiasm alive)

1. Broaden Your Vision. Sometimes we get so wrapped up in our own den and pack problems that we can't see the forest for the trees. It is worthwhile to stand back and look at the total Cub Scouting picture in your district; your council and your nation. Understanding how you fit into the total program gives you a better perspective and can aid you in dealing with other people. It will also help you plan a more effective program for the boys.

2. Win, Don't Repel. A man was walking in the country with his grandson when they came across a small land turtle. The boy picked up his find, examined it and tried to pry open the shell with a stick. The turtle promptly pulled in its head. "That will never get you anywhere", said the grandfather. "Let me show you." They returned home and put the turtle on the warm hearth. In a few minutes the turtle stuck out its head and feet and started crawling toward the boy. "Never try to force a fellow into anything", said the grandfather. "Just warm him up with a little kindness and he'll probably respond." This is an attitude that we should strive for in our relationships in Cub Scouting.

3. Communicate. Communications alone won't solve all Scout leader, but it can help clarify issues, remove relationships with other people and open the way for the problems of a Cub obstacles, improve workable solutions.

4 Listen. Listening is as distinct from hearing as music is from notes. When a person confides in you, he usually doesn't want advice; he wants somebody to understand and care about his troubles. Essential to the art of listening is the ability to suspend moral judgement. Anyone can listen Do you?

5. Keep Learning. Knowledge is power. You can't know everything, but you should know as much as possible about your own Scouting job and enough to understand the jobs of others. Do your homework -- widen your horizons --take advantage of all learning opportunities - search out ways to increase your knowledge. "Trained" is a misnomer in Scouting. No leader is ever really 'trained'. No one has all the answers. Learning is a continuous process. Dig out your buried treasures. Make use of your talents and resources. Give them a chance.

6. Be yourself. To be nobody but yourself in a world which is doing its best day and night to make you somebody else, means to fight the hardest battle which any human being can fight and never stop fighting. Accept your weak nesses. Learn your limitations. Be true to yourself. Polonius' advice to his son could well be heeded by Cub Scout leaders: "This

above all, to thine ownself be true, and it must follow as the night the day; thou can'st not then false to any man." Are you true to yourself?

7. Show Courage. It takes courage to stand up for what you believe is right. That's what young people are doing these days – they're taking a stand. They may not always be right, but we must admire them for their courage. We of the older generation could learn a lesson from youth, and show more courage.

8. Don't Jump To Conclusions. Our tendency to jump to causes a lot of pain and embarrassment. Be hesitant to detect the difference between imagination and reality. Fight negative thoughts and feelings.

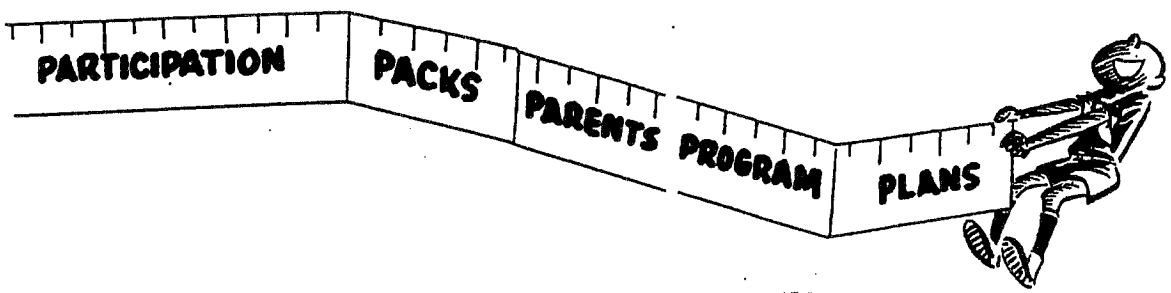
9. Take Time To Think. Take a daily 'think break'. Stop whatever you're doing and for ten minutes ponder your Scouting job; how to improve it and how to be more successful and effective. In a. fast moving world, few things make better sense than to pause and reflect. Stop. Think. Cry a little. Smile a little. Then, go on.

10. Say Thanks. Recognition of a job well done is a vital part program. Boys are recognized for their efforts with badges. Adults should receive recognition regularly. A pat on the back does a lot for the morale.

11. Get The Happiness Habit. Smile inside, and make this feeling part of you. Look forward to each day. Think happy and you'll be happy. Learn how to laugh -- not chuckle or grin, but really laugh out loud. Laughing propels you to effectiveness.

12. Strengthen Your self-image See yourself at your best. Appreciate yourself. Give yourself proper credit. If you like yourself others will. .If you short change yourself, chances are others will also.

13. Ponder This. "A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different because I was important in the life of a boy."



RESOURCES

This is part of an unending list of resources available to Cub Scout Leaders as an aid to planning and self-development. Our intent is to start you thinking of all the people, places and things that you can use in planning your den and pack program. No doubt you will have some good ideas of your own to add to this list, so we have left some space for you to do just that.

PEOPLE

Other Cub Leaders
District Cub personnel
Professional staff
Parents
Pack sponsors
Boy Scouts
Teachers
Librarians
Religious leaders
Community groups
Service groups
Professional men
Business men

PLACES

Sponsoring institutions
Scout Service Center
National headquarters
Education Service Center
Schools
Churches
Libraries
Businesses
Community centers
Scout Distributors
Roundtables
Pow Wow
Workshops
Other pack meetings
Other den meetings
Philmont Scout Ranch
Children's theater
Recreation centers

THINGS

Cub Leader Program Helps
"Scouting" magazine
"Boys' Life" magazine
Other Cub Scout literature
Women's magazines
Children's magazines
Books
Radio
Records
Tapes
"Frontiersman" newsletter
Pow Wow books
Television

Just look again at the choices you have. You should have no problem finding sources for interesting and exciting programs. Take advantage of all these and plan a better program for boys. Share your ideas with other leaders at your pack planning meetings or at the monthly Cub Roundtable.

J.R. EWING

Songs

Medical, Deck 12

Singing = Joy = Happy Faces = Fun

...and fun is the #1 ingredient for a first class den meeting, pack meeting or campfire.

Songs have been a part of scouting since Lord Baden-Powell's first campfire. Songs provide a lasting bond of friendship and a feeling of joy - even for those who "can't carry a tune". Singing bonds the group for the time they are together. It is a great motivator to get the audience in the mood of the festivities.

Songs can be broken down into four basic categories - rounds, repeats, action and general. We hopefully have provided some new songs here and there are some old ones with additional and hopefully new verses. Remember, you can always make up your own songs with the help of your cubs.

GENERAL

Boom, Boom, Boom, Boom

Boom, Boom, Boom, Boom
Gee Whiz, I got that rheumatiz,
I got it all over me.
I got it in my shoulders,
Got it in my knees,
I got that rick rackin' rheumatism
All over me.

Boom, Boom, Boom, Boom
I'll build a bungalow big enough for 2,
Big enough for 2, 3, 4, 5
Big enough for 2
Then when we're married
happy we'll be
Under the bamboo tree, bamboo, bamboo,
bamboo, bamboo

And you'll be M-I-N-E mine
And I'll be T-H-N-E thine
And I will L-O-V-E love you
All the T-I-M-E time
Cuz your the B-E-S-T best
Of all the R-E-S-T rest
And I will L-O-V-E love you
All the T-I-M-E time

Rackem' up Sackem' up any ole' time
Match in the gas tack, BOOM! BOOM

Staffers

(Tune: Daisy)
Adapted by JR Ewing)

Staffers, Staffers,
Give us your answer true,
Were we good scouts (fold hands)
Or did we smell PU? (hold nose)
We had a great time camping
It was fun while it was lasting.
So we'd like to give from us to you
A great big huge Thank You!
THANK YOU! (yell this)

Lisping Song

(Tune: Auld Lang Syne)

I with I were a little fith,
I with I were a fith,
I'd thwim and thwim
In the deep blue thea,
I with I were a fith.

I with I were a little thip,
I with I were a thip,
I'd thail and thail
The deep blue thea,
I with I were a thip.
I with I wathn't such a thimp,

I with I wathn't a thimp,
I'd thing a thong that had thumb thenth,
I with I wathn't a thimp.

Tom the Toad

(Tune: Oh, Christmas Tree)

Oh Tom the toad, Oh Tom the toad,
Why did you jump out in the road?
Oh Tom the toad, Oh Tom the toad,
Why did you jump out in the road?
You were so big and green and fat
But now you're small and red and flat.
Oh Tom the toad, Oh Tom the toad,
Why did you jump out in the road?

Oh Tom the toad, Oh Tom the toad,
Why are you lying out in the road?
Oh Tom the toad, Oh Tom the toad,
Why are you lying out in the road?
You did not see that car ahead
And you were flattened by the tread.
Oh Tom the toad, Oh Tom the toad,
Why are you lying out in the road?

Oh, Sue the skunk, Oh Sue the skunk,
Why do you make my tires go klunk?
Oh, Sue the skunk, Oh Sue the skunk,
Why do you make my tires go klunk?
You did not look from East to West,
Now on the road there's such a mess.
Oh, Sue the skunk, Oh Sue the skunk,
Why do you make my tires go klunk?

Oh, Sam the snake, Oh, Sam the snake,
Why do you lie out there and bake?
Oh, Sam the snake, Oh, Sam the snake,
Why do you lie out there and bake?
You did not see that truck go by,
Now you look like a butterfly.
Oh, Sam the snake, Oh, Sam the snake,
Why do you lie out there and bake?

Oh, Possum Pete, Oh, Possum Pete,
There's nothing left but hair and feet.
Oh, Possum Pete, Oh, Possum Pete,
There's nothing left but hair and feet.
You thought you'd beat that bus across
now you look like a pile of moss.
Oh, Possum Pete, Oh, Possum Pete,
There's nothing left but hair and feet.

Oh, Kitty Cat, Oh, Kitty Cat,
Why does your tongue hang out like that?
Oh, Kitty Cat, Oh, Kitty Cat,
Why does your tongue hang out like that?
Why were you running from the mutts?
Now that truck spread out your guts.
Oh, Kitty Cat, Oh, Kitty Cat,
Why does your tongue hang out like that?

Oh, Fred the fish, Oh, Fred the fish,
Why are you lying in the dish?
Oh, Fred the fish, Oh, Fred the fish,
Why are you lying in the dish?
You did not see the hook ahead,
And now your head is stuffed with bread.
Oh, Fred the fish, Oh, Fred the fish,
Why are you lying in the dish?

Oh, Bill the bug, Oh, Bill the bug,
What are you doing on the rug?
Oh, Bill the bug, Oh, Bill the bug,
What are you doing on the rug?
You did not see the foot ahead,
And now you're just a spot of red.
Oh, Bill the bug, Oh, Bill the bug,
What are you doing on the rug?

Oh, Rog the dog, Oh Rog the dog,
Why did you jump on that green log?
Oh, Rog the dog, Oh Rog the dog,
Why did you jump on that green log?
You used to like to play and track,
But now you are an alligator snack.

Oh, Rog the dog, Oh Rog the dog,
Why did you jump on that green log?

Oh, Al the gator, Oh, Al the gator,
You should have waited until later.
Oh, Al the gator, Oh, Al the gator,
You should have waited until later.
You sat upon the yellow line,
And now you're just a streak of slime.
Oh, Al the Gator, Oh, Al the Gator,
You should have waited until later.

Oh, Matt the rat, Oh, Matt the rat,
Why did you tease my pussy cat?
Oh, Matt the rat, Oh, Matt the rat,
Why did you tease my pussy cat?
You used to be so brown and thin,
And now you are inside of him.
Oh, Matt the rat, Oh, Matt the rat,
Why did you tease my pussy cat?

Oh, Jake the snake, Oh, Jake the snake,
How did you find my garden rake?
Oh, Jake the snake, Oh, Jake the snake,
How did you find my garden rake?
You used to be so long and slick
and now you are so short and "ick".
Oh, Jake the snake, Oh, Jake the snake,
How did you find my garden rake?

Oh, Doug the bug, Oh, Doug the bug,
Why did you fall into my rug?
Oh, Doug the bug, Oh, Doug the bug,
Why did you fall into my rug?
I really liked to play with you,
And now you're stuck upon my shoe.
Oh, Doug the bug, Oh, Doug the bug,
Why did you fall into my rug?

One night, one morn
When I was born
And the whistle went Toot, Toot,
(Toot! Toot!)
You can buy a cake
Or fry a snake
When the mud pies are in bloom.
Does six and six make nine?
Does ice grow on a vine?
Is old man Joe an Eskimo
In the good ole' summer time?
Oh, loop de loop in the noodle soup
Just to give those socks a shine.
I'm guilty judge I ate the fudge.
Three cheers for Auld Lang Syne.
I cannot tell a lie
I hocked the apple pie.
It's on a tree beneath the sea
Above the bright blue sky.
Oh, they call me king Napoleon
But I'm not him at all
I come from South Dakota
Way down in old St. Paul
I'll sue them all for slander
I'll make them all repent
For how can I be Bonaparte
When I'm the president? (Vote for me)
If Easter eggs don't wash their legs
Their children will be ducks!
Quack, Quack!
I'd rather buy a lemon pie for 47 bucks (ching, ching)
Way down in Barcelonia,
They jumped into the foamia,
But that is all bolognia.
Peterewski blow your horn!
Toot! Toot!

Nonsense Song

I wish I was…

(Tune: If You're Happy)

Oh I wish I was a little strip-ed skunk
Oh I wish I was a little strip-ed skunk
I would sit up in the tree-sies
And perfume all the breezies
Oh I wish I was a little strip-ed skunk

Oh I wish I was a little mosquito
Oh I wish I was a little mosquito
Oh I'd itchy and I'd bitey,
Under everybody's nighty
Oh I wish I was a little mosquito

Oh I wish I was a little cake of soap
Oh I wish I was a little cake of soap
Oh I'd slippy and I'd slidey
Over everybody's' hidy
Oh I wish I was a little cake of soap

Oh I wish I was a fishy in the sea
Oh I wish I was a fishy in the sea
Oh wouldn't I look cute,
Without my bathing suit
Oh I wish I was a fishy in the sea

Oh I wish I was a little English sparrow
Oh I wish I was a little English sparrow
Oh I'd sit up in the steeple
And I'd spit on all the people
Oh I wish I was a little English sparrow

Oh I wish I was a little Bog o' Mud
Oh I wish I was a little Bog o' Mud
Oh I'd oozy and I'd goozy
Into everybody's shoesie
Oh I wish I was a little Bog o' Mud

Oh I wish I was a little slippery root
Oh I wish I was a little slippery root
Oh, I'd stick up in the trail,
And I'd flop you on your tail
Oh I wish I was a little slippery root
Oh I wish I was a little candle flame
Oh I wish I was a little candle flame
Oh, I'd be so very bright,
And I'd go out every night
Oh I wish I was a little candle flame

Oh I wish I was a little safety pin
Oh I wish I was a little safety pin
And everything that's busted,
I would hold until I rusted
Oh I wish I was a little safety pin

Oh I wish I was a little can of soda
Oh I wish I was a little can of soda
I'd go down with a slurp,
And come up with a burp
Oh I wish I was a little can of soda

Oh I wish I was a little kangaroo
Oh I wish I was a little kangaroo
Oh, I'd hippy and I'd hoppy
Inside my mommy's pockie
Oh I wish I was a little kangaroo

Oh I wish I was a spoon of Castor Oil
Oh I wish I was a spoon of Castor Oil
Oh, I'd lubricate the chassies
Of all the lads and lassies
Oh I wish I was a spoon of Castor Oil

Oh I wish I was a little sugar bun
Oh I wish I was a little sugar bun
Oh, I'd slippy and I'd slidey
Into everyone's insidies
Oh I wish I was a little sugar bun

Oh I wish I was a juicy little orange
Oh I wish I was a juicy little orange
When you squeeze me, I would squirty
Onto everybody's shirty

Oh I wish I was a juicy little orange

Oh I wish I was a little foreign car
Oh I wish I was a little foreign car
I would run and I would speedy
Over slow pedestrians feety
Oh I wish I was a little foreign car

Oh I wish I was a little water bed
Oh I wish I was a little water bed
Oh, I'd wobble and I'd wiggle
And make the sleepers giggle
Oh I wish I was a little water bed

Cub Scouts Don't Wear Socks

Chorus:
A ding dong, dong dong dong
A ding dong, dong dong dong
A ding dong

Cub Scouts don't wear no socks
I saw'em when they took'em off
They threw'em in the garbage can
Killed three rats and a garbage man

Chorus:

Cub Scouts don't wear no socks
I saw'em when they took'em off
They threw'em out in the street
Now the cars go bup bup bup

Chorus:

Cub Scouts don't wear no socks
I saw'em when they took'em off
They threw'em up in the air
Now the birds need medicare

Chorus:

Cub Scouts don't wear no socks
I saw'em when they took'em off
They threw'em on the presidents desk
That's why the governments in such a mess

Backyard Treasures

(Tune: Clementine)

In the backyard, there are treasures,
There are treasures all around.
I look hard in my backyard,
All the treasures can be found.

Found some pine cones and an ant hill,
And a frog all squashed and dead.
I can hide them in my pocket,
And I'll keep them 'neath my bed.

Momma found them in my pocket,
So she yelled and screamed and cried.
"You can keep those rotten pine cones,
But you can't keep the frog that died.

So I took them to the backyard,
To her flower bed to rest.
I'm so glad she didn't find that
Beetle hidden in her desk.

Happy Side

Chorus:
Stay on the happy side
Always on the happy side
Stay on the happy side of life - oh boy!
You will feel no pain
As we drive you insane
So stay on the happy side of life - uh huh!

Knock, Knock — Who's there?
Ether. — Ether who?
Ether bunny! — Ooooohh!

Chorus:

Knock, Knock Who's there?
Anna. Anna who?
Another Ether bunny. Ooooooh!
Chorus:

Knock, Knock Who's there?
Stella. Stella who?
Still another Ether bunny. Ooooooh!

Chorus:

Knock, Knock Who's there?
Orange. Orange who?
Orange you glad I didn't say another Ether bunny? Ooooooh!

Chorus:

Knock, Knock Who's there?
Cargo. Cargo who?
Car go beep beep and run over all the Ether bunnies! Ooooooh!

Chorus:

Knock, Knock Who's there?
Boo. Boo who?
Don't cry. Ether bunnies will come back next year. Ooooooh!

Chorus:

The Coming of the Frogs

(Tune: Battle Hymn of the Republic)

Mine eyes have seen the horror
Of the coming of the frogs
They are sneaking through the swamps,
They are lurking in the logs.
You can hear their mournful croaking through the early morning fog.
The frogs keep hopping on.

Chorus:
Ribet ribet ribet croak croak
Ribet ribet ribet croak croak
Ribet ribet ribet croak croak
The frogs keep hopping on.

The frogs have grown in numbers,
And their croaking fills the air.
There's no place to escape to
Cause the frogs are everywhere
They've eaten all the flies,
And now they're hungry as a bear.
The frogs keep hopping on.

Chorus:
I used to like the bullfrogs,
Liked to feel their slimy skin.
Liked to put them in my teachers desk.
And bring them to our Den.
Now they're knocking at the front door,
I cant' let those frogs come in.
The frogs keep hopping on.

Chorus:

They have hopped into the living room,
And headed down the hall.
They have trapped me in the corner
And my back's against the wall.
And when I open up my mouth
To give a warning call,
This is all that's heard.

Chorus:

Bring Back My Neighbors to Me

(Tune: My Bonnie)

One night as I lay on my pillow,
One night as I lay on my bed,
I stuck my feet out of the window,
Next morning my neighbors were dead.

Chorus:
Bring back, bring back
Oh, bring back my neighbors to me, to me.
Bring back, bring back
Oh, bring back my neighbors to me

One day as I sat in my rocker,
One day as I sat very still,
I passed gas and killed off my neighbors,
And made me exceedingly ill.

Chorus:

My neighbors looked into the gas tank,
But nothing inside could they see.
The lighted a match to assist them,
Oh bring back my neighbors to me!

Chorus:

Bug Juice

(Tune: Top of Old Smokey)

At camp with the Cub Scouts,
They gave us a drink.
We thought it was Kool-Aid,
Because it was pink.

But the thing that they told us,
Would of grossed out a moose.
For that great tasting pink drink,
Was really bug juice!
It looks fresh and fruity,
Like tasty Kool-Aid.
But the bugs that are in it,
Were murdered with raid.
We drank it by gallons,
We drank it by tons.
But then the next morning,
We all had the runs.

Next time you drink bug juice,
And a fly drives you mad.
He' just getting even,
Cause you swallowed his dad!

Cub Sailors

(Tune: My Bonnie)

The Cub Scouts sailed out on the ocean,
One weekend with all of the pack.
They didn't remember the compass.
Oh, please bring that Cub Scout pack back.

Chorus:
Bring back, bring back,
Bring back those Cub Scouts back home to me.
Bring back, bring back,
Bring back those Cub Scouts to me.

They sailed till they reach Honolulu.
They landed with nobody hurt.
They went to a Hawaiian luau.
Dressed up in blue and gold grass skirts.

Chorus:

They headed back home one gray morning.
Got caught in a bad hurricane.
The last report that we heard of them.
They were sighted off the coast of Spain.

Chorus:

It's a Small World

It's a world of laughter, a world of tears;
It's a world of hopes and a world of fears.

There's so much that we share that it's time we're aware.
It's a small world after all.

Chorus:
It's a small world after all.
It's a small world after all.
It's a small world after all.
It's a small, small world.

There is just one moon and one golden sun.
And a smile means friendship to everyone;
Though the mountains divide and the oceans are wide.
It's a small world after all.

Chorus:

ACTION

Spider on the Floor

(Tune: If You're Happy and You Know It)

There's a spider on the floor, on the floor.
There's a spider on the floor, on the floor.
Who could ask for anymore
than a spider on the floor,
There's a spider on the floor, on the floor.

(use finger to crawl up body)
There's a spider on my leg, on my leg.
There's a spider on my leg, on my leg.
Oh, he is such a plague, this spider on my leg.
There's a spider on my leg, on my leg.

There's a spider on my stomach, on my stomach.
There's a spider on my stomach, on my stomach.
Oh, he's just a dumb old Lummox, this spider on my stomach,
There's a spider on my stomach, on my stomach.

There's a spider on my neck, on my neck,
There's a spider on my neck, on my neck.
Oh, I'm going to be a wreck, this spider on my neck.
There's a spider on my neck, on my neck

There's a spider on my face, on my face,
There's a spider on my face, on my face.
Oh, what a big disgrace, this spider on my face.
There's a spider on my face, on my face.

There's a spider on my head, on my head,
There's a spider on my head, on my head.
Oh, I wish I that I were dead, this spider on my head.
There's a spider on my head, on my head.

Spoken - But he jumped off my head
Repeat first verse.

Cub Scouts Are so High Minded

Cub Scouts are so (*frame head*)
High minded (*lift top hand*)
Bless my soul they're (*hands in prayer*)
Double jointed (*touch alternate elbows*)
They climb mountains (*climbing motions*)
Don't mind it *(spread hands apart)*
All day long *(circle hands in opposite directions)*

Repeat song, however on each repeat hum the next line of the song while doing the motions, until at the end you hum the entire song.

Once a Cub Scout Went a Yodeling

Once a Cub Scout went yodeling
On a mountain so high
When along came a cuckoo bird
Interrupting his cry

Chorus:
Ooo - Lee - A
O - Lee - A - Coo - Kee - A
O - Lee - A - Coo - Coo
O - Lee - A - Coo - Kee - A
O - Lee - A - Coo - Coo
O - Lee - A - Coo - Kee - A
O - Lee - A - Coo - Coo
O- Lee - A - Coo - Kee - A - O

Once a Cub Scout went yodeling
On a mountain so high
When along came a St. Bernard
Interrupting his cry.

Chorus:
(Add panting after each Coo - Coo)

Grizzly Bear	Growl
Avalanche	Swish, Swoosh
Milking Cow	Squish, Squish
Swiss Miss	Kissing sound
Do Your Best	Do Your Best (shout)

(The sounds add on continuously)

EER-EENK

(Close fist with Eer, and open with eenk)
Eer-eenk went the little green frog one day,
Eer-eenk went the little green frog,
Eer-eenk went the little green frog one day,
Eer-eenk went the little green frog,
Eer-eenk, Eer-eenk, Eer-eenk, eenk, eenk
Eer-eenk, Eer-eenk, Eer-eenk, eenk, eenk

Honk, honk (pump arm like truck horn)
went the big mack truck one day,
Honk, honk went the big mack truck,
Ker-splat (slap hands together) went the little green frog one day,
Now his eyes don't go Eer-eenk anymore
Cuz they got ate up by a dog, WOOF!
WOOF!

REPEATS

Another Bear Song

The other day
I saw a bear
A big white bear
I had to stare

He stared right back
And seemed to grin
His long white fangs
Hung to his chin

He moved towards me
Upon four paws
And those four paws
Held six-inch claws

I couldn't move
My feet were froze
As I saw steam
Shoot from his nose

But I was safe
Because I knew
This polar bear
Was at the zoo!

Birdie Song

Early in the morning
When I'm fast asleep
I hear a little chirpin'
I hear a little peep (Peep!)
It's just my little birdie
With a funny name

Chorus: It's a kleina kleina fugle fugle eshna beshna bugle bugle ergo splittin' lousy bloomin' bird

Gotta get some bird seed
For my window sill
Just to keep him busy
Just to keep him still
It's for my little birdie
With a funny name

Chorus: (During the chorus the boys sing Blah, Blah, Blah ending with bird at the same time as the leader.)

Chiggers

by JR Ewing

When we walk through the trees
We get chiggers on our knees
When we walk through the trees
We get chiggers on our knees
We get chiggers
On our knees
When we walk through the trees

When we walk through the grass
We get chiggers on our pants
When we walk through the grass
We get chiggers on our pants
We get chiggers
On our pants
When we walk through the grass

When we walk through the rocks
We get chiggers on our socks
When we walk through the rocks
We get chiggers on our socks
We get chiggers
On our socks
When we walk through the rocks
When the wind blows the air
We get chiggers in our hair
When the wind blows the air
We get chiggers in our hair
We get chiggers
In our hair
When the wind blows the air

When the wind really blows
We get chiggers up our nose
When the wind really blows
We get chiggers up our nose
We get chiggers
Up our nose
When the wind really blows

ROUNDS

One Bottle Pop

One bottle pop, two bottle pop,
Three bottle pop, four bottle pop,
Five bottle pop, six bottle pop,
Seven bottle pop, Pop.

Don't throw your trash in my backyard,
my backyard, my backyard,
Don't throw your trash in my backyard,
My backyard's full.

Fish and chips and vinegar,
vinegar, vinegar,
Fish and chips and vinegar,
Pickled peppers piping hot.

KATHY TISDALE
and
CAROL FLAUGHER

Theme Crafts

Engineering, Deck 36

CRAFTS

Crafts are an effective means of teaching the Cub Scout how to use his hands to make something and thus improve his manual dexterity, self-expression, imagination, creativity and self esteem.

Your challenge is to find a craft suited to the monthly theme, holiday or special activity ,which is interesting to Cub Scout-age boys is within their abilities and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtables provide them and various magazines and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed when working with Cub Scouts on crafts:

* Keep crafts simple and low-cost. Expensive kits or materials are rarely appreciated by the boys more than simple projects made from scrap materials. Since den leaders work with a limited budgets, cost is a big consideration.

* Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function and if possible, fit the theme.

* Crafts should teach a skill. Carving, modeling, painting, weaving or measuring are some examples of skills that are acquired by doing crafts. Merely gluing pieces together is not enough. Cub Scouts like hands-on, "I built it", type crafts. They like to hammer, saw, lace leather and paint.

* Crafts should be progressively more challenging. Try to avoid repeating craft projects the boys made the previous year unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.

* A variety of materials and methods should be introduced through craft projects. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.

* Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.

* Be sure the craft is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage or outdoors for the messier and smellier crafts.

* The craft must be the boy's work. In some cases, leaders will find it necessary to precut or pre-assemble certain parts of a craft which may be too difficult or time-consuming for the boys. Remember, boys need to be able to say, "I made it."

* You don't need a craft at every meeting.

* Have all materials ready before the meeting. Be sure to have extra supplies on hand for accidents and goof-ups.

* The leader must make the craft first. Familiarity with the construction makes it easier to demonstrate or assist the boys. Have a finished model for the boys to examine.

* Don't criticize or compare the items the boys make. Praise the boy's efforts. Each boy's best is different.

* Display the boys' finished crafts at the pack meeting.

* *Safety* must be a key factor with crafts. When using tools, electricity, etc., be sure there is enough adult supervision to maintain safety.

* Use projects that fulfill the requirements of the achievements and electives in the Cub Scout handbooks. Help the boys select an achievement or elective that they are interested in and get them started on a project to assist them with their advancement.

SCRAP RESOURCE LIST

Sometimes it takes a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas:

* When hunting for supplies, wear your uniform or identify your group.

* Don't forget to say "Thank you" and have the boys write a note.

* Don't overuse one source just because they are generous.

* Try to think up new resources by the telephone book and a little imagination.

* If you have more than you can use, share with other leaders.

* Don't expect everything to be free.

* ASK PARENTS TO HELP YOU. Use a wish or need list.

December '97 - The Golden Rule

MATCHBOX-MOUSE ORNAMENT
by Jan Atwood

Materials:

One matchbox with matches removed
12 gray pom poms: One ¾", four ¼", one 7mm, six 3mm
White felt; 1 ¼" x 4" and 1 ¼" x 6".
Red acrylic paint
10" red yarn
Fine-line black dimensional paint
One 3mm pink pom pom
Gray felt scrap
Four craft picks.
4" gray yarn
Pink powder blush
Thick craft clue
Two spring clothespins, dime, paper", paintbrush, pencil, ruler, scissors, tweezers

Instructions:

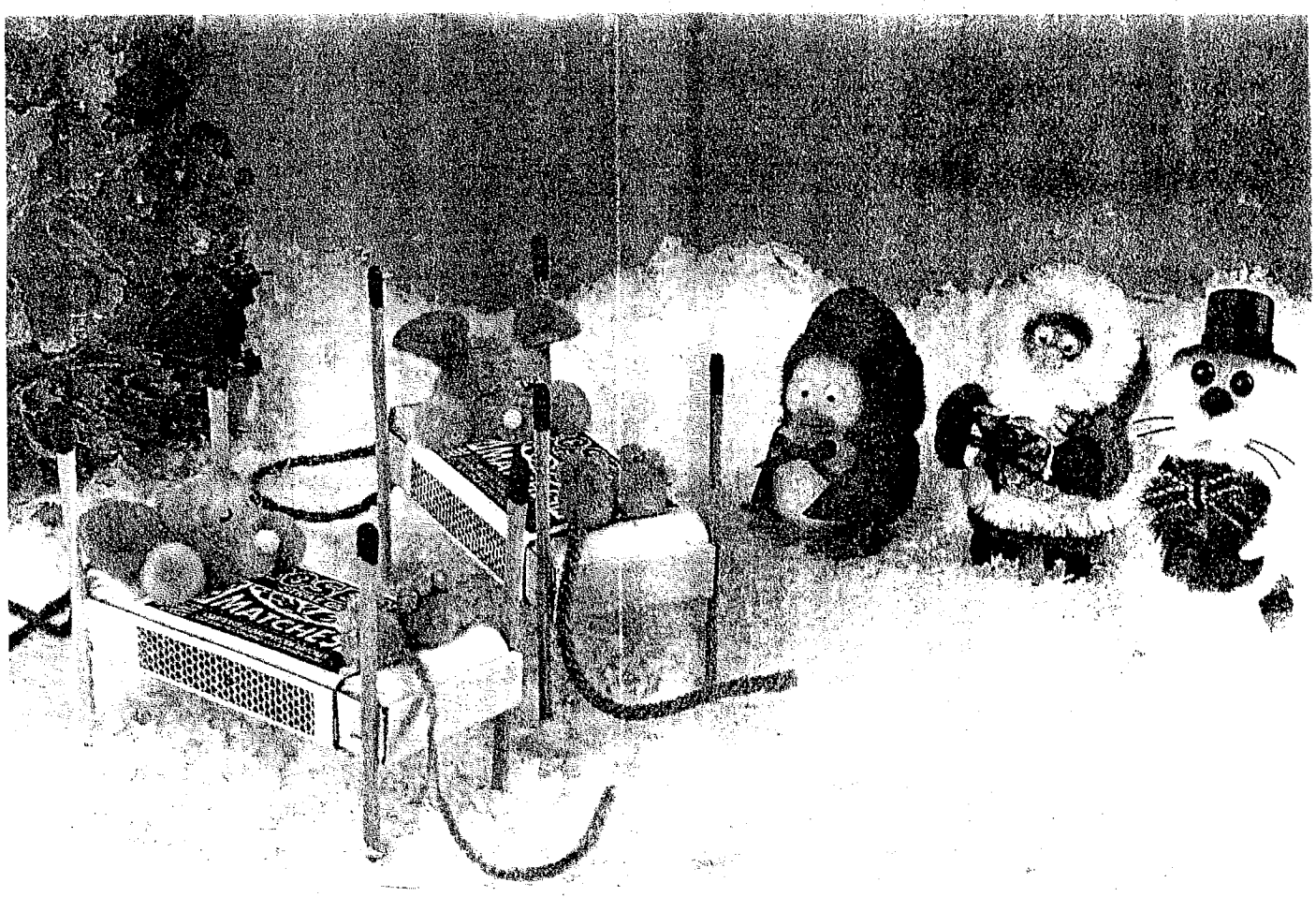
1. **Make the bed.** Remove drawer from matchbox and cut in half. For pillow and blanket roll, roll up each piece of white felt and place seam side down in each end of drawer halves. Glue in place. See photo. Glue drawer halves back in matchbox as shown.

2. **Make the hanger and tail.** For hanger, tie red yarn in loop. Glue knot to top of pillow. For tail, glue one end of gray yarn off center on top of blanket roll.

3. **Make the mouse.** See photo. For head, glue ¾" pom pom on pillow. For paws, glue ¼" pom pom on either side of head. For felt, glue two ¼" pom poms on blanket roll. For nose, dab 7mm pom pom in glue and place on head as shown. Use tweezers to glue pink pom pom on nose and three gray 3mm pom pom on each foot for toes. Brush bottom of feet with blush.

4. **Finish the mouse.** For ears, trace dime two times on gray felt and cutout. See photo. Place drop of glue on edge of each circle, fold into ear shapes, and hold in place with clothespins. Let dry. Brush inside of ears with blush. Glue ears on head. For eyes, use black paint to draw two short half circles above nose.

5. **Finish up.** Use scissors to cut 1" from pointed ends of picks. For match tops, use red paint to paint ¼" of the round end of picks. Let dry. See photo. Glue match legs to sides of bed as shown .



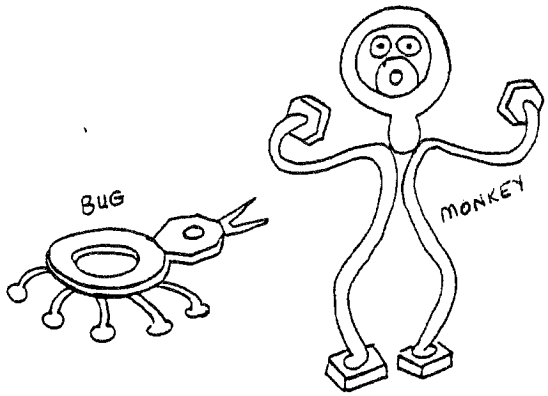
January "98 - Genius Night

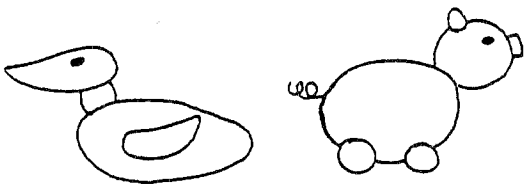
METAL SCULPTURES

These sculptures are made from assorted nails, screws, nuts, bolts, etc.

Use household cement to glue parts together. Let dry. Use clay to proper legs and other parts while glue is drying.

For finishing touch, apply liquid solder at joints and allow to dry. Spray paint if desired.





ROCK SCULPTURES

Materials: Smooth rocks and pebbles, Epoxy glue, marking pens or acrylic paints, scraps and objects for adding details.

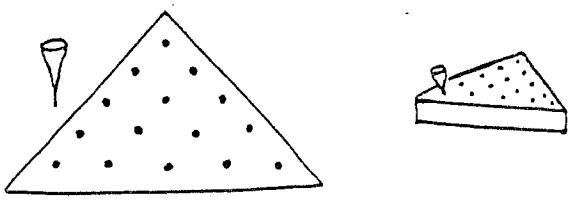
Glue rocks together with epoxy glue. Turn them into anything you can imagine, decorating with seeds, string, buttons, felt, foil, cardboard, bottle caps, wire, flowers, etc.

ONE MAN CHINESE CHECKERS

Cut board from 1" x 4" or 1" x 6". Mark off 15 equally spaced holes. Drill with 1/8" drill.

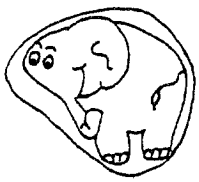
Place 14 golf tees in holes, leaving one hole vacant.

Object of game: Jump tees and remove from board. Only one tee jumped at a time. Try to leave only one tee.



ROCKY PERSONALITIES

Collect some smooth, unusual rocks. Look carefully at the rock before beginning; often the shape and texture will give you an idea of what to make. Use acrylic or poster paints to paint a face, person, animal, landscape, or whatever you can imagine. Coat the finished product with liquid wax or clear shellac. They make nice paperweights.



HOMEMADE IMAGE PROJECTOR

The image projector is made from a cardboard carton, magnifying glass, extension cord with a light socket, and a tin can reflector. You an use it to show snapshots, postcards, drawings, etc.

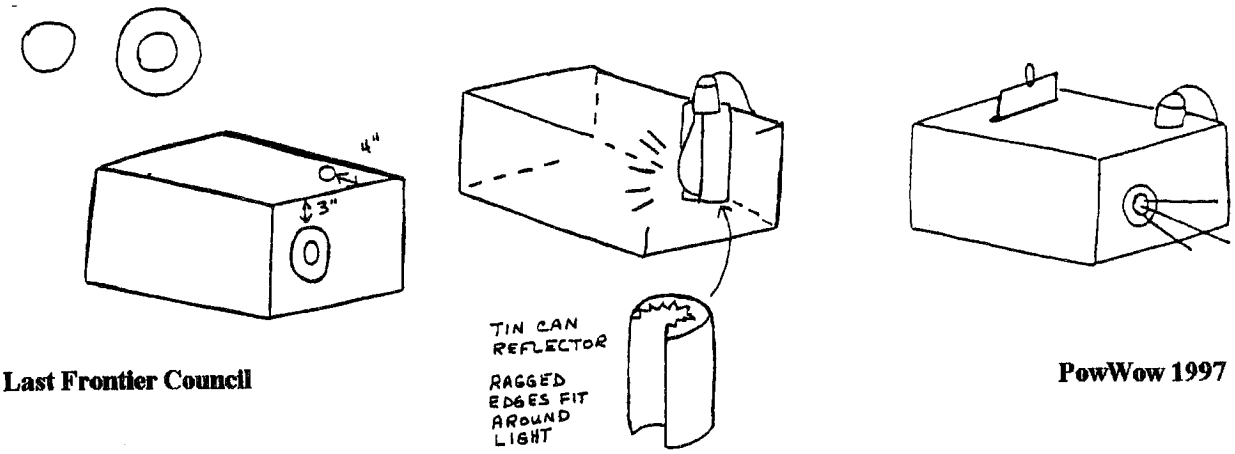
1. Cut a hole the size of the magnifying glass in one end of the carton, about 3" from top and to one side. To hold glass in place, cut 2 circles of cardboard and remove center section slightly smaller than glass. With glass in hole, glue circle to each side of carton. (For better focus, substitute old camera lens for magnifying glass.)

2. For light socket, cut a hole in top of box, about 4" back of glass, but near other side. Tape edges.

3. Cut reflector from tin can. Fit over socket and screw in light bulb. (Check carefully that reflector does not touch inside of socket, causing a short circuit.) Turn reflector so that light reflects to back and side of box.

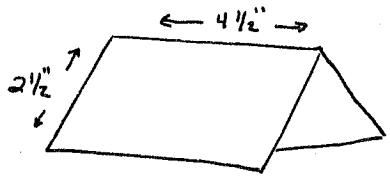
4. To find position for making slot, turn box on its side with a cover over the opening. Darken the room and run on the light in the projector. Hold card or snapshot against inside top of box and move it back and forth until you get the sharpest image. Mark, and make slot.

5. To use projector, insert cards upside down, holding them with a clip clothespin or paper clip. Project them against a light colored wall.



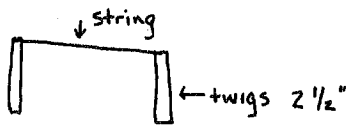
February '97 - Let's Celebrate Scouting

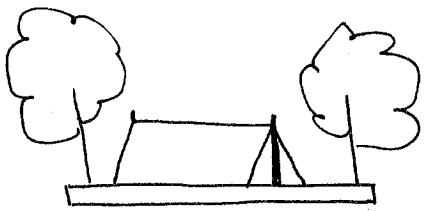
Decorations for the Banquet Table



CAMP SITE CENTERPIECE (WEBELOS)

Materials:
Plywood cut in size desired for base of centerpiece
Paper-mache mixture
Newspaper strips
Foil
Glue
Popsicle sticks
Pieces of green sponge
Scrap pieces of cloth to make tents
String
Small twigs
Paints



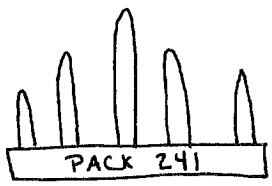


Instructions:
To make the land on the base, model it with paper-mache. Leave a depression to form a lake. Be sure to build sides up high around lake. Line the lake with foil and add small amount of water.

To make trees, use small branches or twigs and glue pieces of green sponge to them for leaves. For tents, cut rectangular pieces of cloth. Tie string to wooden sticks, arranging cloth over sticks and gluing in place.

DEN CANDLE CENTERPIECE

Materials:
Shoe box lid
Blue foil paper
Cardboard rolls in graduated sizes
Gold foil paper
Red construction paper
Felt pen.



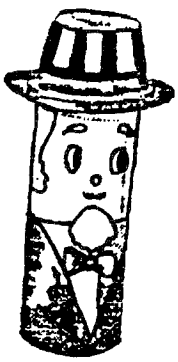
Instructions:
Cover lid with blue foil paper. Make five holes in top,. Insert graduating sized cardboard rolls covered with gold foil to simulate candles. Use red construction paper for flames. Use felt marker for lettering.

WALNUT CANDLE FAVORS

Materials:
Half of walnut shell
Paint if desired
Small birthday candle,
Paraffin
Pipe cleaner

Instructions:
1. Paint outside of walnut shell if desired.
2. Carefully melt paraffin (supervise boys well), and add small birthday candle.
3. Add pipe cleaner handle as illustrated above.

UNCLE SAM NUT CUP

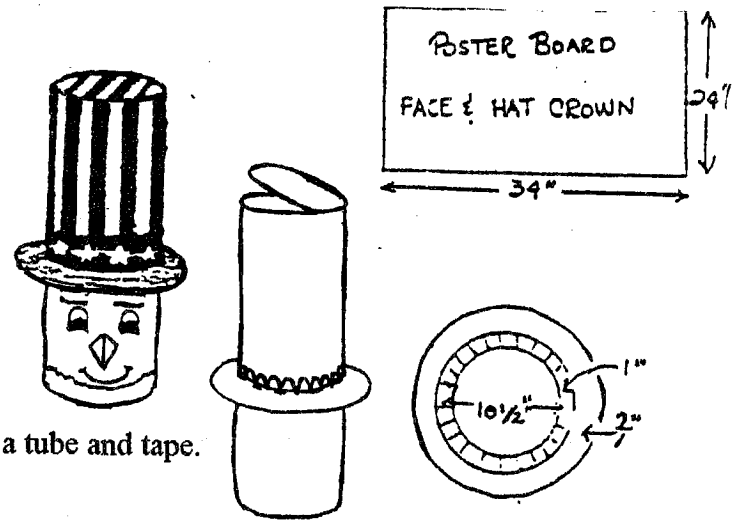


Materials:
2 nut cups
Cardboard roll
Paint or markers
Construction paper
Scissors
Glue

Directions:

1. Cut cardboard roll to 3 ½ " high. Using paint or markers, color features (face, hair, bow tie, suit).
2. Invert white nut cup for crown of hat. Paint stripes on hat using fold of nut cup as guide.
3. Cut a paper circle for the brim and glue it on top the rolled edge of the nut cup.
4. Cut a strip of paper for the hat band. Decorate with stars and glue to hat directly above brim.
5. Remove the rim from the second nut cup. Push it to the bottom of the cardboard tube.
6. Fill with nuts or treats.
7. Place hat on top.

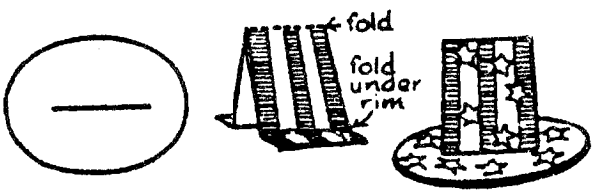
UNCLE SAM CENTERPIECE



Materials:
Poster board
Tape
Flesh colored crepe paper
Gold or silver stars
Cotton bans (for beard)
Paint or markers

Directions:
1. Cut a piece of poster board 24" X 34". Shape into a tube and tape.
2. Cut hat brim in circle 2" wider than tube.
3. Make several 1" slits in the inside of the brim. Bend slits up. Slip over the tube approximately two thirds down tube and tape.
4. Hat is red arid white striped with red brim and blue band with gold or silver stars.
5. Cover lower portion of tube with flesh colored crepe paper for face. Add construction paper features.

UNCLE SAM HAT FAVORS



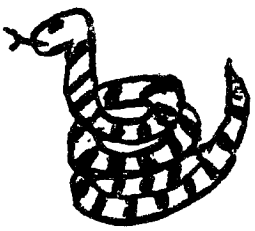
Materials:
Red, white, and blue construction paper
Scissors
Glue
Gummed stars

Directions:
1. Cut 1 ½" circle from blue paper. Cut slit in center of blue piece.
2. Cut 1" X 2 ½" rectangle from white paper. Cut three red strips same length as white.
3. Glue red strips evenly spaced on white piece.
4. Fold white piece in half along long side. Make ¼" folds on each end of white paper.
5. Insert white piece through slit leaving only the small folds below the blue piece.
6. Glue small fold to bottom of blue piece.
7. Apply gummed stars.

March '97 - Cub Scout Safari

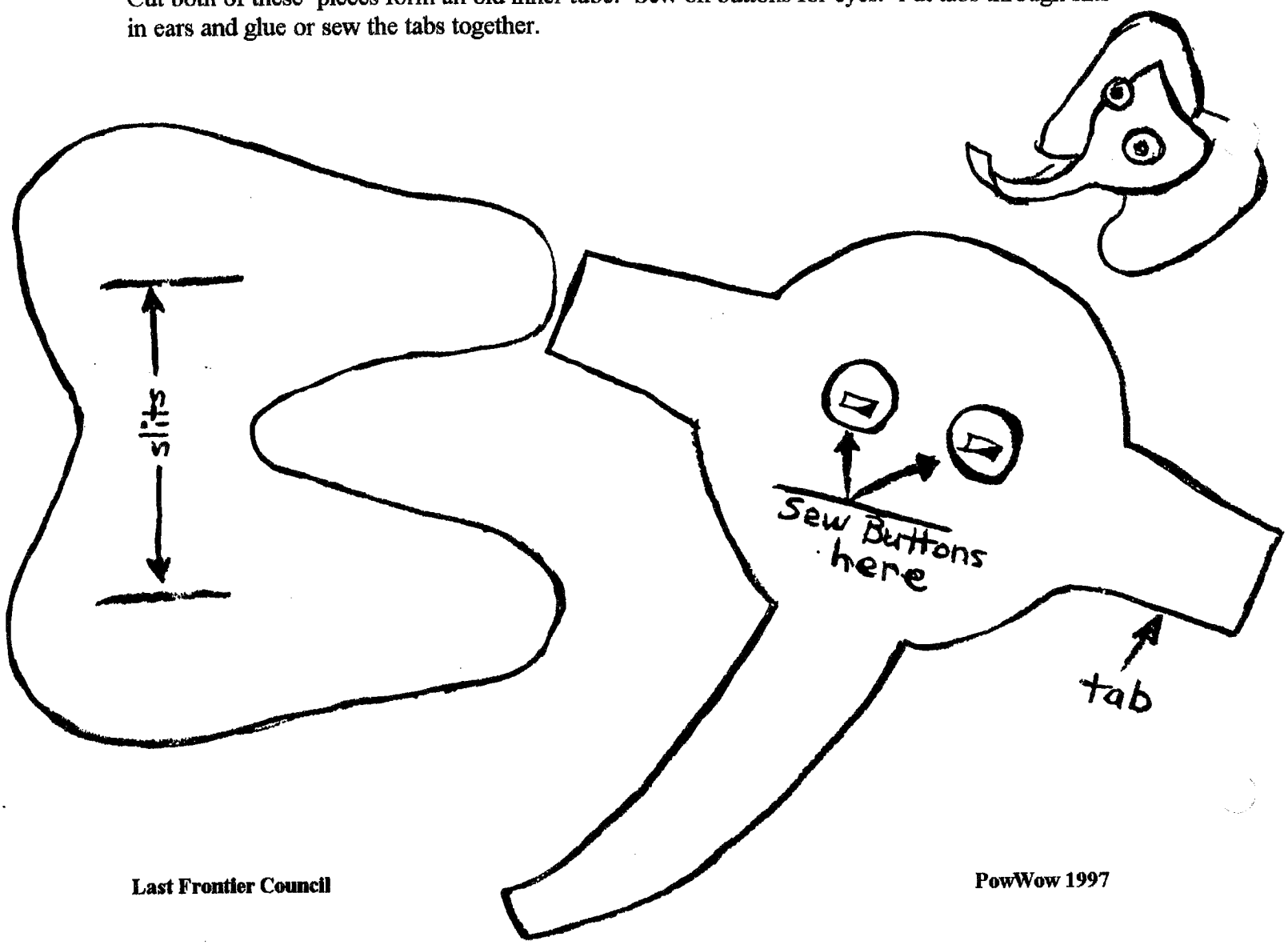
PIPE CLEANER SNAKE SLIDE

Twist ends of two pipe cleaners together. Double one end back to shape head and add string tongue. Wrap remainder around dowel and turn end up for tail. Add dots for eyes and dab colored ink along body.



ELEPHANT NECKERCHIEF SLIDE

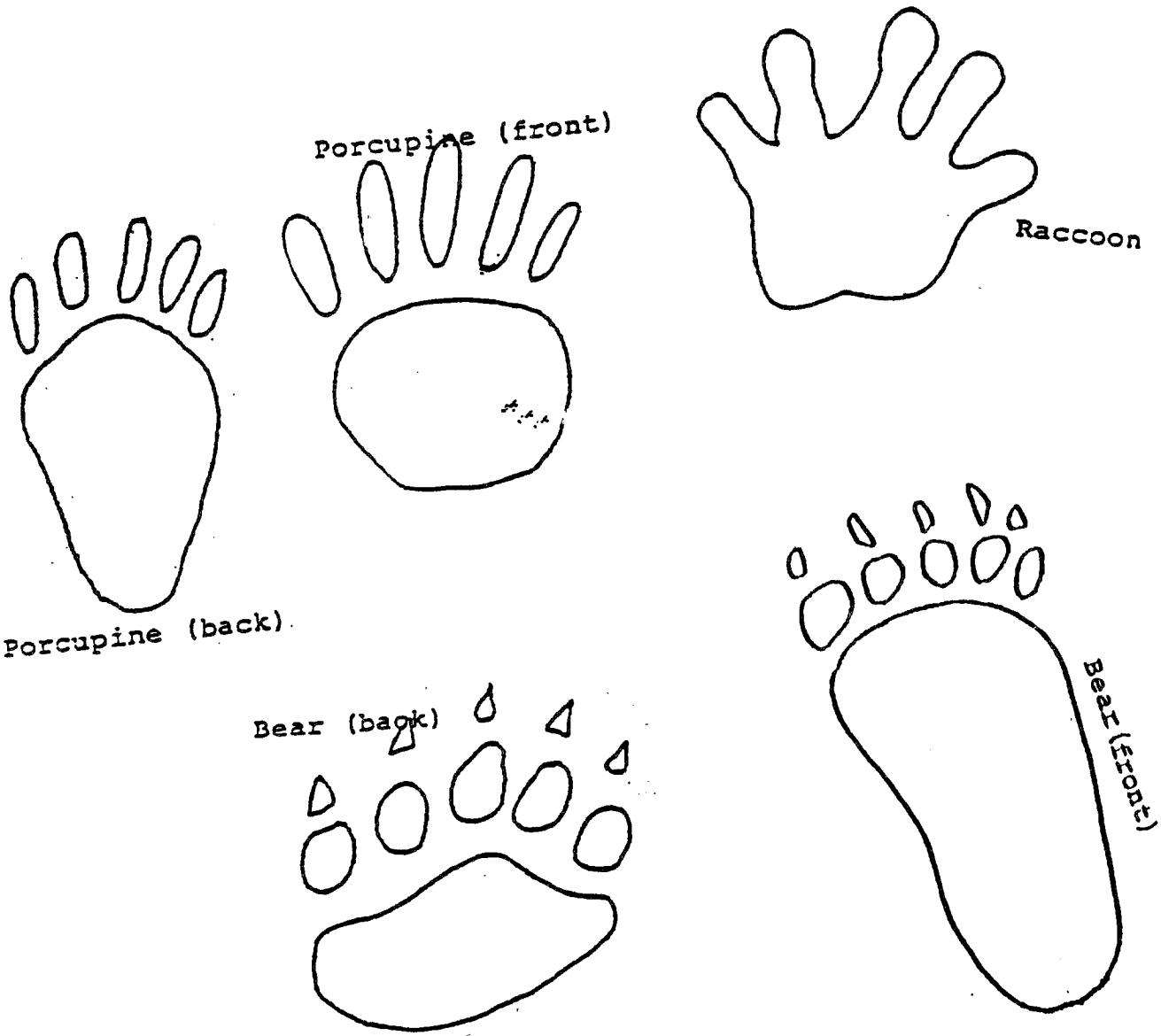
Cut both of these pieces form an old inner tube. Sew on buttons for eyes. Put tabs through slits in ears and glue or sew the tabs together.



RUBBER STAMP PRINTS

Materials: Auto tire inner tube, glue, small blocks of wood, tin snips or large scissors

Cut the footprints from the inner tube and glue onto wooden blocks. Use the stamps to depict stories of natural happenings, such as rabbit tracks going across a piece a paper followed by coyote tracks to show that the coyote was stalking the rabbit. Use pen to show signs of a struggle. Label your footprints



April '98 - Cliff Dwellers of the Southwest

BOYS' LIFE COVER

Materials:
12-by-20 inch pine of leather or imitation leather
6-foot plastic or leather lacing
¼ inch leather punch
Hammer
Wood block
Sack needle
Cardboard gauge
Nail

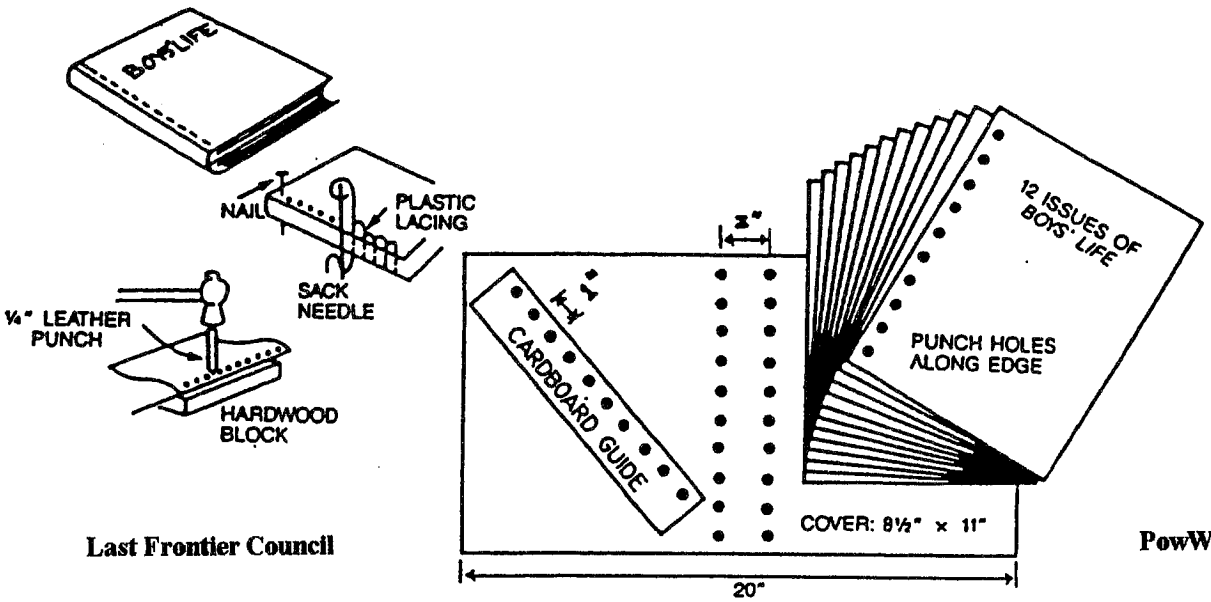
Instructions:
1. Use a cardboard gauge to mark an even row of 10 holes along back edge of each magazine, one inch apart and ¼ inch from edge. Use a hardwood block under magazine while driving the punch through.

2. Punch two rows of holes down center of cover, spaced 2 inches apart, center to center. Use same cardboard guide to mark these holes.

3. Lace magazines and cover together. Run half the length through bottom hole. Using sack needle, run both ends through next hole (one from top, one from bottom) so each end comes out on the opposite side. A nail inserted in top hole will keep it all in line. Keep lacing pulled tight and continue to top hole.

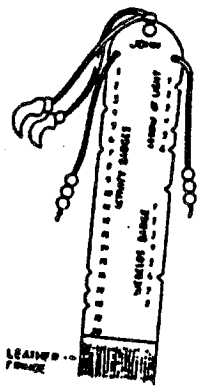
4. Tie lacing at back of book with a square knot. Cut off excess lacing. Trim cover allowing for an extra ¼ inch over the edges of the magazines.

5. The cover can be tooled with the words "Boys' Life" and the year.



WEBELOS COUPSTICK (Coo-stick)

The coupstick is a wooden scorecard for a Webelos Scout. It makes an attractive record of a boy's advancement in the Webelos den. It is cut from ¼ " pine and measures approximately 1 ½" wide by 12" long. The numbers can be burned into the wood or painted on. Leather thongs can be used to hang beads and other decorations.



As the boys earn activity badges, they are notched on the stick. The Arrow of Light award requirements are also notched as they are completed. Beads may be added as the boy takes part in den or pack activities or joint den/troop activities. Each boy can decorate is own. The coupstick can be kept at the den meeting place except on pack meeting night when it is displayed on a coupstick display board. The stick can be presented to the boy at graduation.

May '98 - Kitchen Chemistry

BAKING POWDER AND SODA

In baking, we often use baking powder and baking soda. Baking powder releases its carbon dioxide with the addition of water and heat. Baking soda requires an acid - usually the lactic acid in sour milk. To show the difference, pour some warm water on each. The baking powder will bubble, but the baking soda will show no reaction until vinegar is added. Then watch it fizz!

DANCING MOTHBALLS

Use this as a centerpiece at your next Den meeting. Make a solution of ½ water and ½ vinegar in a glass bowl. Slowly add ½ teaspoon moistened baking soda for each cupful of solution. Drop about 5 mothballs, as the bubbles of carbon dioxide form on the surface of mothballs, they become buoyant and rise to the surface. As the bubbles break, they become heavier again and fall to the bottom. To suggest a snowstorm, crush the mothballs and place a small figure in the bowl. The liquid may be colored with food coloring.

BOUNCING EGGS

Materials:

Large drinking glass	Water
Vinegar	Hardboiled egg (with shell on)

Instructions:

1. Fill glass with ½ vinegar and ½ water.
2. Let egg soak in solution one full day.
3. Bounce egg gently on a table.

What Happened:
Calcium made the shell hard. Acid in vinegar dissolved (washed away) calcium in eggshell.

CURDS AND WHEY

Materials:
Small jar
Vinegar
Milk

Instructions:

1. Fill jar ¼ with vinegar, ¾ with milk.
2. Watch changes take place in the jar.

What Happened:
Vinegar made milk turn sour and separate. The solid part is called *curds*. The watery part is called *whey*. Curds can be used to make some kinds of glue. Why not try it?

SHINY PENNY

Materials:

glass bowl	dirty penny
1 teaspoon vinegar	½ teaspoon salt

Instructions:
Pour vinegar and salt over penny in bowl.

What Happened:
Chemicals work on copper to make it clean.

June '98 - Adventures in the Sky

Blowing in the Wind

Wind can't be seen, but the effects of the wind are visible. Here are some different types of pinwheels that the boys will love making and will demonstrate to them the power of the wind.

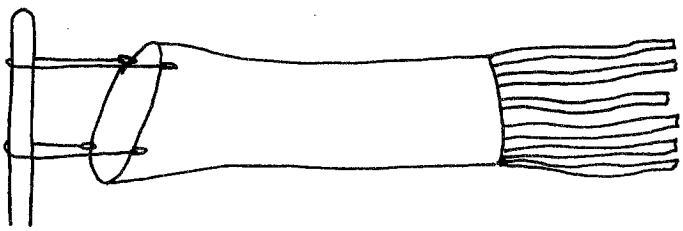
Wind Spinner:

Cut the top off a plastic bleach bottle or tub, and invert the bottle. With kitchen shears, cut slits in the sides of the bottle. Hammer a nail through the bottom of the bottle and into the end of a wooden dowel. The tub should spin easily on the dowel.

Attach pieces of cardboard or flat pieces cut from an aluminum pie pan, and insert them into the slits. Put the dowel in the ground and watch the wind at work,

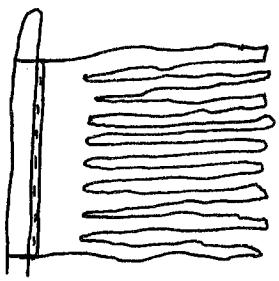
Bread Bag Kite:

Make a circle of wire. Tape or glue it to the open end of a plastic bread bag. Attach two strings to the wire circle. Tie one of the strings to a dowel which has been inserted in the ground. The other string is looped over the dowel to allow it to spin in the wind.



Wind Flag:

Clue or tape one end of a plastic garbage bag or bread bag around a dowel. Cut strips along the other end of the bag, and put the dowel in the ground.



CLOTHESPIN AIRPLANES

Materials:

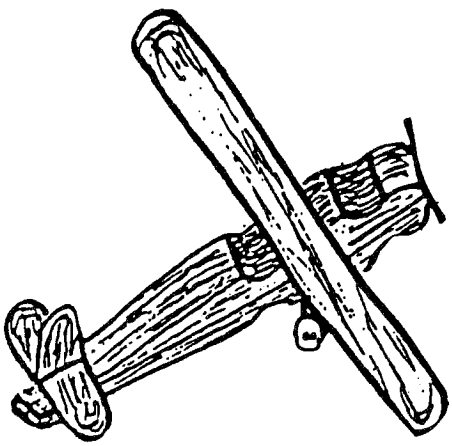
Spring-type clothespin
Ice cream sticks
Toothpicks
Buttons
Pipe cleaners
Construction paper
White glue
Pocketknife
Electrical wire cutters
Watercolor and brushes

Instructions:

Here is a project that will be particularly appealing to small boys. It is simple, inexpensive, and inspires the young male imagination.

1. Remove the spring from a spring clothespin.
2. Lay the two sticks back to back and glue them together.
3. Glue on one ice cream stick for the wings or glue one on the top and one on the bottom to make a biplane.
4. A short piece of the toothpick can be glued into place for the propeller.
5. The tail and rudder are made of pieces of an ice cream stick cut to size with a pocketknife or a pair of electrical wire cutters and glued into place.
6. The wheels are buttons mounted on toothpicks that have been bent to shape but not broken. If you prefer, you may use pipe cleaners for this, but it is not necessary. If the toothpicks tend to break instead of bending, soak them in hot water for a few minutes to make them more flexible.

Additional features such as windows and writing may be put on with watercolors or cut from paper and glued on.



July '98 - See What You Can See

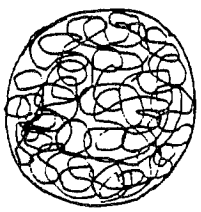
SPICE ROPE

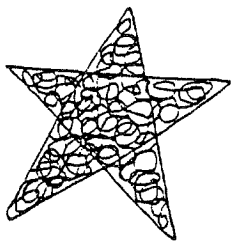
From fabric scraps, cut out 3 six-inch squares. Lay out the three squares on a flat surface. Place a different kind of spice on each square. Cinnamon sticks, whole cloves, and allspice are good spices to use.

Gather the squares at the edges and tie them at the top with string, forming sacks. Tie the three sacks on a length of ribbon or yarn about two inches apart from each other to finish your rope.

DRIED GLUE ORNAMENTS

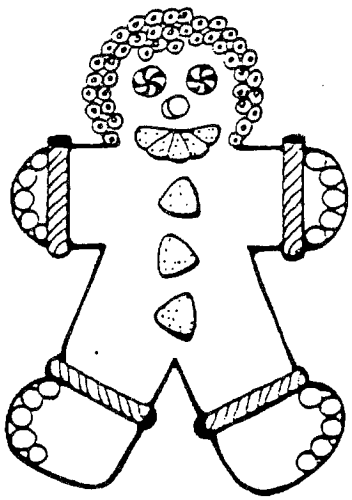
Carefully squeeze a line of white glue on waxed paper. Loop and band the line of glue around in a long, thin pattern, twisting and crossing over lines already on the paper. Sprinkle a little glitter on while still wet if you desire. Allow the glue to dry and harden completely. Then peel away the waxed paper. Attach a piece of yarn to the ornament, and hang it from the tree.





PAPER GINGERBREAD MAN

On brown paper draw a large outline of a gingerbread man and cut him out. Glue circular-shaped cereals, buttons, and small bits of candy on the gingerbread man to form eyes, nose, mouth, and buttons down his front. (Use icing for "glue" if you want the candy and cereal to be eatable).



August '98 - Rodeo Trail

Rip Roarin' Round Up Fun

Western Hat

This quick and easy hat is made from a single sheet of 12" x 18" construction paper. Draw the pattern at right on cardboard, then use the cardboard pattern for tracing that shape onto the construction paper. To shape, roll hat edges into a triangular shape, as shown. With fingers, crease the notch at top for a three dimensional look.

Bandanna

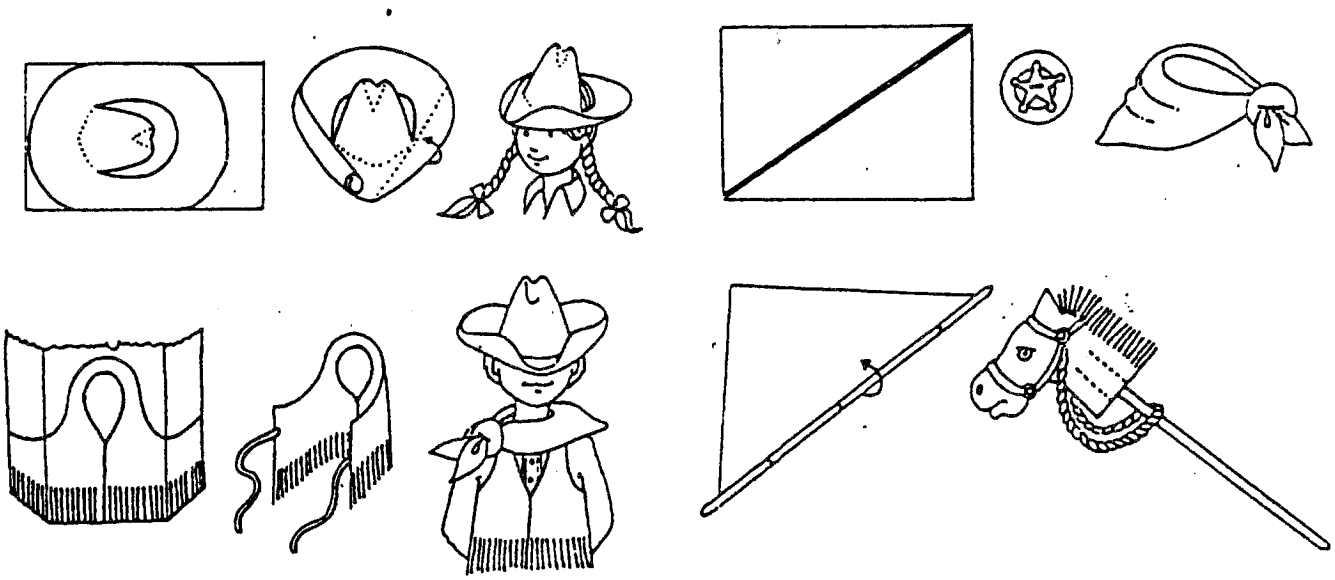
Colored wrapping paper is all you need for this bandanna. Cut each piece on the diagonal to make two triangles. Even oblong triangles are O.K. in this corral! Wrap it 'round your cowpokes neck and pull the ends through a slide.

Cowhide vest

Gather up those grocery bags, paper only, for making the best vests in the West! Cut apart the grocery bags to lie flat and draw the pattern on each bag. Fringe the bottom edge and ask the kids to add some designs with crayon or marker. Glue and glitter can add a bit of flash. Tie yarn to each side for tying in the back. Vests may be cut open in the front or left as one piece. Check to see which is most comfortable for your cowpuncher.

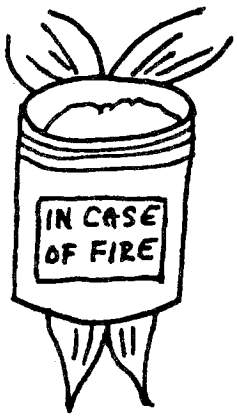
Cow Ponies

Younger buckaroos may enjoy creating a horse for riding in the corral. For the stick, tightly roll several pieces of newspaper on the diagonal. Tape to hold. Cut a horse from two sides of grocery bag. Fringe the mane. Staple or glue the two sides together, allowing just enough space for the stick to fit inside. Insert stick and staple in place. Giddy Up!!



September '98 - Be a Detective

FIRE BUCKET NECKERCHIEF SLIDE



Materials:
Film canister
Red paint
Piece of pipe cleaner
3 cotton balls
Small amount of plaster
Ice pick
Strip of adhesive tap
Small amount of sand.

Instructions:

1. Paint the film canister red. After it is dry, write **IN CASE OF FIRE** on the adhesive tape and adhere to the front of the film canister.

2. Punch two holes into the back of the canister, near top. Holes should be about 1" apart. Insert pipe cleaner ring, bending ends flat against inside of can.

3. Stuff canister with three cotton balls. Mix plaster with water to consistency of sour cream. Work quickly or it will harden too fast. Pour thin layer of plaster over cotton balls, to just cover the holes and ends of the pipe cleaners. (The plaster will secure the pipe cleaner and weight the slide, slightly.)

4. While plaster is still wet, sprinkle top with sand. Shake off excess. Handle slide carefully until plaster hardens.

SAFETY SIGNS

Provide each pair of Cubs a stack of magazines, newspapers, etc. Have them look for pictures that would provide appropriate settings for "Emergency or Warning" signs. (i.e. Keep out of the reach of children, keep out, no fishing, etc.) Have them cut out the pictures and paste them onto the construction paper. They can then draw the appropriate sign for the picture.

October '98 - Imagine That

GIRAFFE RECIPE HOLDER FOR MOM

Materials:
Plastic juice glass
Molding plaster
Dowel (1/2 " x 7" in size and cut at 45 degree angle at one end)
Brush and paint
Wooden clip clothes-pin
Plastic greenery
Felt for ears
Glass-headed pins

Instructions:
1. Paint the glass to harmonize with your kitchen.
2. Paint the dowel to resemble a giraffe's neck with dark spots.
3. Fill the glass with the molding plaster and insert the dowel in center, angled end up. Add plastic greenery for a "jungle" effect.
4. When the plaster is hardened, glue the clothespin to end of dowel for the giraffe's head. Add spots on the "nose" and insert glass-headed pins for horns. Glue on ears cut from the felt.
5. The giraffe is now ready to hold your mother's recipes in his mouth.

HANGING WALL PLANTER

Materials:
Round-type detergent bottle with snip-off cap
Chenille wire
Decorating material
Artificial vine
Styrofoam or clay

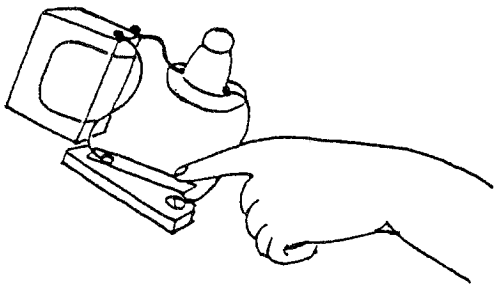
Instructions:
1. Cut bottle.
2. Cut out 1" circular disc from discarded plastic to fit in top of bottle.
3. Punch hole in center of disc.
4. Make a knot in end of chenille wire. Push other end through hole in disc and up through snipped-off cap. Form loop with chenille wire and twist ends to secure. Planter is hung by the loop.
5. Decorate as desired.
6. Add Styrofoam or clay to bottom of planter.
7. Insert artificial vine in Styrofoam or clay and arrange vines attractively. This makes a pretty patio planter.

Suggestion: Live plants may also be used. If so, put gravel in bottom of planter before adding soil and plant.

November '98 - Stop the Presses

LIGHT SIGNALING DEVICE

Use a 6-volt battery with two terminals on top, miniature socket with a flashlight bulb and wire. Cut a key from a tin can and attach it to a block of wood with screws and wire as shown. Use Morse Code or your own secret code to send messages.



International Morse Code Letters

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 _ _..				

HOSE TELEPHONE

Use an old garden hose to make this tube-type telephone. Tape over any holes or cuts in the hose; then cut off the metal couplings at each end.

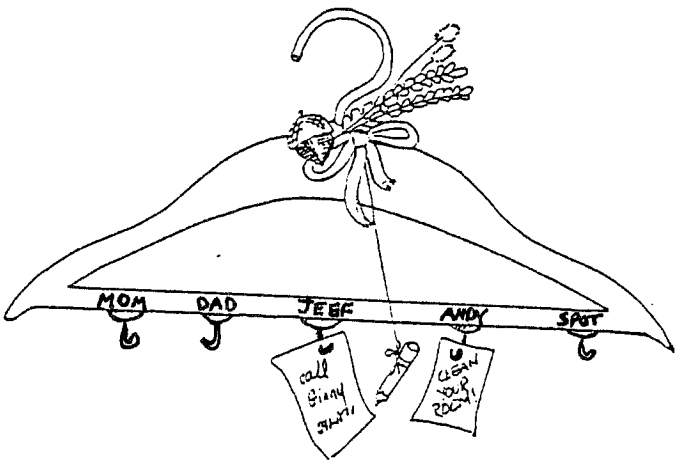
Stick a metal or plastic funnel into each end of the hose Now you and a friend can talk and listen to each other through the hose telephone. (The tube does not have to be straight to work. You can bend it around corners as much as you want as long as you do not pinch the hose shut at any point.)

FAMILY COMMUNICATIONS CENTER

Create a message center using a wooden coat hanger and metal cup hooks.

Screw the cup hooks into the bottom of the wooden coat hanger, spacing them at equal distances, and using one for each member of the family.

Decorate the hanger any way you want, using paint, feathers, ribbon, seeds, dried flowers, nuts, material, yarn, etc.



J.R. LEACH
and
SUSAN LEACH

Tie Slides

Engineering, Deck 36

TIE SLIDES

What exactly are tie slides, you ask? It's the thing-a-majig that holds the scarf around your neck. Boys love them and so do the leaders. Tie slides are the art of turning anything and everything imaginable into an unofficial scout slide. They are one of the most fun things a boy and his leader can make. Tie slides can dress up your uniform for the holidays, show off skills, commemorate summer time pack events, derbies and races, Blue and Gold , act as an award for good behavior, a great thank you gift, or just because...

At first glance tie slides may seem overwhelming to a beginner. Remember the Cub Scout Leader's Motto--KISMIF (Keep It Simple Make it Fun). This is so important because boys are in a hurry' and they like to see the finished project. Try to work it so that the tie slide can be made in one setting - even if you have to do some of the work in advance. **WARNING:** Never go cold turkey into a meeting with a tie slide idea. Always make one yourself first. Also keep in mind, boys' little fingers are not quite as coordinated as adult fingers are.

While Elmer's glue works great for a lot of crafts, we don't recommend it for tie slide crafting. Little boys seem to want everything NOW and, unless you have a place to store the slides while drying, they may not last more than the first meeting. We strongly.' suggest you invest in a good glue gun. You won't regret it. **Please supervise the boys when hot glue is present.** Younger cubs probably should not use it at all. Keep a bowl of ice water close by for your fingers, just in case of a burn. We use hot glue to attach the PVC ring because it sets up so quickly. Tacky glue also works, but takes a little longer to set.

Tie slides can be made out of any material. Just remember not to make your tie slide too heavy. Suggested materials include:

Painted Pre-cut Shapes: The back of these are usually' painted - be sure to sand or scrape off the paint so your glue will stick,

Fun Foam Leather or Vinyl: Simply cut the shape you desire, paint or color and add PVC to the back.

Plaster : This has a tendency to be brittle and crumbles, but try this recipe for sturdy plaster: Replace 1/2 of the amount of water needed with Elmer's glue. Be sure to follow package directions for plaster mixing and water amounts needed.

Small holiday shaped ice cube trays, candy molds, etc., make great plaster molds. Don't get them too big as plaster is heavy. To keep the plaster from sticking to your molds, apply a light coating of vegetable oil, or Pam cooking spray. To speed up the drying process, pre-heat your oven to 200 degrees, turn off, set the molds on a cookie sheet and shut the door. Acrylic paints work very well with plaster. Tempera paints can also be used. Many kinds of paint will soak into plaster, since it's porous. Be sure to seal the plaster with a spray sealer. Spray plastic, gesso, or plain latex wall paint. After you have sealed the pores of your plaster with an acrylic based clear paint, you can give it an antique look by using black or brown shoe polish and wipe off the excess before it dries. Paint the backs of plaster shapes with a clear acrylic paint before using the hot glue...the powder surface of the plaster causes it to fall off. **Don't pour leftover plaster down tile drain!!!**

Wood: Circles and ovals may be cut from slices of tree branches or thin wood such as 1/4 plywood or pine. Use cut outs of paper or cloth. Miniature objects from craft stores are also great items to add.

Nature: Rocks, sticks, pinecones, acorns, sea shells, etc. can be used to make great slides. Just use your imagination.

Craft items: Felt, cloth, clay, novelty items (little cars, spiders, key chains, balls, milk caps, pogs, etc.), craft sticks, shrink art, pipe cleaners (chenille stems), cookie cutters (make great patterns), telephone wire, etc.

Garbage items: These are things that most people would throw away. Before you throw it out--check it out! Some ideas--Disposable razor covers- 3 of them glued together make an interesting slide. Bones-Yes. It's weird but, they make good tie slides. Bones from ham or roast bones--Clean them out good, let dry and sand the inside of the hole till smooth so it won't snag your scarf. Children's' old belt buckles, old watches (take off the band), puzzle pieces, Happy meal toys, Lego's, plastic cake decorations, and definitely film canisters, nuts and bolts. As long as you have an imagination, it will have a useful place.

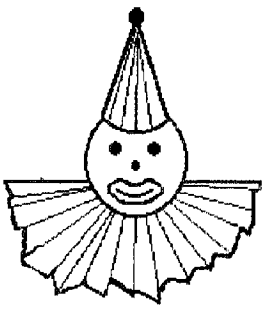
PVC Pine: 12" diameter can be bought in 10 ft lengths for less the $2.00, and will make over 400 rings 1/4" wide. You can cut it with a hack saw, coping saw, band saw, scroll saw, or we recommend PVC pipe cutters.

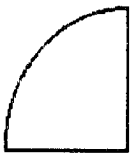
Tools used: On the last page of this section you will find a list of tools that will be helpful in constructing tie slides. Your Cubs will need to be supervised when using tools. It's just safer this way.

NOVEMBER 1997
CUBS--FAMILY CIRCUS
WEBELOS--CRAFTSMAN / CITIZEN

Clown Tie Slide: Materials- ping pong ball, wood bead, felt construction paper toothpick, and pipe cleaner for loop.

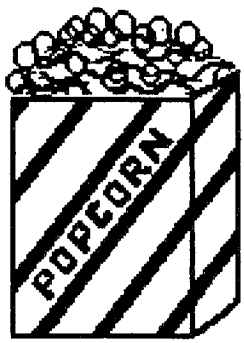
Paint a funny clown face on a ping pong ball and glue on a wooden bead for a nose. If the bead isn't red, paint it that color. Make a cone shaped hat from colored felt. Glue hat to the clown's head arid add a puff of cotton to the top of the hat. Accordion pleat a contrasting piece of construction paper 1 1/2" x 6" make 1/4" pleats. Form it into a semi-circle and glue a toothpick across the back to stiffen the collar. Glue collar to Clown's neck. Glue pipe cleaner on the back for the loop.





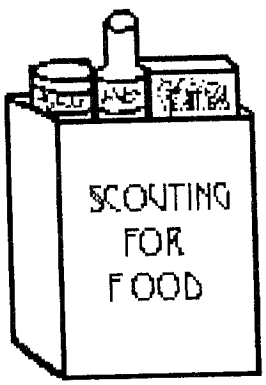
Popcorn Tie Slide: Materials-small raisin box, white paper, cotton balls, popped popcorn, red markers.

First let the boys eat the raisins for a snack. Be sure to open the box carefully. Save box. Pop popcorn. Cover the small raisin box with white construction paper. Draw red lines and label on the box. Fill the box with cotton. Add popcorn to the top of the box, glue well in place. Attach pvc ring to the back.

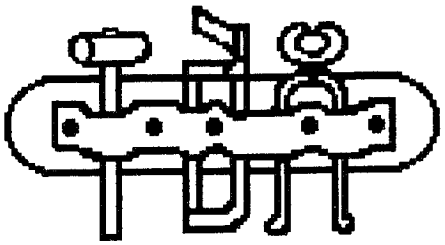


Scouting for Food: Materials- brown paper sack, markers, miniature food, glue. Use pipe cleaners for the loop instead of pvc pipe.

Make a small paper bag from pieces of paper sack. Stuff cotton into the bottom to take up room. Glue miniature food items in top. Label bag "Scouting for Food". Food items can be found in hobby stores where doll house items are sold. Glue these in the top of the sack. Glue pipe cleaner ring to the back, let dry.



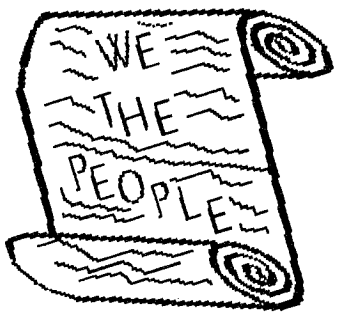
Miniature Tool Set: Materials-miniature tools, leather pieces, leather tool kit lacing, and pvc pipe piece.



(Hobby shops or craft stores will have the miniature tires in with the doll house furniture.) Stitch or lace two pieces of leather together with the tools between the two. Attach the pvc pipe to the back to form the loop.

Declaration of Independence Scroll: Materials-poster board or other stiff paper, markers, or pens, pvc ring.

Cut out a piece of cardboard approx. 1 1/2"x 3". Take a pencil and curl both ends so that it resembles a scroll. With a pen write in small print "We the people...". Make marks to appear as if it is written on down the page. Spray lightly with clear acrylic. Attach pvc ring to the back.



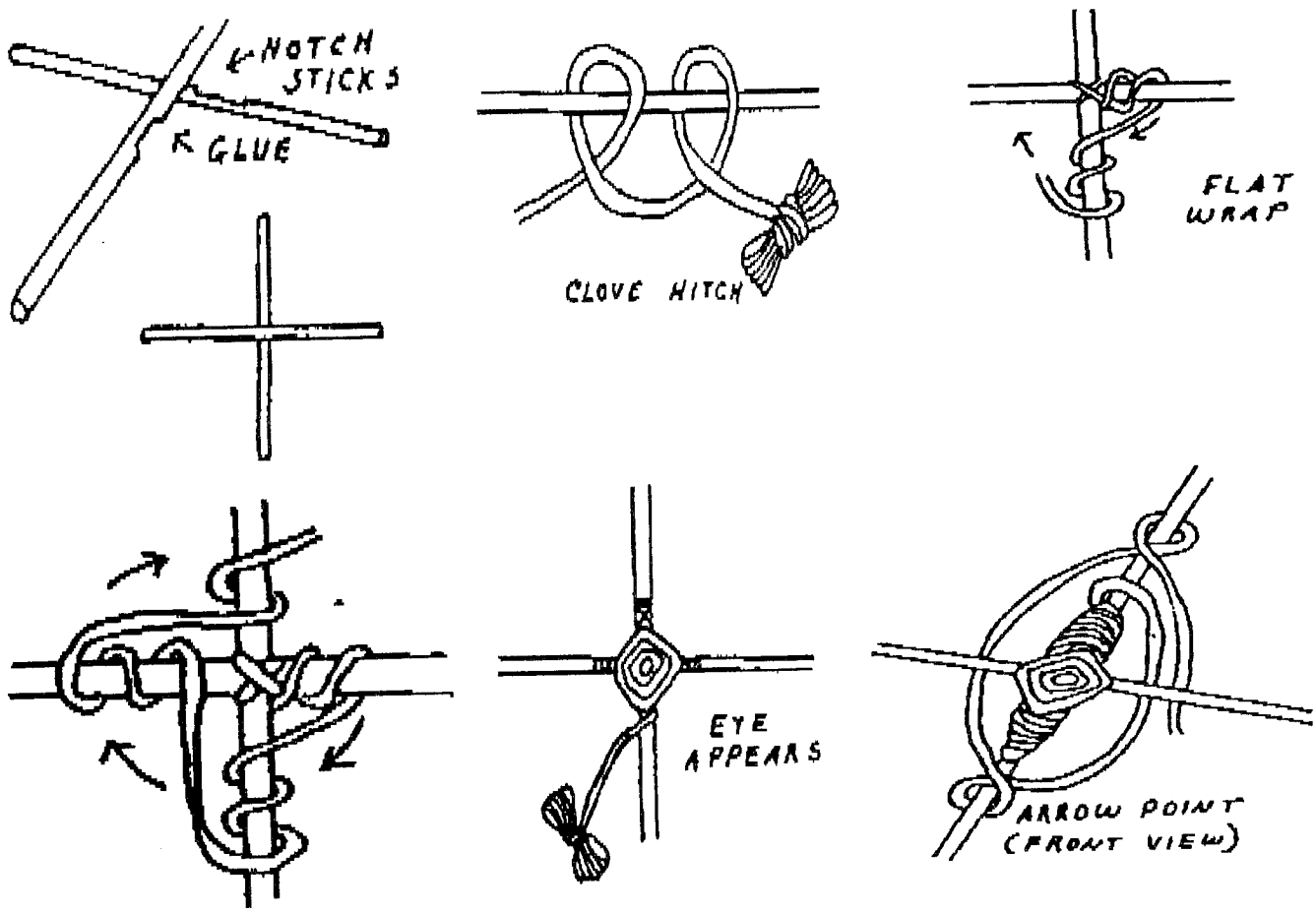
DECEMBER 1997
CUBS--THE GOLDEN RULE
WEBELOS--CRAFTSMAN / CITIZEN

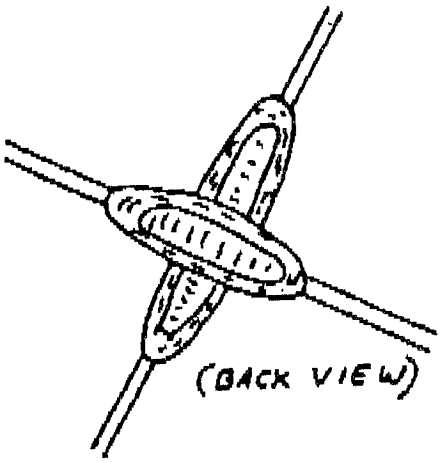
Eyes of God: Materials-2 round or flat sticks (length optional), yarn (color of your choice), glue, tool to notch sticks, pipe cleaner or pvc ring.

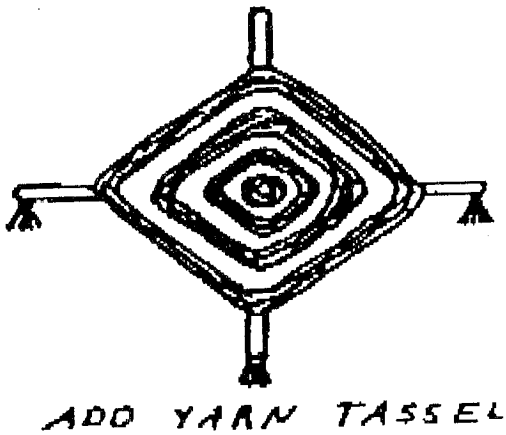
The symbolism of God's Eyes goes back many thousands of years and was found in many cultures. It was first popular with Huichal (wile-cal) Indians in Mexico. They made God's Eyes to protect their home from evil spirits. It's now used in the Southwestern U.S. as a decoration. The Eyes can be made in various sizes, from toothpick frames for Christmas decorations to huge wall decorations. The colors used have special meaning; white-Unknown life before birth, Yellow-sun, moon, stars, Black-death, Green-Vegetation, Red-life itself, Blue-sky and water, and brown-soil.

Instructions: To form the Eye or center: 2 round sticks are needed to form the skeleton. Use toothpicks for small or sticks or dowels for larger. Flat sticks give a different look. Round sticks should be notched in the center and glued together to form a cross. Wrap yarn around the sticks as shown in Fig. I. Holding the skeleton with your left hand, wrap yarn over and around each stick

(completely encircling the stick). This is the basic wrap. Fig 2. Work clock-wise if you are right handed. Continue wrapping in this manner until the desired center six is reached, making sure that you lay the yarn next to the previous row and do not overlap rows. **(Changing colors:** To change colors, simply clove hitch (Fig 3) and cut the yarn, leaving about 1/2 inch to be concealed and held by the following wraps. Always start a new color on a different arm from the one you just wrapped. Begin the new color with a clove hitch. Use white glue to secure ends. **The Flat Wrap:** This is what you need to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Eyes. **The Back wrap or Recess Wrap:** This gives your Eyes a 3 dimensional look. It is done by wrapping behind your stick. Turn the Eyes over and work on the backside wrapping in the same manner as Front Wrap. Since part of this Back Wrap will be covered by the Front Wrap, make it a little wider than you wish to be visible from the front side. **Arrow Points:** Wrap one stick at a time (opposite ends of the same stick). Attach your yarn and wrap around stick #1; bring your yarn across stick and behind stick. Do not cross yarn behind the sticks. Wrap up and around stick 3, behind stick 4 and back up to stick 1. Repeat in this manner until you have 8-10 rounds. See Fig 4.



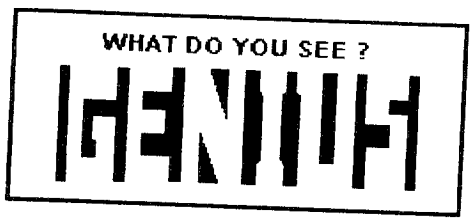




JANUARY 1998
CUBS--GENIUS NIGHT
WEBELOS--FITNESS / READYMAN

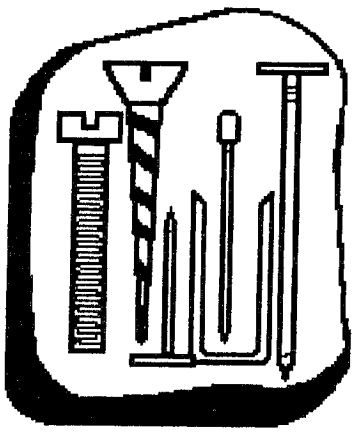
Optical Illusion Slide: Materials-1/2" x 4" piece of lightweight wood, paints of contrasting colors, cardboard or plastic, pvc ring.

Using the cardboard or plastic, make stencils of the "Symbols". (see picture). Paint the piece of wood a dark color. Using a lighter color, paint the "symbols" and the words "What do you see?" at the top. Attach pvc ring to the back.



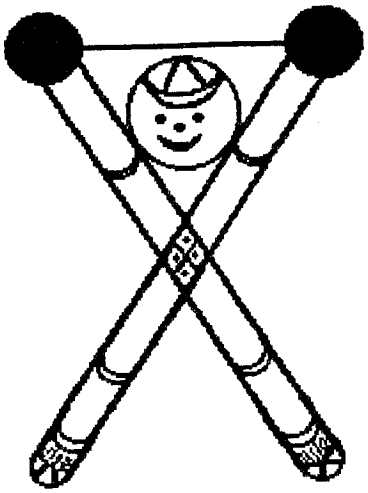
Mini Genius Kit Slide: Materials- a piece of wood, small bits of assorted hardware, cardboard, wood scraps, wire, glue, paints (optional), hammer, wire cutters, screw drivers etc., scissors, pvc ring.

Furnish all boys with a more-or-less identical assortment of screws, nuts, bolts, etc. and a piece of wood to use as a base for their creation. Glue pvc ring to back of wood base. Boys create their own slide from their Genius Kit supplies. Assemble with tools, glue and glue gun.



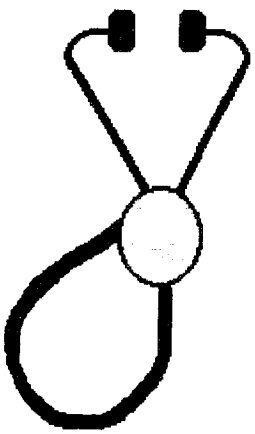
Weight Lifter Slide: Materials- 2 Popsicle sticks, cardboard, markers, 1 round toothpick., yellow construction paper, blue acrylic paint, glue, scissors, pvc ring.

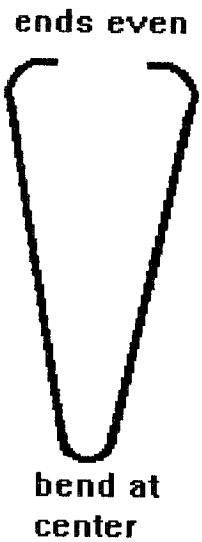
For the body, glue the 2 Popsicle sticks together to form an X. Paint uniform on the Popsicle sticks. Cut a circle from the cardboard for the head. Draw the features with a marker. Cut 2 circles from cardboard for the barbells. Glue the barbells to the up stretched hands. Glue a yellow construction paper diamond to the X for the Cub Scout insignia. Glue pvc ring to the back.



Stethoscope Tie Slide: Materials- solid electric wire 10 or 12 gage 1 pc 5 in & 1 pc 6 in, black or gray film canister lid, 2 pony beads, wire strippers, glue, silver paint, pliers.

Strip the insulation (rubber) off the piece of wire that is 5 in long. Bend at center to make a "V". Then bend approx. ¼ in from ends in towards center to form ear pieces (see diagram). Glue the ear pieces to the canister lid. Take the 6 in piece and form into the tubing going from bottom center up to the side & glue this into place. Now glue a pony bead onto each ear piece. Glue a pvc ring onto the back (you can also glue a pony bead in the center on the outside of the canister lid to serve as knob that is on a real stethoscope for a more realistic look). You may also use a round wooden "Widget" in place of the film canister lid as long as it is close to the same diameter as the canister lid.

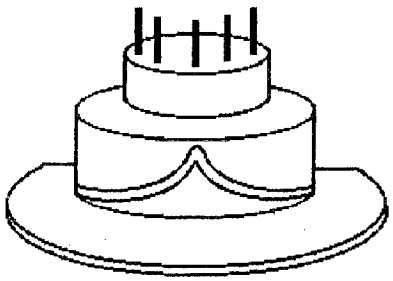




FEBRUARY 1998
CUBS—LET'S CELEBRATE SCOUTING
WEBELOS--SCHOLAR / ENGINEER

Cake Tie Slide: Material- colored plastic butter lid (any color will do) red pipe cleaner, paint, pvc ring, screw on milk cap and 1 plastic pop cap.

Glue pop cap to the milk cap. Let dry. Paint bottle caps white-it may take more the one coat of paint. Make small holes in the top of the pop cap small enough to secure the pipe cleaner. Cut *5-6* short pieces of pipe cleaner. Clue the pieces of pipe cleaner on the top lid for candles. Cut a plate from a butter lid. Glue the cake onto the plate. Cut the plate at the back so it has a straight edge, not rounded. Add a pvc ring to the back. Add a ring of colored pipe cleaner or very thin ribbon around the edge of the plate next to the cake. Glue pvc ring to the back of the lower tier of the cake.



Lord Baden Powell Tie Slide: Materials - pattern, 1/4 in plywood, jig saw or coping saw, paints, pvc ring, sandpaper.

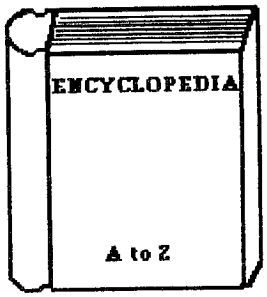
Trace the pattern onto the wood. Cut out the pattern with either a coping saw or jig saw. Lightly sand the surface and edges. Using tracing paper, transfer the design onto the wood. Paint the design as desired. Let dry. Glue pvc ring on the back.. (SEE PATTERN PAGE)

Clipboard Tie Slide: Materials- 2 in x 3 in thin piece of wood, small "post-it"' notepad, small binder clip, small thin pencil (from craft stores), paint, pvc ring. (replace wood with "Formica" sample available at Lumber yards.)

Paint the wood piece or if desired add a coat of varnish. Glue the back of the binder clip to the back of the wood. Place pencil and note pad under the front of the binder clip as shown. Glue pvc ring to the back.

Encyclopedia Tie Slide: Materials: 1 ea. 1 in x 1.5 in x 2 in block of pine, knife, paint or vinyl or leather, gold paint pen, pvc ring.

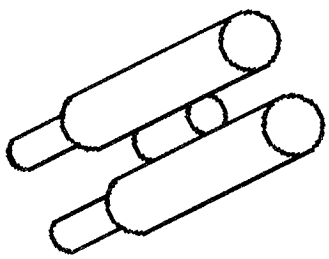
Carve the block to look like a book with the spine and edges of pages. Sand lightly till smooth. Finishing can be done two ways. You can either paint the outside of the book and gold leaf the edges or you can cover the outside with vinyl or leather and then gold leaf the edges. When the outside is completed, use the paint pen to write the title of the book across the front and across the spine of the book. Glue pvc ring to the back.



MARCH 1998
CUBS--CUB SCOUT SAFARI
WEBELOS--HANDYMAN / ENGINEER

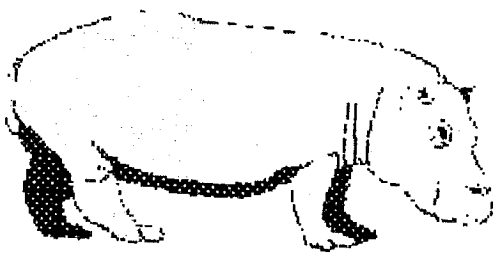
Binocular Tie Slide: Material- 1/2 in dowel --2 pieces each 1 in long, 1/4 in dowel --2 pieces each 3/8 in long, 1 piece 5/8 in length, paint (black, white or blue), wood glue, coping saw, sandpaper, drill with 1/4 in bit. pvc ring.

Cut dowels to length specified. Drill ¼ in hole in one end of each 1/2 in dowel, slightly off center and about 1/8 in deep. Glue 1/4 in dowel in the end holes of the 1/2 in dowel. Lay the two 1/2 in dowels side by side about 1/16 in apart with the two end holes toward the center. Glue 1/8 in dowel in place, one end even with the top of the 1/2 in dowels. Sand and paint black with lens end white or blue. Glue pvc ring on the back.



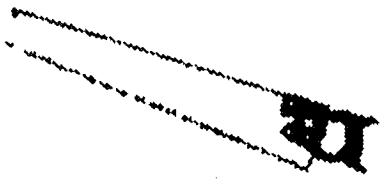
Safari Animal Tie Slides: Materials- various animal candy molds, plaster of paris, paints, pvc ring, Pam spray oil, and clear acrylic spray.

After the mold has been selected-lightly spray with a coat of Pam. This allows the mold to be removed easier. Pour plaster into the molds and add pvc pipe ring before the plaster sets. Let dry. Paint as desired.



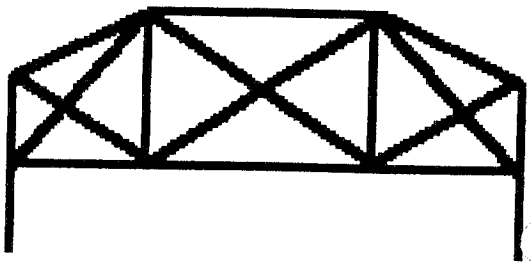
Saw Tie Slide: Materials- cardboard pinking shears gray or silver paint 2- in squares, glue, pvc ring.

Cut the saw blade from a piece of cardboard. Use pinking shears to make the serrated edge. Paint the saw either gray or silver. Cut 2- in squares of wood for the handle. Glue them together with the saw blade inserted between them. Draw the outline of the handle on the wood. Experienced whittlers may want to cut away the excess wood. But it looks nice if filled in with markers. Glue pvc ring to the back.



Bridge Tie Slide: Materials-flat toothpicks, glue, and pvc ring.

Give each boy a pile of flat toothpicks and some glue. Instruct each boy to "engineer" a bridge. Let dry. Glue pvc ring to the back. Some of the bridge designs may be slightly flimsy--glue the bridge to a square or rectangle piece of wood-l/4 in thick or a piece of cardboard.



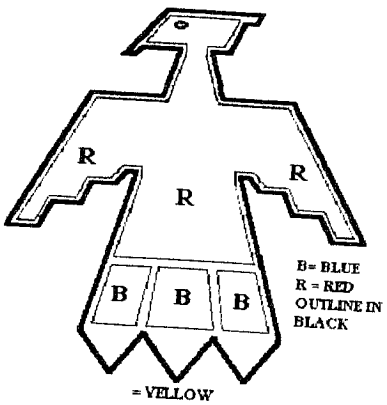
APRIL 1998
CUB--CLIFF DWELLERS OF THE SOUTHWEST
WEBELOS--SPORTSMAN / ATHLETE

Totem Pole Tie Slide: Materials-3 small thread spools (wooden is best), save these up from your own supply or they can be purchased at craft stores, 3 spouts from salt boxes, poster paints, glue, model airplane enamel.

Glue the ends of the spools together. Let glue dry. Paint the spools with poster paint. Straighten the salt spouts out so they are flat. If they have prongs, tap them down, or remove staple fasteners. Paint the spouts if you wish, using model airplane enamel. When paint is dry paint faces on them with a different color. Let dry. Glue the back of a spout on each spool. Glue pvc ring to the back middle spool.

Indian Bird Slide: Materials- 1/4 inch wood, yellow, blue, red, and black paints, jig saw, pattern, glue, sandpaper, pvc ring.

Trace pattern onto tile wood. Use a jig saw or a coping saw can be used if a jig saw isn't readily available, and cut out the pattern. Lightly sand the surface and edges. Paint the entire bird yellow except for the blue areas, next paint the red and blue areas. Finally outline all areas in black. Let completely dry. Glue pvc ring to the back. (SEE PATTERN PAGE)

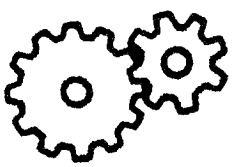


Athlete Tie slide: Materials- small piece of light weight wood, variety of stamps showing Olympic events or pictures of athletes, paint, glue, clear acrylic paint, pvc ring, and sandpaper.

Cut a piece of wood 1/2 inch larger than the stamp. Lightly sand the edges. Paint the wood a complementing color to match the stamp and the boy's uniform. Glue the stamp to the wood. Apply several coats of the acrylic spray. Let dry. Glue pvc ring to back.

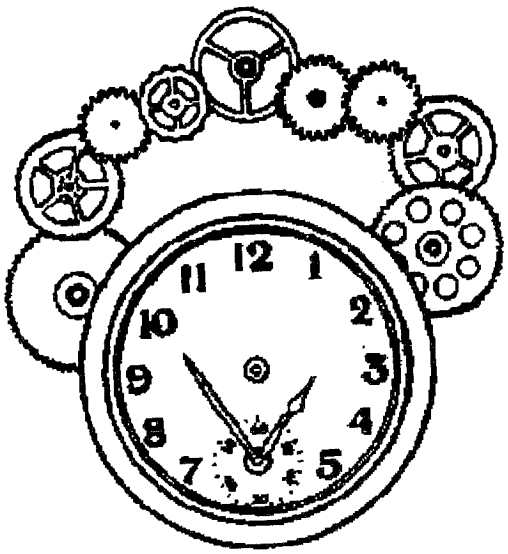
Engineer Pin Slide: Materials- Lightweight wood, Sandpaper, paint, glue, pvc ring.

Using the activity pins in the Webelos Book as a pattern, trace the pattern onto the wood. Cut out the gears. Lightly sand rough edges. Glue the gears together so they interlock. Paint or varnish as desired. If using paint be sure to let dry, then apply several coats of acrylic spray over the gears. Let dry. Glue pvc ring to back. You can also use cardboard instead of wood for the gears.



Watch works slide: Metals- Discarded watch and gear pieces preferably a large, old style model.

These old watches may be found at Thrift Stores, Garage sales, rummage sales etc. Remove the back and works leaving the front plate in place. Glue a pvc ring to the back at the 1 2 o-clock position. The arch on the gears may be assembled with soldering iron or epoxy glue. Be sure to overlap the gears on the arch. The hands inside the watch are transferred from the center to the small dial at the bottom. Try to set the hands to indicate the scout's birthday.



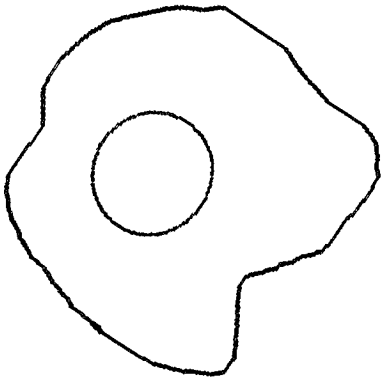
MAY 1998
CUBS - KITCHEN CHEMISTRY'
WEBELOS - OUTDOORSMAN / FAMILY MEMBER

Chef's Hat Tic Slide: Materials-Starch, 2 pieces of cloth old white sheet or other, 2 1/4 in x 3 3/4 in, 5 in x 5 in, 1 ea. 3/4 in piece of 3/4 in pvc, or 3/4 in piece of clear film canister, dimensional fabric (optional) 4 in piece of pipe cleaner, fiberfill stuffing or batting or cotton balls, drill and small bit, tacky glue, scissors, glue gun, sharp pointed object i,e.- turkey skewer or nail.

Starch the cloth-really stiff. Iron flat. For the hat band: Drill 2 holes about 1/2 in apart in the center of pvc (back of slide). Wrap rectangle piece of cloth around pvc overlapping in the back. Glue with tacky glue. Fold the edges of the rectangle to the interior of the pipe overlapping and gluing. Trim before gluing if needed. Use sharp pointed object to poke through the cloth and the holes in the pvc. Insert "U" shaped pipe cleaner into the holes from inside the hat band. Twist ends together on outside. Crown: Formed from the cloth square. The fiberfill/cotton stuffing keeps the "mushroom" shape. For a trial fit: place stuffing in the center of square; use your finger to push the stuffed cloth through the hat band and out to form a puffy mushroom shape. Don't push so far that the corners of the cloth pop out of the band. Trim around the bottom of hat band with scissors. Pull the crown and stuffing out of the band. Put white glue in the center of the cloth "square", put stuffing on top of glue. Push crown assembly back in the band. Carefully glue (tacky or hot glue) the edges of the crown inside the hat band. Decorate with dimensional fabric (markers would work, but they will bleed onto the cloth).

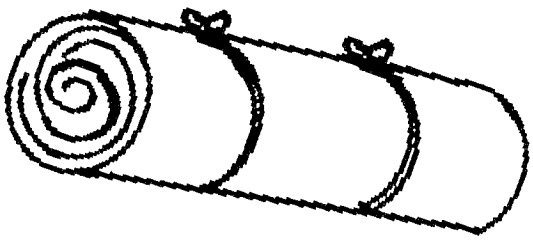
Fried Egg Slide: Materials- 1/4 in wood, white and yellow paint, plaster, plastic Easter egg, sandpaper, clear acrylic spray, pvc ring, glue.

Cut a wooden background that resembles the white part of an egg. Lightly sand. Paint white. Let dry. Pour plaster into largest section of a plastic Easter egg. Fill only enough to form the egg yolk. Spray sealer on the plaster then paint the yolk yellow. (Back may need to be sanded so it will lay flat). Glue yolk to the white wood. Add pvc ring to the back.



Webelos Sleeping bag: Materials-cotton ball, string, material, needle and thread, fabric, and pvc ring.

Fold material over the stretched out cotton to make the sleeping bag. (May want to slip stitch the sides to keep the cotton in). Roll up the sleeping bag and tie with string or twine. Add pvc ring to the back.



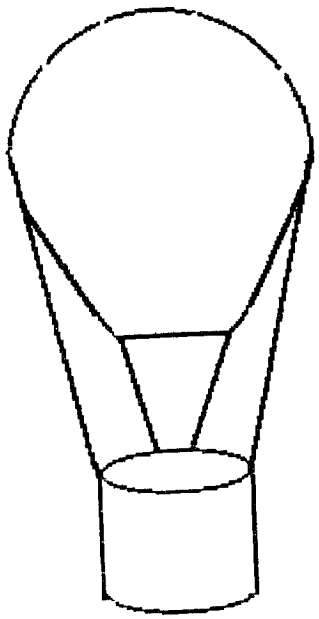
Webelos Family Slide: Materials- 2 ticket stubs from a show, small square of wood, sandpaper, clear acrylic spray, pvc ring.

Since Family Member activity badge involves doing something as a Family. Do a family and den night at the movies. Have the boys save all the ticket stubs. Take a small square of wood, lightly sanded, and glue 2 ticket stubs to the wood at an angle. Let dry. Spray with acrylic spray. Glue pvc ring on the back.

JUNE 1998
CUBS--ADVENTURES IN THE SKY
WEBELOS--TRAVELER / ARTIST

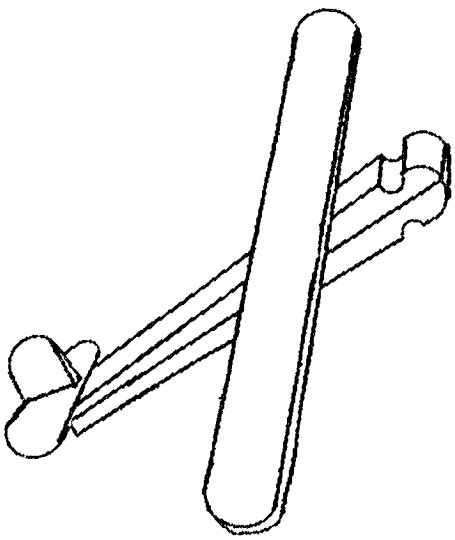
Hot Air Balloon Slide: Materials: miniature 1 1/2 in baskets (craft stores) colored fabric, batting or cotton balls, string, floral wire, pvc ring

Cut four 2 in pieces of floral wire. Glue one end of each wire inside the basket. Take about a 4 in square of colored fabric and piece batting or cotton in the center. Make sure you use enough to make a nice round shape for the air balloon. Use a piece of small thread to tie around the base of the balloon. Glue the other ends of the floral wire up inside the ball of the balloon. Let dry. Glue pvc ring to the back of the basket.

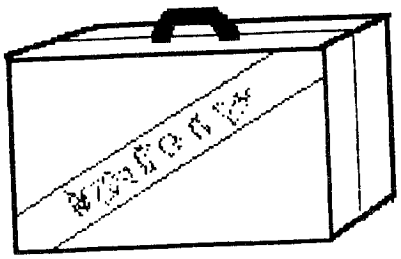


Airplane Slide: Materials-ice cream sticks (craft stores), spring clothespin, glue, paint, pvc ring.

Remove the spring from a spring clothespin. Lay the two sticks back to back and glue them together. Let dry. Glue on one "ice cream stick" style craft stick for the wings. The tail and rudder are made of pieces of "ice cream stick" cut to size with a knife and glued into place. Glue PVC ring to back in desired position… one way has the airplane going sideways, the other, flying up or down.



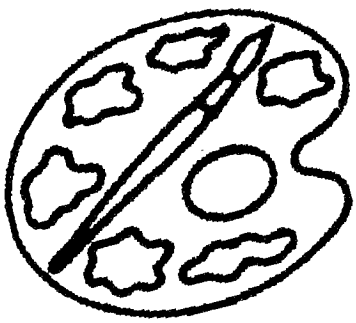
Traveler Tide Slide: Suitcase Materials- 1 block of wood, 1horseshoe shaped piece of wood or horseshoe shaped staple, sandpaper, glue, paint, clear acrylic spray, pvc ring.



Shape the block of wood to look like a suitcase. Glue the horseshoe shaped wood or staple to the top for the handle. Sand smooth. Paint or design as desired. Use your imagination. Spray with acrylic spray. Glue pvc ring to the back.

Artist Tie Slide: Palette Materials - 1/4 in x 2 in x 2 in block of pine, drill and 1/4 in bit, toothpicks (round or flat), paint-red, blue, green, yellow, etc. pvc ring.

Cut an artist palette from a small piece of wood. Drill a ¼ in hole where shown on the picture. Smooth all edges and paint white. Use 1/2 a toothpick for the paint brushes. Dip each tip in a different color of paint. Allow to dry and the drop of paint will appear to be the brush bristles. Glue the brushes into the hole as shown or lay them across the palette. (Be careful if the brushes are put in the hole that they are not able to injure the boy by the slide going up and down.) Drop some fairly thick acrylic paint onto the palette to look like an artist's paints. Allow to dry. Glue pvc ring to the back.

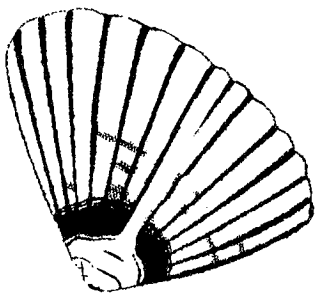


JULY 1998
CUBS--SEE WHAT YOU CAN SEA
WEBELOS - AQUANAUT/ GEOLOGIST

Octopus Tie Slide: Materials - ½ English Walnut shell, 2-moveable eyes, 4 black or gray pipe cleaners, plaster or hydrocal, glue, pvc ring.

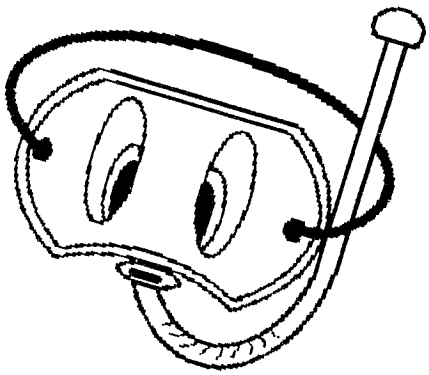
Pour plaster m the nut shells and insert the pvc ring. Cut 4 pipe cleaners in half. Bend the ends and insert them into the wet plaster around the edges. When dry, paint the nut shell black for the body. Glue on the eyes and bend and roll ends of the legs. Reinforce the pipe cleaners with glue where wires go into the plastic.

Sea Shell Tie Slide: Materials- 1 ea. sea shell, pvc ring



Just hot glue a pvc ring on the back of the sea shell and it's finished.

Aquanaut Snorkel & Mask Slide: Materials - flexible straw that bends on one end for the snorkel, round bead, craft foam for mouth piece, shrink art sheet, twisty or pipe cleaner, colored sharpies, oven.

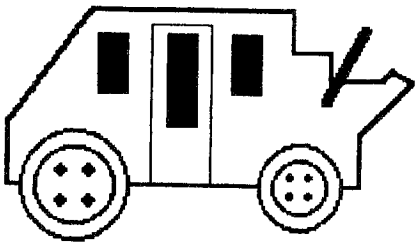


Outline pattern with sharpie. Use a wide line. Use a colored pen to fill in the eyes. Use black to outline eyes and for the pupils. Cut out pattern and punch holes on sides with hole punch. Bake in oven according to directions on shrink art package. Use pipe cleaner or twisty for band to attach to the holes. Cut a mouth piece from the craft foam. Put a drop of hot glue on the back of the craft foam. Tweezers will make handling easier. Set on end of bent straw and press the center until dry to give a concave effect. The pipe cleaner or twisty is used instead of pvc ring so that the mask looks nice.

Volcano Slide: Materials - 1/2 in x 1/2 in plastic pipe, plaster, paint, pvc ring.

Use plaster or clay to build up the pipe in the shape of a volcano. Let plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like the escaping lava. Using green and brown paint, paint the mountain. Use red to paint the lava flow.

AUGUST 1998
CUBS--RODEO TRAIL
WEBELOS-NATURALIST / FORESTER



Stage Coach Tie Slide: Materials - 1/2 in. X 3" x ¾ in. thick piece of pine, red & black paints, 1/8 in. dowel x 1 in long, pvc ring, 1 large button, 1 small button.

Use a coping saw to cut out the coach pattern. Then paint coach red color, then paint black windows on the side. Paint dowel black & when dry glue on as the brake handle. Outline door with extra fine permanent marker or paint pen. Glue buttons on as shown. Glue pvc ring on back.

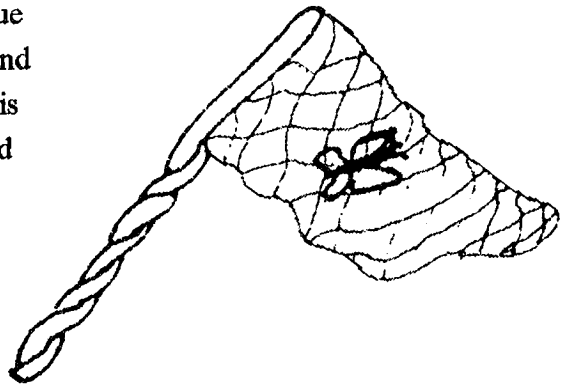
Wanted Poster Tie Slide: Materials - 1/4 in. piece of wood, 2 1/4 in. x 3 1/2 in old school picture, white glue, pvc ring, copies of pattern, scissors.

Make copies of poster on pattern page. Cut out posters & glue to piece of wood. Cut old school picture to fit on poster & glue pvc ring to back. (You can cover front with clear contact paper to protect from moisture.)

Forester Butterfly Net Slide: Materials - 13 in insulated wire (12 gauge or heavier), 4 in x 4 in plastic mesh (found in produce section of grocery store -i.e. onion bag), fun foam (or Styrofoam meat tray, poster board, felt), glitter dimensional fabric paint or glitter and white glue (also black shiny or black acrylic paint), clear nylon thread or fishing mono-filament, yarn, 4 in piece pipe cleaner, tapestry needle (blunt end), scissors, glue gun, dowel like object-1 1/4 in diameter, file, wire cutters.

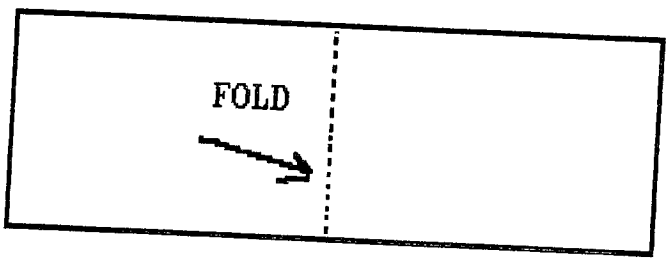
Bend wire tightly' around the dowel, then twist tightly so circle is round and then twist the rest into a handle for the net. Trim the ends of the wire and use file to remove any sharp points. Overlap the edges of mesh netting. Use running stitch (yarn) to form a tube. Gather one end and knot to for closed end of butterfly net. Put open end of net through the wire circle. Wrap the netting over the wire circle and stitch (running stitch) to complete paints or glitter on both sides and edges. Let dry. Tie the net. Cut a small butterfly shape out of fun foam - ¾ in. Decorate with small loops in end of nylon line so glue will have something to hold on to. Glue to head of butterfly. Use nylon

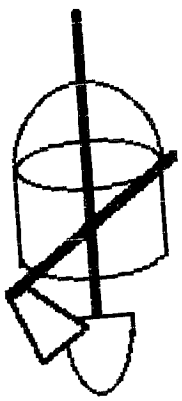
thread to tie it inside net so it dangles freely. Glue knots so they don't slip. Twist pipe cleaner around the net frame ½" the way up side of ring. Slide is worn sideways with net pointed at a shoulder and handle pointed down.



Forestry kit: Materials - Aluminum pop can, scissors, 1/8 in. dowel rods, 1 paper clip, pliers, glue, pvc ring, film canister, (if clear canister you will need to paint the bucket gray) red paint, coping saw.

Cut the film canister so that it is 1 in tall from bottom. Take the paper clip & form a handle on the bucket. Poke holes in sides of bucket & insert handle. Tighten with pliers. Cut the top & bottom of a pop can. Split the aluminum to acquire a square. Cut a ¾ in wide x 2 in long rectangle from the aluminum. Fold in half with can label to the inside, and pinch the fold tight with pliers. At folded end fold 1/8 in. down again, & pinch tight. At the open end, cut a round shape to form shovel. Glue open end of this piece shut. Repeat this process but cut the piece into the shape of an ax using the center fold as the cutting edge of ax & the fold back of ax again. Cut 2 pcs. of 1/8 in dowel 2 /2 in. long for shovel handle & ax handle. Paint ax handle red. Glue each dowel to tool pieces. Glue shovel to bucket, then glue ax over top of shovel as shown. Glue pvc ring on back of bucket.





SEPTEMBER 1998
CUBS--BE A DETECTIVE
WEBELOS - COMMUNICATOR/ SCIENTIST

Gumshoe Tie Slide: Materials - 1/4 in. thick piece of wood, or a piece of black foam board, pink paint or fingernail polish, pvc ring, Popsicle stick

Cut a footprint pieces using the pattern. If using wood, paint it black. Glue the 2 pieces on the Popsicle stick leaving a 1/4 in. gap between the 2 pieces to form a shoeprint. Paint a splat of gum on the print with pink paint or polish. With the same paint or polish, print the word "GUMSHOE". Gumshoe being what detectives were called in the 20's. Glue pvc ring on back.

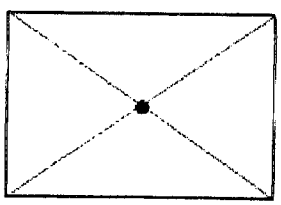
Spy Glass Tie Slide: Materials - Electric wire, yellow or white butter bowl lid, paints or permanent markers, glue, pvc ring.

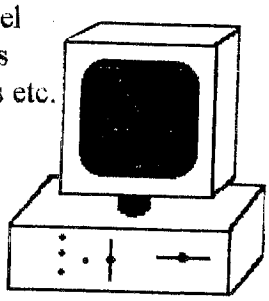
Place wire around a broom handle or any round rod. Cross ends of wire & then twist wire several times until handle length is desired length. Slide wire off broom handle & cut a circle from the butter lid to make glass for ring. Glue this piece onto the back of wire. Glue pvc ring on the back of the plastic glass piece. Using paints or permanent markers, draw a eye in the center of the spy glass..

Computer Tie Slide: Materials - 1 pc wood 1 in x 1 in x ¾ in, 1 pc wood 1 1/2 in x ½ in x 3/4in, white paint, ultra fine & a broad tip black paint pen, 1 pc ¼ in dowel rod ¾ in long, glue, pvc ring, drill with 1/4 in bit.

Locate center of 1 1/2 in x 1 1/2 in x ¾ in block & drill a 1/4 deep hole at this point. Do the same on the 1 in x 1 in x ¾ in but on the ¾ in edge. Paint the 2 blocks white. When dry glue dowel into one block & then glue second block to dowel too. Paint a black screen on upper block as shown with broad tip pen. Then decorate bottom block with ultra fine pen to resemble knobs etc.

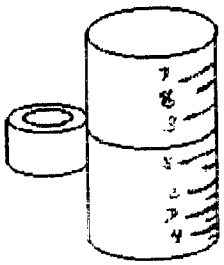
LOCATE CENTER





Scientists Beaker Tie Slide: Materials - clear film canister, pvc ring, red or black & light blue ultra fine paint pens, glue.

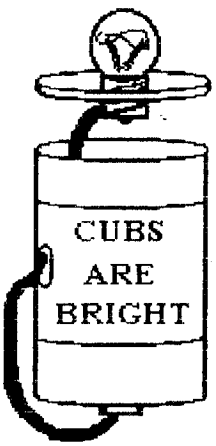
Paint inside of canister 1/2 way up with light blue paint pen & let dry. Mark off measurements on the outside of canister with red or black paint pens & let dry. Glue pvc ring on back.



OCTOBER 1998
CUBS--IMAGINE THAT
WEBELOS--SHOWMAN / SCIENTIST

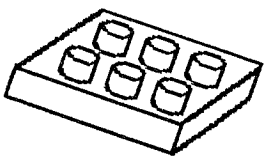
Light Tie Slide: Materials - black film canister with lid, 1.5 v light bulb (available at Radio Shack), 1 C size battery, copper wire, name tag, pvc ring, hot glue.

Drill a hole in the top, bottom and on 1 side of the film canister. Attach decorated name tag to front of film canister. Insert battery into film case so bottom is over the hole in bottom of canister. Strip both ends of wire to expose copper. (1/2 in.) Wrap wire around base of bulb & hot glue bare end to bulb threads, but leave other end free. Insert bulb through hole in the top of the canister lid. Run wire inside canister and outside the hole in the side of the canister. When bulb is pushed down (lid) & wire touches bottom of battery, light will come on. Glue pvc ring on the back. To turn off, disconnect wire from the bottom.



Imagination Tie Slide: Materials - variety of "Lego's", pipe cleaners, glue, pvc ring

Give the cubs a pile of Lego's and let them use their imagination to design a piece of art from them using glue & pipe cleaners. Glue pvc ring on the back.

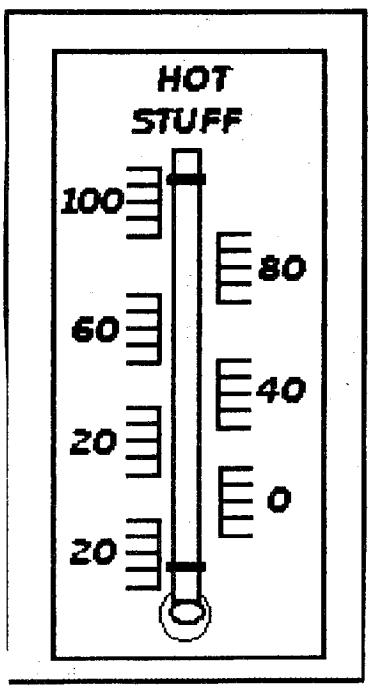


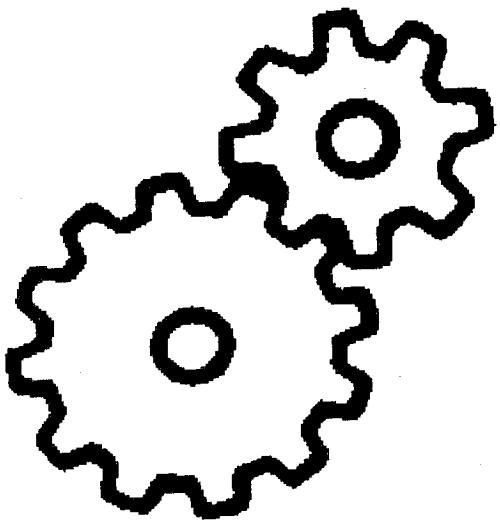
Showman's Microphone Tie Slide: Materials - ¼ in dowel x 2 in long, large wooden bead, electric wire, black & silver paint, pvc ring, glue.

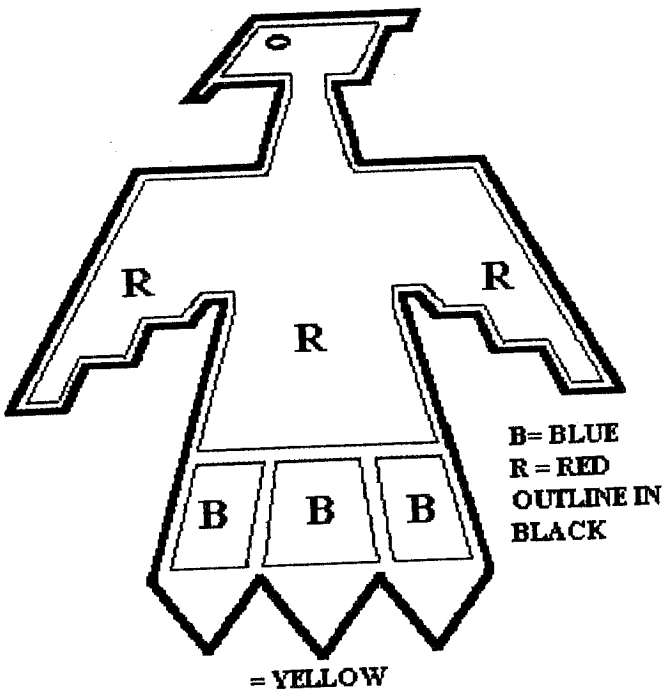
Drill a small hole in one end of the dowel big enough to insert the electric wire approx. l/4 in. into the dowel. Paint dowel black. Paint bead silver. Glue the wire into the hole. Glue the silver bead onto the other end of the dowel. Glue pvc ring on where the bead & the dowel meet. Coil the wire any way that looks best for you.

Scientists Thermometer Tie Slide: Materials - 1 pc 3 ½ in x 1 ½ in x l/4 inwood, l/4 in dowel rod x 2 l/2 in long, red pony bead, 2 thin wire staples, red & white paint, drill with a l/4 in bit, white piece of paper l in X 3 in long, glue, black ultra fine marker, pvc ring.

Drill a l/4 in hole through wood ½ in up from bottom & centered. Paint dowel white. When dry glue red pony bead to one end of the dowel. Paint thin red stripe on the white dowel to simulate mercury. Make marks on paper as shown. Glue paper on block covering the hole. Cut paper from hole. Place dowel on top of wood with red pony bead laying in hole. Make sure that the red stripe is facing out. Use the 2 staples to secure dowel to wood by placing over the dowel. Glue pvc ring on back.



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OUTLINE IN
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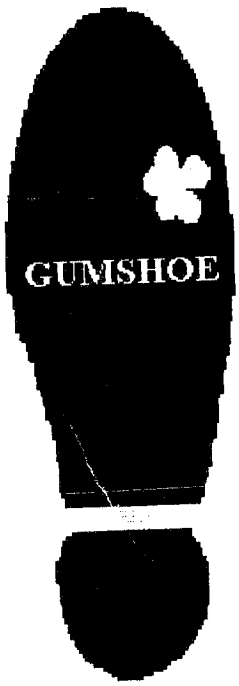
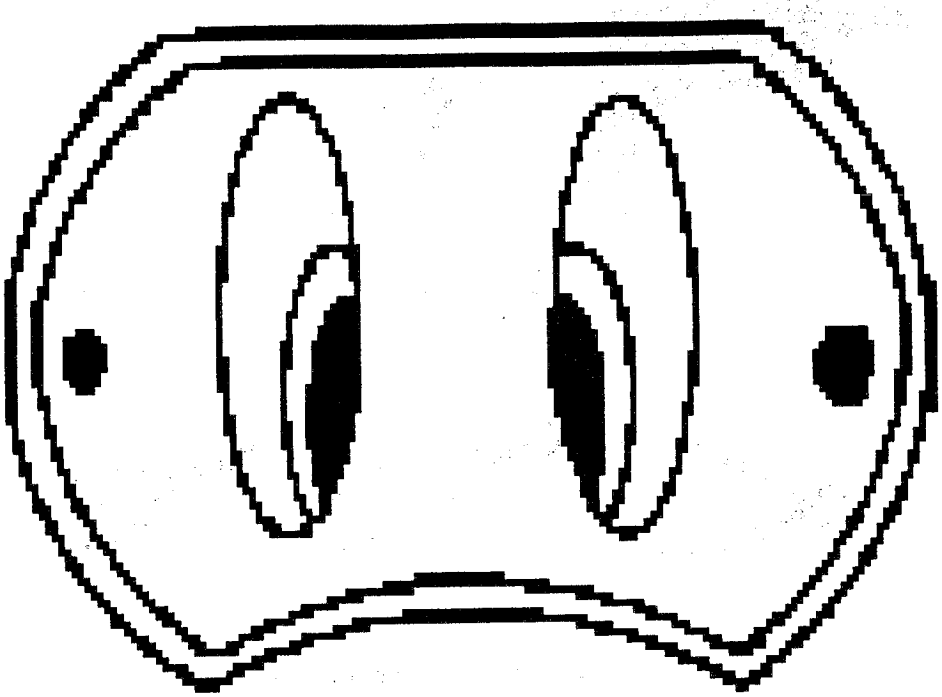
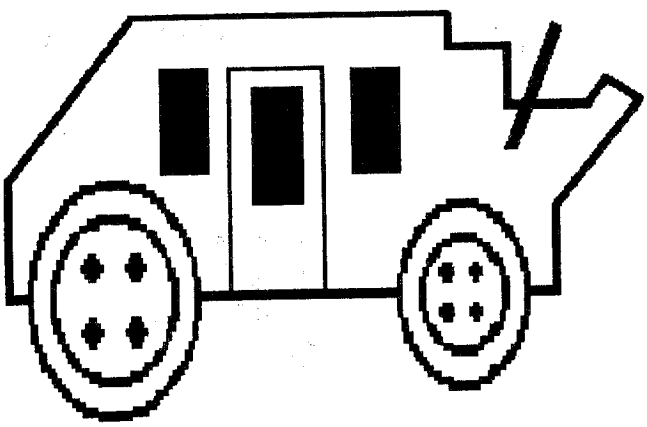
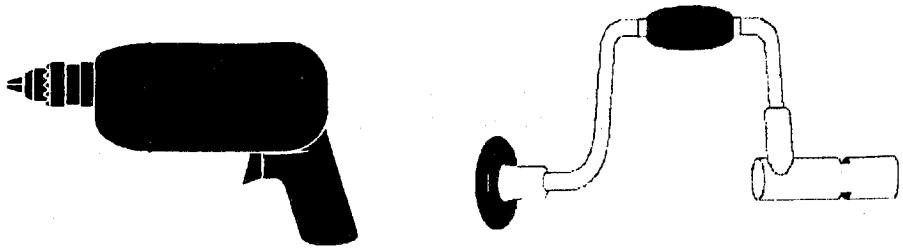

GUMSHOE



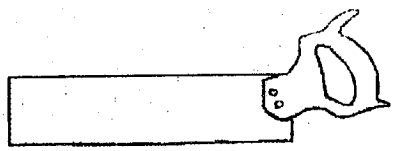



WANTED
PLACE
YOUR
PICTURE
HERE
as a
CUB SCOUT.



DRILLS

ASSORTED PLIERS



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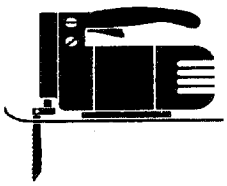

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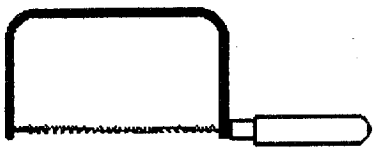

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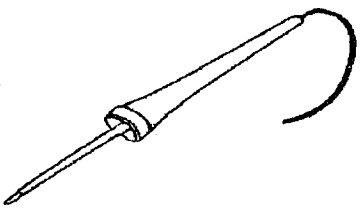

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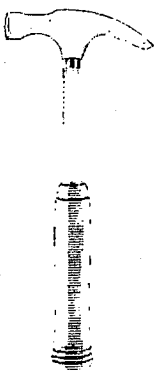

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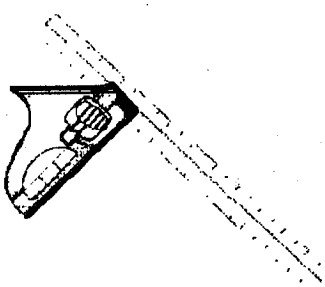
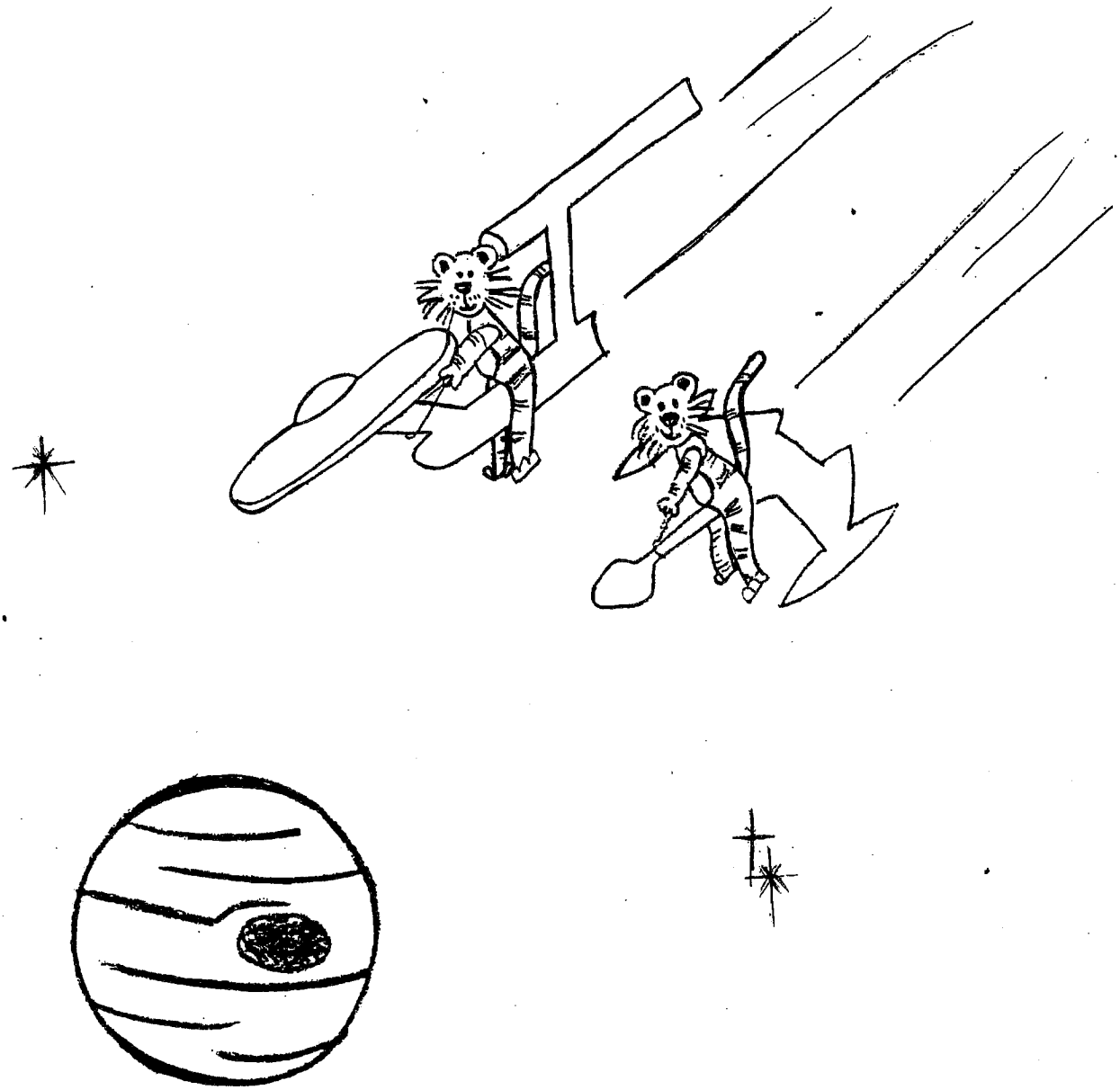


MEASURING DEVICE

HOLLIE PARMEN

Tiger Cubs

Special Services, Deck 10



WHAT IS TIGER CUBS, BSA?

Who can join?

* Any boy in the first grade and their adult partner.
* Any boy 7 years old and their adult partner.
* Basic element is the team of boy and adult.
* The adult may be anyone 18 years or older. A parent, grandparent, brother, sister, aunt, uncle, or a friend.
* The boy and adult join together.

The Tiger Den:

* Normally 5-8 boy/adult teams.
* The Tiger Den is part of the Pack.
* The Den meets with the rest of the Pack at all of the Pack activities.
* The Den will have its own meetings and activities. If there is more than one Tiger Den, they each hold their own meetings and activities.
* Each Den will have a Tiger Cub Coordinator. The Coordinator is one of the parents from the Den.

Den Meetings:

* The Den meets twice a month. Those times are not including the times they meet with the Pack.
* The meetings are based on the 17 big ideas from the Tiger Cub Family Activity Book. This book is included in the Tiger Cub Family Activity Packet.
* The things your Den does is not strictly by the book. Come up with your own ideas.
* The Family Activity Packet includes the activity book, a wall chart and stickers, and t tiger paw iron-ons.
* Other places for ideas are the Tiger Cub Resource book, the Tigers, and the adults.
* Tiger Cub Motto: Search, Discover, and Share.
* Tiger Cub Promise: I promise to love God, my family, and my country, and to learn about the World.

Tiger Cub Cycle:

* This cycle is the same as the school year. The team join in the fall when the school (1st grade) year begins and continues until the end of this school year.
* If the boy is held back or is in Transitional or Developmental First they must remain a Tiger Cub until the completion of the First Grade.
* After graduating, at the end of the cycle, the boy can participate in Cub Scout Activities.

* The Tiger program promotes "togetherness". With that Big Idea #1, Getting to Know You, is good in that the Den members learn a bit about each other from the beginning. Big Idea #1 should be done in the beginning of the cycle or anytime a boy/adult team joins the Den. Big Idea # 17, Cub Scouting, Here We Come", is done in May at the end of the cycle. This Idea is completed by holding a Graduation Ceremony.
* The two Big Ideas the boys must do to graduate from Tiger Cubs is #1 and #17. They must also complete the First Grade.

Den Leadership:

* Leadership in the Tigers is shared by all teams.
* Each team plan, prepares, and hosts one or more Den meetings during the cycle. Depending on your Den size, will determine the number of meetings each team hosts.
* With shared leadership, no one team is responsible for committing to host all the meetings.

Tiger Cub Den Coordinator:

* There is no Tiger Cub leader position; but one Tiger Adult should be selected as Tiger Cub Den Coordinator.
* Role of the coordinator:
  - +Coordinate plans for involving the Tiger Cub den in the Cub Scout Pack activities.
  - + Maintain shared leadership by seeing to it that everyone (team) participates. Ensure the leadership rotates as well.
  - + Attend a short orientation conducted by the Tiger Cub coach or Pack representative prior to the first den meeting.
  - + Maintain the Tiger Cub Resource Book, Tiger Cub Instant Recognition Kit. Distribute the appropriate pages of the Resource book to the team holding that meeting. Distribute the paws and beads as the boys earn them.
  - + Assist the Tiger Cub Coach with the graduation ceremony.

Recognition:

* Tiger Cub recognition is simple.
* Incentives should be motivators rather than the final goal.
* Different types of recognition consists of the following:
  a. Wall chart with stickers.
  b. Iron-on Tiger tracks
  c. Activity beads
* The recognition should be awarded just as soon after the activity as possible.
* Stickers and beads are awarded for the activities the den desires.
* The Tracks are awarded to the attending boys for each big idea the den does together.

* Cub Scout advancement is for Cub Scouts. The Tigers may begin studying the Bobcat requirements in preparation for graduation.

Uniform:

* Tiger Cubs and Coordinators wear the orange T-shirt with the Tiger Cub emblem printed on the front. Adult partners may also wear the Tiger Cub T-shirt. It is optional for adult partners.
* The Tiger Tracks may be worn anywhere on the shirt. It is recommended that they be on the front.
* Tiger Cub T-shirts can be purchased at any Scouting distributor. Youth and adult sizes are available.
* Belts and hats are also available, but are optional.

THE PACK'S ROLL

Tiger Cubs and the Pack:

* The Tiger Cub Den is part of the Cub Scout Pack.
* If there is no pack, one must be formed to organize a Tiger den.
* The Pack supplies support to the Tiger den by supplying a coach and provided continuing Scouting experience when the Tigers graduate and become Cub Scouts.
* The pack is not limited to the number of Tiger dens it may have.

Tiger Cub Coach:

* The Coach is the Pack's relationship with the Tiger Den(s).
* The Coach is an adult which is selected by the Pack.
* The Coach helps to organize the den and assists in planning the first meeting, which should be Big Idea #1.
* The Coach assists and then allows the Tiger adults to operate with its own leadership. The Coach does keep in contact with the den. The Coach coordinates Tiger participation with the Pack and/or council activities. The Coach also arranges the Tiger Cub graduation into Cub Scouts, which is Big Idea #17.

Tiger Cub Coach Training:

* The Coaches first priority is to understand the procedure and be prepared for the recruiting, registering, and orientation of the Tigers and adults at School Night for Scouting or the rally.
* Tiger Cub Coach should have completed their initial training or orientation before beginning of the organization of the den(s).

* The District Training team is responsible for providing Coaches training. Additional training for coaches and other volunteers within the Pack is offered through the Cub Scout Leader Basic. The Coach coordinates training of the coordinator.

Organizing the Tiger Cub Den:

* Enrolling Tigers and partners is important to do because the Tiger program is a school-year program.
* The coach will meet with each den, and will hold an orientation session. The session will include the showing of the video, "Welcome to Tiger Cubs, BSA", and of other Tiger materials. At this session the Tiger Cub Family Activity Packets are handed out, registration fees are collected, a coordinator is elected from and by the partners, and finally a date and location are set for the first meeting(Big Idea #1).
* Tiger Cubs can be recruited from schools, the charter organization, church, neighborhood, and many other places and activities. All boys with an adult should be invited to an organizational meeting.
* After organizing, orientating, and assisting in setting up of leadership and Big Idea #1, you must stay in contact with the Tiger Den(s). Each den must succeed so the Tigers can graduate into Cub Scouting.
* The Coach will continue to be a resource for the den and a link between them and the Pack. As the link the coach reports to the Pack leaders as to how the Tiger Den is proceeding. The Coach reports to the Tiger Den on upcoming Pack activities, meetings, and functions. When Pack registration time arrives, the Coach ensures all paperwork and fees are filled out and turned in properly.
* The final duty of the Coach is to organize the Tiger Cub's graduation ceremony. This ceremony is conducted at the Pack meeting at the end of the school year.
* Balance is the key to a successful Tiger Cub Coach. On one side the Coach has to be a liaison between the Pack and the Den. One the other side there is the den leadership, in which one much avoid assuming. The Coach is to organize and serve as a resource, but not serve as the den leader.

ROLE OF THE COUNCIL & DISTRICT

Because the Tiger Dens are part of Packs, the districts and Councils continue to support the Packs through normal operations.

Personnel:

* One member of the District membership committee is a District Tiger Cub chairperson. this person is responsible for recruiting efforts and graduation of Tiger Cubs.
* The chairperson may recruit additional people to assist with recruitment; this depends on the

size of the district.

* The District training committee should also have a member who is a Tiger Cub representative. this Scouter is responsible for Tiger Cub related training to include Tiger Cub Coach "Breakout" sessions at Basic Training.

Training:

* A major responsibility for the District is to train the Tiger Cub Coaches from each and every Pack. The complete training is essential, to include follow-up training.
* A Coach should attend orientation training as soon as they are recruited.
* All trainers should have thorough knowledge of the material, and make their presentations enthusiastic and dynamic.
* Cub Scout Leader Basic Training includes a session for Tiger Cub Coaches. With the completion of this session a Coach may wear the "Trained" patch on their uniform. Orientation is helpful to have before recruiting at the beginning of the school year.

Where to Go:

* One exciting thing about the Tiger Cub program is the meetings can be held at many different places in the community. Some examples are zoos, museums, and other historical sites.

Tiger Cub Registration:

* The Tiger Cubs are part of a Pack and will register with that Pack. When joining Tiger Cubs the Tiger (boy) will register along with an Adult partner. The fee paid is pro-rated. Which means the fee is for the amount of time between joining and the time the Pack re-charters. Tiger Cubs and adult partners use the same registration form, and it covers both.

Registering Tiger Cub Dens:

* In most cases the Pack re-charters before the Tigers graduate into Cub Scouting. With this being the case the Tigers and adults will reregister as Tiger Cubs. On June 1 the Tiger will transfer into Cub Scouting and no additional paperwork is needed.
* Any tiger Adults who wish to register as a Pack Leader, will fill out a new "Be a Volunteer Leader" application. Transfer can not be done automatically.

Recognition of Service:

* A permanent Tiger Cub emblem is authorized to be worn directly below the right pocket on their Cub Scout uniform. The 1 year service star with orange backing may also be worn.
* Adult partners may also wear the one-year service star, but the backing is blue.
* The Coach may earn the Tiger Cub Coach Award.
* District and or Tiger Cub volunteers may earn the Cub Scouter Award.

* Requirements for volunteers and coach awards can be obtained at the Scout office.

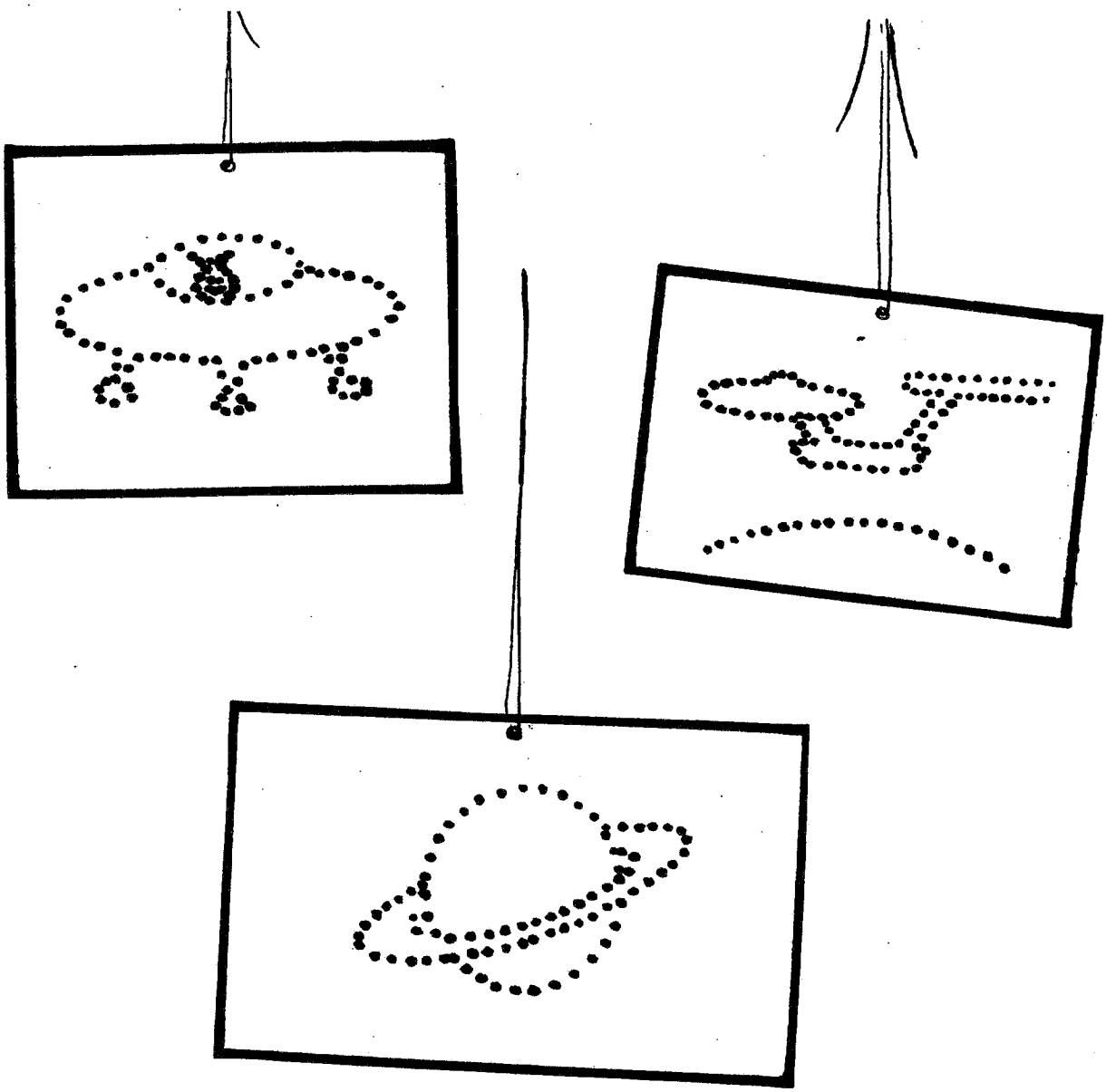
Tiger Cub to Cub Scout:

* After their first year of Tiger Cubs, most boys will graduate to Cub Scouts. For exceptions call the Scout office.
* Tiger Dens usually stay together through their Tiger year. At the end of the school year is a good time for graduation to Cub Scouts. With graduation then, the boys are eligible to participate in summer Cub Scout activities. One such activity is Cub Scout Day Camp.
* Big Idea #17..."Cub Scouting, Here We Come", is usually taken care of by the graduation.
* If carefully executed, the Tigers can earn their Bobcat badge at graduation.
* The goal of every Pack, District, and Council should be to see every Tiger Cub become a Cub Scout.

KAY KINDT
and
LARRY KINDT

Tin & Metal

Engineering, Deck 36



TIN AND METAL

Tin for the home craftsman is easily obtainable. The great variety of tin cans, in which coffee, fats, crackers, and canned goods come, can be used as they are, adding paint and decorations. Rectangular oil containers from garages come in larger sizes. These too are used as they are or are cut with tin snips to provide pieces for original design.. When a large piece of tin is required, it is bought at a tinner's shop.

The equipment needed is a pair of tin shears, preferably with curved blades, steel wool for smoothing edges, and pliers for shaping and bending the metal. For more elaborate pieces a wooden mold, hammers, stamping tools, rivets, and soldering equipment will be needed.

Tin, unlike most of the other metals, is appropriately protected and beautified by paint, since its surface is subject to rust. Bare tin has a certain beauty and is used in Mexican crafts. Americans first knew the metal as it came from England with its japanned or lacquered finish., and have continued to custom as the traditional decoration for tin. Quick-drying enamel or lacquer is usually applied as a base coat, with the decoration added when the first coat is dry. Experience teaches that a quick-drying solvent should be used with oil paint which comes in tubes.

Early American crafts contribute an easy and practical way to decorate tin. The utensil was first painted a solid color. When it was dry, motifs were cut from wall paper and glued to the surface in any desired arrangement. Another way, of more recent origin., is to cut the designs from. colored advertisements. You need not stick to tradition; create your own motifs and paint them on with oil paint or enamel.

If the surfaces are badly rusted, the rust can be removed with steel wool and kerosene before painting. Radiator paint is often used for the first coat. Examples of objects to decorate are candle molds, coffee pots, and tin boxes.

TECHNIQUES FOR CUTTING AND SHAPING TIN CANS

Techniques for the handling and cutting of tin cans are simple and easy to master. The important thing, especially for children is: Always wear gloves when working with cut tin. You will avoid many minor cuts and scratches from the sharp edges. Once the tin is cut, shaped and filed, this source of trouble is eliminated.

The first step is to remove the top and bottom of the tin with a wall type can opener which leaves a smooth edge. (Save the covers, thus removed., for the Christmas ornaments, bell, candle bells, candle holders and many other things.) Next cut along the seam. and flatten out the can ready for cutting and shaping. But if tin snips are available, you will find the job easier. To use the tin snips correctly, hold it at right angles to the tin., letting the lower blade rest on the edge of your work table. Open the blades wide and push the sheet of tin in as far as you can, holding the tin

with one hand and the tin snips with the other. Do not use both hands on the tin snips or the sheet of tin is apt to twist.

When cuffing round corners and circles first make straight cuts to remove as much waste material as possible. Then round your corners. This procedure will simplify your cuffing and make it much truer to the shape desired..

Sharp edges which develop from cuffing must be filed. When using a file remember that it cuts only on the forward or pushing stroke. If possible, clamp your work in a vise for better results.

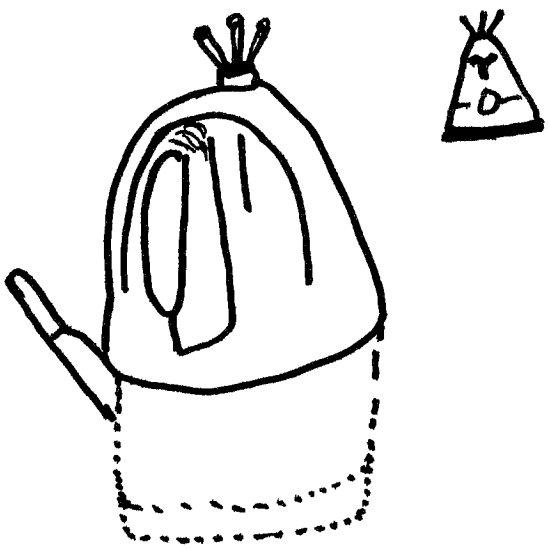
Bending the tin is another technique that is well worth. doing properly. To make a sharp bend, place the tin between two blocks of wood clamped together (in a vise if possible) with the edge of the wood along the line of the bend. Then push the tin away from you and you will have a right angle bend. Remove the blocks of wood and if you want a bend greater than a right angle, as you would for a napkin clip, bend the tin together against a solid surface. Ordinary heavy duty kitchen shears may be used for cuffing with your hands.

The final step in any project is the polishing. For this, you go over the surface with a fine grade of steel wool to get the luster desired. To protect the finish you can give the tin a coat of shellac, lacquer or wax.

TEEPEE PIGGY BANK

Materials: Heavy cardboard, 1 gallon or larger bleach bottle, paint, and glue.

Cut top half of bleach bottle off and discard bottom. Cut circle of cardboard to fit bottom and glue on. Paint as a teepee. Remove lid and glue three sticks in the hole. Cut a slot in the back for money. The handle on bottle is a handle for the bank. Decorate.



TOTEM POLE

The Indians carved faces of animals and evil spirits on their totem poles. Why not make a den totem pole!

Things you need. Coffee cans with lids, colored construction paper, tape, scissors, glue, feathers.

1. Wrap a piece of construction paper around each can, Figure a.
2. Tape the paper together, Figure b.
3. Trim away any extra paper that may go above the cans.
4. Cut out three feather shapes or use real ones. Glue them to the top of the cans. Figure c.
5. Paste a long strip of paper to the back. Glue feather to this, Figure d.
6. Add eyes, noses, mouths, and shapes.
7. Be creative-add what you like!

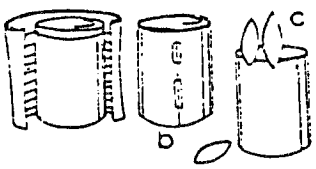


Figure a

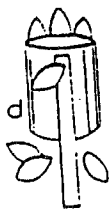


Figure b

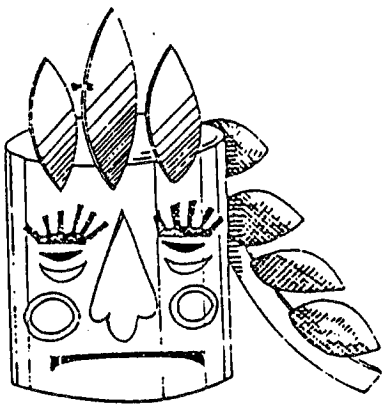


Figure c

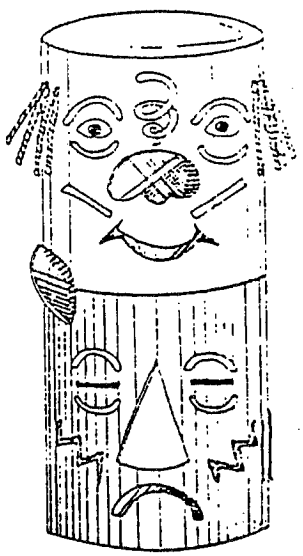
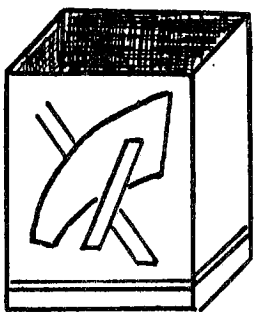


Figure d

TIN CAN WASTEPAPER BASKET

You will need: An oil can, paint, and adhesive tape.

Ask Dad to cut off the top of an oil can. Clean it thoroughly. Bind the cut edges with adhesive tape so that you won't cut your hands. Paint the can on the inside and the outside. Decorate the outside with pictures, if you like. This is a handy and quick wastepaper basket to make.

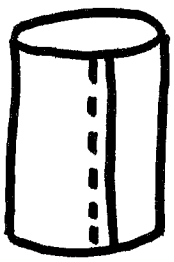


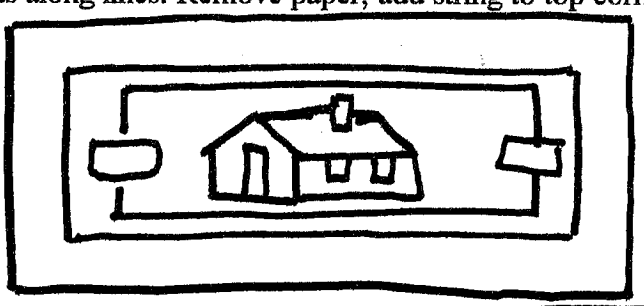
WASTE BASKET
FROM AN OIL CAN

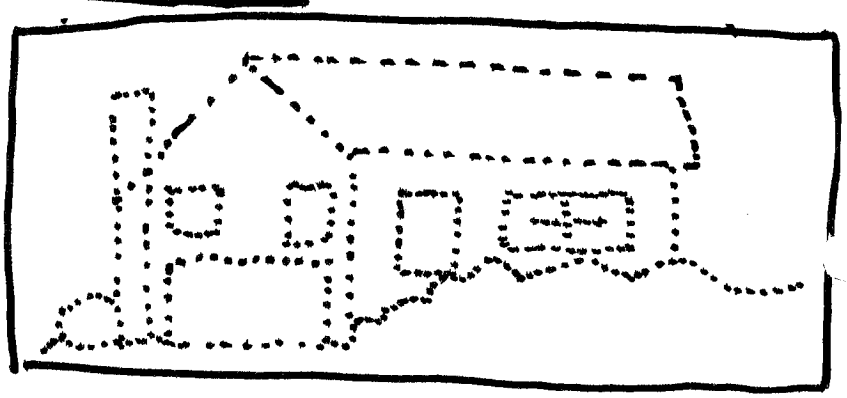
MY HOUSE

Materials: Pencil and paper, Tin can, Metal cutters, Tape, Hammer and nails, Scrap board.

Remove both ends from can and carefully cut down side seam. Open flat and nail comers to board. Make an outline of your house on paper, cut to fit can area. Tape to can. With hammer and nail., punch dents along lines. Remove paper, add string to top corner holes and hang.



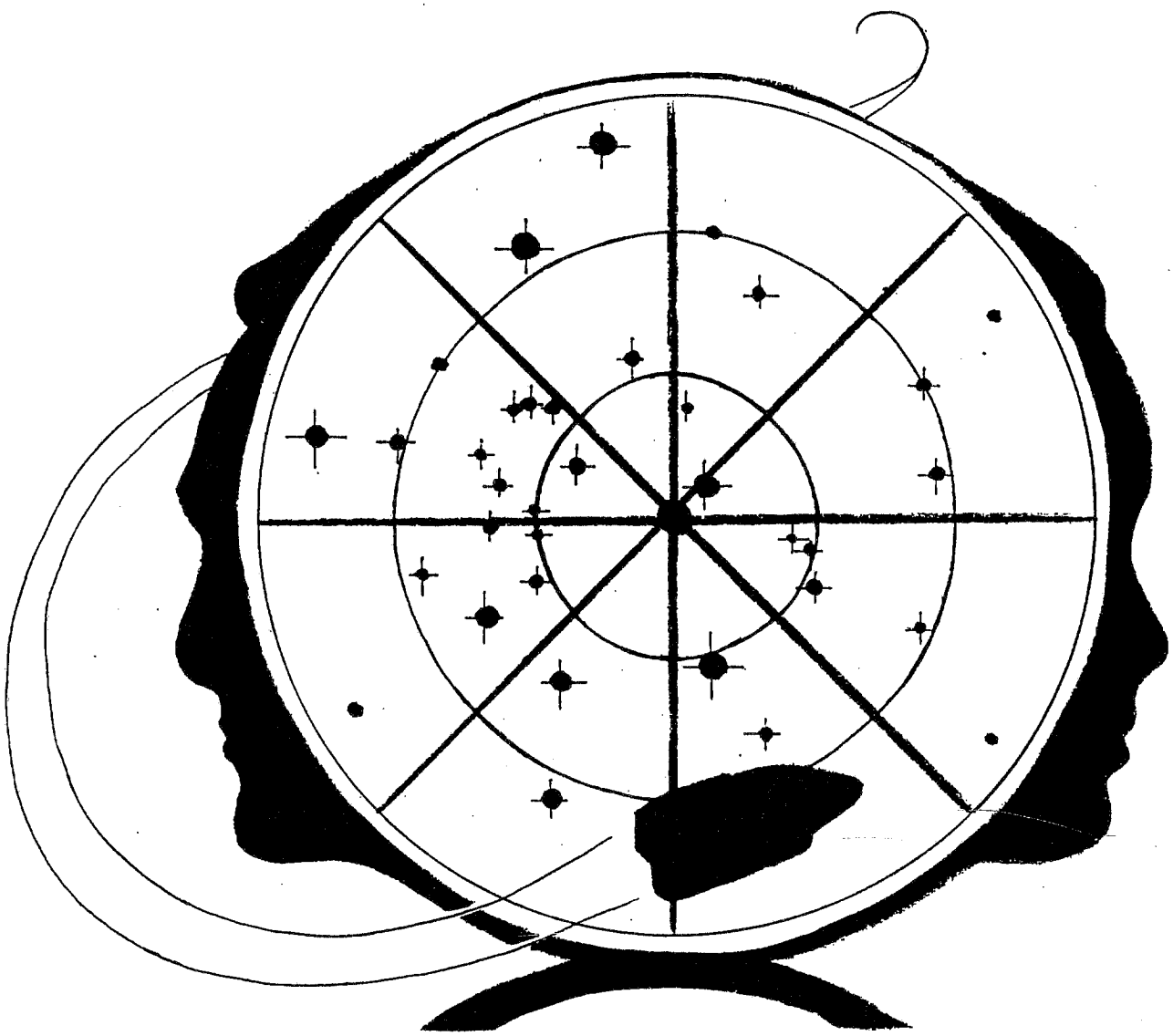




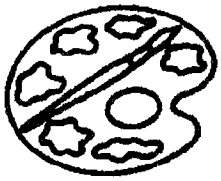
CAROLYN WEBER

Webelos Mental & Community Activity Pins

Medical, Deck 12



Artist
June 98 - Adventures in the Sky
2nd Year Webelos



Are you an artist? Answers may range from, "Yes." to "I can't draw a straight line." The artist activity badge is for those with or without talent. It is designed to teach new skills, encourage creativity, and have fun.

Throughout this activity, remember not to praise the end product, but to encourage the process, such as: use of imagination, color, and patterns. If you are going to display the results at a pack meeting, let the Scout choose what he wants to display. Something that you might think is "good" might not be something the Scout is happy with and vise-versa. The Scout's opinion is what counts here.

Resources

Cub Scout Academics - Art
Boy Scout Merit Badge Pamphlet - Art
Kids Discover Magazine - February 1997
Volume 7, Issue 2
Leonardo de Vinci

Art Museums
Art Festival
Art/Craft Shops
Art Teachers
Commercial Artists (Advertising Agencies)

Den Activities

Tie this activity badge into the Cub Scout monthly theme by studying Leonardo da Vinci. His designs of flying machines, helicopters and parachutes fit with the theme. During this month, become like Leonardo by inventing, painting, designing, experimenting and learning.

Painting:

Requirement 1. Draw or paint an original picture and frame it. Learn about perspective or shading, then draw or paint a simple picture using the techniques. Show examples of Leonardo's work in these areas. Use paint colors created in Requirement 2.

Requirement 2. List the primary and secondary colors. Tell how to combine colors. Make a spinning color wheel (see Cub Scout Fun Book, pages 52-53). If using paints, only provide red, yellow, blue, black and white. Let them create the secondary colors of orange, green and violet. Let them add white or black to a color to make different shades, tints and tones (a color triangle). They can paint a color wheel and/or color triangle for pack meeting displays. See reduced size color wheel with color triangles at the end of this section. Enlarge by 200% to get a size for the Scouts to work with.

Inventing:

Requirement 7. Make a construction. Give them a "genius" bag with various supplies. Have them build or make something with the supplies. They can use all of the items or just some of the items. Most of all, let them use their imagination.

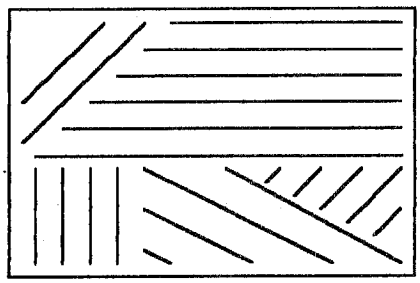
Some of the supplies may be, but are not limited to: pipe cleaner, piece of felt, small stick, feather, washer, nail, spool, Popsicle stick, straw, piece of screen, bread tie, small milk carton, piece of bailing wire, small piece of wood or Styrofoam, etc.

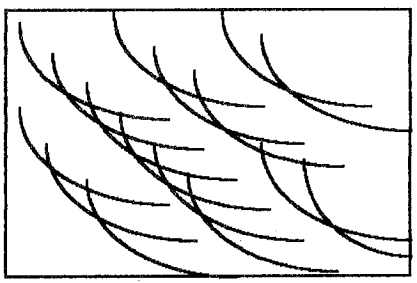
Requirement 3. Make 6 designs using straight lines, curved lines or both.

Materials (per Scout): 6 index cards 5" x 7" 6 index cards 4" x 6"
Yarn or String Glue

Instructions:
1. Cut year or string into several short pieces. They can be the same or different lengths.
2. Glue yarn or string onto the small index card in an arrangement pleasing to the eyes.
3. Make six different designs.
4. Glue the smaller card to the larger card, centering the smaller card.

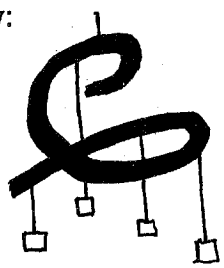
Note: If you have access to computers, this can also be done on computer as below:

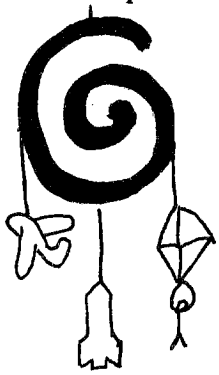


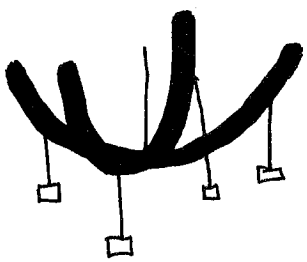


Experimenting:

Requirement 6. Make a mobile. To tie it to the theme of "Adventures in the Sky", have pictures of Leonardo's flying inventions and pictures of planes, rockets, etc. which they can cut out, glue to cardboard and hang from hanger wire. Experiment with different ways to use hanger wire as below:







Requirement 4. Make a profile of a member of your family. Make the silhouette by fastening a piece of paper on a wall or other flat surface. (Paper should be at least 12" x 18" or larger. A grocery bag cut apart works very well.) Using a lamp or flashlight, draw around the shadow of the head. Cut out silhouette.

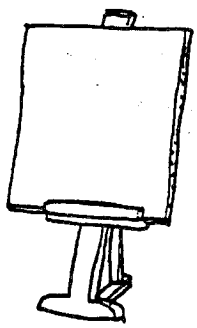
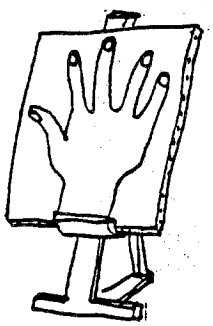
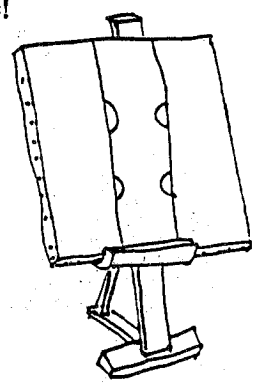
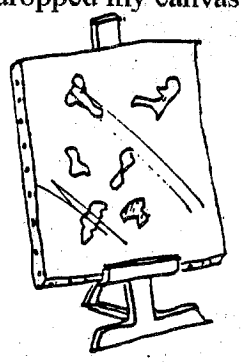
To make this truly a picture of the person, from old magazines, cut out pictures that represent the things that show what the person likes. Pictures of foods, sports, cars, music, etc. Glue onto the silhouette keeping the shape of the head.

Skit: Art is in the Eye of the Beholder

You will need: ART PROFESSOR (dressed in paint stained clothes, maybe a beret) and four ART STUDENTS, paintbrushes, easels, canvases and palettes.

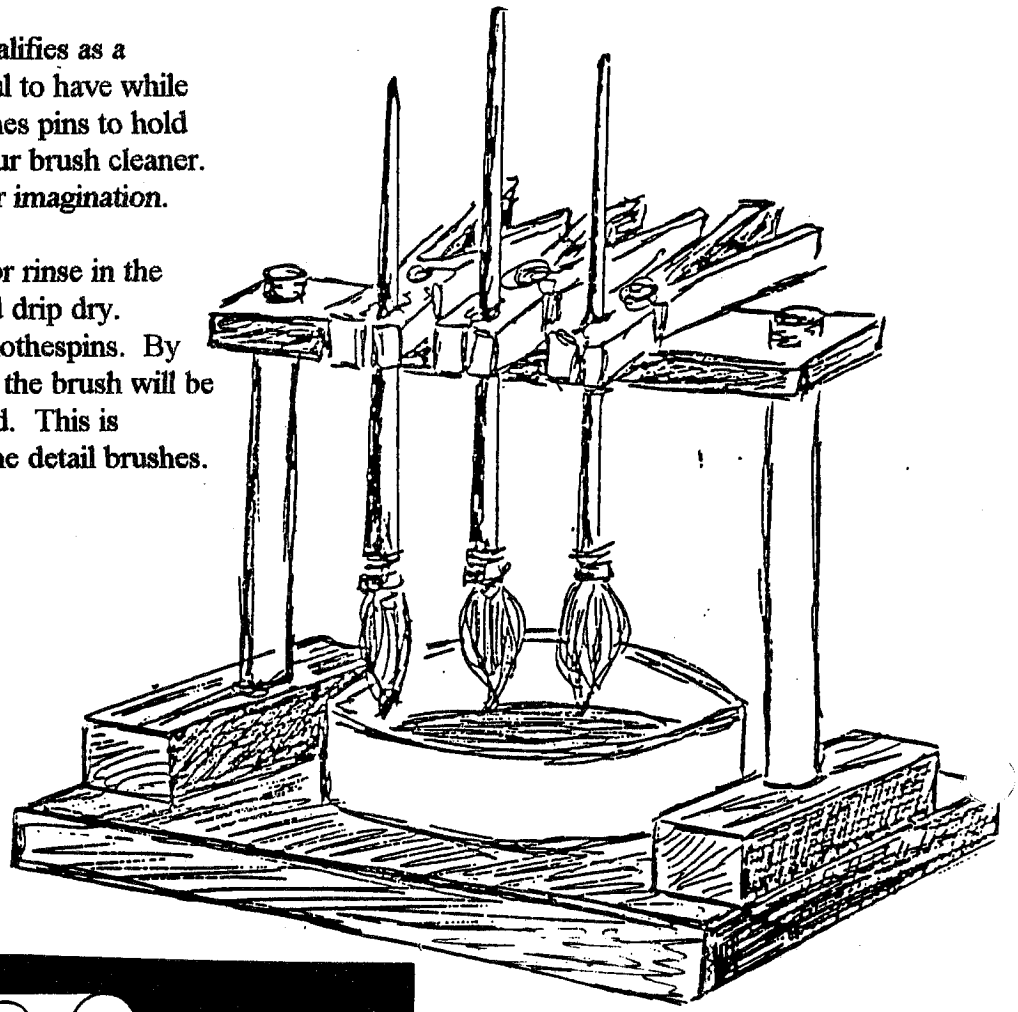
Scene - The ART STUDENTS are before their easels working on paintings. ART PROFESSOR is walking along, studying their work and making comments.

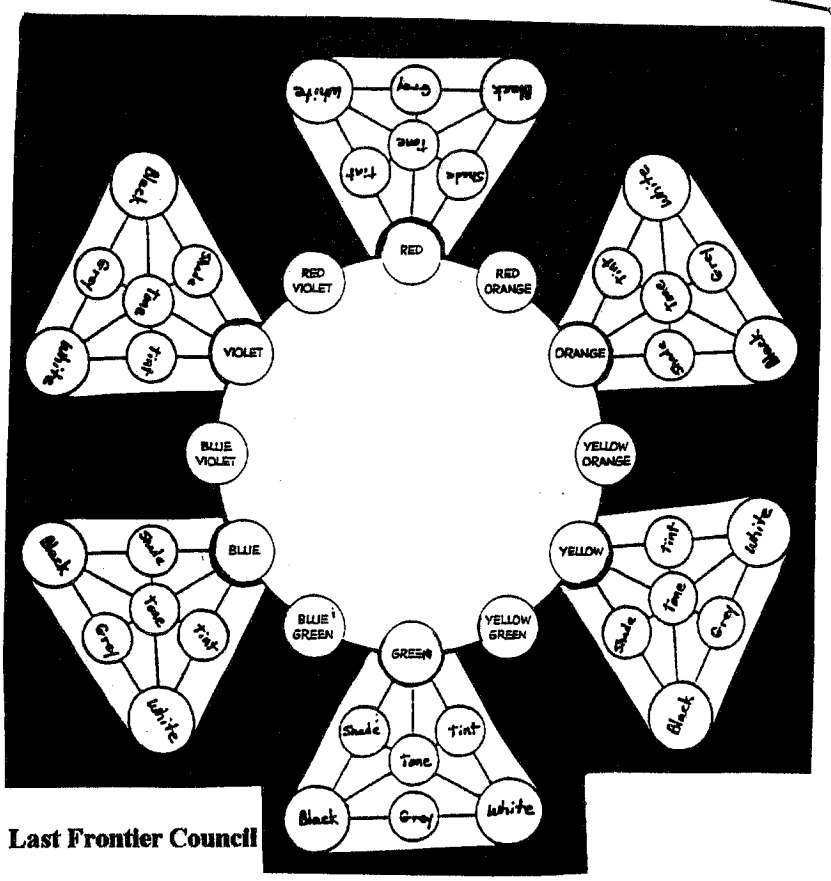
PROFESSOR: What's the matter? Can't you think of anything to paint?
STUDENT #1: (standing before a blank canvas with a happy look on his face) But I'm finished. Don't you like it? I call it "Cows Grazing in the Meadow."
PROFESSOR: But I don't see an cows. I don't see any meadow. (Show canvas to audience.)
STUDENT #1: Well the cows ate all of the grass in the meadow and then left.
PROFESSOR: Ahhhh!! (scratches head, walks on to next student who keeps staring at his hand and then painting a bit.) Wait, wait! What are you doing?
STUDENT #2: Well, you said to paint something familiar - like the back of our hands! (Student turns canvas to audience and displays painting of his hand.)
STUDENT #3: PROFESSOR, PROFESSOR! Look at what I painted!
PROFESSOR: Very interesting. (Looks perplexed.) What is it?
STUDENT #3: Well gosh, PROFESSOR, it's a bear climbing a tree! (Canvas is displayed to audience. PROFESSOR moves on.)
PROFESSOR: (After carefully studying STUDENT #4's work.) This is wonderful! Stupendous! A masterpiece! You are a genius! This work of art will have its place in glory at the Metropolitan Museum of Modern Art! (Show canvas to audience. Nothing but globs and bits of paint.)
STUDENT #4: (Crying and looking very unhappy.) But PROFESSOR, I dropped my canvas on my palette. This is a mistake!

Make a Brush Holder. This qualifies as a Craftsman activity, but is helpful to have while painting. Use spring-type clothes pins to hold brushes. Use a tuna can for your brush cleaner. Your designs can vary, use your imagination.

After using the cleaning liquid or rinse in the tuna can, let the brush hang and drip dry. Clamp them in place with the clothespins. By hanging the brush, the shape of the brush will be maintained and not get damaged. This is especially important for your fine detail brushes.





Color Wheel with Color Triangles

Enlarge by 200% for the Scouts to use.

Scholar
February 98 - Let's Celebrate Scouting
1st Year Webelos

Nearly all the requirements for the Scholar activity badge have to do either with what the boy is already doing in school or what he can learn by questioning and discussing outside of school. The Scout does not have to be an outstanding student to earn the Scholar activity badge, he just needs to do his best.

Some Webelos leaders, in search of peace and quiet, use this activity badge a an excuse for turning their den meeting into a study hall! Keep the school work in the school, and use the den meeting to cover the other requirements for the badge.

Resources:

Teachers	Boy Scout Merit Badge Pamphlet - Scholarship
Principals	Librarians
Counselors	Other School Employees

Den Activities:

Invite a teacher or principal to come to a den meeting. Arrange in advance to cover requirements 1 through 3 so that the teacher/principal is prepared with the facts about attendance, behavior, grades, and school activities or service participation. It is suggested that the teacher or principal sign off on requirements 1 through 4. The teacher I invited to our den meeting found a very creative way to make meeting these requirements fun. She asked them to close their eyes and imagine what they would be doing in 20 years. Once she explored that, she went into what it would take to get there. Guess what? Education played a major role! If time permits, talk about how your school system is run so that the Scouts can make a chart later.

Invite parents to a den meeting. Have a round robin session where the Scouts can ask about the best things and main problems of the school. Then let the Scouts evaluate which responses were the best and why. As a warm-up, ask some questions such as: "Should gym class be eliminated? Why or why not?" "If a boy is very good in math, should he be given extra work in that and less in English? Why?" "What other subjects should your school be teaching?" "How is school today different from when the parents were in school?"

Do a service project for the school. This will meet requirement 2 in case any of the Scouts have not already done so and would be a nice thank you for having the teacher or principal attend a den meeting. This could be a clean-up project, planting trees or flowers, doing a flag ceremony, or perhaps a small painting project.

Showman
October 98 - Imagine That
1st Year Webelos

The Showman Activity Badge presents only one problem - that is in choosing which one of the three areas your boys will want to work. The rest is sheer fun. For the natural actors, there is drama. For the shy boys, there is puppetry. And, for almost every boy, there is music. Boys in this age bracket will be taking music in school, thus, they have a head start in this area. In fact, they may have already earned the activity badge. But, encourage them to do something for the pack anyway. If they have not sung two songs with a group, your pack is not singing like it should!

The purpose of this badge is not to make skilled entertainers out of the boys, but only to expose them to acting or music and perhaps build some self-confidence in them. Last but not least, it has to be fun. Don't forget to set the example. Get up there yourself and speak out.

With this month's theme being "Imagine That," the sky's the limit on what you can do.

Resources:

Puppetry:

How To Book - Chapter 5	Pow Wow Book Section on Puppets

Music:

Cub Scout Song Book	Pow Wow Book Section on Songs
Cub Scout Academics - Music	Boy Scout Merit Badge Pamphlet - Music
Music Teacher	Musicians & Performers

Drama:

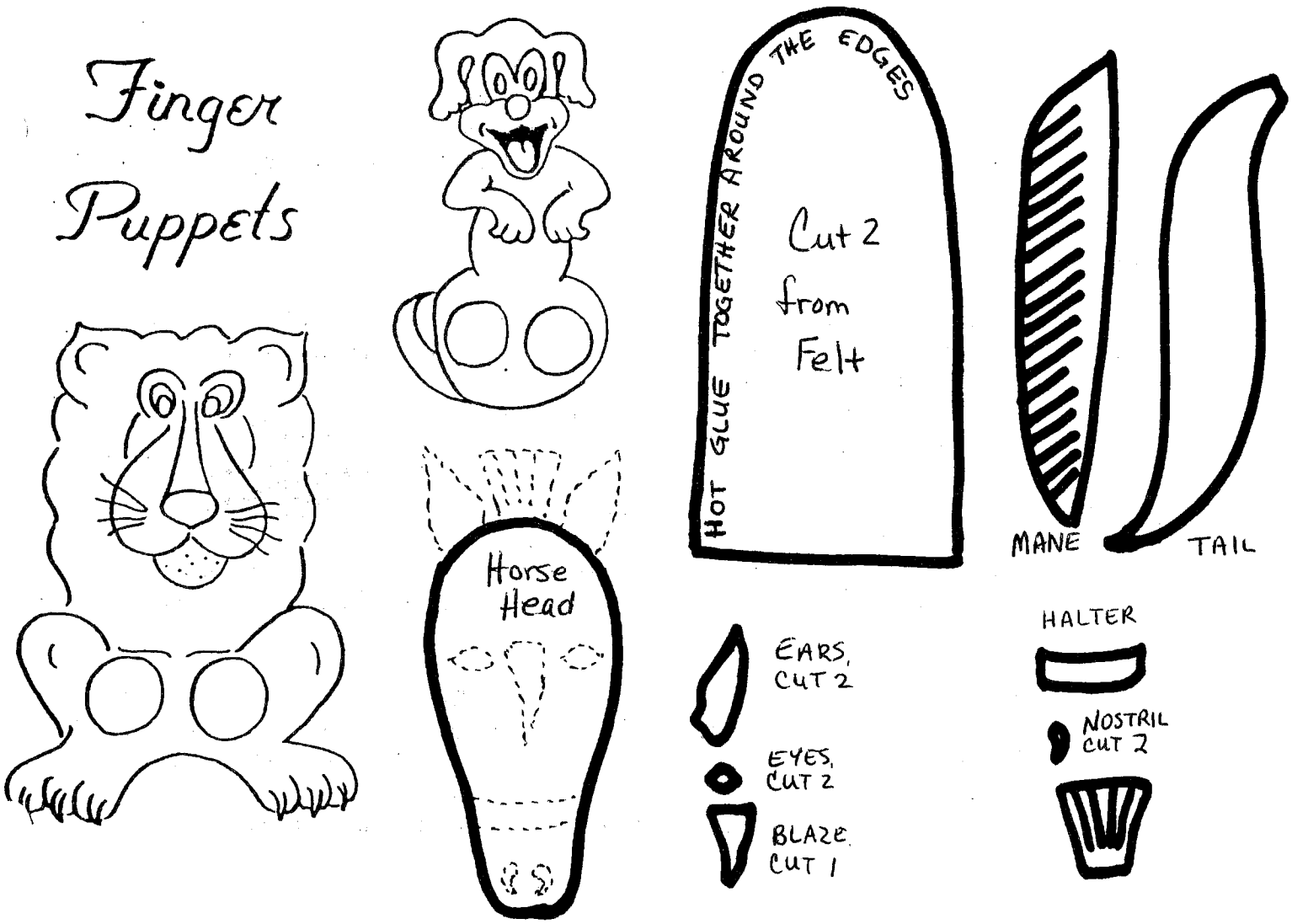
How To Book - Skits	Pow Wow Book Section on Skits
Drama Teacher	Boy Scout Merit Badge Pamphlet - Theater
Local Theater Groups	

Den Activities:

1. Decide on which activity(s) you want to do that month. If doing puppetry or drama, come up with ideas for a play. A previous campout or summer camp is a good source of fun and exciting stories.

2. (Drama) Make props and costumes for the play. Discuss whether to put on the play on a stage or a theater-in-the round. What are the good and bad points of theater-in-the-round?

3. (Drama) Discuss stage directions and what they mean. Incorporate that into the staging of the play.
4. (Drama) Attend a play and discuss the story and how you liked it afterwards. This could be a high school play or one of a local theater group. If you have to travel, remember to get a Local Tour Permit.
5. (Puppetry) Make puppets. Make a variety of puppets (requirement 6) and show their differences. Decide which would be best for your play. Then make all the puppets for the play. Note: Hospitals enjoy receiving puppets to give to young patients. Perhaps this could also be a service project.
6. (Puppetry) Make a stage and scenery for the puppet show.
7. (Music) Have the music teacher come and go over requirements 6 and 7. They could also go over what folk music is and perhaps teach a new folk music song (requirement 4).
8. (Drama, Puppetry or Music) Perform for the pack, parents or take the show on the road and perform at a hospital, nursing home, etc. Note: Practice, practice, practice. This is important to help build the boys' self-confidence. Perhaps have a showing for the parents before performing for the pack.



Traveler
June 98 - Adventures in the Sky
1st Year Webelos

Summer! School's out, schedules are more relaxed and it's time to hit the road. Then comes the dreaded, "Are we there yet?" It doesn't have to be that way. Help the Scouts earn the Traveler activity badge. Involve them in planning the trip and the route, packing, and making the trip safe and they will understand where they are and be helping to navigate.

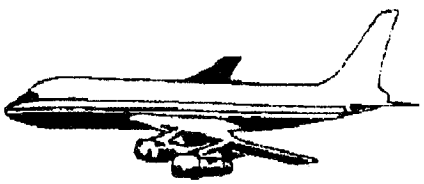
This would also be a great way to prepare for summer resident camp since a parent or guardian must go to camp with a Webelos. If the camp is at least 25 miles away and includes at least 6 turns, it would be ideal for requirement 5. This is also the time to start the Scout learning what and how to pack for camping (requirement 6). And of course, you'll want to take along a first aid kit for the car (requirement 7).

Resources:

Okla. Travelers Center (I-35 & NE 122nd)
Bus Station
AAA Office
Scout Office (Maps to Scout Camps)
Airport
Train Depot
Travel Agencies
Webelos Outdoor Activity Badge

Den Activities:

1. Airline timetables. Invite a travel agent, or a parent that flies a lot to teach the Scouts how to use an airline timetable. If you are going to do that, spend a couple of hours ahead of time familiarizing yourself with all the symbols and sections of the timetable. If you have to spend time during a meeting to figure it out, you will lose the Scouts.



Timetables are sometimes hard to get, so start collecting them early. Travel agents may save old tables for you, or parents that fly for business may donate old ones. Some airlines will give timetables away. If possible, help start a library for the pack. The printing is small enough that probably only 2 Scouts can share one timetable.

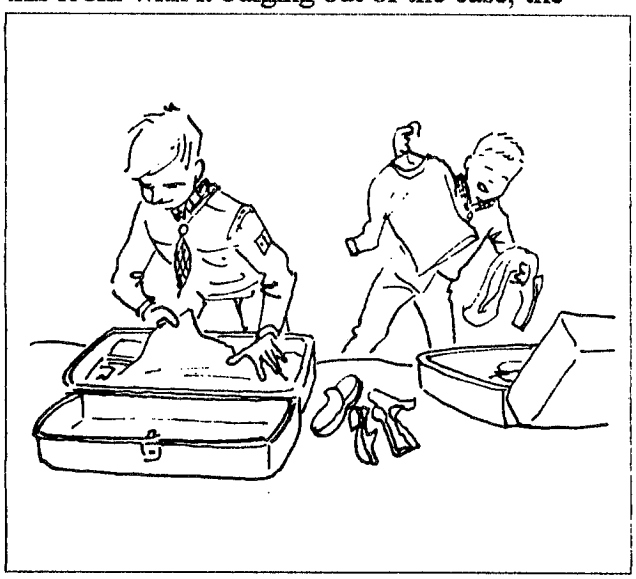
Once they are familiar with the timetable (requirement 1), have a Scout pull out the name of a city and another pull out the desired time of arrival. Then have them find the shortest flight that meets the time and place (requirement 2). They should be able to tell you the time the flight leave and the flight number. Because they may be using different timetables, they may not have the same answers. When they get good at that, select a city that requires changing flights to get there.

2. Put their math skills back to use to help them figure out how much it costs per mile to travel by bus railroad or plane (requirement 3). Before the meeting find out what a round-trip ticket to San Antonio costs by bus, plane, and if railroad travel is possible in your area, rail. Ask the Scouts how much each is per mile (divide the cost by the number of miles to San Antonio, which is 450 miles from Oklahoma City). Note: The IRS now allows $.31/mile for the cost of using an automobile. How does this compare to the cost by bus, plane or train? What if 2, 3, or 4 people are going on the trip? How much time is involved in going by the different means? When would this be a factor? What other factors determine which means of transportation you would use? (Health factors, desirability of making side trips, time, etc.)

3. For requirement 5, visit a Travelers Information Center. This can be a den field trip, or you can bring back information on places that are further away than 25 miles and let the Scouts plan how to get there. The Information Center will also give you state maps if you tell them it is for a Scout meeting. They need to draw the route to the destination. Have colored pencils, crayons, etc. available for the four different trips.

The actual trip must be taken with a parent or guardian. Note: When allowing the Webelos to navigate a trip, allow extra time to get to the destination. Invariably they will miss a turn or turn the wrong way. Assuming you realize it is wrong, try and get them to realize what happened and how to fix it, hopefully within 5 minutes of the mistake. Help them by pointing out signs, mileage markers, other highways, etc. If necessary, take a break, spread out the map and work on the skill. Remember, you allowed extra time just for this training.

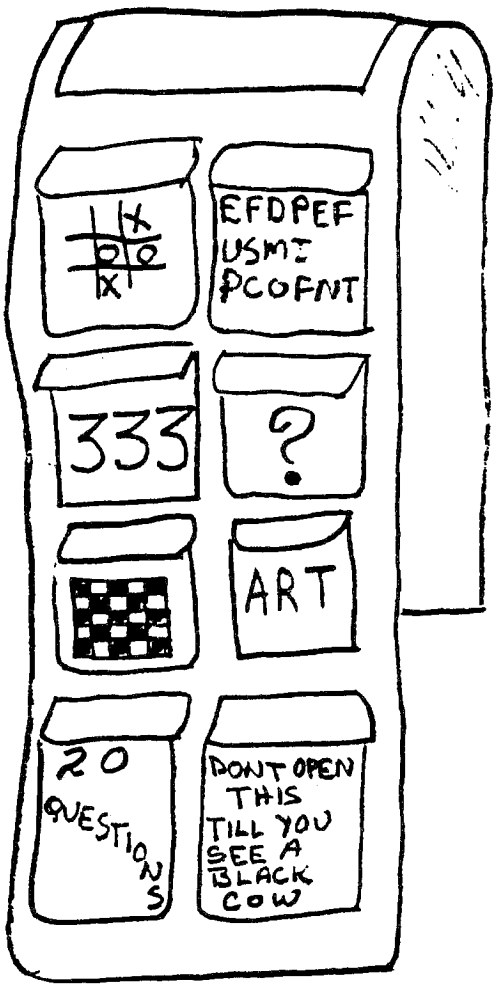
4. Requirement 6 on packing a suitcase is a good way to teach Scouts what to pack for a camping trip. As a teaching technique, have everything they need to bring thrown into a suitcase, duffel or whatever you suggest they pack in. The messier this looks with it bulging out of the case, the funnier. Pull out the stuff as you read it off a check list (always give the Scouts a checklist of what to bring and not bring). You should have trouble finding things. After everything is read off the list, there should still be some things in the bag. These are the things they DON'T need to bring! Take them out and lay them aside. Now, pack the suitcase properly, folding and rolling clothes, placing things in zip-lock bags to either keep them dry or to protect other things from toothpaste, bug spray, etc.



Next, have a packing race. Have enough boy's clothing, shoes, and toilet gear so that when properly packed the suitcase will be full. Let each Webelos Scout try his skill at packing. Award 10 points for peed, 20 points for neatness.

5. If you haven't worked on the Readyman activity badge, this is a good opportunity to accomplish a couple of the optional requirements. Traveler requirement 6 is to check the car first aid kit. Readyman requirement 9 is to know how to use items in the car first aid kit. A list of what should be in a car first aid kit is on page 272 of the Webelos book. Go over this with the Scouts and explain how to use each item and why it is in the kit. Making or checking the kit will have to be done with a parent.

6. Another Readyman requirement is number 11, explain 6 safety rules of riding in a car. Knowing these will help with any den field trip as well as family trips. A den activity could be to make some games that could be played in a car, helping to reduce the quarreling and jumping around in the car.



SHOE BAG GAME KIT: Webelos can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hang over the front seat and provide six or more pockets containing surprises such as paper, pencils and crayons; magnetic checkerboard; tic-tac-toe game; blunt scissors; small book; etc.

One important rule to follow; Players must put away the contents of one pocket before opening the next!

Suggestions: Code message to be decoded (see Communicator activity badge), pictures for coloring, paper for drawing, twenty questions game, 333 may not be opened until someone has spotted three 3's on road signs.

TIC-TAC-TOE: See page 24 of the Cub Scout Fun Book for how to make a wooden tic-tac-toe board. Keep the pieces in a zip-lock bag. This will also count as a project for Craftsman activity badge.

FIVE DOTS: Put 5 dots anywhere on a piece of paper. Give the paper to another person who tries to fit in a drawing of a person with the head at one of the dots, the hands at two of the dots, and the feet at the other two dots.

Citizen
November 97 - Family Circus
December 97 - The Golden Rule
2nd Year Webelos

One of the things we promise in the Cub Scout Promise is to do our duty to our country. When the Scouts became Bobcats, they learned that this meant to be good Americans, obey the laws and to help our community. The Citizen activity badge is required in order to earn the Arrow of Light. In fact, the community activity badges are unique in that they are a part of every rank from Wolf to Eagle. Each rank builds on the previous ranks to develop a deeper understanding of citizenship, first aid, family, and communications.

As we prepare to celebrate Thanksgiving, let us remember to be thankful for our country and show it by flying the flag. Follow this with a service project in December, reminding us of the responsibilities of good citizens to take care of one another.

Resources:

Our Flag	Boy Scout Handbook - Chapter 19 - Democracy
Community Leaders	Cub Scouts Academics - Citizenship
Policemen	Social Studies Teachers

Den Activities:

1. For requirement 4, each Scout must repeat, explain and lead the den in the Pledge of Allegiance. This is one reason that the activity badge takes 2 months to earn. Begin including this in your den's opening or closing ceremony so that each Scout has the opportunity to complete this requirement. This will also require record keeping on your part to know who has and has not completed the requirement.

2. Work with your school. In many schools, 5th grade contains a unit on the history of the United States. Some of the work done for school might meet some of the requirements. There is some merit to covering the information more than once, but, hopefully, if the Scouts have already learned much of the information in school, your job will be easier.

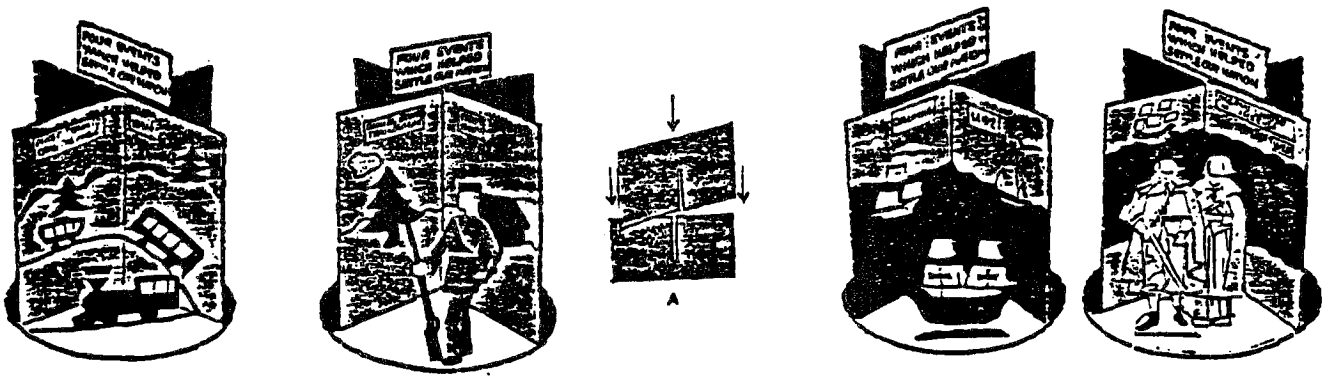
A fun way to check what they have learned is the Citizen Test. In this game, two teams face each other with a wide space between them. The leaders ask each player a question about the requirements in the Citizen activity badge. A correct answer entitles that team to take one step forward. An incorrect answer passes to the other team. The team to cross the other's starting line first is the winner. This can also be played in a baseball format where they advance a base with a correct answer and are "out" with a wrong answer.

3. Check with the school or the chartered organization. Perhaps they will allow you to use the flag pole so the Scouts can practice hoisting and lowering the flag for requirement 3. Have each pair of Scouts raise, lower and fold the flag.

An easy way to remember how to display the flag on a wall is to know that the blue field should always be in the top left corner of the flag as you view the flag.

4. Make an historical panorama showing a history of our flag. Cut two 10" x 12" pieces of heavy cardboard. Make a narrow slit in each half way down and assemble as in diagram A. Paste to a 14" circle of cardboard. (Pizza rounds are good for this and cheap!)

Use construction paper glued onto the cardboard for the background of the scene. Use construction paper and wire to make standing figures. Each Scout could take a flag and show scenes from that period or history, or they could make a display of four flags and tell when they were flown.



5. The rights and duties of a citizen have always been important to Americans. Today's society is so busy defending rights and expanding the definition of those rights, that we have forgotten that along with those rights come duties and responsibilities. For society to function properly, we must remember to live up to our responsibilities. We must take this opportunity through the Citizen activity badge to teach the Scouts respect for law and authority. Ask questions like: "Does your right to free speech mean you can talk whenever you want? Why not?" "What should you do if there is a rule or law that you think is wrong? Perhaps the teacher sent you out in the hall as punishment when you weren't doing anything wrong. What should you do? Why?"

6. Have a police officer come and discuss what the Scouts can do to help law enforcement agencies (requirement 7). He can also talk about why we have laws and why it is important to obey those laws. He can help the Scouts see that they have been obeying laws (requirement 12).

7. Participate in the Scouting for Food drive in November as a good turn for the community (requirement 16).

BOY SCOUTS OF AMERICA
SCOUTING FOR FOOD
GOOD TURN

Communicator
September 98 - Be a Detective
1st Year Webelos

Communications. We do it every day. We do it a lot every day! With all this practice, you would think we were pretty good at it. Unfortunately, we usually communicate rather poorly. We are constantly sending out information in the form of words, signs, body posture, tone of voice, and facial expression. However, for communication to take place, someone has to receive that information, process it, and hopefully understand it the way the sender intended. When you begin to take apart the process you can see why so many things go wrong between the time the thought is conceived and the time the receiver interprets it.

The Communicator activity badge gives the Scouts an opportunity to communicate in different ways and reasons to improve his listening skills. Add to the fun of this activity badge by incorporating the theme of "Be a Detective."

Resources:

Boy's Life - Codemaster Feature
Wolf Book - Elective 1 - It's a Secret
Salesmen
Radio & TV Personalities
Cub Scout Academics - Communicating
Boy Scout Merit Badge - Communications
Public Speakers
Local Newspaper

Den Activities:

1. It's September and everyone has just returned to school from summer vacation. For requirement 2, have each Scout tell about something they did during the summer. You may have to place time limits on some and pry the story out of others. For the detective theme, see if they can tell what they did without telling where and through the questions, see if the den can figure out where they went.

2. Discuss the use of CB's (requirement 5). This can include a discussion of how the police use the CB in their detective work. The Scouts need to understand that the CB is a tool and not a toy and they need to be polite, take care of business and get off the air.

3. Let the Scouts become detectives that need to break a code to solve a mystery. Codes can be found in Codemaster feature of Boy's Life Magazine. This is not a monthly feature, but does appear several times a year. If you don't save your Boy's Life (shame on you), get out the Scout's old Wolf book and look at Elective 1 - It's a Secret. Once they have experimented with a couple of codes, leave an encoded message that says, "Snacks are ready in the kitchen.", and wait for them to solve it for requirement 6.

4. For requirement 7, tell 2 stories and have the den figure out which is true, pair off the Scouts. Let them make up a short mystery with two endings. They will decide which ending is true and tell the den leader. See if the Scouts can guess the correct ending by asking yes or no questions.

Field Trips:

1. Remember to get a tour permit.

2. Visit a public or school library. Visit with the librarian about how the books are indexed (requirement 8). While there, learn to use the computers to find books (requirement 11). Find out what they discovered.

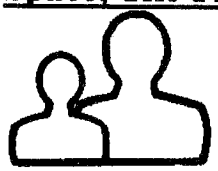
3. Visit a newspaper or radio or television station and see how they receive information (requirement 9) and also talk about careers in communications (requirement 12). Call for reservations at least a month ahead of time. There may be age or time restrictions to be met. If invited to watch a live broadcast, you will need to prepare the Scouts for being quiet for 30 minutes. My group did fine, but I was a nervous wreck! That is a long time for 5th graders to be still and quiet.

CODES:

Newspaper Code: Use several pencils or crayons of different colors and two pages of a newspaper. They can make a coded message by circling letters in order from left to right and top to bottom in one color. Then they can "hide" the message by circling letters in other colors. To decode the message, the receiver has to know which color to read. Arrange to use a specific color or to start with the third circle, etc.

Telephone Code: This code works off of a standard telephone dial. Since the number 2 can mean either A, B, or C, you have to specify the position as well as the number. So,
A = 2L (left position), B = 2C (center position) and C = 2R (right position). The word "Hello" would be written as: 4C 3C 5L 5L 6L. Because the phone dial does not have a Q or a Z, use the 1 for the Q and the 0 for the Z.

1	ABC 2	DEF 3
GHI 4	JKL 5	MNO 6
PRS 7	TUV 8	WXY 9
*	0	#



Family Member
May 98 - Kitchen Chemistry
2nd Year Webelos

The B.S.A. Family Book expresses the deep interest the Boy Scouts of America have in the strength of the family. Scouting's aim is to develop boys, young men and young women into participating citizens of good character who are physically, spiritually and mentally fit.

The Family Member activity badge focuses on duty to family, jobs around the house, safety, money management and responsible recycling. The objectives are to teach our boys that the are valuable and responsible members of the family group.

Three Good Reasons for Families:

1. To help each other grow and live happily. The family unit provides many necessities for the individual. We are all helpless at birth. Families provide the things that babies need to survive: food, shelter and protection. The family unit provides training in language (so they can communicate), responsibility (so they may live with others), love (so the will feel needed and accepted) and obedience (so they may be good citizens). Ask the boys how they can help their brothers and sisters to grow and live happily.

2. To be loved and accepted. We learn to love those with whom we associate and serve. A family provides this kind of association and service. Explain that each child is accepted as he is and is a valuable member of the family.

3. To have fun and enjoyment together. Family vacation, picnics, birthday parties, holiday time, family home evenings and other kinds of activities are usually enjoyable in a much deeper and more satisfying way than non-family activities. Why? Because family sharing is special sharing. Family happiness is special happiness.

Resources:

B.S.A. Family Book
Pastors
Counselors

Boy Scout Merit Badge - Family Life
Boy Scout Merit Badge - Safety
Boy Scout Handbook - Chapter 21 - Family

Den Activities:

1. Collect safety and security checklists and distribute to the Scouts to go over at home. Check lists are put out by the fire department, poison center, police department, etc. Make a list of hazards found. Select a hazard the Scout can correct and help him do it.

2. With the theme of "Kitchen Chemistry" encourage the Scouts to work on requirement 10, help plan meals for one week, buy food and prepare at least three meals. At a den meeting they might learn to make a meal they could prepare for their family such as: hobo dinners, spaghetti, macaroni and cheese, hamburgers on a grill, etc. This also can coordinate with the Fitness activity badge for the requirement about a balanced diet. Use the chart below to plan the week's meals.

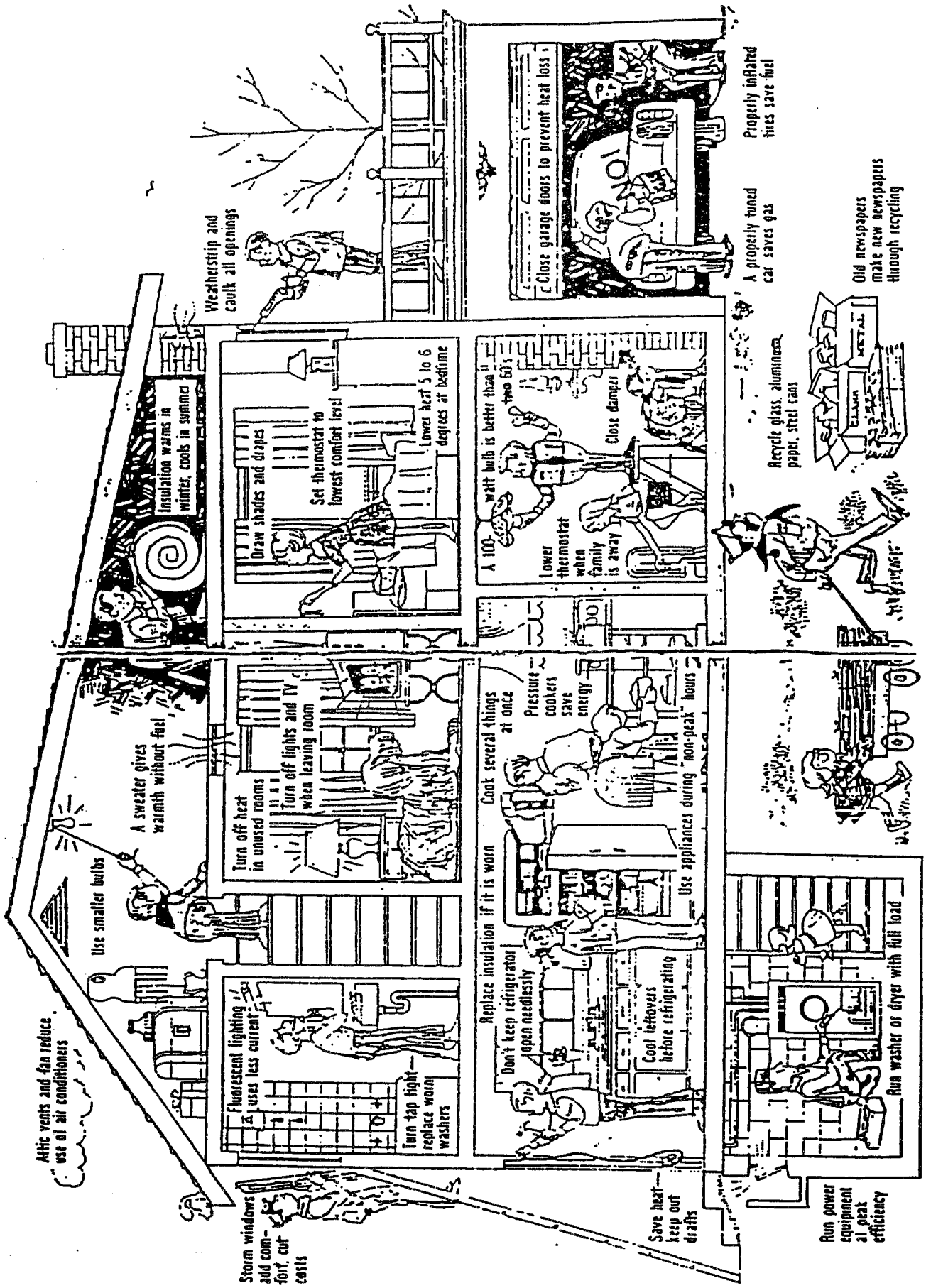
WEEKLY MEAL PLAN FOR THE WEEK OF _____							
	Sunday	Monday	Tuesday	Wednesdy	Thursday	Friday	Saturday
Breakfast							
Lunch							
Dinner							

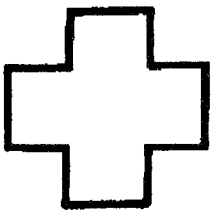
3. Make something for Mother's Day (2nd Sunday in May). This could even be a coupon book for the chores the Scout has chosen to do for the next two months. An easy way to keep track of the chores is to make a chart like follows:

Happy Mother's Day! **Here are the chores I will do during the next two months.**																					

Have the Scout write a chore on each strip, then cut the strips apart (a paper cutter is helpful). When the chore is done, he can tear off the strip.

FAMILY TIPS FOR SAVING ENERGY





Readyman
January 98 - Genius Night
2nd Year Webelos

You don't have to be a genius to work on the Readyman activity badge, but this may be one where you want to have an activity counselor to help with the requirements. The Readyman activity badge should prepare the Scout to render first aid (the first help given in a situation) and increase his knowledge of keeping himself and others safe.

Resources:

Doctors
Nurses
Emergency Medical Tech.
Red Cross
Cub Scout Sports - Bicycling
Pow Wow Book - Emergency Care

Boy Scout Troop
Boy Scout Handbook - Chapter 17 - First Aid
Boy Scout Merit Badge Pamphlet - First Aid
Boy Scout Merit Badge Pamphlet - Safety
Boy Scout Merit Badge Pamphlet - Cycling
Safe Swim Defense Pamphlet

Den Activities:

1. For requirement 9, coordinate with earning Traveler activity badge on making and understanding how to use a first aid kit for the car. Also, learn the rules of car safety (requirement 11) in preparation for any den trip (also get a Tour Permit).

2. If you drew a house plan for Engineer activity badge requirement 8, use the same plan to map out a fire escape route for Readyman activity badge requirement 8.

3. Have a medical professional come to meetings and teach the Scouts how to handle the first aid requirements, 3 through 5. If you do not have access to a medical professional, contact the Red Cross for a course. It is important that this information is learned correctly. Statistics show that 2 Scouts in 100 will use their first aid training to save someone else's life and 1 Scout in 100 will use the knowledge to save his own life.

To make this more fun for the Scouts, make the first aid victims look like they have real injuries.

4. Take a tour of the 911 answering facility. They will explain how to properly use 911 and consequences for improper use. After the tour everyone will know how to get help in an emergency (requirement 2).

5. I do not recommend the adult course on Safe Swim Defense for Webelos. However you can put on your own course. At Slippery Falls Scout Ranch, the Boy Scouts have developed the words "SMALL BAD" to help the Scouts remember the 8 rules:

S Supervision by an adult.
M Medical check-up
A Area must be safe from underwater dangers and marked for swimming abilities.
L Lifeguard must be present.
L Lookouts must be posted.

B Buddy System is used at all times.
A Ability groups are used to divide the group into: Non-swimmers, Beginners and Swimmers.
D Discipline is maintained by the Supervisor and Lifeguards.

Remember to follow these rules in all water activities of the den. Your actions speak louder than your words.

Skit: **The Rescue Trip**

You will need: MOUNTAINEER (old rugged clothes, long beard), NARRATOR, RESCUERS (heavy winter clothes, white armbands with red crosses, shovels, ice picks, first aid kit, etc.), log cabin made of old refrigerator box, wind sound effects and trees.

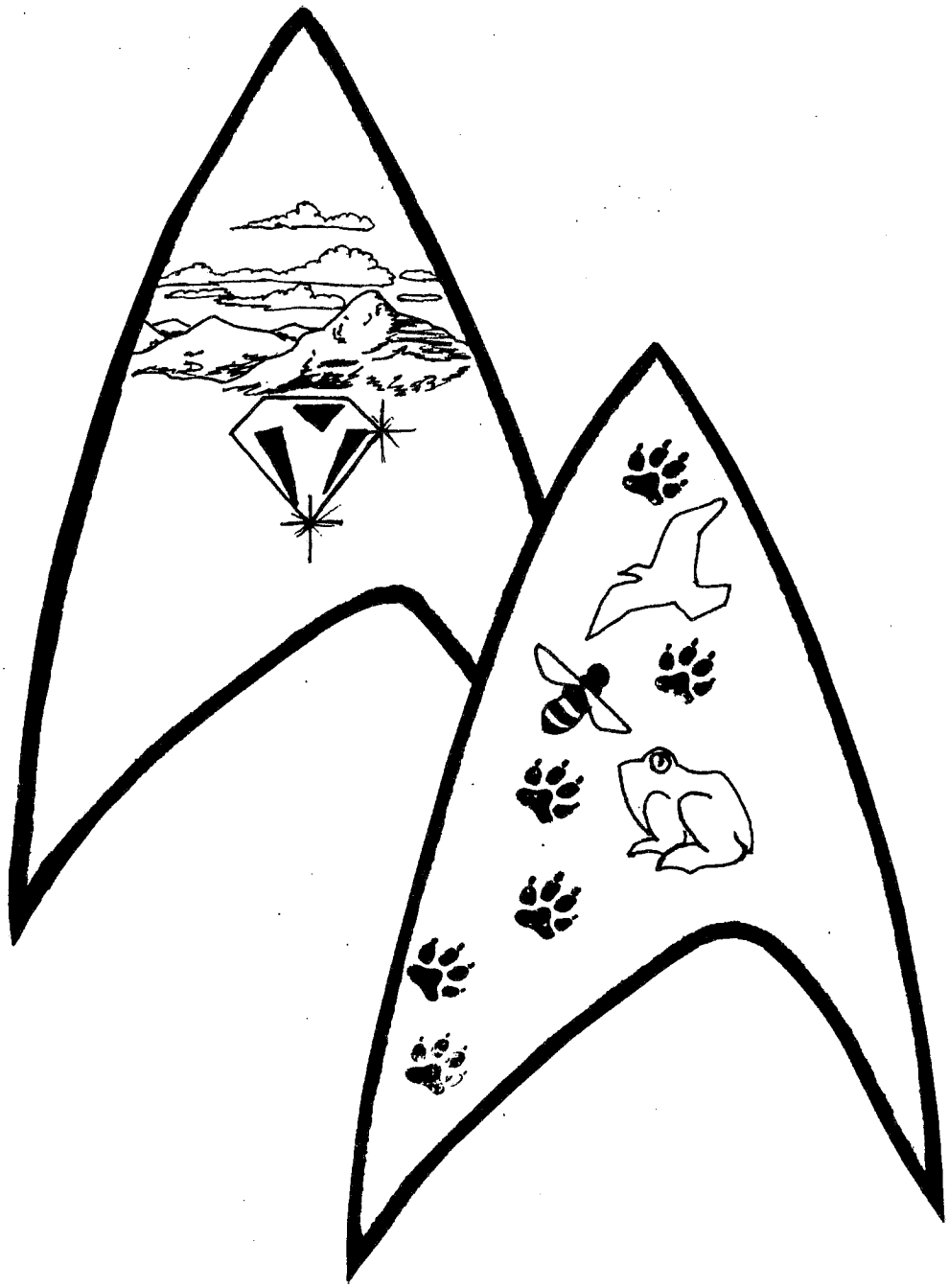
Scene - RESCUERS are struggling through weather in search for missing person.

NARRATOR: No matter what the weather, the Red Cross volunteers travel the high mountains, struggling through deep drifts of snow searching for lost or snowbound people.
RESCUER 1: (all should pantomime struggle) Worse snow in ten years.
RESCUER 2: Have you seen anybody yet?
RESCUER 3: I can't see a thing!
RESCUER 4: Don't get too far away; we'll lose sight of you!
RESCUER 5: No one could survive this terrible storm.
RESCUER 6: Look! A CABIN! Hurry! Hurry! (they pantomime shoveling snow away from the door, then pound on the door and yell)
RESCUER 7: Is anyone in there? Are you OK? (MOUNTAINEER opens the door and looks around surprised)
RESCUER 8: We're from the Red Cross!
MOUNTAINEER: Well, it's been a right tough winter, and I don't see how we can give anything this year!

NEIL SUNESON

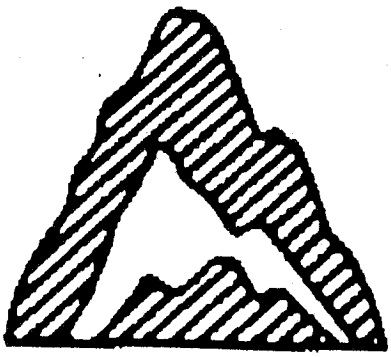
Webelos Geologist & Naturalist Activity Pins

Sciences, Deck 6



GEOLOGIST

The Geology Activity Badge is oriented towards increasing the boys' awareness of the outdoors. As a Webelos leader, you can turn a slight interest into a hobby. With the help of an expert or a rock-hound, Webelos can learn how the earth is formed, how rocks and minerals are used and how a Geologist works.



Webelos Scouts won't become geologists in a month, or a year. But they can learn in a very short time a good deal about rocks and minerals and some of geology's contributions to modern life. Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of geology deals with rocks, and that it can be fun. The Webelos Scout Book contains information on volcanoes, geysers and the formation of mountains so that boys will acquire a fairly good knowledge with only a little assistance.

There's a whole lot more to rocks than kicking them around on your way to school. Just casually look at a rock and you see something gray, lumpy, and ordinary. But pick it up, take a closer look, and you'll be surprised. For, under the dirt covering it, you may find all kinds of colors - reds, greens, yellows, pinks, and purples. Or you may find that your rock sparkles as if covered by thousands of tiny diamonds. It may even have a fossilized impression of a plant or animal, as much. as 500 million years old.

The earth has a history written in stone. It started about 2,500,000,000 years ago. Each geological period has left its story in succeeding layers of rock. Rainy spells and droughts that have lasted for thousands of years, thick ice sheets that hooded the top part of the globe, volcanic eruptions, and seas that swamped most of country have all left their mark.

Not only have the elements been recorded, but the different kinds of life that have passed through prehistoric ages have left their impressions written in fossil remains. Any trace of life or mark made by a living thing that has turned into stone can be called a fossil. This would include insects, plants, wooly mammoths, dinosaurs, etc.

Would you like to go fossil collection? Would you like to find and hold a stone with the imprint of something that lived millions of years ago? Although many fossils are exposed through erosion or excavation, fossils still are not easy to find. Knowing where to look is half the job. Get information and advice before starting. The library is a good place to start. There are hundreds of books available on geology and fossils. Many list fossil-hunting locations in every state of the union. Ask museums and universities where to look and what to take a long on fossil hunts. They could help identify any fossil that may be found.

DEN ACTIVITIES

1. Visit an industry that uses geological materials.
2. Visit a rock collector's club meeting.
3. Visit a jeweler's shop.
4. Visit a museum of natural history.
5. Have boys start a rock collection.
6. Have boy's make drawings of causes of volcanoes, geysers, and earthquakes.
7. Make a volcano.
8. Identify rocks and minerals collected.
9. Ask a rock hound to demonstrate a rock tumbler.
10. Make a mineral hardness.
11. Make a buckskin pouch to carry rocks.
12. Invite a geologist to come to den meeting to demonstrate the use of geologist's tools.

MINERAL HARDNESS KIT

One useful clue to mineral's identity is its hardness. Refer to the Hardness Scale for Minerals in the Webelos book. In this scale each mineral is harder than the ones before it and is capable of making a scratch on their surfaces. A hardness scratch test is simple enough to be performed easily in the field. Many experienced mineral collectors carry a hardness testing kit on their 'rock hounding" trips. An inexpensive kit may be put together from things found around the house:

1. Talc tailor's chalk
2. Gypsum - a fingernail
3. Calcite - a new copper penny
4 Fluorite - a common 12 penny nail
5. Apatite - a knife blade
6. Feldspar - hard glass
7. Quartz - a good quality metal file
8. Topaz - a high-speed masonry drill
9. Corundum - a carborundum sharpening stone
10. Diamond - a diamond

When using this hardness kit in the field, it is a good idea to have each piece labeled. When finding a mineral that will barely scratch a knife blade (5 1/2) but will not mark hard glass (6), it may be assumed its hardness lies between 5 and 6.

When using the hardness kit, it is best to test the mineral specimen on a flat surface. After a test scratch, try to rub the mark away with the fingers. A true scratch will remain. It is best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove such marks.

MAKE YOUR OWN FOSSILS

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, some time later, the shell decayed or was dissolved by water. This left behind a cavity called a mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell form which the mold was originally formed.

Instructions:

1. Cover the bottom of a cardboard box with clay to a depth of several inches. This represents the soft mud found on the sea floor.
2. Press a shell firmly into the clay. Lift out the shell carefully so a clear imprint remains.
3. Mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When it is the consistency of thick cream, fill the mold.
4. After plaster has thoroughly hardened, carefully remove it form mold. You will now have a cast of the original shell.
5. Compare the original shell with the plaster cast. Notice that even the more delicate markings on the shell have been preserved in the plaster.

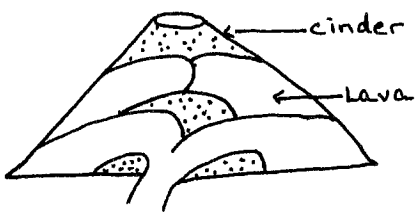
MAKE A VOLCANO

1. Cut coat hanger in half and stick ends in holes drilled in a 12: square board. Fill under wires with aluminum foil wadded to give a base for paper mache.
2. Cover with several layers of newspaper strips and glue a jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.
3. Paint with tempera or enamel.
4. To make volcano erupt, place about 1 teaspoon ammonium dichromate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action.
5. This is safe indoors and is very impressive when the room is darkened.

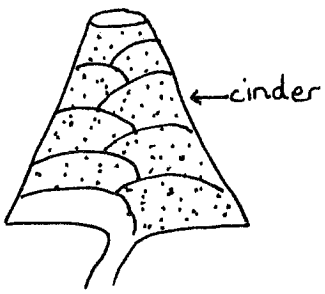
TYPES OF VOLCANOES

Quiet, Lava, Shield (Hawaii)

Composite, Strato Cone (Mt. Mayon, Philippines)

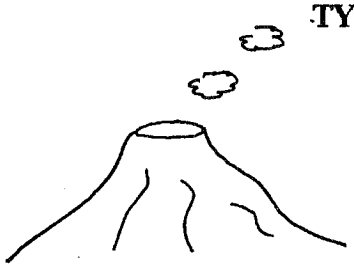


Explosives, Cinder (Capulin, NM)

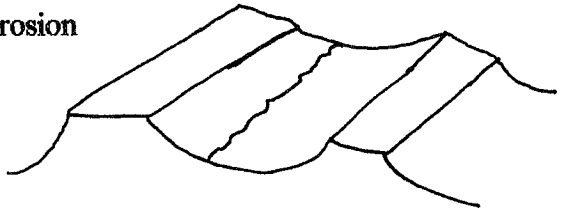


TYPES OF MOUNTAINS

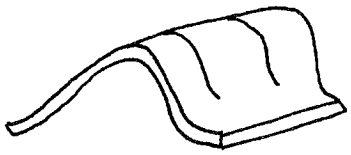
Volcano



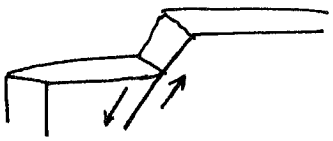
Erosion



Fold



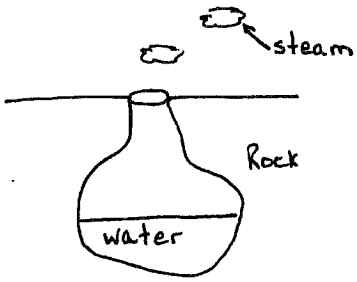
Fault

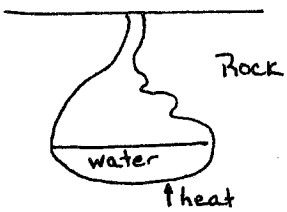


Dome 1. Salt

Dome 2. Batholith

GEYSERS





RICHTER SCALE

The Richter scale measures the intensity of earthquakes. Each number indicates a quake 10 tines as strong as the previous number.

1 Felt by instruments only
2 Felt by sensitive people
  2.5 releases energy = 100 gal. gasoline
3 Felt by most people, like a truck going by
4 Felt by all - pictures may fall off the wall
5 Might crack weak masonry walls
6 Destructive in populous areas (tall of smokestacks, etc)
7 A major quake
8 A Disaster
  8.3 - San Francisco, 1906
  8.5 - Alaska, 1964
  8.9 - Lisbon, 1755
9 None higher than Lisbon

GEOLOGY GLOSSARY

HARDNESS - The resistance that a smooth surface of a mineral offers to scratching is called its hardness. The degree of hardness is determined by observing the comparative ease or difficulty of which one mineral is scratched by another, or by a file or knife.

CLEAVAGE - If, when the proper force is applied, a mineral breaks so that it yields definite flat surfaces, it is said to possess a cleavage. Not all minerals show cleavage and only a few show it to any degree.

FRACTURE - The way a mineral fractures also helps identify it's properties. What is meant by the fracture of a mineral is the way in which it breaks when it does yield a long cleavage or parting surfaces.

TENACITY - The resistance which a mineral offers to breaking, crushing, bundling or tearing. In short, its cohesiveness.

LUSTER - The general appearance of the surface of a mineral in reflected light is called luster. The luster of minerals can be divided into two types: metallic and non-metallic. There is no sharp line dividing these two groups, and those minerals lying between are sometimes said to be submetallic.

COLOR The color of minerals is one of their most important physical properties. For many minerals, especially those showing a metallic luster, color is a definite and constant property and will serve as an important means of identification.

STREAK - The color of the fine powder of a mineral is known as its streak.

PHYSICAL GEOLOGY - deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This area includes: Mineralogy (study of minerals); Petrology (study of rocks); Structural Geology (explains arrangement of rocks within the earth); Geomorphology (explains the origin of surface features); and economic geology (study of earth's economic products and their application for commercial and industrial purposes.)

HISTORICAL GEOLOGY - is the study of the origin and evolution of earth and its inhabitants. It includes Stratigraphy (origin, composition, proper sequence and correlation or rock strata); Paleontology (study of ancient organisms - fossils).

ROCK TUMBLER

This simple tumbler will grind and polish agates or other semi-precious stones that you collected on a field trip. The tumbler barrel is a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is a small geared-down motor. (A rock tumbler must turn very slowly). The motor used here was a gear drive 22.8 rpm 110-volt AC. Mount motor with metal brackets on a sufficiently large piece of scrap lumber. Attach jar lid shaft and last the casters, placing them where the jar rests and turns easily on them. The electrical connections of the motor should be covered and taped to prevent shocks.

EXAMPLES OF ROCKS AND MINERALS USED IN METALS, GLASS, JEWELRY, ROAD BUILDING PRODUCTS AND FERTILIZERS

Rock or Mineral	Product	Use
Native Sulphur	Sulphur	Fertilizer
Pyrite	Suphuric Acid	Fertilizer
Phosphate	Phosphorus	Fertilizer
Quartz	Silica	Glass
Chalcopyrite	Copper (metal)	Pipes, wiring
Native Gold	Gold (metal)	Jewelry, electrical connections
Galena	Lead (metal)	Batteries
Granite	Crushed Rock	Road Building, concrete aggregate
Oil	Asphalt	Road Building
Sphalerite	Zinc (metal)	Galvanized pipe, culvert
Diamond	Diamond	Jewelry
Topaz	Topaz	Jewelry

GEOLOGIC MATERIALS USED IN BUILDING YOUR HOME

Limestone - Cement
Copper - Pipes, Wiring
Silica - Glass
Gypsum - Sheet Rock
Iron - Nails
Aluminum - Siding, Window Frames
Sand - Brick Mortar
Gravel - Concrete Aggregate
Oil - Anything Plastic
Mercury - Thermostat
Tungsten - Light Bulb Filaments
Clay - Bricks

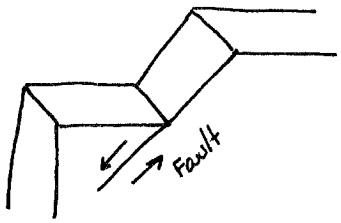
COLLECTING AND IDENTIFYING FOSSILS

Fossils are the remains of ancient plants and animals. They give us a hint of life on our earth millions of years ago. The most commonly found fossils are those of the invertebrates (creatures without backbones) - clams, snails, corals. Fossil bones of vertebrates - dinosaurs, camels, horses, elephants are rarer. A local geologist can give you information on possible collecting sites. Get permission from the property owner before searching his land. Railroad and highway cuts, an abandoned quarry or mine, banks of streams, gullies and cliffs are rewarding places to search.

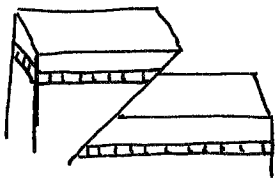
Handle fossils most carefully. Take your time chipping or digging them out. Do the final cleaning and preparation at home. Carry them all wrapped in tissue or cotton in a box. Enlist the help of an expert or encyclopedia to identify your find. Label each specimen with a number, its scientific name, the locality where found, and its geologic formation, and you name as the collector.

EARTHQUAKES AND FAULTS

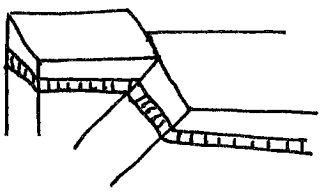
Normal - Wasatch



Reverse - Ogden, Taylor, Willard, Lewis



Horizontal - San Andreas



GAMES

King of the Mountain

Draw a large circle on the ground. One boy is King of the Mountain and stands in the circle. Others must remove the King from the circle to become the next King.

Nuggets in the Bag

The den chief puts a certain number (known only to him) of different sized rocks in a cloth bag. Each boy has the bag for 15 seconds and then passes it to the next boy. When al have had a chance to feel the bag for 15 seconds, it is returned to the den chief. Each Webelos makes a guess, and the one nearest to the correct number in the bag takes a turn at putting the nuggets in the bag.

Word Find - Coal Mining Fun

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

ANTHRACITE
BEAM
BED
BITUMINOUS
BLAST
BLOWER
COAL
DEPOSIT
DRILL
DUST
DYNAMITE
ELEVATOR
FAN
HARD HAT
LAMP
LIGHT
MINE
MINER
ORE
PICK
ROCK
SEAM
SHAFT
SHIFT
SHORING
SHOVEL
STRIP
SURFACE
TRACK
TRAIN
TRUCK
TUNNEL
UNDERGROUND
UNION
VEIN

NATURALIST

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history which includes the many things found in nature. The Naturalist activity badge is concerned mainly with plants or animals. This badge helps the webelos scouts learn about the world of nature and develop an appreciation for it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him except that the naturalist's world can be at his feet.. a world to be discovered. It could be in the boy's backyard, a nearby park, the woods, fields or even a country roadside. It is inhabited with many kinds of insects, birds, plants, animals, trees, and other forms of life.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in the scout troop.

DEN ACTIVITIES

1. Make an insect study laboratory
2. Make bird feeders or houses and observe the birds who use them.
3. Make terrariums
4, Start a nature collection
5, Invite a conservationist to visit den meeting and talk about some phase of nature
6. Make a leaf collection. and leaf prints
7. Learn to identify poisonous plants and reptiles
8. Take a bird watcher's hike. Identify birds. Make note about location, species, etc
9, Collect tadpoles; keep in aquarium and watch them grow.
10. Make bird migration maps.
11. Study wildlife homes
12. Make a list of all plants in a given area
13. Take a nature hike and look for animal tracks. Make plaster casts of the tracks
14. Make a net and go insect hunting for an insect zoo
15. This is a great time of year to visit the zoo. It may be a good place to learn to recognize the poisonous snakes in the area.
16. Collect tadpoles and observe them changing.
17. Observe fish life at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.

MAKE AN "INSECT ZOO".

In addition to the insects listed with the requirement in the Webelos scout book; beetles, caterpillars, and termites may also be used. When setting up your "insect zoo" you should keep the following things in mind:

1. Make sure when collecting any of the suggested insects, that you collect and keep them during the months when there is plenty of food for them. During the winter months, it is difficult to keep them alive because of the availability of natural food.
2. Care should be taken not to allow the "ZOO" to become contaminated with uneaten food and waste materials.
3. If soil is used, it should be kept moist - not wet - by sprinkling or spraying (misting) many times a day.
4. Make sure you do not overcrowd.

INSECT ZOO LAB

This simple laboratory will allow you to study the activities of ants, see the miracle of metamorphosis, get acquainted with the web makers or observe burrowers at work.

Materials needed:

square-type, 2 quart glass jar with metal screw lid
Fine metal or cloth screen
Board slightly larger than side of jar
Epoxy
Wire

Cut a semi-circle in the jar lid for ventilation. Use a wire to hold the screen tightly in place over the jar lid. Glue the jar to the board with epoxy.

Preparing the Lab:

For Ants: Put a layer of pebbles on the bottom, then sand, then ordinary soil. Plant some moss and insert a twig. A ketchup bottle cap makes a good dish.
Caterpillars: Prepare the bottom the same ways for ants. Include the same kind of leaves as those you found the caterpillar eating when you captured it. Leaves must be fresh and plentiful.
Spiders: Prepare the bottom the same as before, but use less soil. Give spider a large twig for spinning his web.
Earthworms: Same preparation as before but soil must be rich and slightly damp.

When not observing ants or worms, keep the jar covered with dark paper or cloth.

What do insects eat?

Praying Mantis-
Feed flies or small insects-raw meat on a toothpick in small pieces.
Field cricket-
Fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water, lettuce, and even peanut butter.
Click beetle-
Feed soft-bodied insects and water.
Grasshopper or walking stick-
Grass sod in bottom of cage. Water grass from time to time and add a dish of water.
Caterpillar-
Always feed the kind of leaf from where you found it.
Tarantula-
Water and most any insects that are alive. They especially like small grasshoppers.
Meal worms-
Oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies. It becomes a beetle within 3 weeks.)
Ants-
Honey or sugar in water
Spiders-
Live flies or other small insects, live inch worms.
Lizards-
Most all insects and water.

The wide-ranging copperhead and the water-loving cottonmouth have no rattles. They are pit vipers, with small openings on either side of the face between eye and nostril, which help the snakes find their game. They have long, moveable fangs which can be folded back against the roof of their mouths that swing into position when they strike.

The brightly colored coral snakes are relative of the world's cobras. Their fangs are smaller than the vipers and do not move. They are as shy as they are deadly, but because they look much like other snakes, a wise naturalist learns how to recognize them quickly.

The Brown Recluse spider, also called the "violin spider" or loxosceles recluse is more poisonous than the famous Black Widow. The brown recluse has only recently been given much attention in the U.S. because its range has increased as it was brought along with tens of thousands of people relocating to new areas. The prevalence of central heating in homes has allowed the spider to survive in colder climates where it was never found before. As the name "recluse" implies, this spider prefers to live quietly be itself. It builds its loose, irregular web in, behind and under furniture, in clothing and blankets, in closets, etc. It stays there until night when it comes out to forage for food.

There is little chance of being bitten by a brown recluse, but the bite is dangerous because there is no quick antidote for its venom. The effects of the bite may be felt immediately or from two to eight hours later. If you think you have been bitten, check the suspected skin area. If possible, kill and keep the spider so it can be identified and proper medical treatment given. For first aid, apply ice packs and get the victim to a doctor immediately.

PROJECTS

CLEANING A 2 LITER BOTTLE

The best way to clean the label off is to soak the bottle in hot water. When the glue has softened, peel or rub the label off. Remove the glue with paint thinner or fingernail polish remover. The bottle can be cut with an exacto-knife, scissors or kitchen shears. Punch small holes in plastic bottles with an ice pick or nail. (caution: an adult should do this). Punch larger holes with an eyelet punch found in sewing departments.

Use 2 liter Bottles to make:

Aquatic System

You need:

- Water from a swampy area
- 2 or 3 small plants
- Sandy soil 1" deep
- 1 minnow
- 1 small snail

Keep the bottle in indirect sunlight.

Bird Feeder

Hang on tree or fence
Coat hanger drill 1/8t; hole
Fill with bird feed
cut door
3/8" dowel

Green House

Cut off top of 2 liter pop bottle. Run under hot water to soften glue and remove label and bottom. Use paint thinner to remove glue. Plant with slow growing plants.

Bug Cage

Insert bugs from cap. Punch holes and stitch screen to bottle. Use plaster or caulking to hold twig in bottle, Use an extra bottle cap for water,

Cucumber in a Bottle

When cucumber or other fruit or vegetable is small, carefully place it into the bottle and let it grow. When it fills the bottle cut it from the tree or vine, Ask others to guess how it got in to the bottle.

Hydro Planting

Carrot or sweet potato to start. Fill with water and watch the carrot or sweet potato sprout roots. Fill holes with caulk.

WILDLIFE HOMES

Wildlife will be easier to spot on your nature hike if you know where to look. In brushy land look for deer, grouse and cottontails. In grassy tufts you're also likely to find cottontails as well as pheasant and quail. Look for woodpeckers, squirrels and raccoons in tree trunk dens. Foxes, mink, skunks, woodchucks, mice and chipmunks all have underground dens. Hollow logs are a good place to look for foxes, raccoons and bears. Don't forget to check the tops of tall, dead trees for the nests of eagles and ospreys. If you run across a pile of bone pieces and fur at the base of a tree, chances are there is an owl roosting there.

Outdoor activities are an important part of the Cub Scout program. Cub Scouts learn to appreciate and care for our beautiful outdoors as they hike, explore, and investigate the world around them. The Cub scout outdoor program is a foundation for the outdoor adventure they will experience when they move on to a Boy scout troop.

PEEK-A-BOO BIRD HOUSE

Make a bird house from wax-coated half gallon milk carton and a two-way mirror that lets you see but not be seen.

Cut an entrance hole in one side of the milk carton. The size of the hole depends on the type of bird that will be using it (see the chart below). Insert a piece of dowel rod below the hole as a perch. The perch should reach all the way to the back of the carton. A few drops of epoxy will help to secure it in place.

MAKE AN AQUARIUM

Plants-

There are many kinds of algae. Algae is what many people incorrectly call "moss" that is growing in the water. These algae plants are teeming with microscopic organisms, that will provide food for many of the larger aquatic organisms you may collect. Algae itself is eaten by many kinds of aquatic organisms.

Animals-

Aquatic insects, such as water boatmen, back-swimmers, whirligig beetles, and stonefly nymphs are very common in this area and are interesting to keep in an aquarium. Care should be taken to obtain some of the aquatic plant life (algae, etc.), some of the bottom soil, and an extra gallon or so of water. Tap water may be added if it is allowed to set out for 12 hours or more to remove the chlorine gas. Also make sure that the aquarium is not place in direct sunlight for long periods of time.

MAKE A TERRARIUM

An old fish tank makes a great terrarium. It doesn't matter if it leaks, because you are not going to fill it with water. If you use an old fish tank, place a sheet of glass on top over rubber washers to allow air space between top and sides.

You can also make your own terrarium from window panes. Tape the panes together as as a glass-sided box. Place this on a board and mark the outline of the glass sides. Cut a ¼" groove in the board in which to set the sides. Tape a glass lid to the top on one side so that you can raise or lower it. Painting a scene on the back of the terrarium adds much to the appearance. You could cut appropriate scenes from a magazine and paste them on. Paint or paste scenes on the outside of the terrarium so that your pet will not scratch it off and ruin it.

Plants -

Mosses are good to collect for terrariums. Make sure you put enough water in the terrarium to prevent the moss from drying out. Every bit as important is that you do not put too much water in the terrarium, or the plants will die from being rotted by molds and other fungal organisms. Many kinds of grasses can be used in terrariums. Many times, the unusual or larger kinds of wild plants do not survive in a terrarium because the root may be injured during transplanting, or too much water, too rich soil, or too warm of temperature. (Wild strawberries survive very well.)

Animals-

Frogs, toads, salamanders, and lizards are easy animals to keep in a terrarium (toads exude an offensive odor) . Common insects can be placed in the terrarium with these animals for food.

STRICTLY FOR BIRD WATCHERS

You're on your Webelos parent-son campout. The embers of the evening campfire are dimming. You are already to hit the sack. As you trudge toward your tents you hear from far off the sound of muted barking. "What is it?" someone says. "It's just a dog" says someone else. But is it? The sound is repeated. [11]Whoo hoo, whoo hoo, whoo hoo". It is a barred owl calling.

That gives you an idea. Let's try to find the owl. So you and the boys take off silently in the dim moonlight. Every few minutes you come to a dead stop and listen. The wind carries another call to your ears. "Whip-poor-will, whip-poor-will" continues on and on. The whippoorwill has been known to repeat its call more than a thousand times at one stretch. But when you purse your lips and start whistling your own bird call, the bird stops.

COMMON POISONOUS PLANTS

POISON IVY may be found as a low-growing plant or shrub or a vine - often on the side of a tree. It has three shiny green leaflets, usually with coarse teeth. in the fail the leaves turn bright red then yellow.

POISON OAK is closely related to poison ivy. It has three to seven lobed leaflets that are hairy underneath.

POISON SUMAC grow as a shrub or small tree in damp places. It has compound leaflets and white drooping berries. Its leaflets are smooth and grow in a v-shape from the midrib.

There is enough poison in a small package of castor bean seeds to kill five children. One tulip bulb contains enough poison to kill a man. Sweet peas contain a poison that causes a form of paralysis. It is seldom fatal but can keep a victim bedridden for months. There is poison in "elephant ears" that causes a painful swelling of the mucous membranes of the mouth, tongue and throat. "Dumb cane" has that name because chewing the leaf can cause your mouth to swell to where speech is impossible. Even honey made by bees in an area grown with rhododendron and mountain laurel has been found to be poisonous.

There is no reason, of course, to stop growing beautiful flowers just because some contain poison, but we should avoid the common habit of chewing on a bit of leaf or stalk. Children should be cautioned that it is dangerous to put leaves or stems of plants into their mouths. Above all, don't store plant bulbs where children can get at them.

POISONOUS SNAKES & REPTILES

A naturalist in this country doesn't have to travel far to study strange and dangerous reptiles. In the United States we have some of the rarest poisonous reptiles in the world. Of the more than 13,000 kinds of snakes on earth, fewer than 40 types grow the special scales that turn into rattles at the ends of their tails. Out of 2,500 species of lizards, only the Gila (pronounced "heela") monster of the southwest and its close relative, the Mexican beaded lizard have poison glands. Compared to these rare creatures, the vipers and cobras in the rest of the world are as common as toads.

Naturalist Word Find

F	R	I	G	I	T	O	W	E	N	S	H	A	D	I	T	F	U
R	E	E	N	V	I	R	0	N	N	E	N	T	H	U	F	0	R
0	S	U	F	F	N	B	I	N	0	C	U	L	A	R	S	0	0
B	Z	N	A	U	A	H	U	N	N	I	N	C	B	I	R	D	A
S	P	A	C	E	G	X	C	0	U	I	S	I	I	C	A	N	E
E	L	R	I	T	N	E	0	W	F	0	0	L	T	0	P	I	N
R	U	S	H	A	I	L	N	B	A	L	D	E	A	C	L	E	W
V	T	H	A	N	F	I	S	S	U	T	A	R	T	E	N	S	I
E	E	N	J	0	Y	0	E	N	S	H	E	L	T	E	R	Q	L
A	N	S	Q	U	I	R	R	E	L	L	C	R	I	N	D	E	D
B	D	T	U	F	N	W	V	E	B	W	I	L	D	L	I	F	E
U	A	A	I	0	C	I	A	X	S	A	A	X	E	S	S	0	R
T	N	T	P	R	C	L	T	T	0	T	C	P	R	U	C	R	N
T	C	U	T	T	L	D	I	I	P	P	0	K	0	I	0	E	E
E	E	0	D	R	A	L	0	N	E	S	0	0	Y	E	V	S	S
R	R	T	H	E	S	T	N	C	R	X	K	S	T	A	E	E	S
F	E	B	T	0	S	K	I	T	S	T	A	B	S	I	R	N	R
L	D	A	N	0	L	E	N	0	T	H	E	N	U	U	P	D	0
Y	0	U	K	F	A	R	R	0	N	0	B	0	D	I	N	Q	0
S	T	0	W	A	S	D	E	T	H	R	E	A	T	E	N	E	D

Threatened
Extinct
Enjoy
Food
Binoculars
Hummingbird
Adaptation
Bald Eagle

Butterfly
Magnifying glass
Conservation
Wildlife
Squirrel
Habitat
Discover
Wilderness

Space
Shelter
Endangered
Toad
Desert
Opossum
Observe
Environment

Backyard
Forest
Marsh
Refuge
River
Water

Birds of a Feather

1. Birds have been found in every corner of the world except _____. _____
   the Sahara Desert — the Antarctic interior
   tropical jungles — the Himalayas
2. Biologists believe that birds developed from _____
   reptiles — fishes — amphibians — insects
3. Birds have something no other animal has: _____
   wings — fins — webbed feet — feathers
4. An *Arabaeopteryx* is a _____
   small dinosaur — primitive architecture
   prehistoric bird — form of dodo
5. Penguins cannot fly. Neither can rheas, emus, kiwis and _____
   whooping cranes — ostriches
   wild turkeys — ground-based cuckoos
6. Two birds imported from Europe during the last century are the English house sparrow and the
   falcon — curlew — starling — warbler
7. Information on flight paths and distribution of birds is scientifically gathered by _____
   macro-photography — bird-banding
   radar — photoelectric counters
8. The largest penguin species in the world is called the _____
   king — emperor — president — polar
9. Some birds can do it all -- fly, walk, swim and dive. One of these is the _____
   common loon — river hawk
   roadrunner — waterthrush
10. There are now close to _____ living species of birds.
    1,500 — 9,000 — 5,000 — 15,000
11. An adult ostrich may weigh
    45 pounds — 160 pounds — 210 pounds — 345 pounds
12. The smallest bird in the world is the _____
    wood peewee — bee hummingbird — shrimp owl — titmouse
13. Birds of prey, such as hawks and owls, divide the natural world into two parts:
    land and water — rainforest and desert
    day and night — urban and rural
14. The Great Auk, the Carolina parakeet, the passenger pigeon and the ivory-billed woodpecker share a common problem: _____
    they cannot fly — they are extinct
    sensitivity to cold — vanishing habitat

Answers: (1) the Antarctic interior (2) reptiles (3) feathers (4) prehistoric bird (5) ostriches (6) starling (7) bird banding (8) emperor (9) common loon (10) 9,000 (11) 345 pounds (12) bee hummingbird (13) day and night (14) they are extinct.

You can hang this bird house from a tree or porch out of the reach of animals with a wire. Or, you can fasten it to the outside of your window where you can look into it and watch eggs hatch. Push an aluminum strip between window sashes, bend it back and hold it in place with a small screw.

ENTRANCE HOLE SIZES

BIRD	HOLE DIAMETER 1"	HEIGHT FROM GROUND
Wren	1"	5' - 15'
Chickadee	1 1/8"	5' - 15'
Titmouse	1 ¼"	5' - 15'
Woodpecker	2"	5' - 15'
Tree Swallow	1 ½"	5' - 15'
Bluebird	1 ½'	5' - 15'
Nuthatch	1 ¼"	8' - 20'
Crested Flycatcher	2"	8' - 20'

You can get a two-way mirror in sizes of 2" x 3" or 3" X 4" from most hobby shops. Cut a hole slightly smaller than the size of the mirror in the side of the carton opposite the entrance hold. Glue the mirror in place.

HOW TO CAST ANIMAL TRACKS

Materials:

Plaster of paris
Measuring cup
Tin can (2 lb. coffee can) paper Cups
Strips of light cardboard (2" wide, 12-24" long)
An old toothbrush
Water
Paper clips

A mud bank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.

Encircle the print with a light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, build up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before proceeding. If print is in snow and temperature is below freezing, spray the area with water.

Mix plaster of paris in the tin can. Use about 1 2/3 cups plaster to one cup water. You need a consistency like pancake batter - neither too thick or too thin. Stir until it's smooth and creamy. Let stand in can two to three minutes, then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brush off dirt.

Note: the first cast of the animal's track is the "negative". The second cast or "positive" shows the track as it actually looked on the ground. This can be painted to emphasize the track.

To make the positive case, smear the "negative" with a coat of Vaseline. Mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scratch date, location, animal's name, etc. on back of cast for a record. When hard, remove the "positive".

GAMES

Fin, Fur, Feathers

Scouts stand in a circle. One holds a bean bag which he tosses to another scout. While the bag is in the air, the first Scout shouts "Fin, fur or feather". Scout who catches the bean bag has ten seconds to name an animal that has the named characteristic. All scouts help count to ten. If receiving Scout names an animal with the same required characteristic, he throws the bag to another Scout while calling either "fin, fur, feather". If Scout can't think of an animal or repeats one previously name, he is out. Last survivor wins.

Crows & Cranes

For any number of players. Line up two teams facing each other about a yard apart. Name one team the "crows" and the other the "cranes". Mark off a baseline about 30-50 feet behind each team or line then up in the center of the room and use the walls for bases. When the leader calls "crows", the crows must get to their base without being tagged by cranes. Any that are tagged go over to the side of the cranes. When the leader calls "cranes", they try to get back safely. The leader can add suspense by prolonging the commands "cr-r-rows" or "cr-r-ranes" or "cr-r-rash!"

Nature Scavenger Hunt

Divide the den into teams. Give each a list of nature objects to find within a given period of time. The winning team is the one that finds the greatest number within the allotted time.

Pass & Touch

Form a circle with hands in back. Pass a series of nature objects (leaf, stone, twigs, shell, thorn, cone, feather, etc.) from hand to hand around the circle. Have each boy identify the object by feel. After several items have been passed, see who can repeat (or write) the most items correctly.

Who Am I?

Have one player pretend to be some figure in nature, a plant or animal. He tells brief facts about himself such as "I live along the seashore and I'm an animal. The one guessing correctly becomes the leader.

CECIL WELCH

Webelos Outdoor Cooking

Special Services, Deck 10

NO FUSS COOKING

INTRODUCTION

So you are getting ready to do your first camp out with your Cub Scouts. You want to give your young scouts a chance to cook but all your resources are for older boys. Besides, you don't want to lug around heavy Dutch ovens. Not yet anyway. So what do you do?

Cooking can be more fun that a barrel of monkeys if you plan properly.

This material was put together with the Cub Scout in mind. Ideas and recipes found in the following pages have been retrieved from many scouting resources. Each is Cub Scout proven (or so the sources say), which means that your Cub Scouts should be able to do and have fun doing each of the following recipes and methods of cooking.

SIMPLE COOKING IDEAS

Apple Delight -- Core an apple just over half-way. Fill the hollow with cinnamon and marshmallows. Skewer it on a forked stick and hold over the coals until the marshmallow melts and the apple is easy to puncture.

Banana Hot Boat -- Cut a v-shaped wedge from the top of an un-peeled banana. Fill wedge with pieces of chocolate and marshmallow. Wrap in foil and place on coals for 8-10 minutes.

Chili Bag -- Cook up a pot of chili (homemade or canned). Buy individual size bags of Doritos or something similar. Cut an X on front of bag and open. Put chili on top of the chips, and shredded cheese. And you have portable lunch time nachos/tacos.

Corn -- Remove silk and soak ears in water. Lay on hot coals for about 8 minutes per side.

Dog in a blanket--Wrap a wiener in biscuit dough, skewer on a stick and bake over hot coals. Or slit the wiener and insert a piece of cheese before you wrap and cook it.

Egg in orange peel -- Scoop out the orange pulp and eat it, then grease the inside of the peel, crack an egg into it, and set on coals to cook.

Egg on skewer -- Prick a tiny hole in both ends of an egg and skewer it, but be careful not to go through the yolk. Place on a forked stick and hold over coals. Or, coat the egg with a stiff mud paste and cook covered in coals for 20 minutes.

Eggs in Paper Cup -- Fill a cup with water and drop in an egg, with or without the shell. Set the cup into the coals.

CAMPFIRE SANDWICH

Chipped Beef
Cheese, sliced
Hamburger Buns

Place chipped beef and cheese on a bun. Wrap in aluminum foil. Place on coals about 5 minutes per side. Variations: a. You may use any type of meat. b. Add a slice of cheese, onions, relish or other favorite topping.

STANDARD FOIL DINNER

Lay slices of potatoes, onion, and carrots on a sheet of heavy-duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

VARIATIONS ON THE HAMBURGER FOIL DINNER

This a collection of ideas to make foil dinners more interesting. They can from the Internet. None are mine but they all sound great.

Just a touch of garlic salt makes a lot of difference. If you look at the labels in the stores, you will see that onion and garlic are part of almost everything! It doesn't take much to make it great.

Use cabbage leaves to wrap it all in before wrapping in foil. A little catsup helps for some boys. So can a few slices of onion.

Add Cream of Mushroom soup to our "hobos." It adds taste as well as additional moisture. A couple of tablespoons will do just fine. Yum-yum.

How about adding BBQ sauce, Worcestershire sauce, or even Italian dressing?

A measuring teaspoon of Italian seasoning or of curry powder or of chili powder wouldn't hurt.

Try combining BBQ and chili powder; or Italian dressing and Italian seasoning; Don't mix Worcestershire and curry powder though.

Spiced up your "hunters pack" aluminum foil dinners by adding Heinz 57 sauce. It really makes a big difference.

Instead of hamburger, try Pork Loin, or Boneless Chicken Breast!

Also vary the vegetable ingredients to include slices of tomato, and/or bell peppers.

If you use chicken, try pineapple slices with mild BBQ sauce.

Ground turkey can be used instead of ground beef, and is "more healthy".

Substitute Mrs. Dash, garlic pepper, Montreal seasoning, or any other favorite general- purpose seasoning for the pretty dull salt and pepper usually found in a foil dinner.

Consider replacing the hamburger with stew meat, cubed steak, or chicken or turkey breasts cut into stew meat sized cubes.

As to spices, consider adding a part of a clove of fresh garlic. Smash it first.

You might also consider adding soy sauce, teriyaki, or plain old steak sauce.

Try adding small dough balls of biscuit mix for dumplings.

Try a dash (maybe a big dash) of Wyler's bouillon granules. These add significantly to the flavor.

At home, parboil (3 minutes) a Cornish hen. Oil it up, salt and pepper and wrap in foil. Cook as you would a foil pack (15 minutes per side). Do another pack of just thin sliced potatoes and onion, salt/pepper with a bit of olive oil. Makes an OUTSTANDING meal.

Try a pizza pocket dinner, made with those packages of 'flat' dough (those tubes from The Dough Boy). Take the flat dough, and fill the center with pizza sauce, pepperoni, cheese, with optional mushroom, olives etc. Fold it over to enclose the 'goodies' and wrap in 2 layers of foil. 'BAKE' 10 minutes on each side, and you might have a pizza pocket.

Use chunks of ham, sweet potatoes (par boiled), pineapple. As soon as it comes out of fire, add a few mini marshmallows on top.

Ham pieces or steak, Pineapple slices (or tidbits) dash of teriyaki sauce (or marinade) and mixed vegetables to taste.

Cubed Ham, chopped potato, onions, grated cheese of your choice.

Take a whole chicken. Brush with melted butter. Take a whole lemon, slice, squeeze juice over chicken. Sprinkle generously with Lemon & Herb spice. Put leftover lemon peel & pulp inside chicken with slices of onion. Wrap in foil. Cook until done. 40-60 minutes.

Eggs and Bacon in a Paper Bag -- Put strips of bacon on the bottom of the bag, crack an egg or two on top of the bacon, fold over the top of the bag and hang it on a stick over hot coals.

Hang-um High Chicken -- Hang a whole chicken on a string from a tripod over a bed of hot coals. Fashion an aluminum foil umbrella over the chicken to reflect the heat.

Hot Rock Cooking -- Lay a flat, hot rock on coals and use it as a griddle to cook hamburger, eggs, steak, fish, bacon, or bread.

Kabob -- Skewer meat, potatoes and another vegetable (tomato, zucchini, mushrooms) on a stick. Cook over hot coals.

No Cook Fudge -- Try this one at a campfire while you tell a story, sing songs, etc. Have the boys pass it around to kneed so everyone gets a chance.

½	gallon	ziplock bag
½	cups	cocoa
3	ounces	cream cheese
1	pound	powdered sugar
3	tablespoons	butter
1	teaspoon	vanilla

Place all ingredients in the ziplock bag. Work out the air. Kneed 25-30 min. Nuts or peanut butter may be added at the end.

Onion Oven-- Cut an onion in half and scoop out all but the two outside layers. Crack an egg into each half, or fill with chopped, seasoned meat, cap, and place directly on hot coals.

Potato 1 -- Cut out the center of a potato. Fill with hamburger and diced onion, or with butter and cheese. Plug the hole with some of the pieces you removed. Coat potato with 2 inches of thick mud and place in coals. Cook for about an hour.

Potato 2 -- Slice off the top of a spud, hollow out a tunnel, and crack an egg into the hollow. Rub a bit of the egg white around the cut top, then put the "lid" back on the potato. Wrap in foil and bake in coals.

Stick Bread -- Press a wad of dough onto the end of a stick and bake over hot coals. Try cinnamon twists. Pat dough into a rectangle, spread with butter, cinnamon and brown sugar, and cut into 2" strips. Wrap strip around a green stick and toast over the coals.

FOIL COOKING

There are many ways to make a foil dinner. The short paragraph tells you how to make the foil package with cooking times. This is followed by many ideas on what to put into the foil packages.

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

Drugstore Wrap

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steam-proof seal. Dinners can be mark with a sharpie marker with the person's name or have them fold edges in a certain way to help identify dinners.

You will need a shallow bed of glowing coals that will last the length of cooking time. A good brand of charcoal works well. Make sure the bed of coals is big enough so **all** the boys and adults can put their dinners on at the same time. You may want to have two beds based on the number of people. This will help prevent a few headaches.

Cooking Times:

Hamburger: 8-12 minutes
Carrots: 15-20 minutes
Chicken pieces: 20-30 minutes
Whole Apples: 20-30 minutes
Sliced potatoes 10-15 minutes
Hot dogs: 5-10 minutes

FOIL RECIPES

ALUMINUM EGGS (FOIL BREAKFAST)

Sausage
Egg
Hash brown potatoes
Salt, pepper and spices to taste

Place potatoes, scrambled egg (doesn't need to be cooked) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

BOX OVEN OPERATION

So, you want to work a box oven and you don't know how. Well, sit back and read on cause by the time I'm done, you'll be cooking up a storm.

Once you have your box oven made, you will also need the following items.

1. four empty soda cans
2. stainless steel cookie sheet (you can use Teflon or non stick but it could get scratched because of outdoor handling).
3. charcoal (get a good brand as it burns better)
4. brick or foil wrapped block of wood about the same size
5. tongs to lift and place coals
6. hot pad mittens to lift box
7. ingredients and utensils to make whatever it is you are making

Now that you have all your stuff, let's get cooking.

Step 1 Determine how many coals are going to be needed. The average rule of thumb is that each coal will give off about 20 degrees F of heat each. Having taken higher math in college, this tells me that if I need to bake at 350 degrees F, I need to divide 350 by 20. The answer, 17½ is the number of coals that will be needed (be brave, use 18 coals, cutting a coal in ½ gets messy). On really hot days and cooking in the sunlight, you may want to use one or two less, on cold days, use one or two more. It also makes sense that the larger the box, the more coals are needed. I bought one of those sit in the oven temperature gages and put it in the oven as checked the temp. this gave me a good idea on number of coals needed.

Step 2 Get coals going. Remember, BSA regulations say that NO liquid starters may be used. I like to use a charcoal chimney. Count out the number of coals needed and add a few extra. Coals need to be completely white for proper cooking. This will take about 20 minutes to happen using a charcoal chimney. While coals are starting, fill the four empty soda cans ¾ full with water, sand or pebbles. These will be used as legs for your cookie sheet.

Step 3 Before the coals are ready, you should prepare whatever it is you are going to bake. So get busy.

Step 4 In the fire ring, place the four filled soda cans so that they fully support the cookie sheet at the four corners. If you want, you can add two cans on each side in the middle for more support. (NOTE: If you are baking in a casserole dish, place the casserole dish on the cans. Coals can be spread out. Coals do not have to be under the dish for the oven to bake properly).

Step 5 Once coals are ready, place coals, using tongs, in the middle of the cans. Spread the coals out so they are just touching each other.

Step 6 Place cookie sheet with whatever on top of cans. Place box oven over cookie sheet. Place brick (or foil covered block) under the front lip of the box oven. This allows air to get it for the coals.

Congratulations, you are now baking in your box oven. Wasn't that easy. Here are some helpful hints.

Hint 1 When you lift the box to check to see how things are cooking, use your glove mittens. The box will be hot.

Hint 2 Don't lift your box too often. This allows the heat to escape.

Hint 3 If your are going to be cooking over an extended period of time, you may need to add coals. Coals are usually good for about 1 hour of cooking. If your dish will take longer or you are doing several dishes, you should start another set of coals prior to running out so they will be ready about 45 minutes into your cook cycle. Add new coals as required. (NOTE: This is a trial and error process so the more you cook with your box oven, the better you will get at judging.)

Hint 4 If it is windy, be careful when installing and removing your box oven. Ashes may fly when hit by high winds which can be a fire hazard. The ashes may also get on your food. Try to set up your cooking area in a non windy place of try to set up a wind block so the wind does not hit the coals.

Hint 4 When selecting a cookie sheet to use, make sure that there is at least 2" between each side of the cookie sheet and the box. This will allow for proper air flow.

Good Cooking

You can also cook potatoes & onions in other foil packs.

Chicken with instant rice and cream of celery soup (undiluted).

Marinated Fajita Meat (Beef or Chicken), Onions, Green Peppers. Serve on tortillas with cheese, salsa, etc.

Core small to medium potato, insert a small pre-cooked sausage or wiener. Wrap in foil, set in hot ashes to bake. Takes 45-90 minutes to cook. Remove and slice top and add cheese, chili or fixing of your choice.

How about some Pop Corn. In center of 18" x 18" square of heavy or doubled foil, place one teaspoon of oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with salt and margarine. Or soy sauce, or melted chocolate, or melted peanut butter, or melted caramels or use as a base for chili.

HELPFUL HINTS

DO NOT, REPEAT NOT use cheese in your recipes, unless put on after cooking.

The cheese will warm and separate and the oil will catch fire or cook the food faster than expected. We had a few very unhappy Cubs expecting Cheeseburgers, but receiving, well something else if you can imagine.

It may cost a bit more too, but try to keep your meats lean and let the veggies add the moisture necessary.

Also, have some extra bread and cheese slices available as there will inevitably be an accident or two (broken foil-food in fire), and a few boys who will not be to happy with the final product.

Don't forget extra utensils as you'll be moving a lot of packages around.

MAKING A BOX OVEN
(Simple Model)

I have heard of many ways to make a box oven. This one is a simple, easy method which gives you a good basic oven for starters. As you become more confident with your box oven skills, you can then build your own, custom oven.

First, select a good sturdy box. A good starting box is about the size of a printing paper box or lid to a banana box. Heavy moving boxes about the same size work great. Do not start with a large box. If your box has holes in it, I like to plug with pieces of cardboard cut from another box. Tape the cardboard cutout in place with duct tape. **DO NOT USE PLASTIC PACKING TAPE.** Plastic tapes will melt. Plugging holes will help prevent you from putting your finger through the aluminum foil once the box is wrapped.

Using a heavy duty role of foil (I like the wide stuff)start covering the box, shinny side out. I usually start from the middle of the top of the box with foil about ½ inch over the edge and work width wise first (see Figure 1) and hold foil down with tape. Work down the side and into box. Make sure that your foil lays flat and you do not puncture the foil. Mold the foil into the side and corner seams as you go. Continue wrapping until you have reached the edge of the foil. Overlap foil edge by about ½ inch and tape.

(NOTE: Some people only foil the inside of the box. This will work but covering the entire box makes it less likely to get burnt by hot ashes or coals.).

Start your next piece of foil by overlapping the first piece by 2 inches or more based on the size foil being used. Repeat until the width of the box is completely covered.. Repeat this step running the foil the length of the box, making sure every exposed piece of cardboard is covered. If there is any cardboard exposed on the inside of the oven, it will burn. Do not use any tape on the inside of the box. Tape can be used to hold foil in place on the outside only.

Your box oven is now ready. You may want to add handles or a rack to your next box oven. But that's for another day.

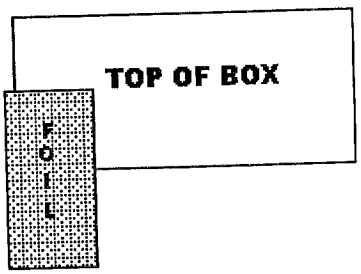
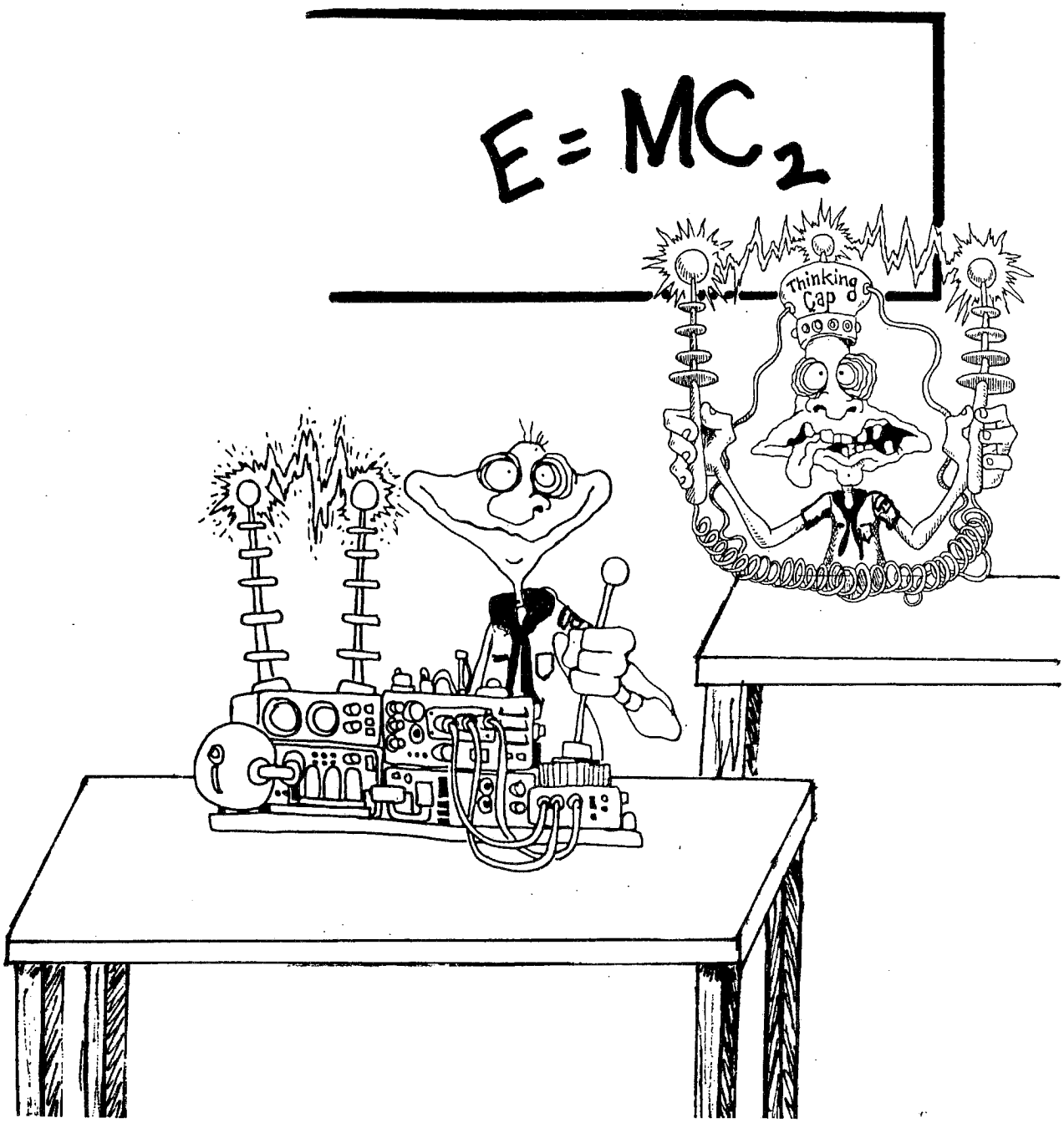


Figure 1

MARK CLAUSEN

Webelos Technology Activity Pins

Sciences, Deck 6



Cub Scout Desiderata

De·sid·er·a·ta - Something needed and desired.

Author unknown...part of the handouts given out at a Scouter's Five seminar held by Brant District in March 1993.

Go placidly amid the noise and excitement of your meeting,

And remember that this is one sign of good Scouting.

As far as possible without surrender

Be on good terms with all your fellow leaders.

Plan your programs carefully and cheerfully;

And listen to others, Even the youngest Wolf Cub;

He will give you many moments of Joy.

Avoid loud and aggressive gatherings of Scouters,

Except when you're part of one.

If you compare your pack with others,

Do not become vain or bitter;

For success can only be judged by the smiles on their faces.

Enjoy your achievements as well as your plans.

Keep in mind the Aim of the movement,

However hard to understand at times,

It is a real possession in the changing fortunes of time.

Exercise caution with your pack funds;

For a Cub works hard for his dues.

But let this not blind you to what Scouting is all about..

Baden-Powell wrote it himself; Camping and the Outdoors.

Be yourself.

Especially, have fun.

Neither burn out too soon;

For in the face of all aridity and disenchantment

Those boys are depending on you.

Take kindly the counsel of your Service Team,

They will help you all that they can.

Nurture strength of spirit in case of a failure

But do not blame yourself... you have done your best,

And what you think of as failure may be super fun to your Cubs.

Beyond a wholesome discipline,

Be gentle with yourself.

You are the most important person in Scouting;

We need more adults like yourself

To help the youth of this world.

And whether or not it is clear to you,

You are molding the future of this country.

Therefore, be at peace with God,

Whatever you conceive Him to be,

And whatever your labours and aspirations,

In the noisy confusion of your meeting

Keep peace with yourself.

With all its hard work and sometimes frustration,

It is still a wonderful movement.

Be cheerful

Strive for good Scouting ...

Webelos stands for "WE'll BE LOyal Scouts"

Webelos Scouts are Cub Scouts preparing to be Boy Scouts. The Webelos Scouts learn about Boy Scouts and may participate in Boy Scout meetings and activities. Their den meetings are typically held on evenings or Saturdays. They do not follow the monthly theme of the Pack, but have their own program. They are the oldest Scouts in the Pack and as such carry the responsibility of being good role models to the younger Cub Scouts. It falls upon the Webelos Scouts to help explain what exciting activities await the younger Cubs and to help the Cubs during Pack activities.

The den is central to Webelos Scouting. Webelos Scouts take more responsibility for the running of their den. And they do more things as a den. The emphasis shifts from home-centered activities to group-centered activities similar to those they will encounter in Boy Scouting.

The major goal of Webelos Scouting is to give the Scouts a taste of what it is like to be a Boy Scout and to get them use to how Boy Scouting is structured. Webelos Scouts learn that it is their responsibility to earn their activity badges. They are helped by their den leaders and Activity Badge Councilors (adults who volunteer to host an activity badge) and it is the den leaders who pass the Webelos Scout on the requirements. Parents play a new, more supportive, and less directive role with Webelos Scouts.

The den conducts some projects that can be credited towards the ranks and activity badges that the boys earn, but not all of the requirements are addressed at den meetings. This is deliberate. The Webelos Scouts learn that if they wish to advance, they are responsible for meeting the requirements outside den meeting times. This is patterned after the merit badge and advancement process in a Boy Scout Troop. The activities, themselves, are designed to appeal more to the older boy and are patterned after Boy Scout merit badge requirements.

It is in Webelos that world of outdoor Scouting begins to open up. With their parents, the Webelos are able to camp and go on other outdoor activities with their den and with Boy Scout Troops. They also may participate in Boy Scout Troop meetings and other Scouting events.

In short, Webelos Scouting is the transitional program between Cub Scouting and Boy Scouting. Webelos are still under the direction of the Cubmaster, but hold their own activities and do many things too advanced for younger boys. At the end of the Webelos program, the Scouts truly have a taste for what Boy Scouting is all about and have a head start in proceeding through the Boy Scout program.

As with all Cub Scout ranks, you must first earn the "Bobcat Badge" to be eligible to work for this award. .Also, your Webelos Den Leader will now sign off your activities (your parent or guardian does not sign off the activities as they did when you were a Wolf or a Bear.

WEBELOS TECHNOLOGY GROUP

The Webelos Technology Group consists of four Activity Badges:

Craftsman
Engineer
Handyman
Scientist

In order to earn the Arrow of Light, a Webelos Scout must earn at least one of these badges in addition to the other required badges. These badges are each a lot of fun to work on and can teach the Scouts some valuable and practical lessons.

In the following pages there are a variety of activities and information that you may find useful in your Webelos units. Thanks for being here and "Good Scouting".

Scientist Activity Badge

Vocabulary
aneroid barometer - a device for measuring air pressure which uses an air-tight box instead of a tube of liquid
atmospheric pressure - the force per unit area exerted by the atmosphere at any point within the gaseous envelope surrounding the earth
force - a push or pull that causes a body to accelerate or change shape
gravity - the force that makes objects tend to move toward each other
mass - the amount of matter a body or object contains; a measure of the inertia of a body or object
vacuum - a space from which all of the air has been removed .

Atmospheric Pressure

Essential Questions

What is air pressure?

How does air pressure vary with altitude?

How does air pressure vary with temperature?

How does air pressure vary with humidity?

What instruments are used to measure air pressure?

Air Pressure and Air Molecules

Earth's atmosphere consists of gas molecules which are continually in motion, because of the energy they possess. This motion causes collisions between air molecules and with any surfaces they come in contact. The effect of these collisions is a force against any surface known as air pressure.

Air Pressure and Altitude

Air pressure is greater as altitude decreases, so it is greatest at the earth's surface or sea level. Even as you drive up or down a mountain, or ride up or down an elevator in a tall building, you can detect the changes in air pressure against your eardrums. Think of a stack of books. The lower books support the weight of the higher ones and books near the top bear less load than the books at the bottom. The same is true with the air in our atmosphere. As a glider moves lower, the air becomes more dense due to the increased amount of air above the glider, so the air pressure on the glider is increased. If the glider soars higher, the air becomes less dense and the air pressure on the glider decreases.

Air Pressure and Temperature

The density of the atmosphere depends heavily on the temperature. The higher the temperature the faster the movement of the molecules and the further they separate from each other. This decreases the density of the air and the air pressure. The cooler the air, the closer the molecules are to each other, increasing the density of the air and the air pressure.

Air Pressure and Humidity

Humidity is the amount of water molecules found in a given space of air. As the water molecules come into the air they push away the heavier molecules of gas creating a less dense air. Thus the higher the humidity, the lower the air pressure and the lower the humidity, the higher the air pressure.

Two Types of Barometers

There are two types of barometers used to measure the air pressure:

- Aneroid--
- Mercury--

A lower barometer reading indicates lower air pressure, higher humidity, and cooler temperatures. These are perfect condition for a rainy stormy day. By comparison, a higher the reading of the barometer means higher air pressure, lower humidity, and warmer temperatures. These are perfect conditions for a nice warm day.

Even though we can't feel it, air is constantly pressing down on us with a tremendous force-- 14.7 lbs. per square inch (100,000 newtons per square meters), to be exact! This was graphically demonstrated in 1654 when Otto von Gueicke, Burgemeister of the town of Magdeburg, Germany used a vacuum pump to remove almost all of the air from the space between two half-meter diameter hemispheres. The air pressure holding them together was so strong that two teams of horses couldn't pull them apart; when air was let back in, the hemispheres fell apart easily.

Air pressure is created by the weight of the earth's atmosphere. Although we can't see air, the gas molecules still have mass and gravity acts upon it. The air pressure changes daily due to the heating and cooling of the earth's surface. When air gets warm, it expands, becoming less dense, and therefore pushes with less pressure. We can measure changes in atmospheric pressure by using a barometer. Some barometers use long glass tubes filled with mercury inverted in a dish. Air pressing down on the surface of the dish forces the mercury up the tube. Normal air pressure can support a column of mercury about 760 mm high. When atmospheric pressure drops, the force of the air pushing on the dish isn't as great, so the column of liquid falls and we have a "falling barometer." When the atmospheric pressure increases, the mercury rises, thus a "rising barometer."

We use air pressure all the time when we breathe. When our diaphragm moves down, air is pushed into our lungs from the outside, expanding the volume of the chest cavity. The diaphragm doesn't "pull" air in; it expands the volume of our lungs, and the air pressure fills the volume.

MUSICAL TUBE:

Description: A whirling tube makes musical notes demonstrating the Bernoulli Theorem.

Materials: Corrugated flexible plastic tube (Corrugated tubing is available from swimming pool supply stores. Ask for a piece about 1 meter long. Tubing is also available from toy stores under names such as Whirl-A-Tune TM)

Procedure:
1. Hold the tube at one end and twirl the other end rapidly through the air. Make sure not to hit anything with the whirling end. A musical note will be produced.
2. Whirl the tube at different speeds. What happens to the pitch? Why do you think this happens?
3. Plug the end of the tube in your hand with a cloth and spin the tube. Is a sound produced? Why or why not?

Discussion:

The musical tube provides an audible demonstration of the Bernoulli Theorem. The free end of the tube moves through the air much more rapidly than the end in your hand. Consequently, the velocity of the air around the free end is much greater than the velocity around the end in your hand.

Bernoulli's Theorem, in general terms, describes the relationship in a fluid between pressure and velocity. Where the velocity is greater, the pressure is smaller and vice versa. The velocity of the air around the moving end of the tube is greater and therefore the air pressure there is smaller than at the slowly moving end. Inside the tube, the air is relatively stationary. However, a pressure differential is created between the two ends and air flows from the slowly moving end to the fast moving end where it spills out. The tube's corrugations cause the air to vibrate as it travels from one end of the tube to the other. The vibration produces the musical note. When the tube is moving faster, the vibration frequency increases raising the pitch. When the tube is plugged, no air flows and the sound is stopped.

The musical tube can be used to demonstrate the same pressure changes that also take place around an airplane's wing. By making air flow faster over the top of a wing than below it, a major share of aerodynamic lift is produced because the pressure on the bottom of the wing where the air is moving slower is greater than the pressure on the top of the wing where the air is moving faster. Thus the wing is pushed upwards by the difference in pressure. This is lift.

AIR PRESSURE

Objective: The purpose of these demonstrations is to aid in learning basic principles of air pressure.

Apparatus Needed:
Balloon
Glass Jar
Water
Soap
Pencil

Inflate the balloon so that it is slightly larger than the mouth of the jar. Try to force the balloon into the jar; it is difficult, if not impossible. Then slide the pencil down beside the balloon and the balloon may be pushed into the jar. The balloon seals the opening of the jar so that air cannot escape around it, and as it is pushed, it tends to compress the air in the jar slightly. It cannot be

easily pushed against the air pressure.

GLIDING GLASS

Apparatus Needed:
Plastic Glass
Hot Water
Smooth Surface

Rinse the glass with hot water. Leave a little water in it, and invert the glass onto the smooth surface. The glass will "skitter" around as if on ice, with almost no friction. As the water is poured out of the glass it is replaced by room air. Heat stored in the glass and water, heats the air somewhat; it expands and the pressure lifts the glass a tiny distance from the surface of the table. The glass floats on a film of water and a cushion of air. This is the same principle used by the surface-effect vehicles or "hovercraft."

ERRATIC BALL

Apparatus Needed:
Table Tennis Ball
Thread
Scotch Tape
Soda Straw With Flex

Attach the ball to the end of the string with a tiny piece of tape. Suspend the ball by the string. Blow upward against the ball through the straw. Blow harder, then slowly, and reverse. Blow gently up against the ball, just off center, and the ball will try to "outflank" the air jet by going around it to where it can hang vertically. The ball's motion will be quite erratic. Blow harder and the ball will go into the center of the air stream and tend to remain there. Moving air exerts less pressure than still air, so the ball tends to remain so that the pull of the moving air around it is nearly equal on all sides.

CRUSHED JUG

Apparatus Needed:
Gallon Size Plastic Jug
with screw on lid
Boiling Water

Put boiling water into the jug and shake it with the lid closed, but loose. When steam and water stops coming out, screw the lid on tight. The jug will begin to collapse. The action can be speeded up by using cold water on the jug. As the steam in the air condenses, the pressure in the

Dropping Coffee Filters: Modern physics began when, some 500 years ago, Galileo Galileo dropped metal balls of different sizes from the "leaning tower" of Pisa, and observed [or at least claimed to see] that they hit the ground at the same time, in contrast to expectations that the heavier ball would fall more quickly. Galileo had in mind neglecting air resistance.

By contrast, when an empty coffee filter [Mr Coffee or clone] is dropped [nose pointing down], air resistance is not negligible. Drop a coffee filter from heights of one meter and two meters, and measure how long it takes to hit the ground. [We observed that it took circa 1.15 seconds to hit the ground from one
meter, and about 2.30 seconds from two meters.] Note that, as the distance is doubled, the time required also doubles. This is an indication that, for most of its travel, the filter is moving with constant speed, the force of gravity [downward] being balanced by air resistance [upward].

Next, put several filters together, so as to increase the mass of the system, while keeping its profile fixed. Measure the time for several coffee filters to fall. We observed the following times from a height of 2 meters:

Number of Filters	Time
1	2.30 sec
2	1.60 sec
3	1.30 sec
4	1.15 sec

We saw that one coffee filter falls through one meter in the same time as the four coffee filters took to fall through two meters. Drop them simultaneously to determine whether they hit at the same time. **[Note: the force of air resistance appears to be a quadratic function of the velocity of the filter.]**

Crushing the Can: Put about 50 cubic centimeters [2 ounces] of water in the bottom of an aluminum can. Heat the can until the water inside begins to boil. Then, take the tongs, turn the can upside down, and push it directly into the water in the bucket. Observe the resulting collapse of the can. The air inside the can has been displaced by water vapor, which condenses when the can enters the cool water. Air pressure on the outside pushes the can inward. This crushing force of air pressure is always present in our environment.

Rubber Mats: Get a supply of heavy flat smooth rubber mat material [about 3-5 mm thickness]. Cut the material into rings of diameter about 30 cm with heavy scissors. Punch a hole through the center of the disc, and push a fairly heavy
string through the hole. Tie a metal washer to the string, so that the string will not pull back through the hole. Place the disc on a smooth solid surface, and press the air out from under the disc. Pull up on the cord. If the seal is properly made, you will not be able to pick up the disc with the cord, because you must overcome air pressure [approximately 15 pounds per square inch, or

jug diminishes. Atmospheric pressure crushes it.

THE HOVERCRAFT

Apparatus Needed:
An Old Long Playing Record
A Wooden Spool
A Candle A Large Balloon
Smooth Surface

Fix one end of the wooden spool so that the balloon can be slipped over it. Attach the other end of the spool to the center of the record with candle wax or glue. The holes in the spool and record should match. Inflate the balloon, slip its mouth over the spool and place the record on a smooth surface. Release the balloon and the record will glide over the smooth surface with little friction. When the record rests on the surface it tends to remain there because of the friction created when he surfaces move against each other. The air stream from the balloon puts a thin layer of air between the surfaces, eliminating most of the friction.

Air: Demonstrating Its Presence and Effects

Objective: To examine the effect of air pressure in a series of experiments that highlight the consequences of the presence of our atmosphere.

Materials Needed:
1. A supply of sturdy 6" or 9" balloons [available at "party stores"]
2. Heat Source [hot plate or Bunsen burner], tongs
3. A supply of aluminum soft drink cans, a water bucket
4. Heavy flat smooth rubber mat material [available at American Science Center]
5. String, heavy scissors, metal washers, meter sticks, stopwatches
6. A supply of coffee filters, tea bags, matches
7. Stick and propeller blade [available at American Science Center]

Strategy: We live at the bottom of a 10 km ocean of air. The density of air is about 1/1000 that of water, so that air pressure corresponds to the pressure of a water column of 10 meters [40 feet]. In these experiments we examine the effects of air pressure.

Ethnic Rocket Launch: Remove the cord and staple from a dry tea bag [Lipton or other unflavored] and empty its contents. Form the bag into a hollow cylindrical "silo" and stand it erect. Light the top of the bag. The bag will burn quickly with little residue. As fire reaches the bottom, the bag will rise. A column of warm air aids the launch, which can be quite spectacular.

10000 kilograms per cubic meter].

Helicopter Blades: Attach a light plastic propeller to a stick. With the propeller held up, launch the stick by giving it a spin and throwing it up in the air. Depending upon the direction of the spin, the rocket will either accelerate upward, or else plummet to a quick crash. Try launching the rocket with the propeller pointed down, and note the direction of the spin in relation to its motion.

Performance Assessment: In medieval times in the city of Magdeburg [in Saxony Province; formerly East Germany], two metal hemispheres of diameter circa **30 cm** were connected through an airtight seal, and the air was pumped out of the interior. Teams of horses were then connected to each of the hemispheres. The teams of horses could not pull the hemispheres apart. Using the concept of air pressure, explain this result.

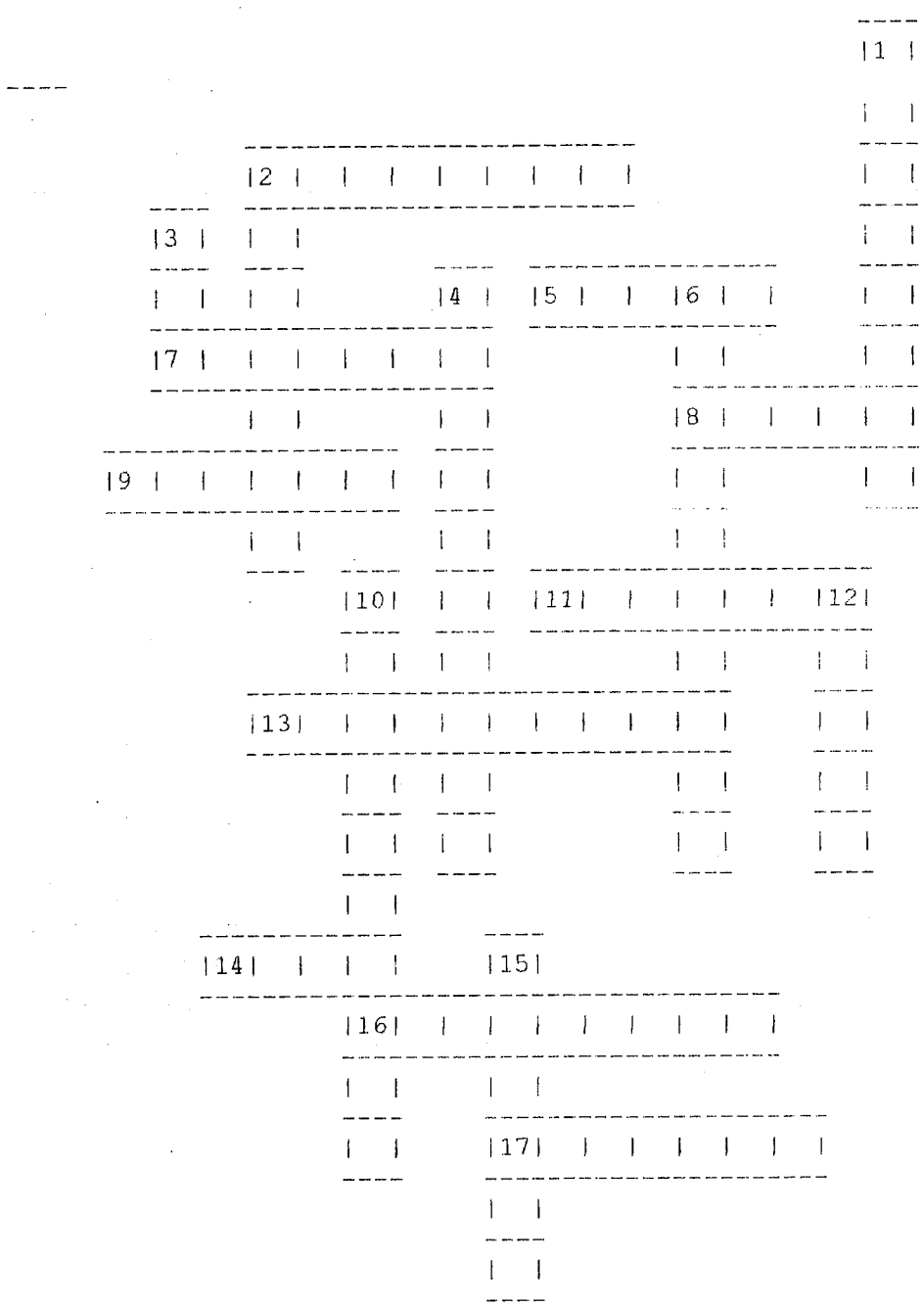
Conclusions: The effects of air pressure are sometimes subtle and sometimes dramatic. There is a wide variety of classroom demonstrations of the existence of air and its effect in our environment.

AIR PRESSURE & AUTOMOBILE TIRES

The air in your tires carries the weight of your vehicle. The proper pressure will ensure that the optimum handling, traction and durability is achieved when driving. You can't just set the air pressure once and forget about it.....It must be maintained, even more often than the number of oil changes your vehicle gets every year.

If you live in North America, you experience a wide range of seasonal temperature changes. Air is a gas, and when the temperature cools, the air will contract, and when it gets hot it will expand. For every 10 degree Fahrenheit increase in ambient temperature, the air pressure in your tires will go up by one pound per square inch (PSI), and the opposite effect will occur for every ten degree drop in temperature. The seasonal changes in many parts of North America will cause on average a change of 12 PSI on tire pressure because the temperature can range from -40° F to +85° F. All the more reason that you should check your tire pressure on a regular basis. Tire pressure should always be checked when the tire is cold, that is, it should be checked prior to leaving your driveway first thing in the morning. Normal driving causes the air in the tire to heat up and it expands naturally. This normal expansion is accommodated for in the vehicle manufacturer's air pressure recommendation outlined in the owner's manual.

Match Wits With Einstein!
Scientist Activity Badge



Fill in the words to the crossword puzzle using these clues.

ACROSS:

2. B_____ developed the principle that explains how a plane can fly.

5. Air has W_____ in it, but the molecules are so small you don't always feel the dampness.

7. The force that keeps us from floating is called G_____.

8. The P_____ in the center of each eye adjusts in size depending how much light is available.

9. P_____ discovered that pressure in a closed container of gas or liquid is equal in all directions.

11. An O_____ illusion is something you <I>"see"</I> that really isn't there.

13. The blanket of air around the earth is its A_____.

14. Your eyes are very much like the L_____ of a camera.

16. We learn all about these laws, principles, and phenomenon in the S_____ Activity.

17. I_____ is a phenomenon that says things in motion tend to stay in motion and things at rest tend to stay at rest.

DOWN:

1. Some liquids when they get solid, form shapes called C_____ that are all the same shape.

2. Your B_____ enables you to stand steadily, and it's also a mechanical tool that lets you weigh things.

3. Mixing cool air into warm air causes a mist of F____ to appear.

4. An educated scientific "guess" is a H_____.

6. An scientific task that tests a hypothesis is an E_____.

10. C_____ air used in machines like air pumps and jackhammers helps do work.

12. Air pressure at sea level is about 15 pounds per square inch, but in higher areas it decreases so the pressure is L_____.

15. The R_____ in the eye focuses an image of what you're looking at.

JUMPING DISK

Science Concept:

Lift occurs when the pressure on the upper surface on an object (wing) is less than the pressure on the lower surface. With the increase in speed on top, the pressure exerted decreases. This change makes the pressure pushing up from under the wing greater than the pressure pushing down on the top of the wing, so the wing moves up naturally.

Materials:

saucer
small coin-sized plastic disk
table

Instructions:

1. Place the saucer on the table approximately 4 inches (10cm) from the edge.

2. Lay the disk on the table in front of the saucer.

3. With your bottom lip resting on the edge of the table, blow directly across the top of the disk.

4. Observe. (The disk appears to "jump" in the air)

5. Repeat until you can make the disk "jump" into the saucer.

Why? This is Bernoulli's Principle: Faster moving air exerts a lower pressure than the air that is not moving. The air that is trapped under the coin has more pressure than the faster moving air that you blow over the coin, and it lifts the coin up. .

ASSESSMENT: Can the Scouts communicate what they observed?

1. The students is able to communicate that the moving air above the coin has less pressure than the air below the coin, thus causing lift.

2. The student is able to communicate that blowing across the top of the coin changes pressure.

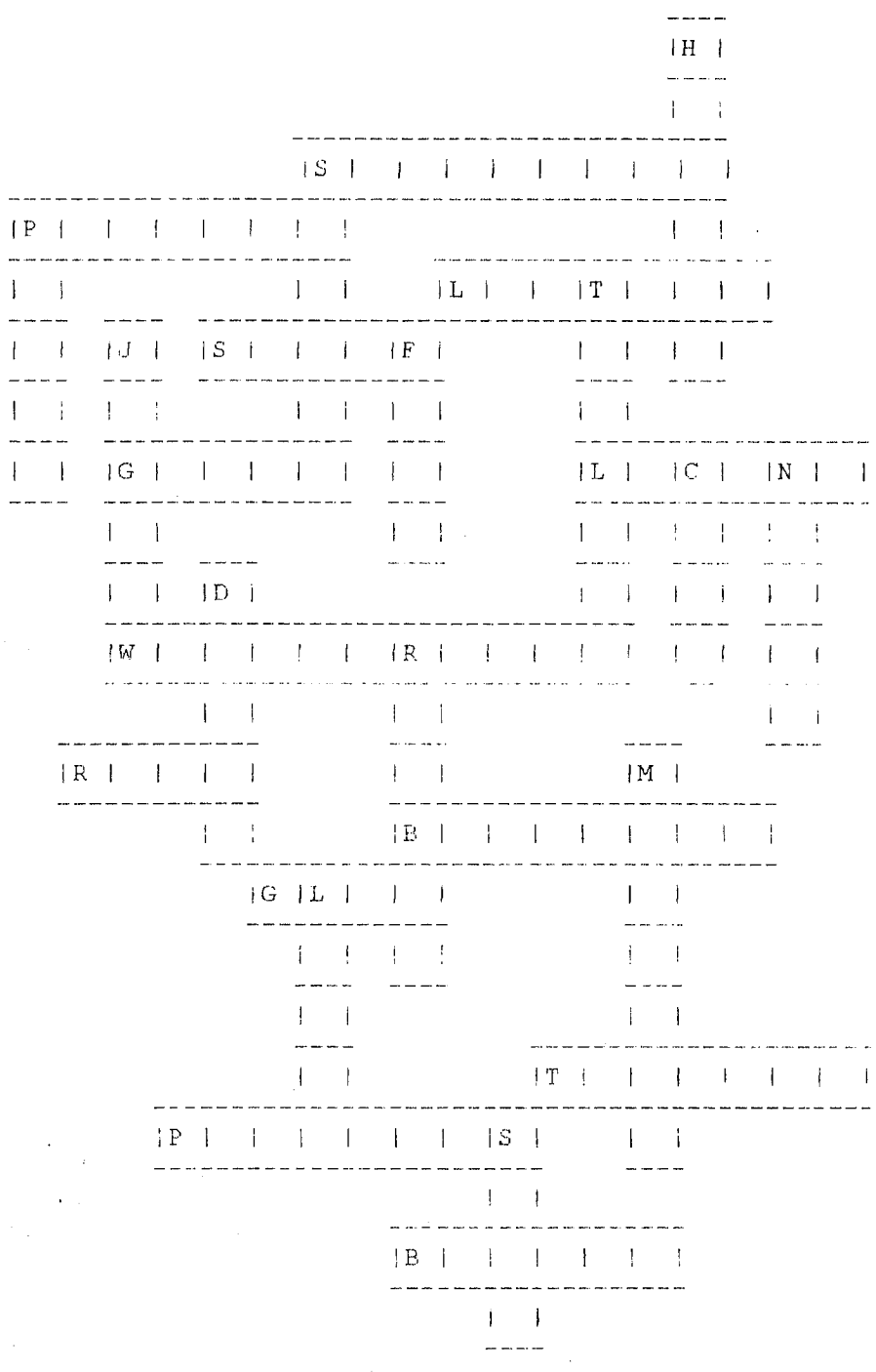
3. The student is able to communicate that the coin jumped due to blowing across the top of the coin.

4. The student is able to communicate that the coin jumped.

WEBELOS GATHERING ACTIVITY

WEBELOS GATHERING ACTIVITY

Make It With Tools!
Craftsman Activity Badge



Place the following words into the crossword spaces above. The first letter of each word is already filled in for you!

Blades	Bookrack	Clay	Dowel
Fire	Glass	Glue	Hammer
Jigsaw	Lacing	Leather	Level
Mailbox	Nails	Paint	Phillips
Plastic	Rope	Rubber	Screws
Shelf	Slab	Styrofoam	Tooling
Toolbox	Woodworking		

ARROW OF LIGHT Ceremony

Webelos DL: The final and highest rank of Cub Scouting is the Arrow of Light. To earn it a boy must be a member of his Den for at least six months since turning ten years old and have earned the Webelos Badge. He must have earned the Fitness, Readyman, and Citizen Activity Pins and five more for a total of eight. He must know the Boy Scout Oath and Scout Law from memory as well as the Boy Scout slogan, motto, sign and salute. He must have participated in a Webelos overnight campout or a Webelos day hike. He must have visited a Boy Scout troop with his parents and den and taken part in a Boy Scout outdoor activity.

Cubmaster: The Arrow of Light is the only Cub Scout Rank which may be worn on the Boy Scout Uniform. As an Adult he can wear the special square knot badge to always recall his having earned the Arrow of Light.

Asst. CM: Tonight we have (number) Webelos Scouts who has earned Cub Scouting's highest award. Will the following boys and their parents please come forward?

(List boys earning the Arrow of Light badge.)

Asst. CM: Long ago the Indian braves would collect eagle feathers. Regardless of how an Indian brave accumulated feathers, he was not allowed, according to tribal law, to wear them until he won them by doing a brave deed. He had to appear before the tribal council and tell or re-enact his deed. If the council thought the brave was worthy, the brave was allowed to wear the feather in his hair or war bonnet. These honors were called "counting coop." Indian displayed his honors on his clothing, on a banner, or on a stick.

Cubmaster: The Webelos scout "counts coop" by wearing the many rank awards and activity pins on his uniform, but he will soon be a boy scouts and will not be allowed to wear them any more. (I want to present these Webelos with a banner displaying their own scouting honors.)

(Cubmaster present banners to boys.)

Cubmaster: You've completed all the requirements for your Arrow of Light badge and have completed the Cub Scout trail. It is our pleasure to award you this certificate of accomplishment, and award your Arrow of Light badge to your parents, who have been your Akela in completing these requirements. Parents, please award this badge to your son and congratulate him on a "job well done."

(Asst. CM awards boys their certificates.)

(Webelos Leaders present the parents with the Arrow of Light badge and ask them to pin it on their son.)

(Cubmaster presents the mother's pin to the boy and asks him to present it to his mother or father.)

Cubmaster: The Arrow of Light is a significant achievement. It is recognized as such by the Boy Scouts of America. When you become a Boy Scout, you continue to wear the Arrow of Light on your uniform. When you become an adult leader, you wear a square knot which represents the Arrow of Light on your uniform. In view of that significance, I offer my sincere congratulations to each of you.

(Cubmaster shakes the hand of each scout and parent.)

Cubmaster: In Boy Scouts, when they have an Eagle Court of Honor, a charge or challenge is made to the new Eagle Scout. Tonight, I want to offer such a challenge to each of you. You have achieved the highest rank in Cub Scouts. You have shown what you are capable of doing. Tonight you will be crossing the bridge from the pack to a Boy Scout troop.

I challenge each of you to continue to live by the ideals you have learned in Cub Scouts, especially the Cub Scout motto: "DO YOUR BEST".

I challenge each of you to continue your high level of achievement in Boy Scouts.

I challenge each of you to look at the Arrow of Light badge and think about what it represents:

* The sun shedding its light on all that we do. A reminder that you should be a light for those around you.

* The seven rays of the sun representing the seven days of the week. A reminder that you should do your best every day.

* The arrow which is symbolic of everything which is straight and true. Just as you should be straight and true in your life.

I challenge each of you to follow where that Arrow of Light points:

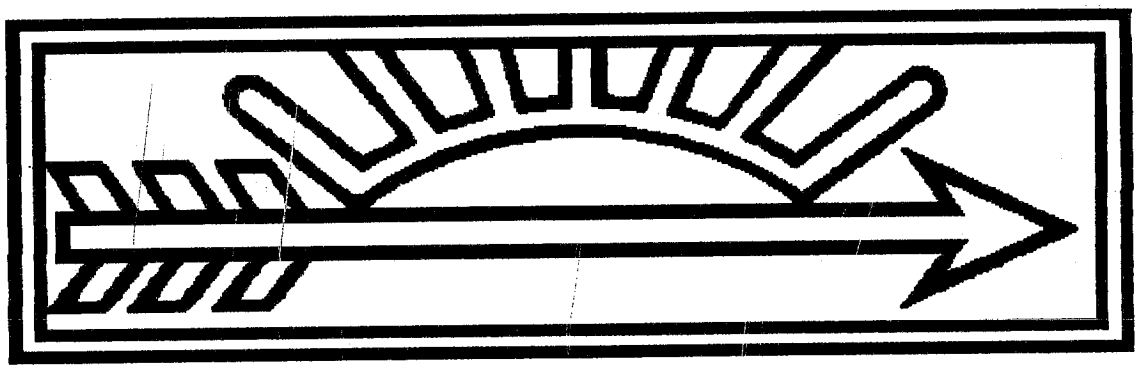
* Forward on the trail of Boy Scout ranks.

* Upward to higher challenges.

I challenge each of you to soar to great heights and obtain the Eagle Scout Award. As your Cubmaster, I will be honored to join you, wherever you may be, to see you receive this achievement.

Cubmaster: Parents, Guests and Cub Scouts of Pack ___, would you please join with me in giving these boys a standing ovation for achieving the highest award in Cub Scouting?

Congratulations and good luck!



Careers in Engineering
Engineer Activity Badge

The Right "Man" for the Job!
Use a word from this list to fill in the correct answer.

Aeronautics, Chemical, Computer, City, Agricultural, Electrical, Physical, Industrial, Mechanical, Civil

An engineer who designs plants to make water safe to drink -_____.

An engineer who designs machines in a factory - _____.

An engineer who tests new processes and checks old ones in a chemical plant - _____.

An engineer who plans new circuits and directs workers in an electrical plant - _____.

An engineer who designs and tests new space techniques -_____.

An engineer who designs and tests new techniques for new equipment for industry - _____.

An engineer who designs and tests equipment for farmers and ranchers -_____.

Bridges & Machines
Use a word from this list to fill in the correct answer.

Catapult, Pulleys, Beam Bridge, Plank Bridge, Truss Bridge, Arch Bridge, Suspension Bridge, Levers, Block & Tackle, Pier Bridge

A flat surface over two supports - _____.
A flat surface over three or more supports - _____.
A flat surface over an arched support - _____.
A flat surface with turned up edges - _____.
A bridge with sides made up of a series of triangles - _____.
A bridge that appears to hang from strong strung cables -_____.
A pulley(s) and a rope or cable - _____.
A slingshot or other device used to project something -_____.

Catapult Plans

Engineer Activity Badge

Basketball Catapult

Instructions:

1. Base, backboard and hoop are made from a 1"x4" board.
2. Drill holes in base and backboard 3/8" diameter and 1/2" deep.
3. Cut a slot at a 15 degree angle in a cube block large enough for the handle of a plastic spoon.
4. Cut hole for the hoop first; then finish cutting the hoop piece. (We used a slice of 2" diameter PVC pipe and screwed it into backboard.)
5. Glue the hoop to the backboard; then glue dowel rod into backboard and base.
6. Glue cube block to base and insert spoon into slot.
7. Cut string and attach one end to dowel rod at base and the other end to any 1" sized ball (ping pong balls work well).

Choosing Hammers: A well-equipped toolbox is full of them.

Sometimes you have to wonder: How does the brain do that? How can you pick up a hammer that weighs more than a pound, swing it through a huge arc at such an awesome speed you could crush the skull of an ox and then land it squarely on top of a dot of steel? That's beautiful.

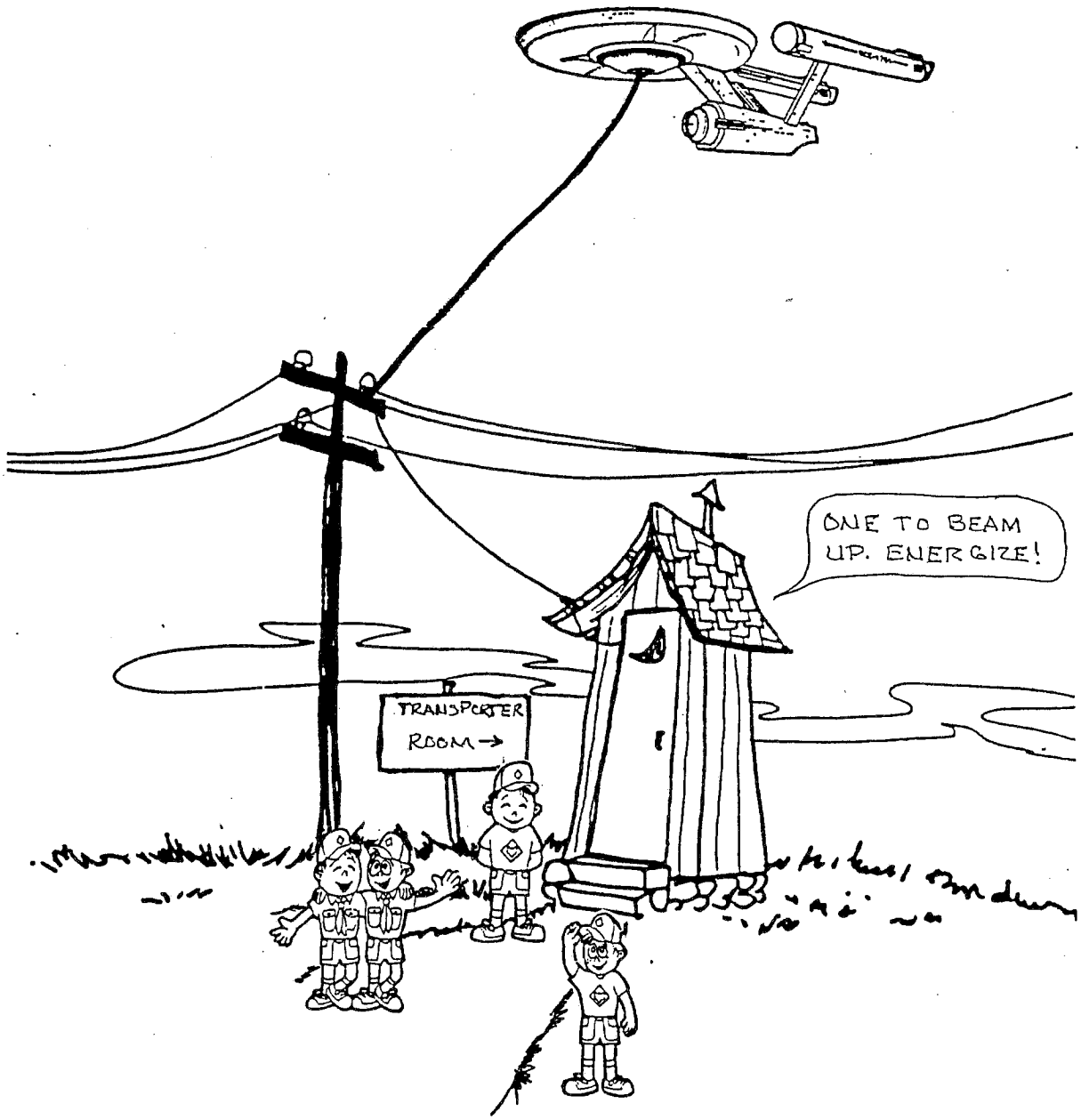
"It's a mighty good feeling when you do it right," says "This Old House" contractor Tom Silva. "You can always tell an amateur. He doesn't swing, he tries to push the nail or punch it, he tries to do it with his wrist instead of his arm, he misses and he hits his finger. That's ugly."

Pretty or pathetic, a guy without several hammers is a guy without tools. Master carpenter Norm Abram has six quite different types in his toolbox. Tom can get by with three for general contracting, but if he starts working with metal or chipping bricks, he's got to go back to the truck for more. For every job that requires some sort of pummeling, there's a specific hammer that makes it easier, safer and better done. But even with the right hammer, there's style to consider. When it comes to a standard carpenter's hammer, for example, Norm likes a solid steel model with a leather-wrapped handle. Tom prefers a fiberglass handle with a rubber grip, and Russ Morash, the show's director, can't stand to swing anything that isn't plain wood. "There is nothing," he says, "as elegant as wood."

NANCY ROGERS

Webelos To Scouts

Bridge, Deck 1



TRANSITION

TAKING WEBELOS TO SCOUTS

Transition doesn't start eight or ten weeks before the Webelos boy gets his Arrow of Light.

We begin transition the moment the young boy steps into his Webelos den the very first day, if not earlier. You as his leader has the awesome responsibility to build that fourth or fifth grader into a *confident and successful Boy Scout.*

Sounds scary?? Sounds like more than you signed on for?? Don't worry. We're here to help.

The following is a ***suggested*** Plan of Action for Webelos leaders that is based on this writer's experience, reflections and observations while serving both in Cub Scouts and Boy Scouts. Activities recommended results from "been there, done that," looking back at the errors made and the things undone that would have made a difference.

This is NOT a BSA program. Our goal as Webelos leaders must be to have fun with the boys so that they have an enjoyable and rewarding experience, but our underlying desire must be to equip the Webelos boys for an easy and smooth transition into Scouting.

Step 1: Preparation.....of you, the leader.

First-year leaders of either aged boy should take every advantage offered to them to equip themselves to handle this job.

TRAINING OPPORTUNITIES	
Cub Basic Training	Pow Wow
Webelos Outdoor Training	Roundtable Breakout Sessions

Webelos leaders should meet anyone and everyone who can help with the program, especially *getting acquainted with Scout leaders around you.* Don't be shy or reticent. Introduce yourself freely. Know your demographics. What troops are in your area that your pack associates with? Where can you find other scout leaders in your area? Start early — during the spring or summer months if possible. Develop your network.

NETWORKING	
Joint Roundtables	Other Pack Leaders
Unit Commissioners	Parents of graduated Webelos or Scout brothers
Last year's Webelos leaders	Previous Cubmasters or Committee members

Many new Webelos leaders, especially in urban areas, have little or no camping experience. Camping is what the boys have been waiting for and you must deliver. Start camping a little on your own, with your son or family. Once again, take every opportunity to get out, set up a tent, pack for a weekend, build a fire. Start easy and build. Look to your new scouting friends to give you suggestions and guidance.

LEADER CAMPING OPPORTUNITIES	
Webelos Outdoor Training	Parent/Pal Weekends
Family Camps	Backyard

If you don't have equipment, borrow some from the pack or a nearby troop. Begin buying a piece of equipment each month or so. Start out with a 3-season sleeping bag and a tent which can sleep 2-3 persons. Take the time to seal the seams. You'll be thankful for this if it rains. Learn to pack only what you absolutely need for a weekend. Don't take any personal items you didn't use the last time you camped. Get a copy of the Boy Scout Handbook and use it as a guide for your camping gear.

Step 2: Understanding the Program.

Longterm planning is essential for success. It helps you see the program as a whole, rather than piece by piece. And it is easy to get bogged down in small details if you don't understand the big picture.

The activity pins are grouped into five categories. Those with an asterisk (*) are required for the Webelos advancement and double asterisk (**) for the Arrow of Light.

Step 3: Your Den's Relationship to a Troop

As discussed earlier, you must know where the Scouts and troops are in your pack's area. Sometimes, there will a troop chartered to the same organization as your pack. In smaller rural communities, there may be only one troop in town. In urban towns or metropolitan areas, boys in your den could go to one of many troops in their neighbor or community. Not all of your boys will go to the same troop.

INITIAL CONTACT - Find out where the troops are. Contact your District Executive for a list of the troops and scoutmasters in your district. If your pack has a Webelos Coordinator, he or she would have a list of contacts for each area troop. Hang out at Roundtable to meet those scoutmasters and get valuable information about their troop.

Start early scoping out the troops. Look for one or two you feel comfortable with. What should you ask about the troop?

When and where the troop meets?
How many boy members?
How often does the troop camp?
Who is the troop's Webelos Coordinator?
When is the best time for you (the leader) to visit?
How long has the troop existed?

VISITATION - Visit the troops you select from your initial list. Be sure your co-leaders or assistant leaders go with you. Keep your eyes and ears alert to observe:

- Number of adults present and what they are doing
  - Uniforming — both boys and adults
    - Who is running the meeting? The Scoutmaster or the Sr. Patrol Leader?
      - Are the rest of the boys actively participating or sitting around?
        - How well-behaved are the boys?
      - Are the youngest boys actively involved in the meeting?
    - Are there adults working with the younger boy patrol?
  - Are the boys having fun?
- What activities are planned during the next 1-2 months?

After all of your visits, meet with your co- or assistant leaders and select one or two troops you want to do things with. If you've been with these boys through the Wolf or Bear years, you'll have an idea of what will appeal to them. Contact the SM or Webelos Coordinator to let them know you are interested in their troop and would like to have them involved in your Webelos plan.

PLANNING - Now that you have a troop as a partner, use them where you can. Perhaps the troop has a boy who can serve as your Den Chief. Having a Den Chief can be either a blessing or a curse. A properly trained Den Chief can do much of the general activities such as games and songs or pre-opening games while you prepare for the skill part of the meeting. Young boys will look up and listen to a Scout who is helping. However, an untrained or immature Scout might be undependable or unable to separate himself from the kids.

Ask a couple of boy scouts to visit and teach knots or the Boy Scout requirements. Plan a Saturday morning basic skill activity and invite one of the troop adults and 2 to 4 boys to teach some basic skills, such as fire building or elementary cooking. Plan one troop visit the first semester, just to give the guys an idea of what troop life is like.

Step 4: Preparation.....the Boy and the Den, Year 1

It's time to start meeting with your boys as a Webelos Den. They'll notice some changes in the organization and their responsibilities. Ease the boys into roles of responsibility.

Begin by assigning the boys to two or more PATROLS, five or six to a patrol. Assign an assistant leader to each patrol. Allow the boys to chose an identity from the selection of patrol patches that the Boy Scouts use. Encourage patrol spirit.

Begin allowing the boys to participate in the meetings by DELEGATING parts to each patrol, such as den opening/closing and set-up/clean-up. Encourage all work to be done as a patrol and decisions made as a patrol. Be sure all responsibilities rotate fairly between patrols.

Prepare written JOB DESCRIPTIONS for any assignment delegated to the patrols. Responsibilities should be easy for the boys to understand and not expect too much. Introduce one new patrol or leadership skill at a time. By the end of the first year, the boys will be comfortable with doing parts of the meeting. Be sure to stay CONSISTENT on expectations.

INTERACTION between your Webelos and the troop is essential to keep interest high. Many boys think of the Arrow of Light as the end, not the beginning of better things. Planning a visit once a semester during the first year allows the boys to observe how the Scouts run the meetings, operate in patrols, and cooperate in getting things done.

A troop-patrol CAMPING experience will help the boys see what the Boy Scout outdoor program offers. An well-organized outing, such as a Camporee, not only gives the boys the opportunity of camping with a troop but also gives them the chance to see and compare that troop with other troops in your area.

WEBELOS CAMPING OPPORTUNITIES	
Webelos Woods (early spring)	Parent/Pal Weekends
Organized Den campout, 2nd semester	Cub Day Camp w/Webelos overnighter
Webelos Resident Day Camp	Camporee (if invited by troop)

Remember: any overnight camping requires each boy to have an adult partner with him. The exception would be two brothers in the same den with one parent accompanying both.

Physical Skills	Mental Skills	Community	Technology	Outdoor
Aquanaut	Scholar	Communicator	Craftsman	Naturalist
Athlete	Traveler	Family Member	Handyman	Outdoorsman
Fitness *	Showman	Citizen **	Scientist	Geologist
Sportsman	Artist	Readyman **	Engineer	Forester

Distribute your activities equally among each of the groups to present a balanced program. Some pins must be achieved by the boy at home or with sports teams. Note: Outdoorsman is the one group which is most relevant to the Boy Scout experience. Try to include as many as possible into your program.

WEBELOS RANK REQUIREMENTS

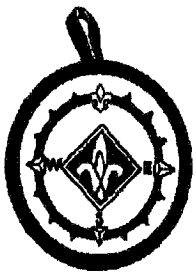
1. Read and sign Parent Guide
2. Active in den for a minimum of 3 months.
3. Explain the Webelos Badge
4. Explain parts of Webelos uniform and when to wear them.
5. Earn Fitness Activity Pin and two other pins from other groups.
6. Plan and lead a flag ceremony.
7. Know and understand the Boy Scout requirements (basic).
8. Religious emblem or tasks.

It will help all of your boys if you post copies of the Oath, Law, Motto and Slogan in your meeting place and review them weekly.

The most overlooked requirement of the Webelos badge is the religious requirement. Boys may need as much as six months to earn. Be sure to discuss this with your boys' parents early in the first year.

COMPASS POINTS EMBLEM

1. Earn the Webelos Badge
2. Earn four more activity pins for a total of seven to receive the Compass Points emblem and first point.
3. Earn one Compass point for each additional four Activity pins.
   - 11 earned activity pins - second point
   - 15 earned activity pins - third point



The Compass Point Emblem works like the Immediate Recognition did for the Wolf and Bear ranks. It keeps the boy rewarded and interested while he is working on the Arrow of Light.

ARROW OF LIGHT RANK REQUIREMENTS

1. Active in den minimum 6 months since completing 4th grade or turning ten years of age.
2. Know and understand Boy Scout requirements (advanced)
   - Repeat and explain the meanings of the Oath or Promise, AND the Scout Law
   - Give and explain Scout motto, slogan, sign, salute, and handshake
   - Know the Scout Badge parts and their significance
   - Boy Scout Uniform
3. Earn 5 more activity badges for a total of 3 badges. These must include the required Citizen, Readyman and Fitness, as well as one from the Outdoors, Technology and Mental Skills groups.
4. Visit a troop meeting AND a troop outdoor activity.
5. Webelos overnight campout or day hike participation
6. Visit a troop you might like to join and discuss joining with the Scoutmaster. Complete the Application to Become a Boy Scout and show it to your Webelos leader.

The "Active in Den" rule precludes boys from entering Boy Scouts while too young and immature to cope with the experience. Boys must be at least 10½ years old or enrolled in Fifth grade before they can receive the Arrow of Light rank.

SCOUT LAW QUIZ

TRUSTWORTHY	OBEDIENT
LOYAL	CHEERFUL
HELPFUL	THRIFTY
FRIENDLY	BRAVE
COURTEOUS	CLEAN
KIND	REVERENT

In the blanks below, write the word from the Scout Law that goes with the definitions provided.

1. _____ A Scout does things willingly for other people without reward.

2. _____ A Scout looks for the bright side of things and tried to make others happy.

3. _____ A Scout tells the truth and keeps his promise.

4. _____ A Scout is faithful in his religious duties and respects the beliefs of others.

5. _____ A Scout understands there is strength in being gentle. He does not hurt harmless things without reason.

6. _____ A Scout keeps his mind and body fit and sanitary.

7. _____ A Scout is true to his family, friends, school and nation.

8. _____ A Scout is polite to everyone regardless of age or position.

9. _____ A Scout works to pay his way and saves for unforeseen needs.

10. _____ A Scout seeks to understand others and respects those with ideas and customs other than his own.

11. _____ A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and his country.

12. _____ A Scout has the courage to stand for what he thinks is right, even if others laugh at him.

ANSWERS TO QUIZ: 1. Helpful 2. Cheerful 3. Trustworthy 4. Reverent 5. Kind 6. Clean 7. Loyal 8. Courteous 9. Thrifty 10. Friendly 11. Obedient 12. Brave

THE SCOUT OATH

On my honor I will do my best
To do my duty to God and my country
And to obey the Scout law;
To keep myself physically strong,
Mentally awake, and morally straight.

As a Scout you have three duties: to God and your country, to other people, and to yourself. Pick out the lines in the Scout Oath that talk about these duties and write them below.

DUTY TO GOD AND COUNTRY:

DUTY TO OTHER PEOPLE:

DUTY TO SELF:

THE SCOUT SLOGAN

DO A GOOD TURN DAILY.

This goes hand in hand with the Scout Law as you strive to be helpful, friendly, courteous and kind.

Did you do a Good Turn today?

If so, what was it.

Good turns can be big or small. List below some things you could do as a Good Turn everyday.

Step 5: Second Year Expectations

Entering into the fifth grade year marks the start of the actual transition of the boys into troop life. It seems many troops expect the boys to understand certain basics when they enter the troop -- and don't spend a lot of time to prepare the boys for patrol or troop life. For many boys this transformation is too overwhelming and they soon drop out. Statistics show that about 50-60% of Webelos who cross into the troop drop within six months. The more they are prepared in advance, the better chance they'll have in the troop.

Den/Troop Interaction - It is important that the boys are exposed to as many troops as possible during the next few months, especially in an urban community where there are several to choose from. Each troop has different goals or activities that may appeal to different boys. Start visiting a different troop each month. Find out when the troops are holding open houses and arrange for Webelos to visit.

If your den attended a camporee during the last year, seek an invitation from another troop. This will give your Webelos an opportunity to get acquainted with the scouts from that troop. Cooperate with a troop during a service project where the Webelos and the Scouts are working side-by-side.

Invite representatives from the nearby troops to come to your den meetings and talk about their troop's activities.

Boy Leadership and Patrol Organization - Working together as patrols is the standard in boy scout troops. It's time to begin assigning leadership roles to individual boys, if you haven't already begun, making sure that each boy has an opportunity to service in each role. Rotate leadership on a monthly basis. Have some method of selection other than popular vote, such as drawing straws or names out of a hat. The outcome is that every boy serves in as many positions as possible. Have written expectations for each job. Stay consistent with your expectations and be ready to assist the Webelos scout should he have problems meeting his weekly responsibilities.

WEBELOS DEN LEADERSHIP ROLES	
Senior Patrol Leader Announcements, game or song	Scribe attendance, dues
Patrol Leader Openings, closings, service	Either Assistant Sr. Patrol or Patrol Leader

Be sure to allow at least 10 minutes during each meeting for the patrols to meet and plan their part of the next meeting. Have a calendar prepared to lead each patrol know what their responsibility is for each meeting.

Soon after their Webelos rank has been earned, have a planning session with your second-year boys. Allow them to have input into that year's program, as far as which activity pins to work on, what outside activities they want to participate in, when and where their campout(s) may be, etc. The more the boys have input, the more cooperation you'll have from them. Start a time line for the next campout so the boys will know what needs to be done in advance.

Campouts for this year should include camporee with a troop and a separate den campout.

Step 6: Webelos to Scouts.

Decision Time has come. As the mid-point of the Webelos' fifth grade year approaches, the boy and his parents must make a decision as to whether he continues in Scouting. Hopefully if your program has been successful, this will be only a matter of choosing a troop. If he does not choose to continue, do not fret. You have given him a solid foundation on which he can develop on his own. Even if he does not immediately continue on, he might return to Scouts after a brief break.

If the Webelos boy is having a hard time deciding which way to go, ask a Scoutmaster or assistant Scoutmaster with whom you have a good relationship, to meet with the boy and his parents to discuss their concerns.

Your target for the boys completing the requirements for receipt of Arrow of Light should be the February Blue & Gold Banquet during their fifth grade year. Actual crossover into the troop should be the following month. The boys should spend the resulting month between the banquet and crossover attending their new troop's meetings and getting acquainted.

March Pack Meeting is ideal for a Crossover ceremony which requries participation of the troops which the boys are joining. Planning it with your Cubmaster, it should be festive and memorable, not only for the boys and their parents, but also for the other members of the pack, from Tigers to first-year Webelos. Work with the Scoutmaster or Committee Chair of the troops who are receiving their boys. Be sure to use scouts in the ceremony. Order of the Arrow chapters which have ceremonial teams are frequently asked to participate.

If your district offers any type of group crossover, encourage your boys to participate even though it may be a second ceremony and marks the end of their Cub Scout experience.

March crossovers also benefit the boys as they have a couple of months to adjust to the troop and several opportunities to camp before they attend summer camp.

THE SCOUT BADGE

Fill in the blanks below in the sentences describing the parts of the Scout Badge.

1. The Scout badge was adapted from the north point of the old mariner's _____.

2. The main part of the Scout badge signifies that a Scout is able to point the right way in _____.

3. The three points stand for the three parts of the Scout _____.

4. The three parts of the Scout Oath are a Scout's duty to _____, to _____, and to _____.

5. The stars in the Scout badge symbolize _____ and knowledge.

6. The eagle with the shield is the national emblem of the _____. It stands for _____ and the readiness to defend our freedom.

7. The scroll with the Scout motto looks like a _____ as a Scout does his duty cheerfully.

8. The knot attached to the bottom of the scroll reminds us to do a _____ for someone every day.

ARROW OF LIGHT TEST

SCOUT OATH

Read the whole question and the suggested answers - then circle the answer you think is the best one. Be prepared to defend your answer.

1. **On my Honor** - How do we define honor?

   a. Honor is the thing that makes you act the same when no one is watching as you do when you know you're being watched.
   b. Honor is the quality of doing what you know is right and not what others do or bid that you do, acting according to your own honor and not according to that of someone else.
   c. Honor is of the heart and mind of a person - something not easily seen. It is called integrity.
   d. Honor is showing regard for others, and having the quality of being able to accept and pay when due any bill you receive in life; to admit you are wrong and accept the consequences when they arise.
   e. Honor is all of the qualities in a person listed above.

2. **I will do my best** - What do we mean by Do My Best?

   a. I am the judge of what is MY best.
   b. I should always do any task set before me to the utmost of my ability, even though I might not like it.
   c. I should never use the excuse, "I didn't do so well, but neither did so-and-so" - knowing full well I should have done better.
   d. Do just well enough to get by.
   e. This phrase is best explained by answers a, b and c above.

3. **To do my duty to God and my country** - What do we mean by Duty to God?

   a. Living according to the teachings of our religions every day.
   b. Living according to the teachings of our religions just on Sunday.
   c. Living according to the teachings of our religions once a month, whether we need to or not.
   d. Living according to the teaching of our religions only when we want to.
   e. None of the items apply because religion is not that important.

4. We explain Duty to my Country best as:

   a. Obeying those laws of the land we think are important and necessary and ignoring or deliberately breaking those what are not.
   b. Being a good citizen and living by the laws and customs of our nation and working to solve our country's problems.

c. Letting other poeple do what must be done to govern our country, as our vote doesn't count that much anyway.
d. Dodging a draft call and fighting the local law.
e. Shoplifting for the fun of it.

5. **To obey the Scout Law** - What does to obey the Scout Law mean?

a. Playing the rule of the game of Scouting.
b. Obeying the twelve points of the Scout Law and using them as signals for guidance when it is hard to decide what to do in everyday life.
c. By doing a good turn daily to prove you are a good Scout.
d. Doing your part to make this a happier world.
e. Taking an active part in the activities listed in items a, b, c and d.

6. **To help other people at all times** - What does to help other people mean to a Scout?

a. The help you give to someone is important to that person. But it is even more important to you. You become a better person when you help others.
b. The help you give another person is important to you because you may get a medal for it.
c. It is just another rule to follow in the club.
d. It is an easy way to get people to support your troop.
e. None of the above items apply to this question.

7. **To keep myself physically strong** - What does this phase mean to a Scout?

a. It means having big muscles.
b. It means being able to bully others.
c. It means keeping your body healthy, able to stand up to disease and carry on when the going gets tough.
d. It means being able to impress the girls with your physique.
e. It means being able to take drugs and no one knows it.
f. None of the above items apply to the question.

8. **Mentally awake** - define mentally awake.

a. Words describing this are sharp, alert, and bright.
b. When you are mentally awake you see, hear, smell and even feel things others don't.
c. You remember things better when you are mentally awake.
d. Developing your brain by striving to increase your knowledge and by making the best use of your abilities.
e. All of the qualities mentioned above apply to the definition.

9. **Morally straight** - What does morally straight mean to a Scout?

   a. Use of coarse and profane language is a must to impress people.
   b. Knowing what is right, but doing something else instead, or knowing that you shouldn't do something but doing it anyway because nobody will find out.
   c. Showing little or no respect for laws or other people.
   d. Living, acting and speaking in a way that marks you as a boy who will grow up to be a man of good character. You are honest, clean in speech and actions, thoughtful of the rights of others, and faithful to your religious beliefs.
   e. None of the items above apply to the question.

Answers: 1) E, 2) B, 3) A, 4) B, 5) B, 6) A, 7) C, 8) E, 9) D

ARROW OF LIGHT AND ADVANCEMENT CEREMONY
Akela's Life Story

Equipment: Ceremony board or log with three small candles and one large candle; tom-tom; artificial camp fire.

Setting: Akela enters and walks behind the fire. Akela gives the Cub Scout sign and tom-tom beating stops. He lights the large candle to represent the Spirit of Akela.

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." He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trip into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the way to food. (At this point, Akela lights the small Wolf candle using the large 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 the following braves are ready for advancement in the Wolf Clan of Akela's tribe. (Akela calls names of the boys receiving Wolf badges and arrow points. They come forward and stand before the campfire. Akela presents awards.)

Narrator: Then from the big, kindly bears, he learned the secret names of the trees, the calls of the 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 into the Bear Clan of Akela's tribe. (He calls forward the 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 the 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 calls the names of the 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."

Akela: From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light," the highest award in Akela's tribe. (He calls forward the boys who have earned the Arrow of Light Award.) From the four winds, Akela hears that you braves are doing well along the trails that will lead you into Boy Scouting and the highest trail of all, that of the Eagle. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise.

ARROW OF LIGHT

The following instructions are for the painting the "Arrow" for the Arrow of Light Ceremony.

1. Preparation: Several dads work together to decorate the arrow which is a single award signifying each boys individual awards in the Cub Scout Program.
2. Instructions: Select a wooden arrow (suggested length: 23 inches) Remove the fiinish and all other markings with the use of paint or varnish remover. Be sure to keep the stripper away from the feathers because this will also dissolve the glue holding the feathers. Allow the arrow to dry before continuing.

Do your layout first; some adjustments may be necessary.

Start from the feathered end.

Measure in 1", paint 1" light blue band around the arrow symbol for BOBCAT.

To make a neat project use masking tape when laying it out, it will take more time but the results will be worth it.

Skip 1/2 inch, paint 1" red band around arrow - symbol for WOLF.

Skip 1/2 inch, paint 1" band gold for GOLD Arrow Points.
Paint silver bands to represent each of the SILVER Arrow points earned under the Wolf badge.

Skip another 1/2 inch, paint 1" band of aqua - symbol for BEAR.

Skip 1/2 inch, paint 1" bands of GOLD and SILVER for their arrow points earned as a Bear.

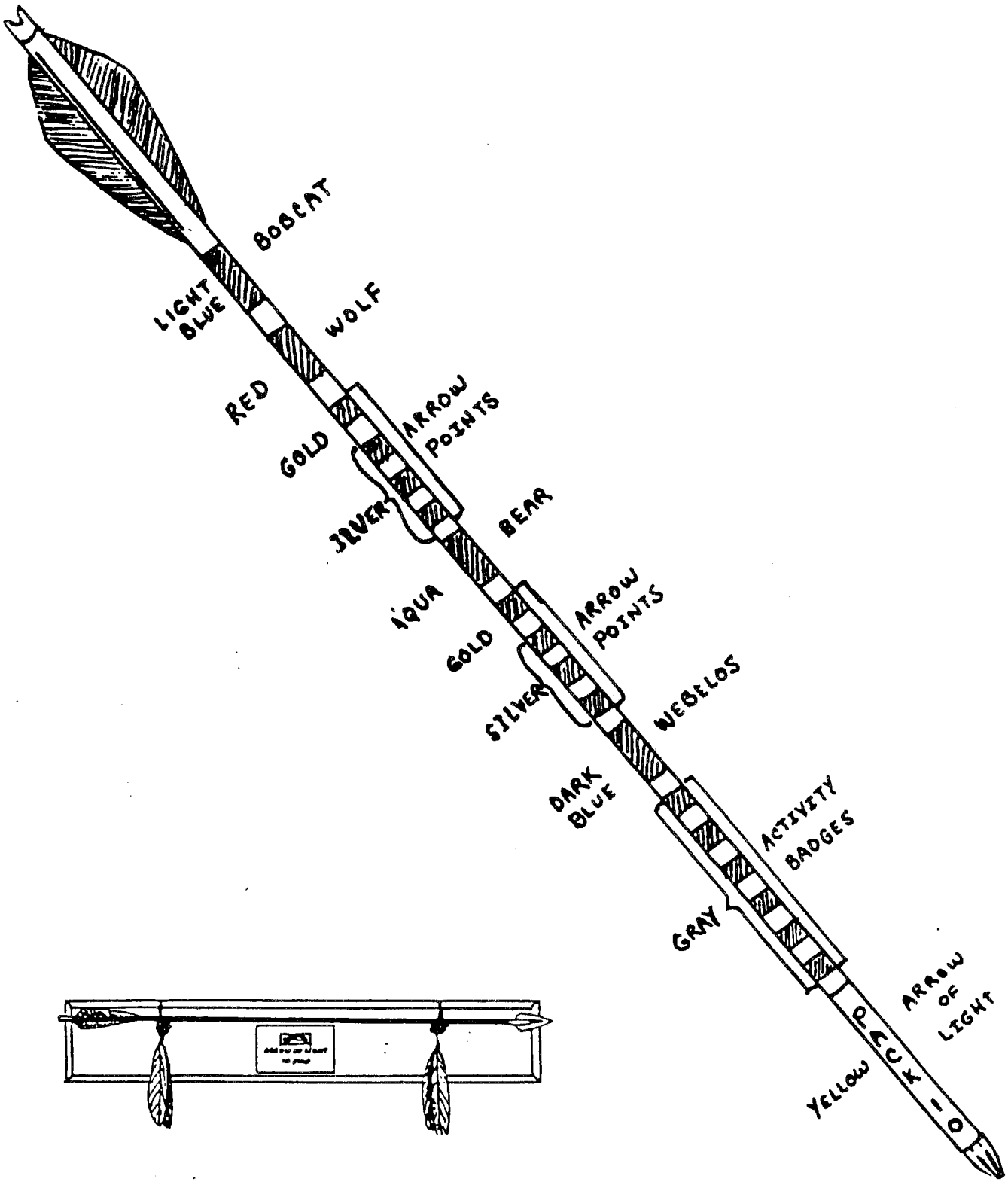
Then skip 1 1/2 inch, paint 1 1/2 inch band around arrow dark blue - symbol for WEBELOS.

Skip 1/2 inch, paint 1/2 bands of gray around arrow for every activity badge earned.

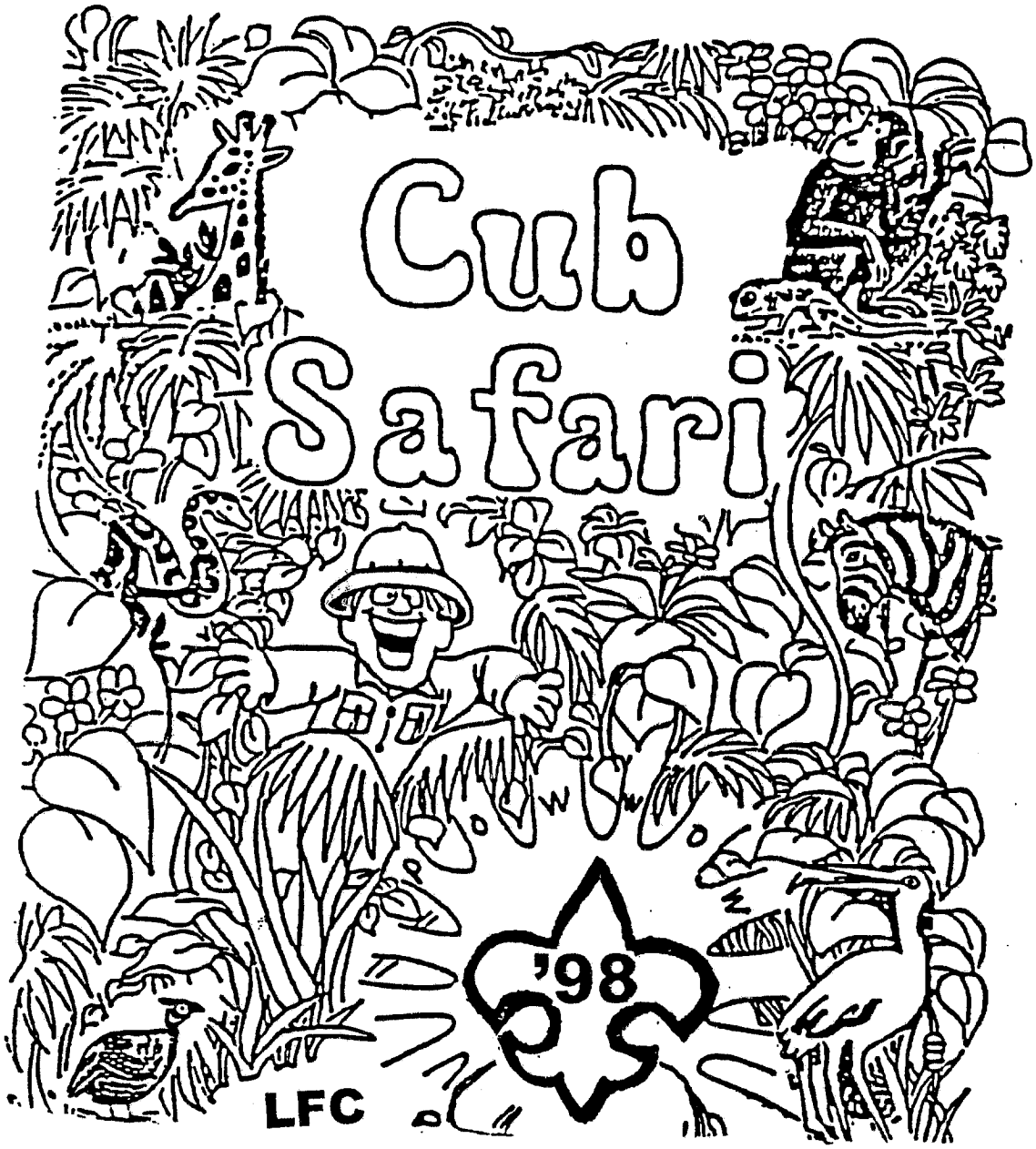
After the last activity badge skip 1 1/2" and make a 3" yellow band - symbol for ARROW OF LIGHT

Cover the bare wood with a thin coat of polyurethane varnish and let dry.

An appropriate ceremony for this prop is on page 100 in the "Staging Den And Pack Ceremonies"


BOBCAT
LIGHT BLUE
WOLF
RED
GOLD
ARROW POINTS
SILVER
BEAR
AQUA
GOLD
ARROW POINTS
SILVER
WEBELOS
DARK BLUE
ACTIVITY BADGES
GRAY
ARROW OF LIGHT
PACK-O
YELLOW

CUB SAFARI



LAST FRONTIER COUNCIL
1998 POW WOW

October 24, 1998

Dear POW WOW Participant;

Welcome to "Cub Safari"! We are so excited you have joined our safari into the jungle as we look for excitement and adventure with the Tigers, Wolves, Bears and Webelos. There are many challenges along the path but our excellent staff is eager to arm you with the just the right resources to make this safari adventure the journey of a lifetime! They have searched far and wide for new ideas, activities and ceremonies. They have left no stones unturned, no trees unclimbed and no bridge uncrossed to bring new ideas to this "Cub Safari"! Our goal is to make your job as a leader of boys fun, exciting and successful. Pow Wow is a place to get charged up, make new friends, renew old friendships, learn new skills and ideas, discover hidden talents and have fun! We love to have fun, but our fun has a very important purpose **- to provide a quality program for the boys!**

This year has been an exciting adventure for both of us. The staff has worked diligently for several months to prepare for "Cub Safari 1998". They have done an outstanding job! **Thank you** for your hard work and commitment to the success of Pow Wow.

There are several staff members who deserve special recognition for going above the call of duty to ensure that this day is a huge success. A **BIG THANK YOU** to Linda Deason, our Vice-Chair, for her dedication and hard work; to Mary Cope and her book committee for putting in endless hours to prepare the book; to Debbie Levick, promotions chair, for her creative ideas, suggestions and guidance; to Eliot Schechter for staying on top of registration; and to Theresa Lander, Council Cub Scout Training Chair, for her guidance and support. In addition, special thanks to the Council office and support staff in Oklahoma City and Lawton. They have been very supportive of this event and have gone out of their way to help us. Also a **BIG THANK YOU** to Art Koenig, our Staff Advisor. Art was quick to respond to our requests and keep us on track. Thank you Art for hanging in there with us.

Last, but not least, **SPECIAL THANKS** to our families, for their patience and understanding over the past year. They sat through numerous late night meetings and devoured more than their fair share of fast food as we prepared for the great "Cub Safari"!

Now it is time for us to share our fun with you. So sit back, relax, and experience all there is to offer on our "Cub Safari" into the jungle.

Yours in Scouting;

Michelle Gee Cindy Rogers

Michelle Cindy

LAST FRONTIER COUNCIL, BOY SCOUTS OF AMERICA

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Lawton Fax (405) 357-3635 • Lawton Toll Free (888) 357-3633

Dear Fellow Scouter,

It's a jungle out there!

The world in which today's youth are growing up can be a very scary place. There are many perils facing them, as you well know.

That's why it's more important than ever that Scouting succeed in its mission of developing character, citizenship, and fitness in young people. People like you, caring adults who make a difference, are the most vital ingredient in Scouting.

So, ***Cub Safari*** is a great theme for this year's Pow Wow. We're off on an exciting adventure, learning how to be better leaders who are more able to be what boys need us to be: Excellent guides for them on the road of life!

Thank you for taking the time to be a trained Scouting volunteer!

Sincerely,

Paul

Paul R. Moore
Scout Executive

Fall 1998

I AM A DEN LEADER

I am a den leader.

I own a hot glue gun, a ring toss game, an American flag, and a 12-passenger van.

I know all about tour permits, permission slips, and registration forms.

I save bits of string, scraps of lumber, old tin cans, and a whole garage full of newspapers.

I am a den leader.

I get excited over paper sack kites that really fly, boys who remember to bring their books, and first aid kits that finally sell.

I laugh at Boy's Life jokes, cheer for my den kickball teams, sing Frankenstein songs at pack meetings, and once wept with a Cub who just found out his parents were getting a divorce.

I am a den leader.

I have bribed new Cubs through the Bobcat trail, herded unruly boys along library tours, puffed my way up steep mountain tracks, and panicked when I looked down the other side. I have threatened to quit more than once.

But I am still a den leader.

My patch says I'm "Trained", but I know I still have a lot to learn from district and council leaders, Cubmasters, other den leaders, and especially my boys. And I still have one more lesson to teach. I will not give up, especially on any of my boys.

So I am still a den leader.

I like to think there is a special place in heaven reserved for den leaders. Surely they would have a need for bird feeders and barometers and someone who could love a dirty-faced Cub Scout.

I hope when I die there's a hot glue gun plugged in and waiting .....

For I am a den leader!

Julie H. Erickson
Lake Bonneville Council
Weber View District
Pack 64
Ogden, Utah

A special THANK YOU to the following individuals and organizations for their support of the 1998 POW WOW!

Reid Printing

Xerox Corporation

The Copy Stop

Pizza Shuttle

FAA Mike Monroney Center

Bob Hopper

Dixie Gilbert

Last Frontier Council Staff

MONTHLY THEMES AND ACTIVITY BADGES

NOVEMBER 1998	STOP THE PRESSES	Craftsmen*/Citizen*
DECEMBER 1998	LET'S CELEBRATE	Craftsmen*/Citizen *
JANUARY 1999	CUBSTRUCTION	Fitness/Readyman
FEBRUARY 1999	BALOO AND GOLD	Scholar/Engineer*
MARCH 1999	GATEWAY TO THE ORIENT	Handyman/Engineer*
APRIL 1999	POLLUTION SOLUTION	Sportsman/Athlete
MAY 1999	LEGENDS AND LORE	Outdoorsman/Family Member
JUNE 1999	TRAILS, TREKS AND TRACKS	Traveler/Artist
JULY 1999	OUR NATIONAL TREASURES	Aquanaut/Geologist
AUGUST 1999	SPLISH! SPLASH!	Naturalist/Forester
SEPTEMBER 1999	HEY LOOK US OVER	Communication/Scientist*
OCTOBER 1999	CALIFORNIA GOLD RUSH	Showman/Scientist*
NOVEMBER 1999	DISCOVER OUR FAMILY HERITAGE	Craftsmen*/Citizen*
DECEMBER 1999	HOLIDAY MAGIC	Craftsmen*/Citizen*
JANUARY 2000	DOES NOT COMPUTE	Fitness/Readyman

ADDITIONAL RESOURCES

DISCIPLINE IN THE DEN

TIGER CUBS

WEBELOS

WEBELOS OUTDOOR COOKING

WORKING WITH WOOD

LEATHERWORK

WHITTLING CHIP

KNOTS

* *Activity Badge continues for two months.*

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Vice-Chairman - Linda Deason

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Hospitality	Cinda Nabinger
Photography	David & Crystal Walk
Physical Arrangements	Dennis Deason
Promotions	Debbie Levick
Registration	Eliot Schechter

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Pack Administration	Dennis Deason
Pizzazz	Carmen Andrews
Showtime	Dana Bishop
Skills	Zada Sery
Webelos	Jan Schechter

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Committee Chair – Mary Cope

Ken Cope
Linda Deason
Carolyn Higgs
Jan Schechter

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Den Doodles	Vicki Sample
Discipline in the Den	Charlie & Carla Flournoy
Games & Gathering Activities	Susan Leach
Knots, Knives & Nerves	Steve Sims & Phil Rattan
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Tie Slides	Marianne Bird & Martha Black
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Trash to Treasures	Jane Cole & Fayola Ware
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Webelos Mental Activity Pins	Vicki Landberg
Webelos Outdoor Activity Pins	Diane Hodges
Webelos Outdoor Cooking	Herb Reeve
Webelos Physical Activity Pins	Marcia Messner
Webelos Technology Activity Pins	Carolyn Weber
Webelos to Scout Transition	Kathy Piper
Wood Crafts	David McEwen

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Vice-Chairman - Sandi McGivney

Kenna Green
John Keefe
Tom McGivney
Jerry Peterson
David Rahill

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Chairman – Greg Smith

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Camp Mug Branding	Joe Shorter
Commissioners	Ben Harding & Dick Oppel
Derbies & Races	Leslie Fife & Kevin Pate
Field Trips in Oklahoma	Gerald Ford
History of Cubbing	Carol Wright
Nature & Animals	Carolyn Higgs
Oklahoma City Police Department	
Oklahoma City Fire Department	
Oklahoma State Bureau of Narcotics	Mark Woodward
Project Wild	Patty Whitecotton
Tandy Leather	

STOP THE PRESSES

November 1998

FOUR CUB SCOUTS
(Tune: Three Blind Mice)

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

AKELA'S PACK

(Tune: I've Been Working on the Railroad)

We're a pack of happy Cub Scouts,
"Webelos" is our tribe.
We are waiting to be Boy Scouts,
When we become of age.
Don't you want to come and join us,
Join our happy Pack?
Don't you want to be a Cub Scout?
Come, and "DO YOUR BEST,"
(Cheer YOUR BEST)

The Humor of the First Americans
(or, What Kept the Pilgrims Grim)

MILES: Did you know that a man named Nathaniel Getty used to raise birds with unusual feathers for the Indians to make their costumes from?
ETHAN: No, but those must have been very unusual birds Mr. Getty raised.
MILES: They sure were. In fact, the Indians named their fanciest costumes after his birds. Haven't you ever heard about the "Getty's Bird Headdress"?
MILES: Do you know what the first Indians called the outbreak of head lice they experienced after Columbus left?
ETHAN: No Miles, I don't know what they called their head lice.
MILES: They called them "wig worms
MILES: Ethan, do you know the Indians use beads from the Joweah bush to make most of their necklaces?
ETHAN: I've never heard of a Joweah bush.
MILES: Sure, the Indians would collect them by the bagful.
ETHAN: Really?
MILES: You mean you've never heard of a sack of Joweahs?
MILES: Did you know the Pilgrims were the originators of disco?

ETHAN: Oh come on, I'm not buying that one.
MILES: Of course they did! You've heard of Plymouth Rock haven't you.
MILES: The Pilgrims were really afraid of rain when they were sailing to America in the spring of 1620.
ETHAN: Why did they worry" I thought ships could sail in rainstorms.
MILES: Yes, but the Pilgrims believed that April showers sink Mayflowers.
MILES: Did you know that the first settlers were named after the food they ate?
ETHAN: What?
MILES: Yeah, they always ate pastry and corn-on-the-cob.
ETHAN: You mean they were called pastry corns?
MILES: No, they were called pie and ears!

OPENINGS

FOUR FREEDOMS

Setting: Each of four uniformed Cub Scouts holds a corner of a U. S. flag and a candle in the other. The flag is tilted son the audience can see it. The narrator stands behind the flag with his head and shoulders showing. Very solemnly he lights each candle, then returns to his position and reads narration.

Narrator: What you see here represents the past, the future. The stripes of Old Glory stand for the original thirteen colonies, the stars represent the 50 states. The Cub Scouts represent the men of future. The lights and warmth of the four candles remind us of the four great freedoms: Freedom of Speech, Freedom from Want, and Freedom from Fear. Eliminate one of these freedoms and our world would become darker and colder. (At this point, the candles are blown out by the Cubs one by one. As each is extinguished, the narrator says in turn: "Freedom of Speech, Freedom of Worship, Freedom from Want, and Freedom from Fear." When the room is in darkness, the Cub Scouts quickly shift their positions so that when the lights come on, the two Cubs are holding the flag high while the other two are saluting it.) In this world of potential cold and darkness, of rules by a few, stands the United States of America. Here the four freedoms do exist, and are an example for warmth and light for us.
Please join us in singing "God Bless America".

COMMUNICATIONS

Boy 1: Communications reach us by means of hearing, seeing and sometimes by means of tasting, smelling and touching.

Boy 2: We communicate by talking, writing, signaling, gesturing, singing, drawing and even by dancing.
Boy 3: Man has developed such devices as radio, television, telephone, computers and motion pictures to communicate with people beyond the ordinary limits of sight and sound.
Boy 4: We as Scouts can communicate to each other our love our country by joining in the Pledge of Allegiance. Will you please stand.

Games

COLLAGE

Players: 1 or more
Equipment: Newspaper, blunt scissors, plate, and notepaper for each player.

Each player cuts out words and sentences from his newspaper pages and combines them to make up his own story. In a game of several players, a theme may be decided on beforehand, or each player may make up whatever story occurs to him as he goes along, depending on what he finds.

LETTER LADDER

Players: 2 to 4

The first player thinks of any word and names its first letter only - e.g., "P" for pump. The second player thinks of any word beginning with the named letter and names its second letter - e.g., "A" for pancake. Play continues thus in thus in turn until any player completes a word to which a following player cannot add another letter to change it or to make it longer. A player who at his turn fails to do so scores 1 point and begins another word as at first. That player wins, after each has had the same number of turns, who has the lowest score.

It is best to keep the number of players small, especially with younger age groups. If many players wish to play the same game, divide them into groups of three or four.

ANAGRAMS

Players: 2 or more
Equipment: paper and pencil for each player

Each player is required to think of a 5 letter noun (limited, if desired, to animals, place names, or any other category). He then writes down the letters of the word so that they are totally scrambled, and passes his to the next player to his right. The player wins who first unscrambles. the letters and forms either the original word or any other word, using all the letters given him by his neighbor to the left. Of course, words of more than 5 letters my be used if the players so decide in advance.

Variation: Before he passes his paper to the next player, each player scrambles a list of 3 or more nouns, or a short sentence of 5 words in which each word, though scrambled, is written separately.

BLACKBOARD RELAY

Player: 2 of 6 or more players
Equipment: blackboard and chalk for each team. (a large sheet of wrapping paper, tacked to the wall, and a black marker will work great)

Players are divided into two teams. A line is drawn down the middle of the blackboard. Or, If played elsewhere than in room. two sheets of large wrapping paper should be hung at shoulder height at an equal distance from both teams; one for each. All Players sit down. Each team decides on an order in which players are to run. At the command from the teaches or referee, the first member of each team races to the blackboard, picks up the chalk, and writes the first word of a sentence that he thinks of on the blackboard or paper. He then runs back to his own team and hands the chalk or pen to the next player, who writes a second word next to the first, and so on.

CUMULATIVE COUNTING - TWISTERS

Cumulative counting - twister can be done by one person or played with a leader and group. There are two ways to use them as group play. In the first, the leader would give the new line and point to an individual who is to recite. In the second, the entire group responds together. The leader gives each new line to the group and they repeat the sets together. Either way it is played, the counting-twister is recited by accumulating verse and repeating them all from the beginning as each new one is added. Example: Line 1. Line 1+2. Line 1+2+3. Line 1+2=3=4. etc., until the entire set is included. Players may also wish to invent their own cumulative counting twisters.

EASY ANIMALS

1. One old owl.
2. Two tiny toads.
3. Three thriving thrushes.
4. Four frolicking fawns.
5. Five fine fish.
6. Six slinky snakes.
7. Seven slithering seals.
8. Eight eager eagles.
9. Nine nesting nightingales.
10. Ten terrible tigers.

For additional fun and practice, say each line three times before saying the next line!

CITY FIND IT SCAVENGER HUNT

Take a walk through the neighborhood or through a historic area of your city. The items on the list need to be able to be found in the area you're walking in. The list could include: a traffic light, a restaurant that serves a particular kind of food, a taxi, a pigeon, a penny on the ground. You will want to map out your walk and then decide on what to find. Don't forget to take pencils for the children to check off what they found.

SONGS

IT'S JUST NO USE
(Tune: Row, Row, Row Your Boat)

Watch, watch, watch TV
Till my eyes are red,
Oh, why am I so stupid?
I should have gone to bed.

Flip, flip, flip that dial,
Looking for something good.
Why can't I just turn it off,
Like I know I should.

Save, save energy,

Everyone does cry,
But if they take away TV
I'm sure that I will die.

COMMUNICATIONS ROUND
(tune: Are You Sleeping)

Are you sleeping , are you sleeping,
Billy Smith, Billy Smith?
The telephone is ringing
The telephone is ringing
Answer it, answer it.

Roll the presses, print the paper,
Read the news, read the news.
Delivery on schedule.
Delivery on schedule.
Worn -out shoes, worn-out shoes.

See a movie, see a movie,
See a show, see a show
Have a bag of popcorn
Have a bag of popcorn
It helps you grow; it helps you grow.

THE LATEST NEWS
(tune: Are You Sleeping)

Extra, extra, read the latest
Monday's news, just off the press
What's today's disaster?
Cub Scouts worked with plaster
What a mess, What a mess.

Extra, extra, read the headlines
This week's new. What's the score?
Hurricane hits Elm Street,
16 muddy Cub Scout feet
Track the flour. Leader sore.

Extra, extra, here's your paper,
Read about the latest riot.
8 Cub Scouts as Indian braves
Stomp and dance and yell and rave
Won't keep quiet. Won't keep quiet.

Extra, extra, what's today's news?
Is it sad? Is it bad?
8 boys join the Webelos den
Leader can relax
We're so glad! We're so glad!

COMMUNICATION
(tune: You Are My Sunshine)

Communication gets information,
Across to people both far and near.
May be letter, a TV program,
Or a radio that you hear.

Communication is conversation
Between two people or maybe more.
By telephone or walkie-talkie, or a
neighbor standing at your door.

Communication can cross as the nation,
Or as the ocean by satellite.
The world seems smaller, news travels
quicker than we ever dreamed it might.

SKITS

ROVING REPORTER

Characters: 5 Cub Scouts

Reported: Good evening, ladies and gentlemen. Here's your roving reporter with another man- on-the-street interview. Tonight, we are going to talk about mountains. Here's a man right here. How do you do, air, can you tell me what is your impression of mountains?

Man #1: "HIGH!"
Report: Hi, yourself. Now tell me, what is your impression of mountains?
Man #1: Just like I said, "HIGH!"
Reporter: Oh! Ha, ha, ha. My mistake. When you said "High," thought you said "Hi!", get it? Oh well, lets talk to someone else. Here's a man. Tell me, Sir, how do you feel about mountains?
Man #2: Well, I've never been there of course, but if I had to feel about mountains, I'd do like always, feel with my fingers.
Reporter: Ha, ha, ha, ha. Seems we have some jokester's about today. Well now, let's try our questions on this little boy here. Tell me, sonny, have you ever gone over the top of a mountain?
Small boy: Yes, sir, lots of times.
Reporter: My, I'm surprised to hear that, must have been a hard trip for a youngster, actually to go clear over the top of a mountain.
Small boy: Oh! No, sir, we were in an airplane.
Reporter: (to himself) This is getting ridiculous, but I'll, try one more time. How do you do, sir, may I ask you question?
Man #3: Why sure, what's your problem?
Reporter: Tell me sir, what's your impression of life in the mountains?
Man #3: Well., from what I hear, it's a lot like an umbrella.
Reporter: An umbrella? I don't quite understand what you mean.
Man #3: Yup, like an umbrella. Life in the mountains is either up or down.
Reporter: Sorry, folks, some days you can't win!

ACHIEVEMENT PARADE

WOLVES: "Ahooooo"
BEARS: "Grrrrr"
WEBELOS: "Let's go camping"
LEADERS: "I'll help"

THE PACK THAT ADVANCEMENT BUILT:

"Congratulations, boys."

Once upon a time, there was Cub pack. Not a large pack, in fact, not even a small pack. Just a medium-sized pack. There were WOLVES and BEARS and WEBELOS. But they stayed WOLVES and BEARS and WEBELOS. And that's why the pack stayed a medium-sized pack.

One evening, all the LEADERS got together at the monthly pack LEADERS meeting to figure out why their pack stayed medium-sized. One den leader thought it was the PARENTS fault. One den LEADERS thought it was the boys fault. One den LEADER didn't know whose fault it was!

But one den LEADER thought that the reason their pack stayed medium sized was advancement! They had no advancement! So all the LEADERS put their heads together and began to promote advancement. Soon, they were becoming THE PACK THAT ADVANCEMENT BUILT.

Their WOLVES became BEARS and their BEARS become WEBELOS and their WEBELOS advanced to scouting. Soon the LEADERS were happy, the PARENTS were happy and the boys were especially happy. They grew from a medium-sized pack to a larger, stronger pack. And with the LEADERS help, and PARENTS help, the WOLVES and BEARS and WEBELOS help, they really were the PACK THAT ADVANCEMENT BUILT!

THANKSGIVING

FATHER:	Stand up and say "When I was your age son
CAR:	Stand up and say "Chuga, chuga, chuga"
FARMER:	Stand up and put hands in suspenders and say "Where's my horse"
TURKEY:	Stand up and say "Gobble, gobble, gobble"

Once upon a time, just before Thanksgiving, a FATHER, a mother, and a Cub Scout climbed into the family CAR and drove into the country. They were looking for a FARMER standing in a yard with a TURKEY.

Turning into the yard, the FATHER stopped the CAR near the FARMER and the TURKEY. They all got out of the CAR and the FATHER purchased the TURKEY from the FARMER. Now, if you will remove the TURKEY'S head, we will get into the CAR and drive home," said the FATHER to the FARMER.

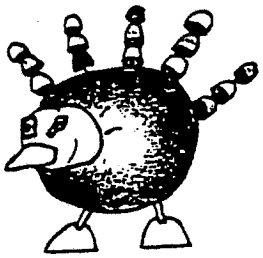
As the FATHER, the mother and the Cub Scout were riding home in the CAR an amazing thing happened! The TURKEY, although its head had been removed by the FARMER, began to speak! "Please don't eat me for Thanksgiving," the TURKEY pleaded. "I will make a fine pet for you," he told the Cub Scout. The FATHER, the mother and the Cub Scout talked about this astounding request as they rode home in the CAR.

And so it happened that the TURKEY joined the FATHER, the mother and the Cub Scout in their Thanksgiving dinner of hamburgers and French fries.

The TURKEY became a very good pet as it did not chase CARS, cats, fire hydrants, the FATHER enrolled the TURKEY at the University of Missouri, as everyone knows, with a good education, it is much easier to get a head...

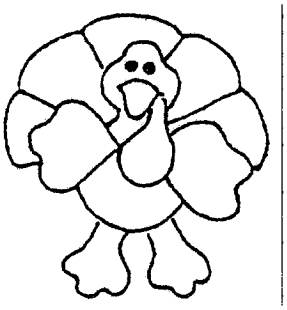
CRAFTS

APPLE TURKEYS



These edible turkeys are very "appealing." To make an apple Turkey remove the stem from an apple. For a head, insert one end of a toothpick into a large marshmallow and the other end into the apple. Use vanilla icing to attach two raisin eyes and candy corn beak for the head. For feathers, slide assorted, small gumdrops onto several toothpicks: then insert the toothpicks into the apple. For feet, insert each of two toothpicks into a large gumdrop; then insert the other end of each toothpick into the bottom of the apple.

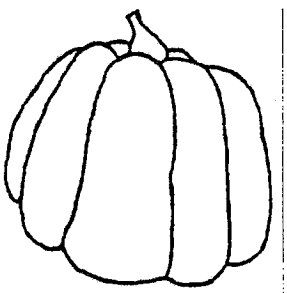
TURKEY TIE SLIDE



Fun foam:
Brown
Red
Orange
Yellow
1 " piece of 5 / 8' PVC pipe
2 3mm, wiggle eyes

Using patterns, cut body and wings from brown foam, I tail piece and wattle from red foam, beak, 2 tail pieces and 2 feet from orange foam and 2 tail pieces from yellow foam. Lay tail pieces out per drawing starting with yellow, then orange, red, orange and yellow. Glue body section on top of tail. Glue wings in place. Glue on eyes, wattle, beak and feet. Glue PVC pipe to back.

PUMPKIN TIE SLIDE



Orange fun foam
Orange marker
Green marker
3/4" piece of 5/8" PVC pipe

Cut pumpkin from orange foam. Draw on lines with orange marker and stem with green marker. Glue PVC pipe to back.

INVISIBLE INKS

One of the ways to send a secret message is to write it in invisible ink. A friend will know how to make the message become visible by heating the paper as we will explain. George Washington's spies sometimes used invisible ink. It is easy to prepare because it can be made from things you have in the house. Here are some:

Lemon Juice Ink - Squeeze the juice of half a lemon into a small dish or grass. The lemon juice makes an excellent invisible ink. Orange juice and grapefruit juice ink can be made in the same way.

Sugar Water Ink - Put half a teaspoonful of sugar into half a glass of water and stir until the sugar is completely dissolved.

Onion Juice Ink - Peel a small onion, grate it into a pulp, and let the pulp stand in a small dish or glass. At the end of several minutes you will see that part of the pulp has become liquid. This liquid is a good invisible ink.

The best way to a write with invisible ink is to use an ordinary pen point. Be sure it is clean before you dip it into your ink. A toothpick makes a good pen too, but you will have to dip it into the ink after each word you write as the toothpick will not hold very much ink.

You can write on any kind of white paper good for regular ink. When you stop writing for a moment put a finger on the last word. Paper with lines help you keep writing straight.

TO MAKE IT VISIBLE

Heat the paper. Hold the paper against the hottest part -- that is against the top of a lighted 60 - watt bulb. In less than half a minute your writing will begin to appear. The writing will be brown. Move the paper around until every part of it has become warm and all the writing has become visible. Do not hold the paper against the bulb too long or hold the paper will turn brown, too. Or hold the paper near a fairly hot electric iron or the paper, a part at a time, over the slots of a pop-up toaster.

You can also send invisible messages by writing with invisible ink between the lines of an ordinary note. Try writing them in code so even if someone knows about invisible ink they will not know the code.

CEREMONIES

SURVIVE THEY DID

STAGING: One or more Pilgrims, one or more Indians, Cubmaster as pilgrim, Assistant Cubmaster as Indian.

PILGRIM: The Pilgrims came to America so they could worship as they chose. The new world was not easy. Many things had to be learned and endured so they could survive the first year.

INDIAN: Survive they did, with the help of the Indians. The red man showed the Pilgrims how to grow corn and how to survive.

PILGRIM: After their first year in the new world, the Pilgrims gave thanks and celebrated with a great feast.

INDIAN: The Indians were invited and came to help celebrate with their paleface brothers. We were different, but the same, we were brothers in this land that became known as America.

PILGRIM: Just as the Pilgrims and Indians gathered, we are here tonight for a celebration. We give thanks for what we have and celebrate the accomplishments of our Cub Scouts. The Pilgrims and the Cub Scouts had to work for what they got.

INDIAN: Our Cubs, like the Pilgrims, had to learn new skills and crafts. While the Pilgrims had the friendly Indians to help them, our Cubs have their parents and leaders to help them.

PILGRIM: We have Cub Scouts that have a special reason to celebrate because they have achieved the Bobcat Rank, the first rank in Cub Scouts.

INDIAN: Will the following Cub Scouts and their parents please come forward to our celebration. (reads names)

PILGRIM: When the Pilgrims first arrived in the new world, they were like our new Bobcats. They were new and did not know what to expect. They met people that were different than they were. The Pilgrims and our Bobcats had faith and the ability to learn. Parents, I have the honor to give you the Bobcat rank so you may present it to your son. (parents presents badges)

INDIAN: Will the following Cub Scouts and their parents come forward to join our celebration. (reads names)

PILGRIM: These Cub Scouts are celebrating tonight because they have gone beyond the Bobcat and have earned the Wolf Rank, the e second rank in Cub Scouts. These scouts, like the Pilgrims, soon got to work after they arrived and learned to do many things. Their skills were crude but their faith was strong. Their tests were harder, their accomplishments were greater and their reason for celebrating is larger than when they were Bobcats just starting to learn. Parents, I give to you the Wolf Rank badges for you to present to your sons. (continue in same manner for Bear and Webelos Ranks)

CLOSINGS

IT HAS TO START SOMEWHERE

When you repeat the Cub Scout Promise, the words "Do My Best" are often lost among other important words. Let's stop for a minute and really consider these words. "BEST" describes actions and effort well above our usual performance. You are the only person who can possibly know whether or not you have done your best. Don't you think that everyone deserves the best? It has to start somewhere, you may as well be the one to do the best first. Think about the meaning of the promise and decide you will always do you best no matter what. You will be the one that benefits the most!!

C-H-A-R-A-C-T-E-R

C - There is another kind of course that is even more important than that which was told to you in the opening of the pack meeting.

H - That is the CHARACTER course.

A - Your character is being formed right now.

R - By what you do and what you don't do.

A - Many of your actions will be influenced by others.

C - Try to set your own course.

T - Make up your mind that you will live always by the Cub Scout Law.

E - Then follow through with it.

R - Go to the top of Character Hill!!

CLOSING

Props: Large signs with inscriptions below
Personnel: 8 Cub Scouts
Setting: 7 Cub Scouts line up with plain side of card towards audience. Each Cub turns his card over so the audience can read it as he speaks his line.

Cub #1: "Bye now"
Cub #2: "It's time to go."
Cub #3: "Glad you came."
Cub #4: "See you later."
Cub #5: "Sweet dreams."
Cub #6: "Happy Cubbing."
Cub #7: "This is the end."

Eighth boy walks in front of signs and bows to the audience.

CUBMASTER'S MOMENTS

When people say "That's the way the ball bounces," they're usually the ones who dropped it.

It is unreasonable to expect others to listen to your advice and ignore your example.

It is better to teach your children the roots of labor than to hand them the fruits of yours.

LET'S CELEBRATE

December 1998

The Gift of Goodwill

SETTING: As curtain opens, 8 Cub Scouts are gathered around wrapping presents. Each boy is wrapping a gift as described in the skit.

Den Chief or Leader enters.

DEN CHIEF: Hey guys! Let me see what you are wrapping!

CUB 1: Gloves for my dad. (Holds them up)
CUB 2: An owl plaque for my mom. (Holds it up)
CUB 3: Oreo cookies for my brother, maybe he'll quit eating mine. (Holds them up)
CUB 4: A doll for my sister. (Holds it up)
CUB 5: Wind chimes for my mother. (Holds it up)
CUB 6: Ink pens for my big brother, somehow mine keep disappearing. (Holds them up)
CUB 7: A lamp for my mom. (Holds it up)
CUB 8: A lacy hankie for my grandmother. She loves waving them good-bye. (Holds it up)
DEN CHIEF: Hey, you guys really are giving Goodwill!
ALL CUBS: We hope so.
DEN CHIEF: Yes, but let me show you what I mean. (He takes poster paper and marking pen. He calls on each boy to name his gift and writes the first letter of each on the paper. This should be held where audience can see it)
CUB 1: That's all right! We're giving GOOD WILL separately together (Looks at Den Chief) Figure that one out!

Do a Good Turn

CUB 1: (Comes on stage turning around.)
CUB 2: (Comes on stage doing frontward rolls.)
CUB 3: (Comes on stage rolling over and over.)
CUB 4: (Comes on stage doing cartwheels.)
CUB 5: "What are you guys doing?"
ALL CUBS: "Don't you know a good turn when you see one?"

A VISIT FROM ST NICK

Note: (*This is best used with a fairly large group, such as at a pack meeting. It requires a narrator, who reads the script and different people in audience who spring to their feet and read phrases indicated below as their number is held up.)*

NARRATOR: 'Twas the night before Christmas, when all through the house, not a creature was stirring ... (1) BUT THE COOK MIXING COOKIES!

The stockings were hung by the chimney with care, in hopes that St. Nicholas ... (2) WOULD DARN ALL THE HOLES!
The children were nested all snug in their beds, while visions of sugar plums... (3) MADE THEM DROOL ON THEIR PILLOWS!

And Ma in her kerchief, and I in my cap, had just settled down (4) BY VISITING A PSYCHIATRIST!

When out on the lawn there arose such a clatter, I sprang from the bed ... (5) TO TELL THEM TO PIPE DOWN !

Away to the window I flew like a flash, tore open the shutters ... (6) AND THREW THEM ON THE DYING FIRE!

The moon, on the breast of the new fallen snow, gave a luster of midday... (7) ON THE BICYCLE WE FORGOT TO PUT UP!

When, what to my wondering eyes should appear, but a miniature sleigh... (8) WITH A 5-SPEED TRANSMISSION!

With a little old driver, so lively and quick, I knew in a moment... (9) IT WAS THE ROTO ROOTER MAN

More rapid than eagles his coursers they came, and he whistled and shouted (10) AND RAISED HIS BLOOD PRESSURE!

Now Dasher! Now Dancer Now Prancer and Vixen! On Comet! On Cupid! ... (11) ON SAUERKRAUT AND WIENERS!

To the top of the porch, to the top of the wall, now dash away, dash away . . . (12) AND A DASH OF TABASCO SAUCE!

As dry leaves that before the wild hurricane fly, when the meet with an obstacle ... (13) AND PILE UP ON YOUR FRONT PORCH!

So up to the housetop the courses they flew, with a sleigh full of toys ... (14) AND MILLIONS OF NINTENDO GAMES!

And then in a twinkling, I heard on the roof,
the prancing and pawing ... (15) OF A TAP-
DANCING TV REPAIRMAN!

CLOSING CEREMONY

ARRANGEMENT: 9 Cub Scouts enter, one by one, carrying large cards with a letter painted on them. Each recites his lines and lines up, to ultimately spell the word Christmas.

C is for Christ, whose birthday we observe
H is for Happiness to those who serve
R is for Reverence and a prayer from above
I is for Incense, a Wise Man gave in love
S is for Snow, a blanket so pure and white
T is for Time as it stands still tonight
M is for Mary: the mother of the babe
A is for Answers, as we search for the light
S is for a Star, shining brightly tonight.

Please join us in singing "Silent Night".

OPENING CEREMONY

This ceremony is introduced by the den chief, who explains that the audience is to respond by doing as the boys say. The boys hold cards which spell out the word G-R-E-E-T-I-N-G-S ... Each holds up his card as he speaks his line.

G - Glad to see you are here tonight.
R - Reach out your hand to a friend left or right.
E - Everyone smile and shake his hand.
E - Everybody smile and nod at another friend.
T - Together now, stand up on your feet,
I - I'd like for you all to take your seat.
N - Now that we're all friends, we'll start the show
G - Good Will is a feeling we all like to know.

S - So now we say greetings to everyone. We've tried to spread goodwill, and that we have done. So Cubmaster I our program's begun! (Boys motion for Cubmaster to come on stage)

SUGGESTIONS FOR CHRISTMAS ADVANCEMENT CEREMONIES

An adult, dressed as Santa, could arrive with his pack on this back which contains the awards to be presented. It is a special treat to receive an award from Santa himself.

Make a large paper mache' snowman to hold the awards. Awards could either be put in snowman and removed from an opening cut in this back, or they could be fastened to a long scarf around this neck.

Awards could be taped to large cardboard cut-out ornaments which decorate a Christmas tree. When a boy; s name is called, he goes to the tree and finds his ornaments.

A large paper mache Christmas stocking could set on head table to hold awards, or a large knit or felt stocking hung from a sock fireplace. Santa makes presentations.

CLOSING THOUGHT

A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of your. No one needs a smile quite as much as a person who has none left to give. What better way to spread good will.

SONGS

TOMMY THE CUB SCOUT
(Tune: Frosty the Showman)

Tommy, the Cub Scout Was a very happy boy With a uniform of blue and gold And a den that gave him joy.

Tommy, the Cub Scout earned his badges one by one. he did his best and he met the test; A good citizen he's become.

He helps out other people
When he sees they need a lot.
He does his chores around the house
And he feeds his dog named Spot .

Tommy, the Cub Scout Does his duty willingly. Someday he'll join a Boy Scout troop And a fine man he will be.

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.

I've got that Cub Scout spirit deep in my heart, I've got that Cub Scout spirit down in my feet, I've got that Cub Scout spirit all over me...

JOY TO THE CUBS
(Tune: Joy to the World)

Joy to the world, our Cubs are here. Let all the pack rejoice. Their badges they have earned today Award them now without delay Let all the pack now cheer. Let all the pack now cheer. For those Cub Scouts who advanced today.

SANTA
(Tune: BINGO)

Sing song through six times, the first time just spelling out the name S A N T A; second time, spell out first four letters and clap the A etc.

Every Cub Scout has a friend and Santa is his name, sir S-A-N-T-A, S-A-N-T-A S-A-N-T-A and Santa is his name.

Making snowman tonight For the whole world to see I'm happy just playing In the snow.

I'M PLAYING IN THE SNOW
(Tune: I'm Singing in the Rain)

I'm playing in the snow. I'm playing in the snow. What a glorious feeling It's snowing again.

Making snowman tonight For the whole world to s I'm happy just playing In the snow.

TINY PINATAS

Fill these little pull down pinata with candies or toys. Each pinata is a cup from an egg carton, painted with poster paint. Cut a three inch fringes of tissue paper and glue it around inside of rim. Tie a knot in the end of a length of yarn and string it through egg cup - Fill cup and secure contents with a strip of tape. String the pinatas on a pole covered with crepe paper streamers and hang it just out of reach. Attach yarn to pole with tape so pinata will release when pulled.

CANDY GIFTS

Items needed:

Candy
Peppermint stick candy cane
Nylon netting
Bow

Cover candy pieces in plastic wrap and then tie in a large square of nylon netting. With a bright bow, tie the pack to a jumbo peppermint stick candy cane.

CHRISTMAS LANTERNS

In Mexico people often light their houses at Christmas with simple tin lanterns. They're decorated with lacy patterns of punched holes. Candlelight glowing through the holes creates dozens of flickering stars.

If you save up an assortment of tin cans and buy a few aluminum funnels, you can make Christmas lanterns for friends and family. The tin is easily pierced with a hammer and nail if you first freeze water in it.

Cans without ridges are easiest to punch. Fill each one with water to ¼ inch below the rim and freeze.

Cut up paper bags to make patterns that will fit around the cans. Draw designs on the paper to follow as you punch the holes.

Lay the cans of frozen water on a towel. Wrap the patterns around the cans and tape them down. Hammer evenly spaced nail holes through the lines of the pattern.

You don't have to try to freeze water in the funnels; they're sturdier. Just use a very sharp nail to punch a simple design. Leave the funnel tops on.

In each punched can place a small candle and holder (votive candles in glass jars work well). Place the funnel, upside down, over top.

SCULPTURES

These sculptures are made from assorted nails, screws, nuts, bolts, etc. glued together.

DINOSAUR: For the body, use a drapery hook. Bend up to form neck. Attach nail for tail. Use nails, screw or bolts for head and legs. Invert tacks along back and top of head.

HORSE: Use nails for body, legs, head, neck and tail, bending nails for front legs and tail. Invert tacks for mane.

BUG: Use a washer for body with a nut for the head. Attach staple for antennae. Bend nails for legs.

Use household cement to glue parts together. Let dry.

Use clay to prop legs and other parts while glue is drying.

For finishing touch, apply liquid solder at joints and allow to dry. Or spray paint sculptures if desired.

Everyone likes to display pictures of their travels. Make this simple picture holder to put on your dresser or desk.

PICTURE HOLDER

Using a hole punch, punch two holes in 4 or 5 butter tub lids. The holes should be directly across from each other and near the edge. Tie the lids together in a row with colored yarn. Glue or tape your favorite pictures to the inside of the lids. You can decorate around the edges with yarn, ribbon, rick-rack, sequins, etc.

TRIMMING THE TREE

SETTING: A tree is waiting to be trimmed. Lights have been connected and strung on tree, but are not lighted. Several Cub SCOUTS stand around the tree, holding ornaments. Leader or Den chief also takes part.

LEADER: (Holding up a large star and facing tree.) 'You bring us the fragrance of-the woods Christmas tree. In every needle of every twig of every branch you have locked the tang of the Wind and sun and snow and rain. You bring us the freshness of the outdoors the essence of life everlasting. Here -is a star for your top, to keep you from being lonesome for the stars in the sky. (Attaches star to top of tree.)

1st BOY: (Holding yellow ball ornaments.) And here are golden suns, Christmas tree, to make up for the sun that shone above your head by day. (Attaches balls to tree.)

2nd BOY: Coming forward with silver balls.) And here are silver moons, to replace the changing one that sailed above by night. Attaches ornaments.)

3rd BOY : (Holding assorted color balls.) And here are other shining Ornaments to remind you of rainbows, and sunrises in the east and sunsets in the west, and the northern lights flitting across the sky. (hangs ornaments.)

4th BOY: (Holding assorted color ornaments.) Here are ornaments of many colors to take the place of the f lash of bird wings in your branches. (Hangs them.)

5th BOY: (Holding tinsel.) And here is tinsel, like rays of sunlight, like the glitter of ice like the sparkle of water. (puts tinsel on tree.)

LEADER: You bring us the warmth Christmas tree, in the depth of winter. You bring us promise and cheer, in the darkness, reminding us of years ago in Bethlehem when (tree lights are switched on) the message of hope and faith. You are the symbol of light that came to us many years ago when a Child was born in a manger and we are grateful.

(All join in singing "O, Christmas Tree" or another carol.)

CHRISTMAS LULLABY
(Tune: On Top of Old Smoky)

Little Child in the manger, Shepherds kneeling close by, White lambs on the hillside, Bright stars in the sky.

Angels are singing, A lullaby to the King, All around there's sweet music, And golden bells ring.

Baby Jesus is sleeping, The world a tender watch keeps, This hour's for dreaming, Child of Bethlehem sleep.

TWELVE DAYS OF CHRISTMAS

On the first day of Christmas, My Cub Scout brought to me, An invitation to a party.

On the second day of Christmas, My Cub Scout brought to me, Two Christmas ornaments, etc....

On the third day of Christmas, My Cub Scout brought to me, Three patches to sew on, etc....

On the fourth day of Christmas, My Cub Scout brought to me, Four beads he earned, etc....

On the fifth day of Christmas, My Cub Scout brought to me, Five songs to sing, etc....

On the sixth day of Christmas, My Cub Scout brought to me, Six more things to bake, etc...

On the seventh day of Christmas, My Cub Scout brought to me, Seven shepherds watching, etc....

On the eighth day of Christmas, My Cub Scout brought to me, Eight empty stockings, etc .....

On the ninth day of Christmas, My Cub Scout brought to me, Nine good deeds, etc....

On the tenth day of Christmas, My Cub Scout brought to me, Ten minutes to rest, etc....

On the eleventh day of Christmas, My Cub Scout brought to me, Eleven loving words, etc .....

On the twelfth day of Christmas, My Cub Scout brought to me, Twelve more months of him, etc...

CHRISTMAS

Personnel: 9 Cubs each holding a large letter to spell out CHRISTMAS.

Each steps forward in turn to show letter and read lines written on back.

C	I stand for carols and for Christmas cheer.
H	I stand for holly that's hanging here. (have a string of holly hanging from the letter)
R	I stand for reindeer. I've never seen.
I	I stand for ivy of Christmas green.
S	1 stand for Santa and skates and skis.
T	I stand for tinsel on Christmas trees.
M	I stand for message to you from me.
A	I stand for angel atop a tree.
S	I stand for secrets of every size. All wrapped and waiting for eager eyes
ALL	We stand for letters that one by one, spell out a season of joy and fun.

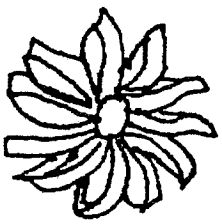
CARDBOARD ROLL WREATH AND ORNAMENTS

Use a plastic foam ring with a rounded top for the base of this wreath. Any size will do. Paint entire wreath when finished or, for a multicolored wreath, paint sections first.

First, cut 2-1/4" lengths of cardboard roll, Slit each one into narrow slices, leaving the bottom in tact as shown. Now, curve a section and glue it

over the curve of the edge. Glue other section in the same way, about 1" apart. (About 12 for a 12" wreath)

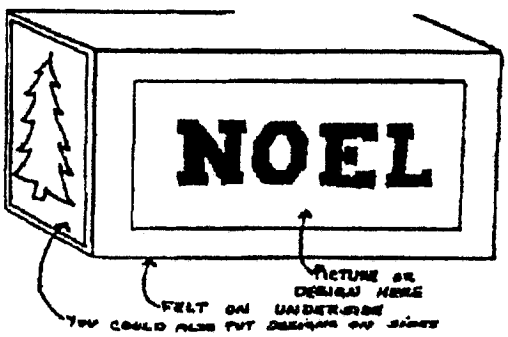
To fill in the wreath, use 1-1/2 sections that are sliced diagonally with bottoms intact (again, about 12 for the 12" wreath). Curve as before and glue between sections already on wreath. Add glitter, sequins, tiny ornaments or other trim.



The ornaments are so simple to make you could make enough of these to cover an entire tree and still have time to spare. For each ornament, use a 4-1/2" length of slanted wreath. Glue the ends together to form a ring and decorate.

BOOKEND OR DOORSTOP

Paint a brick with bright enamel. Glue felt on the bottom to protect the floor or table. Add a design, drawing, or magazine picture.



Can You Guess?

Disassemble a plant and put the different parts in boxes. Milkweed would be a good plant since you can use the pod, seeds, vine, leaves and root. Blindfold each "genius" and have them try to identify the plant by what they feel. When finished, have the Cuba paste each piece on cardboard or a thin piece of wood to show the parts of the plant. Add a picture of a Monarch butterfly.

Other things might be a fruit or vegetable with several different parts and a distinctive odor. Use the rind, seeds or pit&, flesh, cooked and raw pieces. Blindfold the participants and have them identify what they find. Mount the pieces that will not spoil and draw the parts that will spoil on poster board.

Snowflake Tie-Slide

Snowflake garland from craft store
Curtain rings

For a quick and easy tie slide, find a plastic snowflake garland at the craft store. Cut apart individual snowflakes and glue ring to back.

CUBSTRUCTION

January 1999

CEREMONIES

Opening Ceremony

Arrangement: A uniformed Cub Scout stands blindfolded, gagged and bound before the audience. The Cubmaster stands nearby.

Cubmaster: This is an American boy. The American Revolutions won him freedom. (unbinds him) The Constitution guarantees him free speech. (Removes gag) A free education gives him the ability to see and understand. (Removes blindfold) Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Please stand and join me in the Pledge of Allegiance.

WELCOME BACK - Pack Opening

(No Scenery or costumes are required. Have the performers line up on stage with each one stepping -forward as he speaks. In the seventh verse, have the boys point to the audience on the last line.)

1st Cub: Another year is starting, And we'd like to welcome you, and tell you what our purpose is, and what we hope to do.

2nd Cub: Cub Scouts is a group of boys; it helps us grow up strong, and teaches us to do what's right and fight against what's wrong.

3rd Cub: It shows us how much we can do, if we work as a team; then we'll have fun and jobs won't be as hard as they first seem.

4th Cub: We'll go on a hike and field trip, to learn of nature's wonders, so we'll respect her when we're grown and not make any blunders.

5th Cub: And we'll be shown in many ways that each man is our brother; and we will see the joy there is in helping one another.

6th Cub: We'll learn to be good citizens and, hopefully, we'll see that laws are made for all the men so each man can be free.

7th Cub: To do all this, the Cub Scouts need good leaders - this is true- that means we need the help of all of you ... and you.. and YOU!!

8th Cub: And now, to start the year off right, in a good and proper manner, we'd like you all to rise and sing our own "Star Spangled Banner".

BUILDING A BETTER WORLD

11 Cub Scouts, each holding a card with a letter on the front and his line on the back. Each speaker holds up his letter as he says his line. Last line is delivered by all.

Take a B for brotherhood, boosting for each others good
Take an E for every land to share in earth's riches everywhere
Take a T for trustfulness, trusting more, and fearing less
Take a T for teamwork, for joining hands to put things through
Take an E for equal chance for each nation to advance
Take an R for real respect in spite of race, creed or sect
Take a W for will to work for peace with faith and skill

Take an O for opportunity to keep our speech and action free
Take an R for reverence for a guiding providence
Take an L for love to spread around when need and bitterness are found.
Take a D for dignity of man devoted to a bigger plan.

(All hold letters up)
There you have it -- that is how to build a **BETTER WORLD,** right now.

CLOSING

Form a circle. With right hands raised in Cub Scout sign, Cubs Scouts repeat (as you read) the "Cub Scout Neighborhood Code"

I, _____, will do my best to be proud of my neighborhood by helping others to know the good things about my street and my community. I will try to make my neighborhood a good place to live. Be helpful in making my street attractive by setting a good example in keeping my sidewalk and grounds clean. I will not litter and will keep garbage and trash covered and picked up. Be considerate of others by not damaging public or private property. I will tell others why it is wrong to harm other people's things. Be a good neighbor by trying to be friendly and helpful to my neighbors. I will try to respect others even though they may be different from me and my family.

CLOSING THOUGHT

Every Cub Scout should accomplish something worthwhile everyday. And each day's accomplishment should be little better that the previous day's. Tonight, stand at your

window and look out into the darkness of night and ask yourself, "Have I done my best today?" Then each day, promise to do better than the day before. If we all do that, we'll have the best pack in the country.

Challenges

Cubmaster- Just as all sports played in the great outdoors are a challenge to each individual competitor, so the Cub Scout trail is a challenge to each individual Scout. Professional athletes and Olympic competitors don't just become great overnight. It takes years of practice and dedication to achieve success.

This is also true in Cub Scouting. A boy does not join a pack and then immediately receive the Arrow of Light. A boy joins a pack and begins to grow. First he must learn the Cub Scout Promise, the Law of the Pack, the Motto, the meaning of Webelos, the salute, the sign and the handshake ... and so earn the rank of Bobcat.

As he continues his growth, the challenges become more difficult but he overcomes the difficulties and reaches toward the Wolf, Bear and Webelos ranks. If he is able to maintain his dedication and hard work, he will reach the top just like the Olympic champion.

Today, our pack has several boys who are maintaining that dedication and Cub Scout spirit and are ready for their next rank advancement. Will (name) and their parents please come forward.

Genius Kit

This theme is designed to challenge the imagination of both parents and boys. A suggestion would be to put together these kits and distribute them at the previous month's Pack Meeting. The kits need to identical and have the creations brought back to the next pack meeting. At that time they could be judged or just put on display for everyone's enjoyment.

Suggested Kit items:

Copy of the rules	1 piece of cloth, 12" x 18"	1 golf tee
1 board, 1" x 6" x 18"	4' of string/yarn	10 toothpicks
1 wire coat hanger	2 spools	carpet scraps
12 tacks	4 ice cream sticks	2 screws
6 paper clips	4 washers, nuts, bolts	3 pieces of sponge
3 pieces of scrap leather	8 peanuts	12 beads

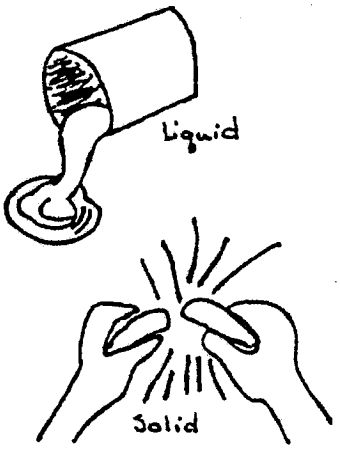
4 buttons	12" piece of 1/4" dowel	4 corks
8 nails, 1" long	1 #2 can	6 pipe cleaners

Any goofy item you can dream up to add

Rules: 1. Use only materials supplied. You do not have to use them all; but you can't add anything. 2. Cut items up any way you wish. 3. Use any tools. 4. Use your imagination and have fun. 5. Bring your "Genius Creation" to the next pack meeting.

Genius Gel

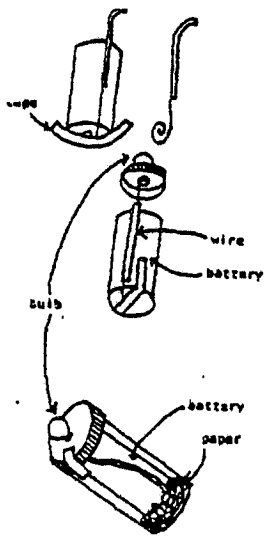
Materials: Cornstarch, water



Genius gel is both liquid and solid at the same time. To make gel measure five part cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things that can be cone with this mixture.

If a fist is pounded on the mixture, it is hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it is in quicksand! A chunk of genius gel can be broken off just like with other hard materials. But if some of the mixture is placed on a hand, it begins to drip off, just like a liquid! It can be poured like a liquid, and as it is pouring; one can crack off the drips like a solid!

Do It Yourself Flashlight



Materials: A flashlight battery, 1 flashlight bulb, 1 large plastic pill bottle with a flexible lid,
insulated wire, pocket knife, adhesive tape
This light creates a dim glow.

1. Scrape the insulation from one end of wire and form into a coil.
2. Attach the coil to the bottom of the battery with adhesive tape.

3. Cut an opening in the center of the plastic bottle lid, large enough for the base of bulb to fit through. Push base of bul through hole at top of lid.
4. Scrape the other end of the wire and wind it around base o bulb.
5. Secure it in place around side of base with a small piece of tape
6. Crumple small pieces of paper. Place enough of this int bottom of bottle so the battery fits tightly when the lid is in place (The bottom of the bulb will just touch the top of the battery.)
7. Hinge one side of lid to the bottle with tape.
8. When bottle lid is closed, bulb will light. To turn off flashlight flip up the lid with fingers.

If a brighter light is desired, find a container large enough, use two batteries. If desired, cover the outside of flashlight with decorative paper or plastic.

3-D Morse Code Neckerchief Slide

Paint molding or a piece of wood l " x 2 ". Attach a ring of some kind to the back. Spray paint green pea halves and rice (not instant) with a contrasting color. Glue on the peas (dots) and rice (dashes). Arrange as your initials.

The Enlarging Machine

Hang a blanket or sheet in front of the audience. Announce the marvelous invention of an enlarging machine, and ask for objects to be enlarged. A stick is fed in to the machine, out rolls a large log. Next, a rock is put in, and a boulder rolls out. A lady enters with a baby in her arms, stands next to the machine while searching in her purse, and accidentally drops her baby into the machine. Out runs a giant "baby" which has been previously dressed up and carries its mother offstage crying "MA MA! "

The Exerciser

The exerciser stood up tall, And stretched his arms from wall to wall, He put his hands way up high, He put his chin upon his chest, Then he pulled it far back, his neck to rest. Then he reached down and touched to th ground, And then he turned himself once around. Then with his hands he touched his feet, And then quietly he took his seat.

ON THE FIRST DAY OF DAY CAMP
(Tune: on the First Day of Christnias)

On the first day of daycamp, my mother sent with me ..... A sack lunch with smashed potato chips.

Two T-shirts. Three pairs of socks Four baseball caps. Five plastic cups. Six water guns Seven games to play Eight batman comics. Nine shower hooks. Ten band-aids. Eleven shoestrings Twelve bottles of OFF!

LINCOLN SONG
(Tune: Found a Peanut)

Found a poor boy, Found an honest boy, And Abe Lincoln was his name. He worked hard and studied law, It's how he earned his claim to fame.

Went to Washington, Became our President! Honest Abe so strong and tall; Freed the slaves as we all know, Won the peaches for one and all.

When he died, it was so sad, But his bravery lives on: A memorial we can see, When we visit Washington.

FLY YOUR FLAG
(Tune: Row your boat)

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

Frayed Knot

CHARACTERS: A waiter, four Scouts (each holding a long string or rope with a sign that says "string")

SETTING: The four strings are on the left side of the stage while the waiter is wiping off a table. Between the strings and table is a sign that says "NO STRINGS ALLOWED".

STRING 1: Look in there, doesn't that look like a great place to have lunch?
STRING 2: Yeah, I'm going to go in and eat. (He walks in determinedly)
WAITER: Wait a minute ... aren't you a string Get out of here, we don't serve your kind! (String leaves dejected, others laugh at him)
STRING 1: Watch me . . . I'll show you how it' done. (He puffs out his chest and marches into the restaurant) Give me a menu and be fast about it. (waiter begins to comply but stops... looks the string over and then pushes up his sleeves)

WAITER: Just a minute, you. You're a string aren't you . . . Get out of here . . . we don't serve strings here. (String leaves, dejected and other strings ridicule him)
STRING 3: You just don't know how to deal with people like this. . . watch me... (With this he puts on a pair of glasses that have a large nose attache he then walks into the restaurant)
WAITER: Whoa, whose whose ... just a minute there. (He walks over and looks the string over, studying the glasses and false nose) Say, you're a string aren't you? We don't serve strings. . . out with you and your phony disguise! (String leaves)
STRING 4: 1 guess I'm going to have to show you how it's done. First tie a knot in my middle. (They tie a knot in the middle of the rope he's holding) Now mess up both of my ends. (The unravel the rope from both ends until it is fuzzy) Now watch this! (He strides confidently into the restaurant)
WAITER: Say . . . (Studying him closely) You're not a string are you"
STRING 4: NO, I'M A FRAYED KNOT'

How Does it Work?

CUB 1: Hey, George, what are you doing?
GEORGE: Mrs. J asked me to vacuum the den meeting room since I got here early. The problem is that the dam thing won't work.
CUB 1: Well, if it won't work, lets check the wheels. (They check the wheels and they work)
GEORGE: Mrs. J wants the den room vacuumed, but, we can't get the thing to vacuum.
CUB 2: Have you checked the vacuum intake? (All three boys turn the vacuum up and check the intake and agree it is OK)
CUB 3: You guys look like you have trouble. What's happening?
GEORGE: Well, Mrs. J wants the den room vacuumed, but, we don't seem to be having much success.
CUB 3:Well, I would suggest you try the switch. (All try the switch and agree that it is in the proper working order.)
CUB 4: Hey, guys, what's happening?
GEORGE: We'll explain it later, fight now we can't get the vacuum to vacuum.
CUB 4: Well, it's simple. You need to check the vacuum bag to be sure it can take all the stuff you have to suck up. (All the Cubs pinch and poke and squeeze the bag and agree that it is OK)
CUB 5: Hey, guys, what .....
ALL CUBS: We'll tell you later. We have to get this machine to work.
CUB 5: Well, have you tried to push it?

GEORGE: (Tries to push it and it works) Well, we got it to do that much, but it still won't vacuum.
CUB 6: I see you are having trouble. What's wrong?
GEORGE: Well .... your mother will explain later.
CUB 7: Hey guys, I can see what the problem is and I can fix it!
ALL CUBS: Sure you can fix it!!!
CUB 7: (Walks over the wall and plugs in cord or pretends to plug in cord. All cubs look at each other then at Cub 7)

TOOLS IN CUB SCOUTING

Cub Scout 1: (carrying a hammer) In Cub Scouts we learn to build character.
Cub Scout 2: (carrying a plank) It is not what the boy does to the wood, but rather what the wood does for the boy.
Cub Scout 3: (carrying a plane) Through Cub Scouting we learn to remove the sharp edges off our personalities.
Cub Scout 4: (carrying sand paper) As we grow in Cub Scouting, we become more refined and smooth in our manners.
Cub Scout 5: (carrying a tool chest) Our talents are gathered together and we get a chance to try them out when our den works on the themes each month.
Cub Scout 6: (walking with a parent) Our parents help us learn how to use the tools of life when they help us pass our achievements.
All: Thank you all for helping us grow into well rounded citizens.

ESSAY ON ANATOMY

Your head is kind of round and hard, and your brains are in it and your hair on it. Your face is the front of your head where you eat and make faces. Your neck is what keeps your head out of your collar. It's hard to keep clean. Your stomach is something that if you do not eat often enough it hurts, and spinach don't help it none — Your spine is a long bone in your back that keeps you from folding up. Your back is always behind you no matter how quick you turn around. Your arms you have to have to pitch with,a nd so you can reach the butter. Your fingers stick out of your hand so you can throw a curve, and add in arithmetic. Your legs are what if you have not got two of you cannot get to first base, neither can your sister. Your feet are what you run on. Your toes are what always get stubbed. And that's all there is of you except what's inside; that's full of Cub Scout spirit. Let your inside shine through.

HOW TO BUILD A THINGAMAJIG

Doodads: "Clickety clack, clickety clack"
Dingford: "Whiz, bang, boom"
Freedistant: "Whoosh, shoosh"
Hygoricky: "Snap, crackle, pop"
Scatuhreekus: All sounds together

Very few families these days can get along without a thingamajig. While they can be purchased already assembled in a wide range of shapes, sizes 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 FREEDISTANT. The assembly DINGFORD may be placed upon any corrugated doomaflatchy or use the FREEDISTANT to assemble your DOODADS. Carefully remove the plastic gizmo of the DOODADS from the FREEDISTANT and lay out the DOODADS on a clean acka-ma-rackus. Learn the name of each part of the DOODAD by comparing them with the assembly DINGFORD and assemble the DOODADS in the correct order. You will need a drill with a 3/16" gizflunky for the HYGORICKYS and a pair of pliers.

Using a witchafiggle, carefully punch 1/8 " whatnots through the assembly DINGFORD and FREEDISTANT where each HYGORICKY goes. These whatnots are openings for the hoosis HYGORICKYS used to fasten the DOODADS together. Now hammer the frammis to the tootenanny and under the HYGORICKY, as shown on the DINGFORD. If the order is reversed, the thingamajig will not operate properly.

Tighten two fistareous valves underneath the FREEDISTANT, using your dealy. The fistareous valves are used to widget the thingamajig hickeys from one DOODADS to another. Now punch a hole in the jigger and the duflunkey by the whatchamacallits. Put a dingus on each HYGORICKY and tighten the DINGFORD. Be sure the dingus is loose enough so that the thingamabob can rotate easily, but don't have it too loose, or it might become discombobulated and fall off and hit somebody in the doohicky.

Now the assembly is completed and you should have a smoothly operating thingamajig when you turn on the SCATUBREEKUS.

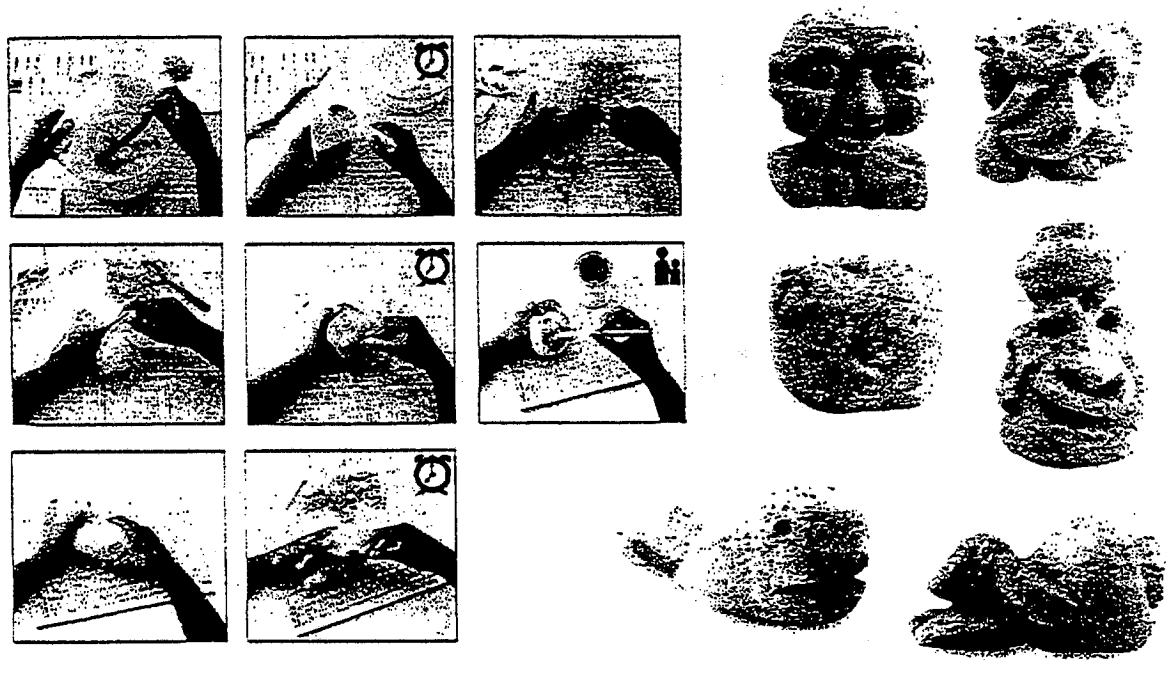
CRAFTS

SOFT STONE CARVING

Let's try sculpture. When you mix plaster with vermiculite, your block of stone will stay soft for a long time, making it easy and fun to carve a sculpture of your own. Vermiculite is a type of soil available at garden stores. It comes in different forms; any type will work fine but the type that looks ground up works best. Never pour unused plaster down the drain.

For each boy, you will need: ½ cup of dry plaster of Paris. 3/4 cup of vermiculite. Small milk carton. Varnish (optional). Carving tools (nail, old spoon, stick, etc.; please note the plaster would ruin good, metal tools).

1. Measure the vermiculite and plaster into a disposable container. Mix well. Add about ½ cup of water. Stir until it looks like thick gravy.



2. Pour the plaster mixture into the milk carton. It will turn hard in about fifteen minutes. It will be ready to carve in a half hour.

3. Cover the work surface with newspaper. Peel away the milk carton. Now carve the soft stone anyway you want. Go slowly, scrape the plaster little by little.

4. If you don't finish carving, keep the stone in a plastic bag. The plaster will stay soft for two or three days.

5. If desired, brush with varnish, but wait until the sculpture is completely dry, about two weeks.

Variation: Instead of molding the plaster in a milk carton, pour it into a plastic bag. As it starts to harden, mold it into a rough shape you want for your sculpture. The plaster will be ready in about 30 minutes. The boys will enjoy this method. They need to be careful so they don't break the bag.

Make one at the den meeting and have fun!

MARBLE RACEWAY

You will need: Several paper tubes (any length, but about the same in diameter). Tape. Marbles.

1. Gather together as many paper tubes as you can find. The marble raceway is assembled in any configuration you like using components made from the tubes - straight connectors, angle connectors and chutes.

2. A straight connector is just a length of tube. They do not need to be very long. Toilet paper tubes will work just fine.

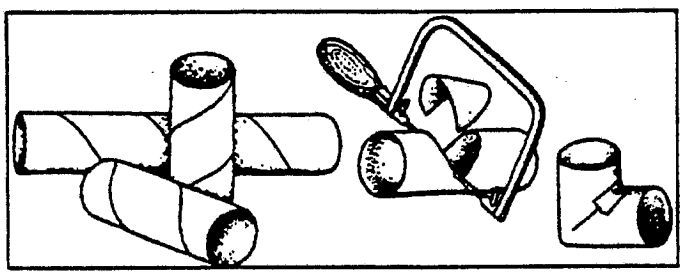
3. Make angle connectors by cutting out a piece of the tube with a serrated knife so that the tube will fold to form an angle. See illustrations. Cut out the section very carefully. Put a piece of tape at the joint of the folded tube to hold it together. Make connectors in several different angles.

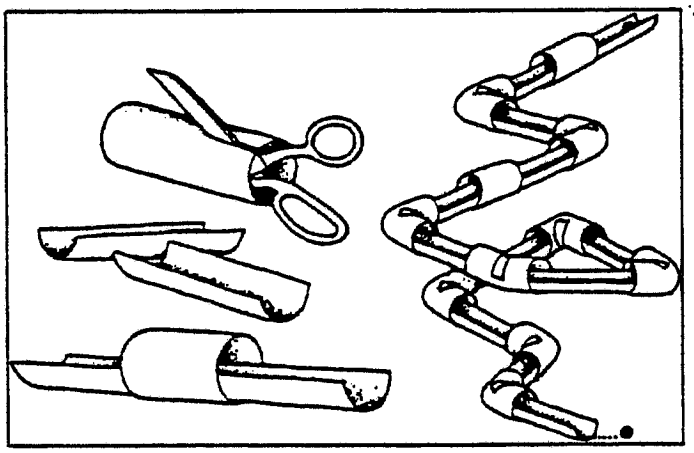
4. Make chutes by cutting a length of tube in half the long way with scissors. Each length of tube will make two chutes.

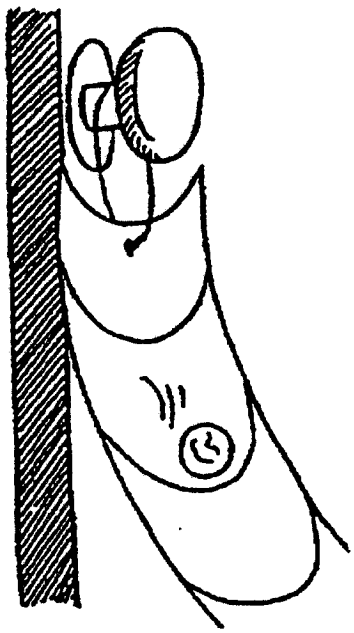
5. After you have made several connectors and chutes, you can assemble them in any raceway pattern, alternating chutes and connectors. Push the chutes into the connectors only as far as they need to go to hold them firm.

6. In order for the marble to roll smoothly down the raceway, all the chutes and connectors must slant downward to some degree. You will also need a way to support the raceway in its path. Hang it on a door knob, prop it up with furniture, lean it against something... Be inventive. (For example, put a chair on its side or upside down and weave the raceway through the chair.)

7. For a grand finish to the raceway, put an empty jar or a can "bell" at the end of the last chute.







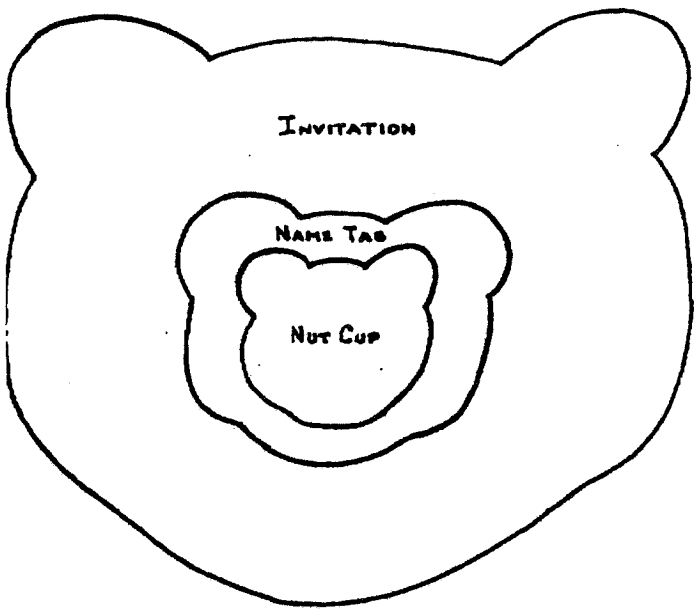
BALOO AND GOLD

February 1999

Bear Placemat

Materials: Construction paper, glue, scissors, crayons or paint, miscellaneous craft materials.

Enlarge pattern or copy onto construction paper for placemat. Use smaller sizes for invitations name tags and for a base for the nut cups. Let boys draw bear faces on then decorate them with crayons, paint, and craft materials.



Enlarge to page size for placemat

HAPPY BIRTHDAY SKIT

Charactors: 5 Cub Scouts plus one small Cub Scout
Props: A birthday cake large enough for the small boy to hide inside,
Cub 1: Well, here we are. But where is Ed?
Cub 2: I don't know. It's just like Ed to invite us all for the surprise party and then not be here.
Cub 3: Does anyone know who's birthday we're celebrating?
Cub 4 It isn't mine. Mine is in April.
Cub 5: Who cares?
Cub 4: I do! Besides, now dot you know when it is, you can save your money and buy me a super present!
Cub 1: Boy, would you look at that cake?

Cub 2: Man, that's big enough to feed an army!
Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!
Cub 4: I can't help it, I'm just a growing boy. .just like the Law of the Pack says we should.
Cub 5: but we're to grow up . . .not out!
Cub 1: look, here's a note.
Cub 2: Now maybe it will explain what this is all about.
Cub 1: Okay, okay! (Reads from note) We're a gang that's really true. Here to celebrate our organization rates an "A" plus, so let's all sing . . ,happy birthday to our organization
Small Cub: (Jumps out of cake and yells Happy Birthday to us!)

BOBCAT TIE SLIDE

Yellow fun foam
Sharpie markers
1" piece of 5/8" PVC pipe

Cut 3" square of foam. Trace paw print in center with corner as top. Draw paw print with marker. Glue PVC pipe to back.

WOLF TIE SLIDE

Yellow fun foam
Sharpie markers
1" piece of 5/8" PVC pipe
Cut 3" square of foam. Trace paw print in center with corner as top. Draw paw print with marker. Glue PVC pipe to back.

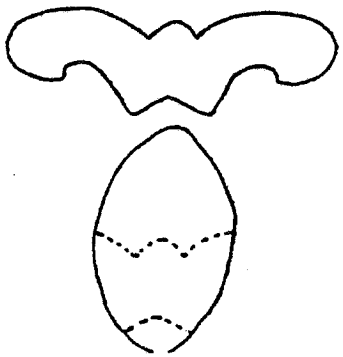
BEAR TIE SLIDE

Yellow fun foam
Sharpie markers
1" piece of 5/8" PVC pipe

Cut 3" square of foam. Trace paw print in center with corner as top, Draw pow print with marker. Glue PVC pipe to back.

WEBELOS TIE SLIDE

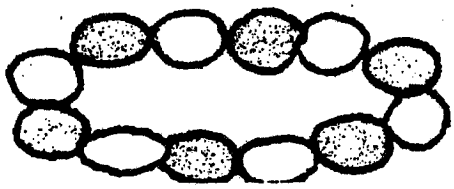
Blue fun foam
Yellow fun foam
1" piece of 5/8" PVC pipe



Cut part 1 from yellow foam and part 2 from blue foam. Glue part 2 on top of part 1. Glue PVC pipe to back.

BLUE AND GOLD TIE SLIDE

1/2" Blue chenille stem
6 blue pony beads
6 yellow pony beads
Thread chenille stem through pony beads alternating blue and yellow. Bend into circle and twist chenille stem tightly. Trim ends of chenille stem and shape into circle.



CEREMONIES

OPENING CEREMONY: MEANING OF BLUE AND GOLD

Eight boys line up holding large cards that are bland on one side. The first four carry blue cards and the second four have gold cards. As they speak their lines they turn over their cards spelling out BLUE and GOLD. The letters on the cards in the opposite color, such as blue on the gold cards and gold on the blue cards. Large pieces of construction paper with block letters cut out of the opposite color show up nicely.
B Boys that are clad in blue and gold, you see,
L Live up to their promise, good Cub Scouts to be
U Under the sky above, striving for truth and spirituality.
E Each Cub Scout learns a steadfast loyalty.

G Giving good cheer as part of the law of the Pack.
O Obeying the Law, never to be slack.

L Living under warm sunlight, seeking joy in each day,
D Doing and learning, in the Boy Scout way.

Blue And Gold Opening

CUB SCOUT #1:	I Promise....
CUB SCOUT #2:	An assurance I make, A pledge to do right, I keep it before me, a bright shining light.
CUB SCOUT #1:	To do my best
CUB SCOUT #3:	I'll try my best to do it, though difficult it may be, And if I keep my promise, then folks will believe in me.
CUB SCOUT #1:	To do my duty to God
CUB SCOUT #4:	To God the Creator, the Maker of all, In joy or in sorrow, on Him we may call.
CUB SCOUT #1:	And my country
CUB SCOUT #5:	A wonderful country, Im sure you'll agree, So lets keep it always, the land of the free.
CUB SCOUT #1:	To help other people
CUB SCOUT #6:	If I am helpful, faithful and just, Then I'm deserving of everyone's trust.
CUB SCOUT #1:	And to obey the Law of the Pack
CUB SCOUT #7:	A guide for each day as we go on our way, And a good one to know as we follow and grow.

Blue And Gold Opening

We will open this Blue and Gold Banquet by lighting this candle. Most candles are nothing but wax and string. They can mean may things to each of us: TRUTH, WARMTH and LOYALTY. This a special candle because in it we have mixed the Cub Scout colors of Blue and Gold.

The WHITE represents a well-planned Cub Scout program.
The BLUE represents the boys - full of fun, mischief and curiosity.
The GOLD represents the well-trained leaders - helpful and interested in the boys.
The FLAME which draws from all three represents the spirit of Cub Scouting

(To make the special candle, use a tall white candle. Drill ¼" diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in tile holes. melt paraffin and whip with egg beater. Cover candle with whipped paraffin,

using fork to give the candle a rough decoration. as the white candle burns, it will drip blue and gold wax, decoratively, down the sides of the candle.)

Blue And Gold Closing
(use candle from opening ceremony above)

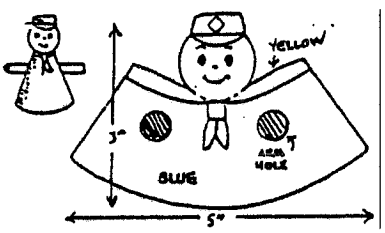
Our candle which stood tall, straight, and white,
it has burned and gave forth its inspiring light.
As the candle shines forth, you have seen
Our colors blue and gold are regal as can be.
As the blue appeared, think of truth and loyalty,
When the gold shines forth, be of good cheer,
Think of happiness and tile Sunlight so clear.
As our candle's flame reaches toward the sky so blue,
Let us ask the Lord to give us wisdom to lead each of
our boys straight and true.
Let each of us be like our candle, straight and tall,
and be inspired to give to God and Country our ALL.

Closing Ceremony
(Cub Scouts hold up cards with capitalized slogans as they read.)

Cub Scout# 1:	DO YOUR BEST, in everything you do on life's way.
Cub Scout #2:	ALWAYS BE FRIENDLY to brighten other's day.
Cub Scout #3:	Give away your smiles FOR 'TIS REWARDING INDEED.
Cub Scout #4:	BE PREPARED to help others in their daily needs.
Cub Scout #5:	BE HONEST AND SINCERE toward others you meet
Cub Scout #6:	BE LOYAL AND TRUE - a commendable feat.
Cub Scout #7:	COUNT YOUR BLESSINGS, being thankful each day, for life's wonderful opportunities that come your way.
Cub Scout #8:	Good night to each and every one of you. May these thoughts stay with you your whole life through.

Cub Scout Favors

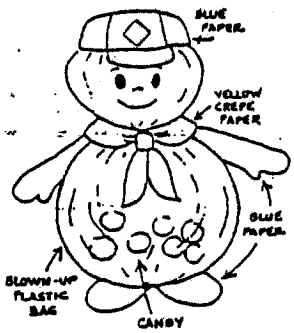
To make these engaging favors, draw Cub Scout as shown, with a variety of whimsical expressions. Color as indicated and cut out, slitting along dotted lines. Use punch or scissors to make aim holes. Roll into cone and



glue or tape edges at back. Type the Cub Scout Promise on 3" square of paper, roll and insert through holes for arms.

Plastic Cub Scout Favor

Plastic sandwich bags of the fold-lock top variety were used for these favors. If you use another type, your favors will come out the same, although they may be shaped somewhat differently.



Blow up bags and fasten with rubber bands as you would paper bags. Before inflating bags to be used for bases, toss in a handful of candy, if you like.

After bags are inflated, draw features with felt tip markers. Use white glue to glue on other details cut from construction paper. When tying corners to shape bags, tie at the tips, using narrow strips or ribbon; trim ends.

For Cub Scout, blow up one bag for the boy. For the head, tie off corners of another bag and blow up. Tie ends of two bags together for the neck. Cut hat, arms, feet from blue paper and a neckerchief from yellow crepe paper.

Party Snappers

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

A DEN LEADER'S DAY

As I sit here on this cool, fall night
Before the fireplace burning bright,
I can see all the chores I've left undone.
But, gee, by gosh, did I have fun!

The den meeting started promptly at two.
I checked for awards, there's quite a few.

We talked a little about our play:
Each Cub started to work on his tray.

The Cubs and I visited a country store
And bought penny candy by the score.
We read the sayings tacked on the wall
And talked to the storekeeper (was he tall!)
Saw the cracker barrel and pot belly stove.
Boy, we sure let our imaginations rove!
Am I very tired? Well. let's be fair.
I never stirred from my easy chair.

I know the floors weren't swept till four
When the last Cub Scout filed out the door.
The evening dishes are still in the sink,
I'll do them soon, a quick as a wink.

First, I'll take the washing from the fine,
Shucks, I'D do the ironing, it's only nine.
Perhaps you think my schedule is all wrong,
Or that my day is unduly long.

But give a thought to all I've done,
And you'll have to admit that I had fun.
Being a Den Leader brings many joys.
I hope the same is said by my boys.

For, you see, the learning. is not all one way
While I teach the Cubs work, they teach me Play.

Advancement Ceremony

Tonight we gather to celebrate the anniversary of Cub Scouting. -Some people think Cub Scouting is only for boys, but it isn't. Cub Scouting involves the whole family. And while we have you all here tonight, we would like to remind you of something. In order to get the most from this program. it is important that you take advantage of everything or at least as much as our Pack and Council have to offer. When you join basketball or baseball, you don't just go to a few practices or show up for 1 or 2 games. You must participate in as many as you can to become a good player. Well, the same holds true for the Scouting program. You must participate in as much as you can, parents

and boys, in order to get the most that you can out of it. And believe me, it will pay off. Today your son is approaching 10 years of age and is quickly growing. He has only a few more years of boyhood left before he looks away from home for his principal interests. What you do today is important. Tomorrow may be too late.

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

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

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

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

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

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

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

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

You will also notice the red, white, and blue candles which together represent the colors of our American flag and remind us of our duty to our country and how proud

we are to be Americans. Just as the pack flag reminds us that we are a part of Scouting. You belong to a unique and special group.

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

(Put Bobcat card up.)

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

(Change card to Wolf.)

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

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

We will now light this candle for the Wolves.

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

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

(Change the card to Bear.)

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

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

We now light this candle for the Bears.

As ___calls your names, would you upcoming Bears please come forward with your families to accept your awards. ____ from Den ___ and ____from Den ____please come forward.

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

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

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

What does Webelos mean? Yes, We'll be Loyal Scouts — to our country, our home, and to God. Now, as we look back down the Cub Scout trail, we see how bright the

pathway has become. Bright, because you Webelos Scouts have helped make it so. With the help of your parents, you have brightened the pathway through Cub Scouting by doing your best and giving good will.

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

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

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

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

BLUE AND GOLD CLOSING

Meaning of the Blue and Gold

Staging: Lights are dimmed. Spotlight on pack flag.

Narrator: As we close our meeting tonight, let's give a thought to the meaning of the blue and gold colors of Cub Scouting. Did you know that the blue and gold you see on the Cub uniform was not chosen merely because it was attractive? Each color has a very definite meaning. The Blue stands for truth and spirituality - for steadfastness and loyalty - and 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.

Blue and Gold Flag Ceremony

Narrator: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future-Cub Scouts of America.

1st Boy: In the Cub Scout Promise, we say, "I promise to do my duty to God", and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd Boy: I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning.. Blue stands for truth and loyalty, gold, for good cheer and happiness.

3rd Boy: *(Carrying Indian headdress)* Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big Chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akelas father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th Boy: *(Carrying wood project)* Cub Scouting means FUN! We have lots of fun. but I like making things - real boy projects -things we can play with or that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

5th Boy: *(Carrying a collection) I like* to go on hikes and collect things for my nature collection. help us to appreciate the outdoors and help us grow physically.

6th Boy: *(Carrying American Flag)* I am proud to be an American so I can salute our flag. I also like to see our pack flag (points to it) because then I know I am part ___ of years of Scouting. I belong! When you salute the U.S. flag. you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom. Because they am America!

Narrator: Yes, I represent the Past and the Present. These boys - Cubs Scouts now - are the men Of Tomorrow. They will be the preservers of our American heritage. (Pause) Plea stand and join us in the Pledge of Allegiance.

Definition of a Cub Scout

This a short skit that can be adapted to your den as needed. one person can read all the parts with other boys pantomiming the actions or several boys can read the parts with other boys doing the actions.

PART ONE: A Cub Scout is - A piece of skin stretched over an appetite. A noise covered with smudges.

PART TWO: He is called a tornado - because he comes at the most unexpected times, hits the most unexpected places, and leaves everything a wreck behind him.

PART THREE: He is part human - part angel - and part barbarian.

PART FOUR: He is a growing animal of superlative promise - to be fed, watered, and kept happy - a job forever - a periodic nuisance.

PART FIVE: The problem of our times - the hope of the nation. Every new Cub Scout is evidence that God is not yet discouraged with man.

BLUE AND GOLD BALLOON POP - You will need an even amount of balloons in blue and gold. Separately each boy will be blindfolded and will be led to the pile of balloons. The boy has 15 seconds to reach into the pile of balloons and pull out balloons and then set on them and pop them. Scoring: 5 point for each pair of blue and gold balloons and I point for extra blue and gold balloons.

AFTER YOU - Divide boys into pairs. Each pair sits with a small table, chair seat, lapboard, etc. between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a slice of cake or dish of ice cream in front of each boy. On signal , everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MOTHER AND CUB SCOUT CLOTHESPIN RACE - Here is a good pack game for your pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, a mother pins one or more paper napkin on a line.

NECKERCHIEF RELAY - Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

PENNY TOSS - Have boys form two lines. Give one side a penny in a paper cup. Have the boy opposite him toss the penny to him and he catches it in his paper cup. The tossing continues back and forth with each side stepping out one step further apart each time until only two boys have not missed. Elimination comes upon Missing the cup with the penny .

BADEN-POWELL - How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.

GATEWAY TO THE ORIENT

March 1999

Gathering Activities

Tangrams

Tangrams are a group of geometrical shapes that can be combined to form different objects. The game originated in China. See accompanying page. Ask the Cub Scouts to make figures like the following: sailboat, house, dog, etc.

Pick up Sticks

Drop a handful (20-30) of chopsticks or bamboo skewers and have the Cub Scouts take turns picking up sticks using the sticks. No player may move or touch any stick other than the one he is picking up. Two sticks may be used in chopstick fashion to pick up other sticks. This game originated in China.

Origami

See accompanying pages for origami ideas.

Opening Ceremonies

Cubmaster comes out and Cub Scouts in Chinese costumes come out with blocks made out of cardboard boxes decorated to look like large building stones. The Cubs begin to build a structure around the Cubmaster. Cubmaster looks bewildered, but just watches as the boys build the structure all around his waist.

Cubmaster: Welcome to our Pack Meeting. Our theme is Gateway to the Orient! Hey guys, whatcha doin'?

Cub Scout: We're reconstructing the Great Wall of China.

Cubmaster: Wow! That's a really big project, I hope you have some Webelos Scouts to help who have their Engineer Activity Pin.

Webelos Scouts [placing more boxes up in front of Cubmaster's face] Yeah, it was our idea.

Cubmaster: But why are you just building it around me?

Cubs: Well, You've gotta start somewhere!

Cubmaster [peeking through boxes]: Oh, no. I can tell this is going to be an interesting meeting!

[Costume ideas: Silk robes, triangular straw hats, small round caps with a long black ponytail hanging down.]

[For the Closing and Cubmaster Minute, the wall built by the boys around the Cubmaster can be expanded to allow the boys to get inside. The message is that Scouts should work to build a wall against drugs, alcohol and harmful behavior, not to separate the youth and adults.]

Advancement Ceremonies

Just as the Great Wall of China was built one block at a time, Cub Scouts earn each badge of rank, one requirement at a time. Each rank builds upon the things the Cubs learned before. Each ranks pushes the Cub to achieve a little more and climb a little higher.

Tonight, [Cub's name] has earned his ____ badge, and I will ask him to come forward and place another block on our Great Wall. But, waite, out building blocks are too heavy for the Cub Scout to lift alone. We need a [the Cub's parents] to come and help him lift the block in place. [Cardboard box for building block has rank emblem on the side].

Our Great Wall needs many more blocks from many more Cub Scouts before it is completed. [Cubmaster may then award another badge with another Cub placing another block on the wall, etc.]

Congratulations to ____ and his parents for the great work in building our Great Wall of Cub Scouting!

Games

Chase the Dragon's Tail

The boys line up each with their hands on the shoulders of the boy in front of him. The boy in the front of the line is the "head" and the boy at the end of the line is the "tail". The head tries to chase the tail, but the body of the dragon in between snakes around

and gets in the way. If the head catches the tail, the head drops off and the tail goes to the head. The line keeps getting shorter until there are only two players left.

Chopsticks Relay

Form teams for a relay with a set of chopsticks for each team. The members of each team have to pick up a boiled egg (or plastic Easter eggs) with one hand using the chopsticks. The egg has to be carried some distance and placed for pick up and carrying by the next team member, also using the chopsticks. If an egg is dropped, that person has to start all over at the beginning. The first team finished, wins.

Noodle-Eating Contest

Give each boy a bowl of noodles and a pair of chopsticks. After a brief lesson in eating with chopsticks, see who can finish their noodles first. Award the winner a prize.

Jingle Bell Chow Mein

Place all the jingle bells in one bowl. The player uses the two pencils as chopsticks. With the eraser end down, the player tries to transfer as many bells as he can from one bowl to the other (use only one hand). The player that transfers the most bells in a set time wins. Or this can be run as a relay, using two bowls per team, with each boy taking his turn to transfer all bells into the bowl and the next boy transferring them back into the first bowl, and so on.

Crafts

Kites (See plans)

Chinese invented paper and kites about 2000-3000 years ago. Their kites are colorful and fun to watch. See attached pages. Consider having a kite derby and awarding prizes for smallest, largest, most creative, most professional (most adult help) and most independent (least adult help).

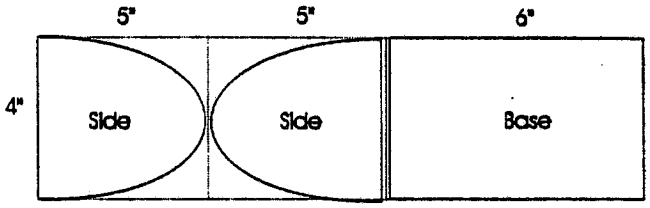
Origami

Make a Boshi helmet from paper. (See plans)

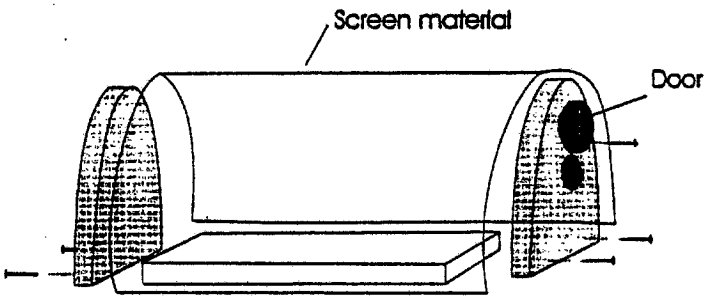
Insect cages

Grasshoppers are often kept in cages as pets by Chinese children. Some children also tie a thread around insects as a leash, and let the insects go for good luck.

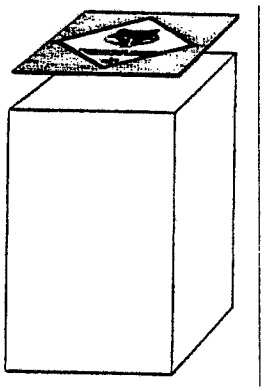
Materials for each bug house:
4"x16x1/2" board cut into three pieces as shown
Round disk for door
Netting material 7x12"
approx. 5 nails
Staple gun and staples



Directions for Bug House:



1. Have adult pre-cut boards with power tools or let boys cut with hand tools and adult supervision. Watch hands and fingers!
2. Drill hole for entrance.
3. Nail door to end with entrance, but don't nail so tight that door will not pivot around nail.
4. Nail sides to base.
5. Place netting over ends and base. Hold tightly in place while securing with staple gun.
6. Insert bugs!



Chops

Chinese persons use a decorated block of soft stone for printing a symbol with ink as their signature. These are called "chops". The boys can design and make their own chops by scratching a design on a piece of rubber attached to the bottom of a block of wood. An ink pad supplies the ink. The rubber pads can be obtained at hobby stores or a piece of automobile innertube may work.

Japanese Lanterns

Materials needed: heavy paper [construction]
scissors
tape, glue, or stapler

1. fold paper in half lengthwise.

2. measure and mark 1" border around top and two sides

3. measure, mark, and cut "" slits from fold to line marking top border.

4. unfold. form circle and glue, tape, or staple along sides (these should be overlapped.

5. cut handle 9" x 1". attach to top border. HANG and ENJOY!

Note: bottom can be added by cutting a 3 ½" dia. circle and flame can be added by cutting a flame shape and gluing to inside of lantern.

Japanese Fan

Needed: picture - cut from magazine
poster board
string
glue
small hole punch or ice pick

1. Glue picture to poster board. Let dry.

2. Cut in strips approx. 1" wide. punch hole l" from bottom edge of each strip (center hole].

3. Insert string through holes in each strip, in the order of original picture from left to right, and from the picture side to the back. (see diagram]

4. Pull string to front and tie together snugly, then COOL yourself.

Run-ons and Cheers

Cub 1: Can you speak any Japanese?
Cub 2: No, let's ask ___ if he can. Hey ___ can you speak any Japanese?
Cub 3: Not me, let's ask ___ if he can. Can you speak any Japanese?
Cub 4: We can get my mom's Sony Walkman out of my dad's Toyota and plug it into our Hitachi stereo, then we can shoot some pictures with my dad's Nikon camera, using Fuji film.
Cub 1: Man, he's really good!

Closing Ceremonies

Cub 1: We've built a great wall tonight, but we were wrong to try to wall out the Cubmaster!
Cub 2: Yeah, our Cub Scout leaders and our parents are our friends. We really shouldn't wall them out.
Cub 3: Hey, I have an idea. Next time we will build a wall to keep out drugs and alcohol and tobacco.
Cub 4: Yeah, that's a great idea! And we can put girls in there too!

Skits

THE PLIGHT OF THE OCTOPUSES

Each Cub Scout, using huge octopus hand puppets, stands and wiggles puppets as they speak.

OCTOPUS #1: In tying knots, I am a champ-
With the bowline or clove hitch,
But when my eight arms get in the way-
I can't tell which is which.

OCTOPUS #2: Being an octopus, I like to hike
Over underwater hills,
But when I "left" and "right" with two legs
Six others give me spills.

OCTOPUS #3: I'm patriotic and salute the flag-
Of America, that I'll fight for.
But, since we must salute with our right hand-

I can't tell which are my "rights" four.

OCTOPUS #4: Now, in rowing a boat, I'm a speedy one-
With eight arms to move me fast-
For, no matter how hard the others use their oars-
They'll row into shore--tired and last!

OCTOPUS #5: I have two arms to gather firewood-
Two arms for to start the fire's flame-
Have two arms to cook my tasty meal-
With two arms left to shoot fresh game.

OCTOPUS #6: I can pass all swimming tests-
The dog paddle, breast stroke, or crawl-
'Cause when we octopuses get in the water-
We really have ourselves a ball!

ALL: We may be Cub octopuses, now-
But soon, it will surely be meat-
'Cause we'll be special Tenderfoot Boy Scouts,
As we octopuses have Eight tender feet.

Songs

Man From China

I know a man from China
He lived ten thousand years
He flew a kite up in the air
and flew it down again
The man, he ate with chopsticks
He ate eggs, rice and shrimp
He stirred them up with soy
And we walked with a limp
He invented firecrackers
'Blew up his little house
He thought is was all empty
Except for a little mouse.
The mouse wasn't home that day
The cat was gone too

There wasn't anybody home
I'm glad not me or you!

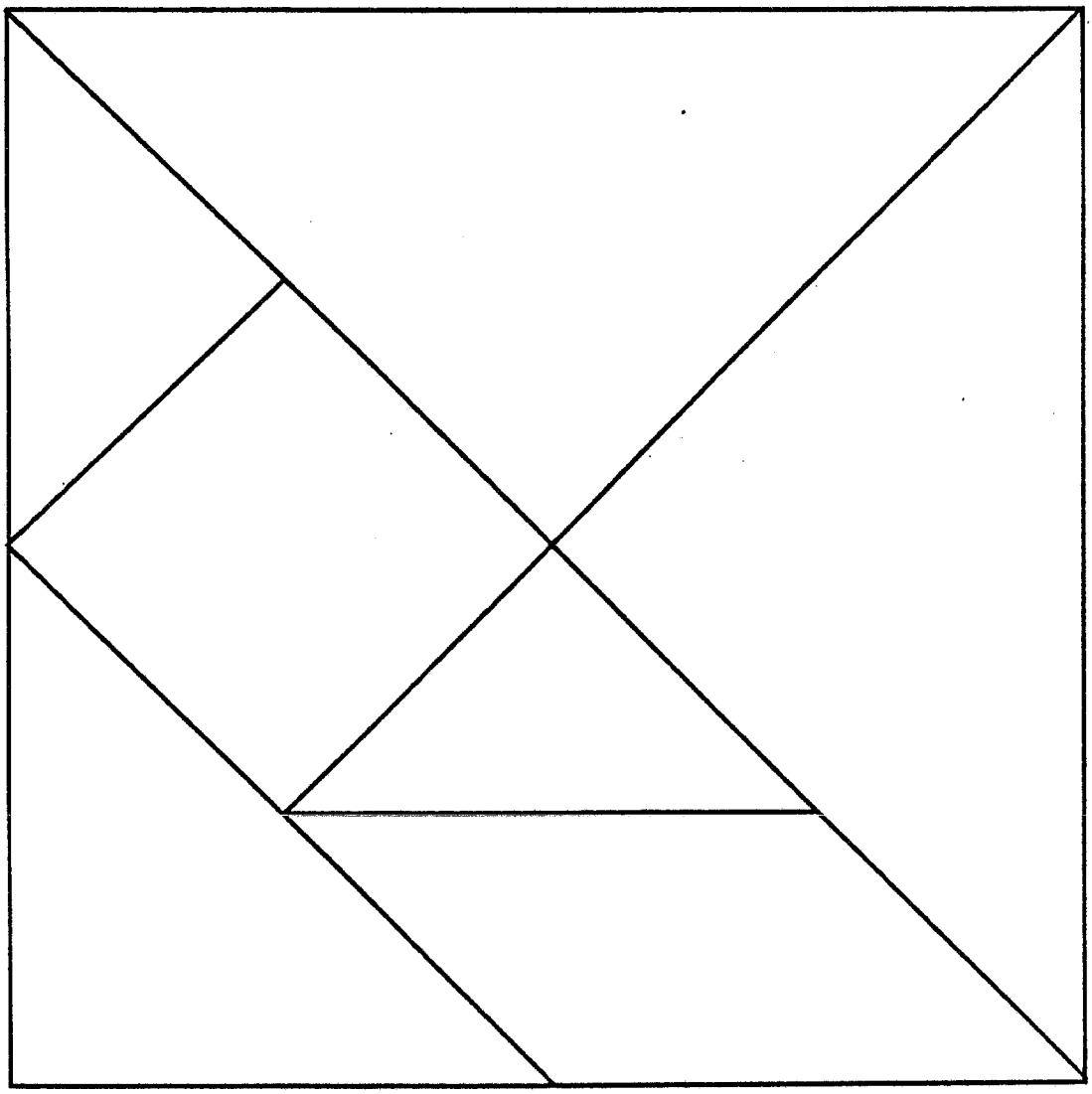
Cubmaster Minutes

Pick a couple of these Japanese sayings and turn them into life messages for the scouts and their parents:

Japanese saying:	Iwanu ga hana
Literally:	Not-speaking is the flower
Meaning:	Some things are better left unsaid; "Silence is golden"
Japanese saying:	I no naka no kawazu taikai wo shirazu
Literally:	A frog in a well doesn't know the ocean
Meaning:	Either to suggest that someone is parochial/provincial, or to encourage someone to get a wider perspective.
Japanese saying:	Yabu wo tsutsuite hebi wo dasu
Literally:	Poke a bush, a snake comes out
Meaning:	"Let sleeping dogs lie"—don't go looking for trouble
Japanese saying:	Saru mo ki kara ochiru
Literally:	Even monkees fall from trees
Meaning:	Even an expert can make mistakes
Japanese saying:	Juu-nin to-iro
Literally:	Ten people, ten colours
Meaning:	Everyone has their own tastes; "Different strokes for different folks"

Tangrams

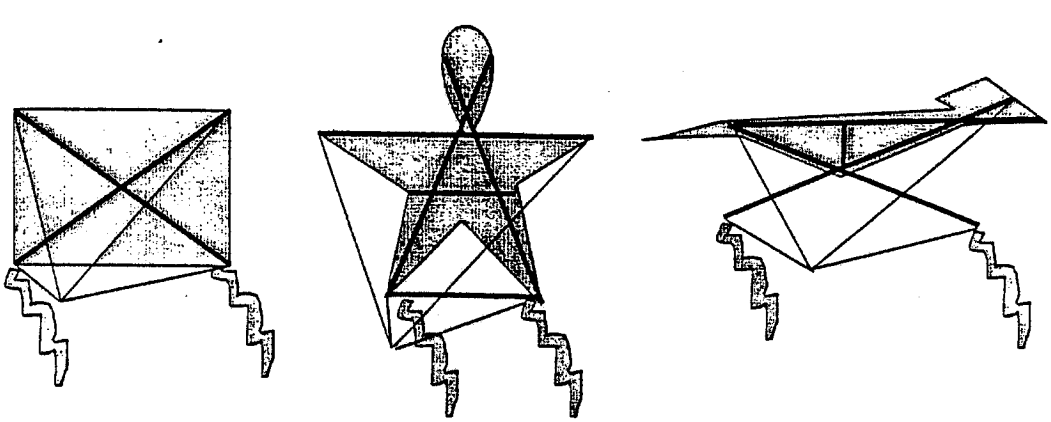
Reproduce the design below on different colors of card stock. Cut the design along the black lines and sort out the pieces into separate sets so that each set has pieces of different colors. Have the Cub Scouts create imaginative pictures using the shapes. Try a boat, house, wolf, bear, eagle, etc.



Kites

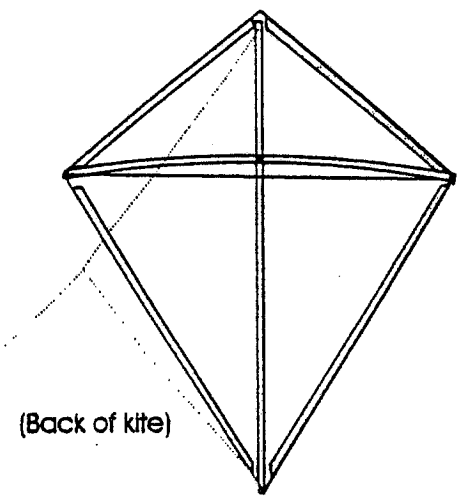
Try these ideas for designing your kite:

Flat Kites

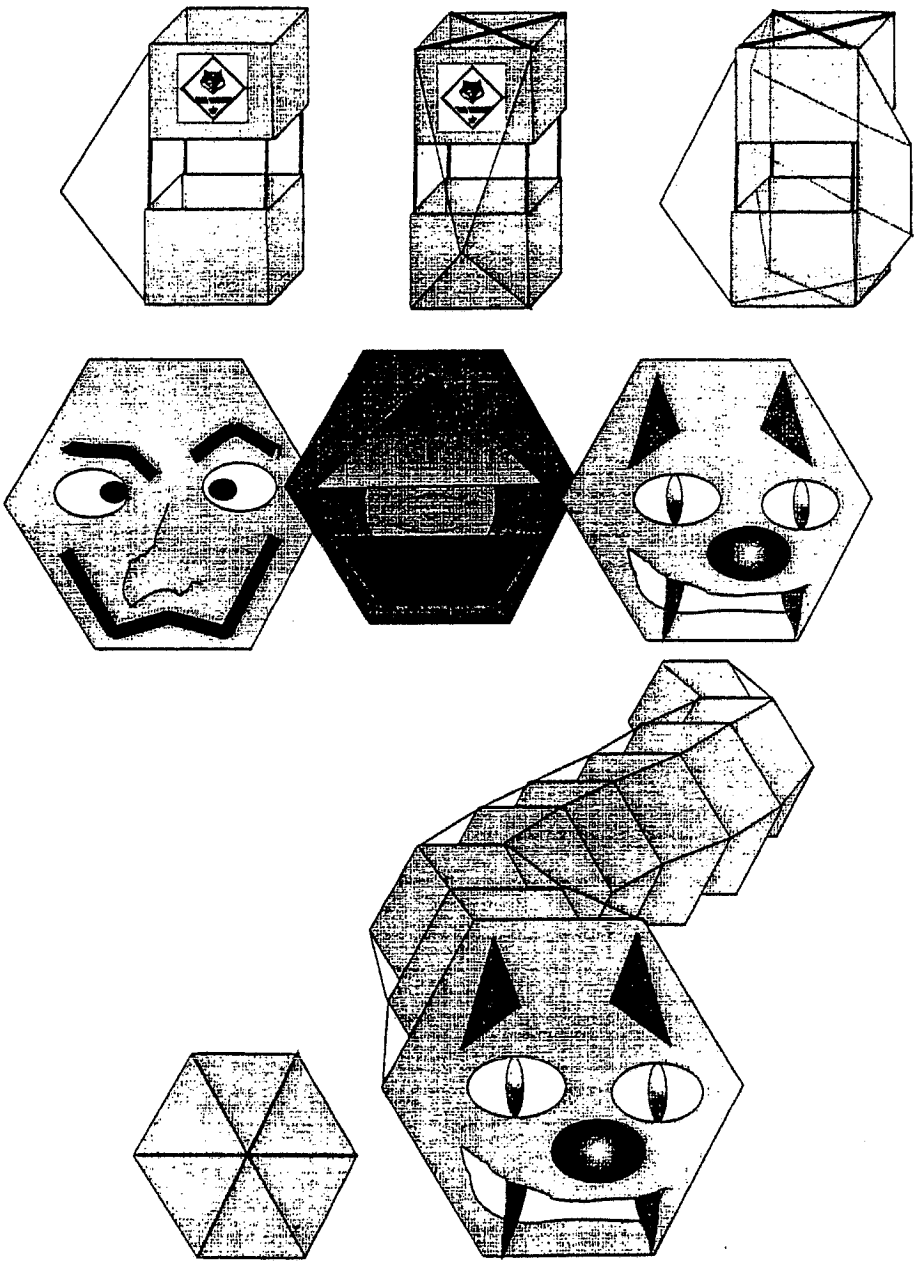


Suggestions for kites:

1. Use string around the perimeter of the kite and fold over a flap of the paper and glue.
2. Try different bridles to attach kite to string.
3. Try different tails to help controlkite.
4. Try a flat kite and then bow one of the horizontal crossbars to see if it give better flight.
5. Decorate your kite with faces or monsters.
6. With a dragon kite, make the face (front kite) larger and with a scary face. The body of the dragon is made of smaller sized kites.
7. If you b ring the bridle through the paper to attach to the crossbars in the center, use some paper reinforcements to keep hole from tearing.

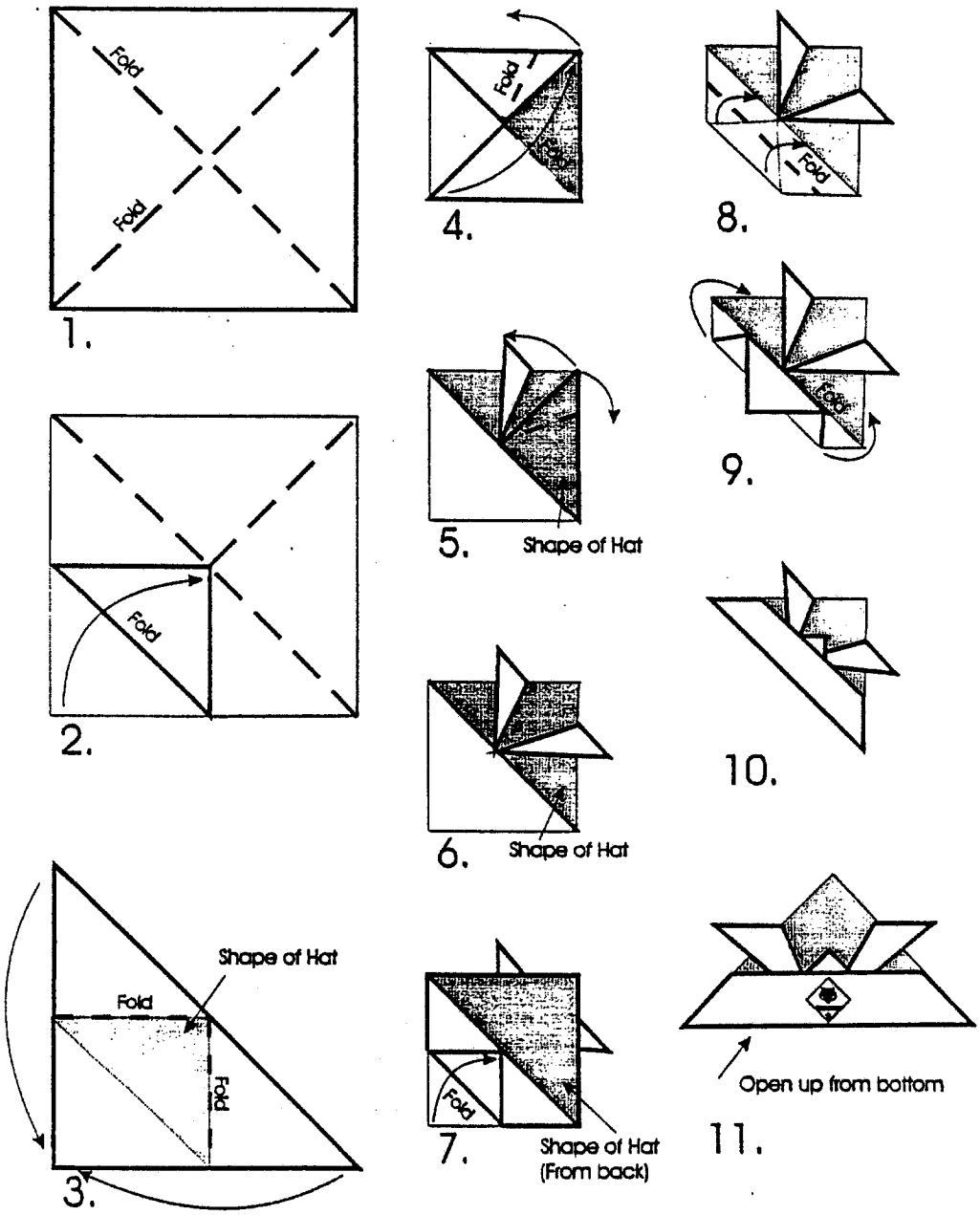


Box Kites



Typical framing design and completed Dragon Kite

Origami Boshi Helmet (Japan)



POLLUTION SOLUTION

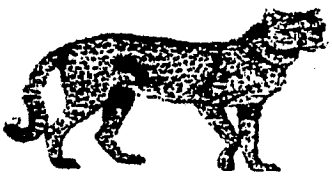
April 1999

CLOSING

Extinction

Eight boys line up across the front with names of the animals listed below on signs they hold in front of them. Gorilla Tiger Rhinoceros Panda Elephant Cheetah Chimpanzee Hippopotamus Each boy turns and leaves the stage, one by one.

CUBMASTER: Imagine what the world would be like if there weren't any of these creatures left on this earth. Unfortunately, there are fewer and fewer of each of these animals. As we leave tonight, let us remember that God gave us this wonderful world, and that we have an obligation to protect the creatures that share our planet. Good night.



Picking Up the Litter

(Tune: Working on the Railroad)

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

Won't you pick it up? Won't you pick it up?
Won't you pick it up today?
Help us clean it up, Help us clean it up,
Help us clean it up today.

Outdoor Code - Responsive Reading

Personnel: Leader in uniform, song leader, pack members
Equipment: The U.S. Flag, and a copy of the Outdoor Code for all in attendance.
Procedure: The leader emphasizes the importance of right attitudes toward the natural resources of our country. The leader then uses the Outdoor Code as a responsive reading, with the pack giving the response. All sing "God Bless America" as the flag is held aloft.

Leader: As an American, I will do my best to be clean in my outdoor manners -
Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.
Leader: Be careful with fire,
Pack: I will prevent 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 -
Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
Leader: And be conservation-minded.
Pack: I will learn how to practice good conservation of soil , waters, forests, minerals, grasslands, and wildlife; I will urge sportsman-like methods in my outdoor activities.
Song leader: Let us sing "God Bless America".

Energy Savers

As the scene opens Den Leader is sitting at a table on stage. Cub Scouts all arrive together for den meeting.

DEN LEADER: (greets them and then says "Let's take turns and tell how many different ways we can help to conserve energy in our homes and elsewhere."

1ST CUB SCOUT: Oh, I know of a good way. My mom doesn't use her clothes dryer as much as she used to. She uses a new solar energy device called a clothesline and hangs her wash outside to dry in the sunshine.

2ND CUB SCOUT: My Dad said that if we filled a plastic bottle with water and put it in the tank in the bathroom, it would cut down on the amount of water used for flushing.

3RD CUB SCOUT: Did you know if you shower, you'll use a lot less water than if you take baths. Mom even uses a timer on us and we have learned to take 3-minute showers at our house.

4TH CUB SCOUT: Speaking of water, we wash more clothes in cold water so Mom says there are less wrinkles in the clothes and besides the hot water heater doesn't have to work as much heating all the water.

5TH CUB SCOUT: We have all gotten into the habit of drawing the drapes closed on summer days and keeping them open for light and warmth in the winter.

6TH CUB SCOUT: Someone told us to keep our damper in the fireplace closed whenever we weren't using it for a fire. If it's left open in the winter, the warm air in the house escapes up the chimney and that's dumb.

DEN LEADER: (To last Cub Scout in the group) Johnny, don't you have anything to add about saving energy? (Johnny is fast asleep) I guess he's the best energy saver of us all.

Conservation Pledge Opening

(Provide copies of the "Conservation Pledge" below to each person in audience, and ask them to repeat it together. Follow by the Pledge of Allegiance.)

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country - its soil and minerals, its forests, waters and wildlife."

Keep America Beautiful

What you need: cast and props -- LITTERBUG (has pop cans, empty sacks, candy wrappers, etc. to throw on stage), FLOWERS (cardboard petal masks), GRASS (strips of green paper), POP-CAN, CIGARETTE BUTT, BOTTLE, CANDY WRAPPER (torso-sized boxes with appropriate decoration), TRASH CAN (can large enough to hide boy), and CUB SCOUT (in uniform)

Scene opens with FLOWERS and GRASS waving gently. LITTERBUG is on stage laughing and throwing trash on the GRASS and hits the FLOWERS.

FLOWERS: Oh, what hit me? My petals are crushed. My upsweep is downswept!

GRASS: You think you got troubles! You shouldn't complain. I get walked on, garbage thrown on me, and hit with lots of unpleasant things. When things don't get picked up, my coat turns from beautiful green to terrible yellow, or I disappear.

POP CAN: You think I like being thrown around? I could be used for kind of craft by a den leader, or recycled.

CIG. BUTT: To be lit up is one thing, but to be tossed aside and stepped on is entirely too much!

BOTTLE: Won't someone realize my potential? I can be recycled many ways instead of being broken to pieces!

LITTERBUG: (laughing)- I dirty America every day. I like it! I like it! Ugly, ugly, ugly! That's how I like it.

CANDY WRAPPER: Just look at me! I was meant to be so sweet and bring happiness into the world.

CUB SCOUT: (enters and shakes TRASH CAN) Wake up TRASH CAN, wake up! LITTERBUG is here! Do you need some help?

TRASH CAN: Help? You bet! All I ever do is wait. No one ever feeds me. I'm sure I'll shrivel up and die. I've tried every thing I can think of. I've even flipped my lid.

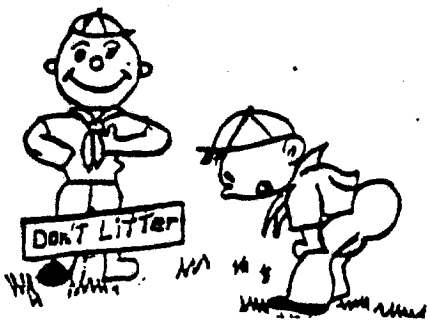
CUB SCOUT: People have got to realize that RAID won't kill the LITTERBUG.Only consideration by others will get rid of this pest!! I'll start right now! (CUB SCOUT picks up trash)

LITTERBUG: Foiled again! ! ! ! (exits stage)

FLOWER: (speaking to CUB SCOUT) What a relief! I'm glad you came along CUB SCOUT.

GRASS: Adults help the LITTERBUG too much.

CANDY WRAPPER: Are adults too old to be CUB SCOUTS?



CUB SCOUT: No one is too old or too young to do their part in keeping our America beautiful. This is a the duty and privilege of every American -- to do their best! ! !

ALL: (walk to center stage) WON'T YOU HELP TOO?!?!?!?!?

Back to Nature

Arrangement: 6 uniformed Cub Scouts, each holding sign with a letter to spell the NATURE, read the lines which have been written on back of signs.

1st Boy: N - stands for all the nests in the trees
2nd Boy: A - is for all the acorns to be.
3rd Boy: T - stands for the trunks so firm and high.
4th Boy: U - is for under the stars in the sky.
5th Boy: R - stands for the rain that makes things grow,
6th Boy: E - is for the earth that we all love so.

"WILDLIFE PLEDGE" CLOSING

(Provide copies of the "Wildlife Pledge" below to each person in audience, and ask them to repeat it together.)

I pledge to use my eyes to see the beauty of all outdoors.
I pledge to train my mind to learn the importance of nature.
I pledge to use my hands to help protect our soil, water, woods, and wildlife.
And by my good example, show others how to respect, properly use, and enjoy our natural resources."

CLOSING THOUGHT

(Provide copies of the closing thought so audience can read it together:)

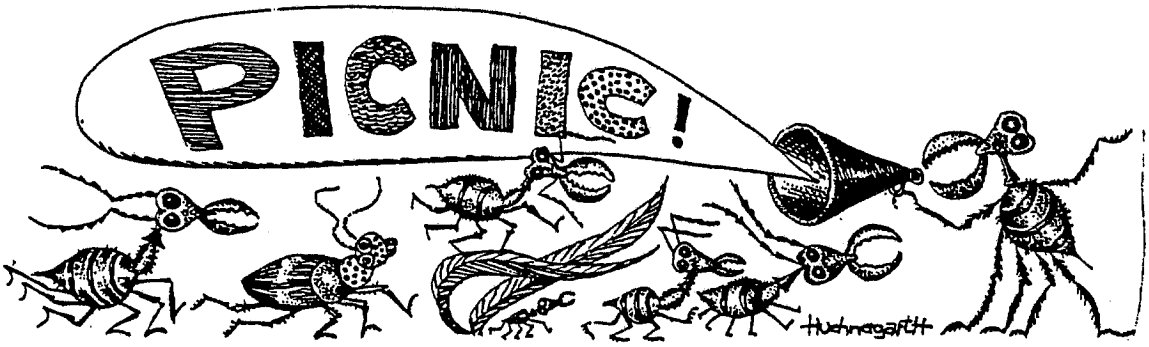
This is my country. I will use my eyes to see the beauty of this land. I will use my ears to hear its sounds. I will use my mind to think what I can do to make it more beautiful. I will use my hands to serve it well. And with my heart, I will honor it.

The Picnic

For this skit have the audience insert words in the blank spaces or you can have a list of words prepared and let them read the word when asked.

One fine day, two little old ladies decided to drive out of town for a picnic. Miss Bingley loaded a basket with _____ and other tasty things. Then they drove off with their lunch in an old car that belonged to Miss Arbuckle. The cap on the radiator was decorated with _____ and the holes in the roof had been painted with _____ and as they drove along, Miss Bingley pointed to the side of the road. "Oh, look at the bush with the _____ and the _____ growing in it." Let's stop here, said Miss Arbuckle. They carried the basket to some shade cast by ___ and spread out _____. A _____ sang gaily in a tree and some low bushes had _____ and _____ growing on them. The two friends were having a wonderful time. There's nothing so delicious as _____ with mustard and relish, said Miss Arbuckle, as she brushed the crumbs off her lap with _____. "Yes, " sighed Miss Bingley, "However, it is getting late. " "Maybe we'd best start for home," and then stopped. "Oh dear! " said Miss Arbuckle _____ is caught in the gears. " "Impossible," said Miss Bingley. "Are you sure the tank isn't empty?" "Are you sure you put enough ___ in before we left home?" "Of course I did," said Miss Arbuckle. It must be the wheels. We'll jack them up with and _____ and ____ then replace with ____ and _____. " She covered her dress with _____ and took_____ to loosen the bolts. Just then a farmer drove up and asked if he could help the ladies. "Looks like ____ in the engine," he said, tightening a bolt with

_____. Then he stepped back and the car started. "I just connected the _____ to the _____ which had rattled loose. The two old ladies gave him the rest of their _____ and _____ to show their appreciation, they gave him _____. And they drove happily home.



SKIT

Three Litter Bugs

Personnel: 2 Cub Scouts in Uniform, a Business Man and Boy, 3 Cubs to be litter

Equipment: "Litter Basket"

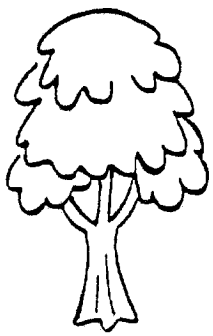
Setting: The business man walks across with litter #1 and drops in middle of stage. Litter rocks back and forth as if being blown in wind. Boy walks across with litter #2 and drops off in the middle of stage. Litter's start talking.

Litter #1: Now I have someone talk to.
Litter #2: Did you see the fellow that dropped me.
Litter #1: Yeah, what about him?
Litter #2: Well, he could have put me in the box - it's marked "Litter".
Litter #1: Shh-h-h-h. Here's comes some one. (Uniformed Cub Scout walks across a drops his litter in the basket.)
Litter #1: Did you see that"
Litter #2: Yeah, he put it in the basket.
Litter #1: 1 wonder how it feels to be there.
Litter #2: Let's ask him. Hey, you!
Litter #3: Yeah? What do you want?
Litter #2: We want to know how it feels to be in that basket.

Litter #3: Great. You don't get bumped and pushed all over the place.
Litter #1: That sounds great.
Litter #2: 1 wish someone would come along and pick us up and put us in the trash.
Litter #1: Don't worry, some one will.

2nd Cub Scout: This is the month we are studying "Pollution Solution" and part of that is conservation and keeping the litterbugs under control. So let's do our part. (Pick up litter and puts in can.)

Litter #1: This feels great
Litter #2: Yeah, I'm glad those Cub Scouts came along.



KEEP AMERICA BEAUTIFUL

The audience is told that a tree will be planted and through the magic of Cub Scouting, will grow and blossom. Two teams of four are chosen and each team selects a captain. The captains are given signs to wear which say 'sapling'. Each captain stands in the middle of his team. Others on the team are handed a paper sack containing a roll of scotch tape, 20 or 30 green construction paper leaves, a few birds, blossoms, and butterflies made out of construction paper, a bird nest, and a few small real branches. At the signal to "go", each team begins to make their sapling grow by handing him the branches to hold and taping the contents of the bag to him. First team to finish is the winner.

SAVE THE CITY

The object of this problem is to transport a radioactive isotope (tennis ball) from start to finish over a number of obstacles without letting the isotope touch the floor (reverses the ionization of the supports in the floor causing it to decompose) , or touch any body part (gruesome damage to the body part) . The only material that can touch the isotope is the special transporter (gallon milk carton or two liter bottle with bottom cut out) . The isotope must be make contact with the inside of every boy's transporter during the transportation (i.e. the ball must be transported from jug to jug) Establish a deadline for completion so they city may be saved in time.

Trash Can Tie Slide

black 35mm film canister
green pompon
wiggle eyes
white or light colored acrylic paint

Stuff the bottom of the film canister with glued down newspaper or recycled paper. Glue eyes on pompon. Glue pompon, eyes facing out, on top of the paper that is inside film canister. Glue lid on to pompon. Paint "Trash" on front of canister. Hot glue PVC pipe on to back.

THE BOY FROM NEXT TUESDAY

CHARACTERS:
Mike
The boy from next Tuesday
Tommy
Smog Warden
Dave
Some children from the future
Sam
The Rememberer, an old man

SETTING: At a den meeting. The boys are busy with an activity and the boy from next Tuesday wanders in holding a "time warp projector' (small box).

TOMMY: Look! Here comes a new kid.
MIKE: Who is he?
SAM: Do you think he's human?
DAVE: Maybe he's from outer space.
MIKE: What's the sign he's holding? (Tommy takes a piece of paper from the boy)
TOMMY: I don't know, Mike. It's written in a strange language.
MIKE: (taking sign and turning it right-side up) It's not so strange. Try it now.
TOMMY: (spelling) H-E-L-P. Help.
SAM: What kind of help do you think he needs?
MIKE: He has another note. (Mike takes sign, holds it up)
ALL: (reading in unison) Please remove my helmet. (Dave removes helmet, Boy sighs, shakes his head and breathes deeply)

BOY: Thank you very much. (he looks around) So this is an old-fashioned den meeting. It's everything the Rememberer said it would be. It's ... what was that old word again?...Oh yes. It's beautiful. Sunshine! Real Sunshine! How long will the sun be out today!

SAM: All day, of course.

BOY: (amazed) All day! I can't imagine. Do you have some real water?

DAVE: Sure. Have some. (Dave pours him a glass. He drinks it down without a breath)

BOY: It's beautiful. Like flowing silver. It's so pure and cold and clear.

TOMMY: (to others) For goodness sake! It's only plain water (to boy) Excuse me, but tell me, please ... are you from up there? (points to sky)

MIKE: He means, are you from another planet?

BOY: No, I'm from this one. I had to come see some kids. They're the most important people in the world.

SAM: (In disbelief) We are?

BOY: How can I explain to you ... You live here now. I live here next Tuesday a thousand years from now.

MIKE: (amazed) What? Are you really from the future? (boy nods)

BOY: I had to come on serious business. I have something to show you. (he indicates his time warp projector) You'd better sit down. (the boys sit together) I would have to talk to you for hours about the future, but this machine will show it to you in five minutes.

DAVE: What kind of machine is it? It looks like a clock, with all those deals.

BOY: This is a Time Warp Projector ... a machine to lock the future and the present together for a few moments. Then you'll be able to see the kind of world your great-great grandchildren will be living in ... my world. Get ready. Here comes the future. (Blackout and appropriate sound effects) (Smog Warden enters with a megaphone)

WARDEN: (Through megaphone) All clear. All clear. The smog has lifted. Children may now play for 20 minutes. (Children crawl on to stage as if emerging from underground)

1st BOY: (coughing) It's worse today.

2nd BOY: Come on, quick. Let's play something. We only have 20 minutes above ground.

1st BOY: How about follow the leader? I'll be the leader. (he starts to run around stage. All follow him. They begin to cough. They cough so hard, they collapse on stage)

2nd BOY: It's no fun anymore. We always have to stop because of the coughing. (sound of bell ringing) Oh good. Here comes the Rememberer.

ALL: Hurrah! The Rememberer! (they gather around a bearded, old man in brightly colored tattered clothes. He is ringing a bell as he enters and carries a large book titled Remember)

Rememberer: Good morning, children. It's time to remember again. (opens book to a picture of a tree) Do you remember this?

1st BOY: I know. It's a radar antenna.

2nd BOY: No. It's a television tower.

Rememberer: (shaking his head) You've forgotten again. Surely you have seen one in a museum somewhere. (all shake their heads) Children, this was a tree.

1st BOY: What good was it?

2nd BOY: What was it made of ... steel or plastic and wire?

Rememberer: If you have never seen beauty, then I cannot explain. You live in a dull world without color or change. My poor children. (he shakes his head, closes book and goes off sadly)

TOMMY: No wonder you wanted to visit us now. What a terrible world! (to boy)

LEGENDS AND LORE

May 1999

Closing Thought about Lord Baden-Powell

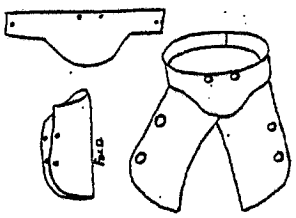
Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often find when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds, but they have made their hole in the blanket by doing good before they go into heaven. Try to make your hole in the blanket by doing good while you are on earth. It is something to be good, but it is far better to do good."

Think of Baden-Powell's words when you promise "to help other people".

Western Neckerchief Slide

Materials: Scrap leather or vinyl 2" x 4" long brass paper fasteners

Tools: Leather punch



Directions: Cut material to shape of patterns below. Assemble as shown. Add more metal fasteners if desired for decoration.

The Pony Express

The course is laid out (in the backyard or park) between St. Joseph, Missouri and Sacramento, California. Along the way are many of the hazards encountered on cross-country travel in the year 1860. Divide the group into two teams and each team into two pairs of riders (one to start and the other to relieve at South Pass, Wyoming - the half way station). To give everybody a chance to carry the mail, you may want to change riders more often or run the race as many times as is necessary to use up all the players. Like any obstacle race or treasure hunt, (and this is a little of both), the route must be laid out in advance of the race. Lay the course over as large an area as possible.

Directions for Riders:

St. Joseph Post Office: Start at the sound of the cannon. On the signal, blow up a paper bag, break it. Mount horse and proceed at a trot to the ferry. Dismount. Remove vest carefully and hang it up. Hop to the next station.

Rock Creek: Dismount: Remove shoes and socks and hold them in your hand. Carry horse over your shoulder while you "ford the creek" by walking through the pans of water. Once across the creek, dry your feet on a paper towel. Throw towel in wastebasket. Put on socks and shoes. Mount horse and take giant steps to next station. Fort Kearney: You are attacked by Indians and must circle around to avoid them. Turn around and around all the way to the next station.

Julesburg: You must follow a narrow mountain pass. Walk on the rope without falling off, all the way to the next station.

Fort Laramie: Go through narrow gorge by wriggling through the tire while on your horse. Walk to the next station.

South Pass: Change horses and riders. Proceed to next station at top speed.

Fort Bridger: Dismount. Sit down and eat a cracker. While the cracker is still in your mouth, whistle for your Mount and continue at a gallop to next station.

Salt Lake City: Pick up a new saddle (pillow) and put it on horse. Continue on to the next station, skipping all the way.

Ruby: Dismount. Remove saddle (leave pillow at station) and walk horse to next station.

Cold Springs: Remount. Horse sees a rattlesnake. Rear up and buck to the next station.

Carson City: Dismount. Put on vest left by other rider. Very rough terrain between this station and the next. Take 2 steps forward and one step back all the way.

Sacramento: (YOU MADE IT!) Dismount. Blow up your paper bag and break it to signal arrival.

Rules

1. Measure all ponies' tails before the start of the race. Since the tails should not be allowed to touch the ground, it is important that all tails be exactly the same length. If they are not, a little barbering is in order. All instruction cards should be followed exactly. Of course you can make up your own rules and vary the obstacles to suit you. The important thing is to see that the mail gets through!

2. When the riders meet on the trail, the one who reaches the station between them first has the right of way. The other rider must wait for him to pass through the obstacles to the next station before continuing.

3. Each station should be marked with a sign indicating its location and name. Since the team riding west will wear red bandannas the direction cards should be marked with a distinguishing Red Signal Dot. Mark the west to east team's cards with Green Signal Dots to match their bandannas. West to east the course is run in reverse with the directions changed accordingly.

Equip the Stations:

St. Joseph, Missouri and Sacramento, California: Have a supply of paper bags for the starting ceremonies.

Halfway between the first two and the last two stations, hang a coat hanger on a bush, clothesline or whatever is handy.

Rock Creek, Nebraska: Arrange several pans of water in two parallel rows with a good supply of paper towels and a wastebasket at both ends.

4. Between Julesburg, Colorado, and Ft. Laramie, Wyoming: Lay a rope on the ground in a straight line from one station to the other.

5. Ft. Laramie, Wyoming: Suspend a tire from a tree or post.

6. Ft. Bridger, Wyoming: Place a plate of crackers at the station.

Salt Lake City, Utah: Have a supply of pillows at the station.

The Ballad of Pistol Pete

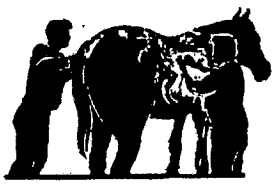
Characters:	Bronco Bill	Pistol Pete
	Maverick Mike	Two Gun Tom
	Shotgun Sam	The Okie from Muskogee

Sound Effects: Dinner bell, hoof beats as Okie arrives and exits.

Setting: Backdrop can be corral fence or western street. Okie needs a stick horse to ride. All actors dress in traditional western attire.
Bronco Bill: Shore is quiet here since the gunfight at the O.K. Corral.
Pistol Pete: Yeah, The Red River Valley just ain't the same no more.
Maverick Mike: Say, what's that off in the distance, A Mule Train?
Two Gun Tom: You mean there at the top of The Big Rock Candy Mountain? Looks like My Darlin' Clementine to me.
Bronco Bill: Naw. That ain't Clem. Looks more like a Buffalo Gal to me.
Shotgun Sam: Well, She'll be Comin' Round the Mountain When She Comes.
Pistol Pete: Naw, that ain't Clem.

(Enter Okie on stick horse, hoof beats off stage.)

Howdy, stranger, what's your handle?
Okie: Jest call me the Okie From Muskogee. (dismounts)
Maverick Mike: Care to rest your Boots and Saddle, Okie?
Okie: Thanks partner. I could use a little rest, here on The Streets of Laredo. (He leans on fence.)
Two Gun Tom: Where ya headed, Okie? El Paso?
Okie: No partner. I'm going back to Those Oklahoma Hills Where I was Born, to see My San Antonio Rose.



Bronco Bill: Ya seem to be in a mite of a hurry, Okie. Ain't running from a Hanging Tree, ere ya?
Okie: Wal, ever since I had a run-in with Big Bad John, I'll admit that I've Got Spurs That Jingle, Jangle, Jingle. It's gettin' on towards High Noon. Gu gettin' Down In the Valley.
(He mounts horse, rides off stage, to sound of hoof beats.)
Pistol Pete: (As dinner bell sounds off stage.) Heard we're dogs for supper, fellas. Guess we'd better Get A Doggie. (Others look at him with disgust.) remember, Bury Me Not on the Lone Prairie.
Maverick Mike: Then you'd better be Back in the Saddle Again!
(Pete runs off stage, with others chasing him.)

Water, Water!

A man, crawling across the stage: "Water, water!!" Someone walks by, and the crawling man tugs on his pant leg. "Water, water!!"

Man walking by: "Sorry." He continues walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, water!!"

Man walking by: "All I've got is this beef jerky, sorry." He keeps on walking.

Another man walks by, the crawling man tugs on his pant leg: "Water, water!!"

Man walking by: "No, I don't have any." He keeps walking.

The crawling man sees a cup of water at the other end of the stage. water!!" He painfully crawls over there. "Water! Water!"

When he reaches the water, he quickly stands up, dunks his comb in it, and uses it to comb his hair.

Pony Express Trail Advancement

Props: A long rope with Bobcat, Wolf, Bear, Webelos and Arrow of Light stations laid out at appropriate points on the rope. Tom-tom, artificial campfire.

Cubmaster narrates:

This month's theme is Legends and Lore. In tonight's awards ceremony, all Cub Scouts receiving awards will become pony express riders, and their parents will become station attendants. (Tom-tom begins to beat.) Will all pony express riders gather around the campfire. It is time to begin.

The Bobcat is starting the trail of Cub Scouting as he learns the ideals -- the Cub Scout Promise, the Law of the Pack, and The Cub Scout Motto, as well as the sign, the handclasp and the salute. It's a long trail ahead to the Eagle rank, and this is the beginning. Will the following boys please line up at the starting gate on the pony express trail. (Read the names of the Bobcat candidates.)

Then a boy is ready to begin his journey along the pony express trail where each achievement is a milepost. There are twelve mileposts between each station. Just as the pony express rider galloped along the trail, defying the danger and hazards of the wilderness from one station to the next, so a boy begins his gallop along the trail to Wolf Valley Station. The following boys have galloped these 12 miles to Wolf Valley Station (read the name of the Wolf rank candidates).

We have other pony express riders who have galloped another 12 miles to Bear Ridge Station, accomplishing important feats along the way. Will these boys please come forward and take their places at Bear Ridge Station (read names).

The next group of boys has made the long trip to Webelos Lodge Station. They are ready to join a Webelos den and work on the challenging Activity Badges. Will you please come forward to your station (read names)? Other boys have completed the requirements for Activity badges (read names). Will you also come forward to the Webelos Lodge Station?

Now I will ask that the station attendants of all these brave riders come forward so that they may receive the awards to present to their boys. (Awards are presented to each parent at each station.)

In addition to mileposts between stations, we have several boys who have scouted elective mileposts above and beyond the call of duty to earn Arrow Points. Will these boys and their parents come forward? (Call names and present awards.)

The last station on our Pony Express Trail represents the plateau of Cub Scouting. This is the Arrow of Light Station. These boys have been on the trail under the guidance of an adult leader and have completed requirements which will enable them to continue their journey up the Scouting Trail. Will you and your parents come forward to the Arrow of Light Station? (Call names, present awards.) I would like to congratulate all these fine riders and station attendants for advancing along the Pony Express Trail. As you learn, you advance. And as you advance, you grow.

Happy Mother's Day
Personnel: 10 Cub Scouts

Equipment: baby bottle, blanket, cup, spoon, ball, bandage, car, pencil and paper, carrot and lollipop

(Each child speaks his lines and performs the action indicated.)

When I was little, new and pink,
My mother gave me milk to drink.
(holds up baby bottle)

MY mother kept me from all harm.
She wrapped me up to keep me warm.

(holds up blanket)

When I was strong and could sit up,
Mom fed me from this drinking cup.
(holds up a cup)

When I was bigger which was soon,
Mom gave me cereal from this spoon.
(holds up a spoon)

When I could run and never fall,
My mother gave me this big ball.
(holds up a ball)

Now if I fall and skin my knee,
Mom puts a bandage on for me.
(shows bandage on knee)

And when I do my lessons right,
Mom picks me up and hugs me tight.
(hugs self)

When I'm tired and can't walk far,
Mom comes and gets me with the car.
(holds up tiny car)

Mom tries to teach me every rule,
So I can do my best in school.
(holds up pencil and paper)

Mom gives me healthy things to eat
And goodies for special treat.
(holds up carrot and lollipop)

(In unison)
God bless all mothers, this we pray. For Mother's Day is every day!

TOM SAWYER, THE CUB SCOUT

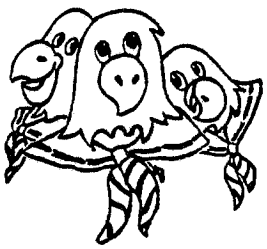
CHARACTERS: Tom Sawyer, Huck Finn, five Cub Scouts.

SETTING: Five Cub Scouts are painting a fence. Tom and Huck walk up to them.
TOM: Hi guys, what are you all doin'?
SCOUT 1: We're Cub Scouts from Den 1. Who are you guys?
HUCK: My name is Huck Finn, and this is my pal, Tom Sawyer.
TOM: Why are you painting that fence? You don't all live at this house. Are you getting paid for doing it?
SCOUT 2: No way. This is Mrs. Thompson's house. She's a retired school teacher.
SCOUT3: Yeah, we're doing this as a good turn for our den. You see, she's too old to do this herself, so we are helping out.
TOM: Wait a minute. You mean to tell me you are painting this fence because you want to? And you aren't getting paid?
SCOUT4: Sure, and it's really fun. It's hard work but we feel good about it since it's going to help out Mrs. Thompson.
SCOUT5: And Mrs. Thompson said she would have some lemonade and cookies for us when we're done.
HUCK: Ah, so you are getting a reward for it.
SCOUT 1: But we'd do it anyway. You see, we found out that helping others makes us feel good. We didn't know Mrs. Thompson was going to give us the treats until after we started.
SCOUT2: Do you want to help us?
SCOUT3: Sure, we could get finished quicker that way.
HUCK: Sounds good to me.
TOM: I can't believe we're doin' this Huck. But sure, let's help out. (all pretend to paint)
SCOUT4: Well, that about wraps it up.
SCOUT 5: This looks great. Well Tom and Huck, what do you think?
TOM: You guys were right. I do feel good about helping Mrs. Thompson out. And to think, I used to hate painting the fence.
HUCK: You're right Tom. Hey guys, tell us some more about this Cub Scout group you belong to. How do you join?
(All boys put arms around each others' shoulders and walk off stage, talking about Cub Scouts)

TALL TALES FOR SMALL MALES

CHARACTERS: Den Leader, Cub Scouts, Johnny, David, Casey, Paul, and Jan (pronounced yawn).
SETTING: A den meeting. All are seated.
DEN LDR: Today, Cub Scouts of Den One, we're going to have ourselves some fun. This month Legends and Lore is our theme, so answer roll call hero as your dream.

JOHNNY: My name is Johnny, and long ago my great grandpa planted many a row, and if he hadn't, we would all cry, cause we wouldn't have any apple pie. You see, he was Johnny Appleseed.
DEN LDR: Very good Johnny! Now, David.
DAVID: My name is Davy, and back many a year, the forest bears would shake with fear if by chance they saw a coonskin hat, cause that was my uncle, Davy Crockett.
DEN LDR: That's a g reat tale, David - Not let's hear f ro m Casey.
CASEY: When I was little, and Christmas came, my folks gave me a model train. I guess folks thought I was kind of racey, cause now they call me' Little Casey'.
DEN LDR: Oh Casey, what a story. Alright Paul, it's your turn.
PAUL: Just call me Paul, that's my uncle's name. His blue ox Babe was part of his fame. When Babe got thirsty from the heat, uncle Paul dug the Great Lakes, wasn't that neat? He was Paul Bunyan.
DEN LDR: Great story Paul. Now last, let's hear from Jan (yawn).
JAN: My last name is Winkle, and R may not be right. But I'm always sleepy (yawns) So, good night. (drops head and pretends to sleep)
DEN LDR: Well boys, I'd no idea that Den One had, such famous uncles and grandads. I've never heard such tall tales, from so many small, small males.



INDIAN LORE ADVANCEMENT CEREMONY

PERSONNEL: Cubmaster is dressed as an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief at front of room.

MEDICINE MAN: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

FUR TRADER: (Looking wild, wooly and hurried, enters room carrying saddle bags.) Is this the meeting of Cub Scout pack ___?

CUBMASTER: Yes, it is. Who are you?

FUR TRADER: I'm the rider from the trading post.

MEDICINE MAN: Hmmm. I have 3 blue beads for (name) who has earned the Bobcat rank.
FUR TRADER: Good enough. Where is the varmint?

CUBMASTER: Will (name) and his parents please step forward? Congratulations on your hard work!

MEDICINE MAN: I have 3 red feathers for (name) who has earned the Wolf rank.

FUR TRADER: Good deal!

CUBMASTER: (To Fur Trader.) Thanks for getting here on time with all our awards. The boys really appreciate it.

MEDICINE MAN: Ugh!

FUR TRADER: My pleasure, son. Now I gotta be gettin' along. So long! (He exits.)

SWORD FIGHT

The only material needed for this game is a six-foot piece of foam pipe insulation. These items make great "nerf" swords. In fact, with several, the boys can get into an all out battle. For this game, have the boys form a circle around you with about 4-6 feet between boys. Armed with the sword", begin to slowly move the sword in a circle about head-level to the boys. As it goes over their head, they will have to duck or be hit with the sword. If they are hit with the sword, they are out of the game. Then move the sword at ankle-level. They will have to jump to keep from being hit by the sword. Keep moving the sword at high and low levels until only one boy is left, who is the winner.

GAMES

Everyone likes to have fun! The playing of games is an extremely easy and fulfilling way to have fun. Cub Scouting is one endless game, where the Cub Scout learns new skills, enlarges on known skills and can see clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvements.

DAVY CROCKETT AND THE BEAR

Choose two boys and have them stand in the middle of a large circle formed by the other boys. One player is Davy and the other is the Bear. Both boys are blindfolded

(can use paper bags) and spun to disorient them. Then the leader commands the hunt to begin. As quietly as they can the two boys begin to move around in the circle, the Bear hoping to avoid Davy and Davy hoping to tag the Bear. The other boys try to be as quiet as possible to give Davy a better chance. If the Bear avoids Davy for a set amount of time, (use a kitchen timer), Davy chooses another Bear. If Davy tags the Bear, the Bear chooses another Davy.

WHO AM I?

As each boy arrives, tape a card with the name of a hero on his back, but don't tell him the name on the card. Each boy has to figure out who he is by asking others about the hero. For example, "Am I a man?" "Am I over 35 years old?" "Am I in sports?" "Do I wear a wig?" Play until everybody knows who they are.

TWENTY QUESTIONS

Have the boys sit in a circle. The leader selects one boy to think of a hero that some of the boys should know. The boys take turns, going around the circle beginning to the right of It, asking one question in order to guess of whom It is thinking. Each question must be a yes- or-no question. If by twenty questions no one has guessed correctly, It tells the name, and the boy to his right is the next It. Should someone guess correctly, that boy becomes the next It.

HERO RELAY

Divide the boys into teams. Establish a starting line and a working place about fifteen feet away. Give each member of the team a piece of a puzzle of a hero (can cut magazine picture into the right number of pieces). The team can order themselves any way they think best, but on the signal to race each boy in turn takes his piece to the work place, places it in the proper place with the others, and returns to tag the next boy on his team. The first team to correctly assemble the puzzle and cross the finish line wins.

HERO BINGO

On wrapping paper or shelf paper, make a Bingo card by ruling off 9 blocks in a 3 by 3 pattern, or 16 blocks in a 4 by 4, or 25 blocks in a 5 by 5. Two inch squares are a good size. The more blocks the more pictures you will need for the game. Cut from magazines, pictures of heroes. You will need a card full for each boy, i.e. eight boys with a 5 x 5 card will require 200 pictures. Do not repeat a hero more than the number

of boys. Put all the pictures in a box and let the boys draw pictures from the box to cover their card. When all cards are covered, the game begins. Take individuals or teams in rotation, and ask each to name a hero on their cards. As the hero is named, his picture is removed from all cards. Individuals or teams that remove five pictures in a horizontal, vertical or diagonal row calls "Bingo!" The pictures removed are checked to see if they have been named. When there is a winner, the pictures are returned to the box, shuffled, and drawn out again for the next game.

TRAILS, TREKS, AND TRACKS

June 1999

OPENING

Each Cub Scout should have a candle to light from a central candle (a leader or narrator may refer to it as the Spirit of Nature, the Conservation Candle or some other appropriate name). Each lights his candle and reads the following statements (there may be a need to write additional ones if there are more participants. SAFETY TIP: Paper muffin cups or circles of cardboard around the candle will make it look better and prevent dripping on hands and floor.)

Cub Scout # 1: We have been observing and studying nature's treasures.
Cub Scout #2: We will help to maintain nature's balance.
Cub Scout #3: We will help and learn from nature's animals.
Cub Scout #4: We will help maintain nature's resources.
Cub Scout #5: We will protect them from harm.
Cub Scout #6: We will follow the law of nature.
Cub Scout #7: The Outdoor Code.

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

STAND UP FOR THE FLAG OPENING

Cubmaster: Stand up for the flag of America, wherever you may be. Respect it and protect it, for it shall keep you free. Free to do what you want to do, and say what you want to say. Free to go where you want to go, and pray the way you want to pray. Stand up for the flag of America, for all the world to see. Stand up for the flag, that star spangled flag, that stands for you and me.

ABCXYZ OPENING

This ceremony will require seven participants: one narrator and six Cub Scouts. Each Cub Scout will need a large card with the appropriate letter on the front in super large lettering. Print the words on the back of each card for the boy to read. Remind him to read over the card and not have his voice become trapped behind the card as he reads.

Narrator: To study nature is to learn about our environment and how we can protect and preserve it now and for the future.

Boy "A: ACTION. Take action to keep the world around you at its best. Take no action that will destroy it.

Boy "B": BEAUTY. We are blessed with the beauty of nature all around us.

Boy "C": CITIZENSHIP. Practice good citizenship by caring about the appearance of your neighborhood and home town.

Boy "X": "X" is the unknown factor. What will happen if we don't all work together to preserve our environment.

Boy "Y": YOU!! It is up to you to set the example for others.

Boy "Z": "Z" is for ZEST. Go about your projects with zest and enthusiasm. Walk hand in hand with Mother Nature. She will always be your friend.

AUDIENCE PARTICIPATION

THREE THREE TREES

BIG TREE — PLUNK
MIDDLE SIZE TREE — PLANK
BABY TREE — PLINK
RABBIT — CLIPPETY-CLIP
HUNTER — BUGLE CALL
GUN — BANG
BABBLING BROOK — BABBLE, BABBLE

Once upon a time in the deep, dark woods there stood three trees, the BIG TREE, the MIDDLE-SIZED TREE, and the BABY TREE. And through the trees ran the BABBLING BROOK and hopped the little RABBIT.

One day, a group of HUNTERS came into the forest where stood the three trees — the BIG TREE, the MIDDLE-SIZE TREE and the LITTLE BABY TREE. And through the trees ran the BABBLING BROOK and hopped the little RABBIT.

As the HUNTERS wandered through the forest, in which stood the three trees — the BIG

TREE, the MIDDLE SIZED TREE, and the little BABY TREE, and through which ran the BABBLING BROOK and hopped the little RABBIT, one of the HUNTERS spied the little RABBIT.

He raised his GUN at the little RABBIT and sadness reigned in the forest in which stood the three trees the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE and through which ran the BABBLING BROOK, but no longer hopped the little RABBIT.

The BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE were all very sad. Even the BABBLING BROOK was sad. But all of a sudden, out from the thicket hopped the little RABBIT the HUNTER's GUN had missed.

And, once again, happiness reigned in the forest where the three trees - the BIG TREE, the MIDDLE-SIZE TREE and the BABY TREE, and through which ran the BABBLING BROOK, and hopped the little RABBIT.

FAMILY DAY IN THE WOODS

SPARROW: "Chirp, Chirp"
SNAKE: "S-s-s-s-s-s-s-s
SQUIRREL: "Chatter, Chatter"
CUB SCOUT: "Boys are boys"
RABBIT: "Hoppity, Hoppity"
TREE(S): "Leafy, Leafy"

A flock of SPARROWS swooped into the woods and settled on the branch of a TREE. Their chirping quickly caught the attention of the animals of the forest, and they gathered around to hear the news. "Hurry up," said the RABBIT, his ears wriggling with impatience. The SQUIRREL leaned in to listen, and the SNAKE pretended she didn't care.

"It's terrible news!" said Kristy SPARROW. That Pack of CUB SCOUTS is coming to spend the day again." "Oh, no!" a terrible sigh came from all the TREES. "Last time we lost branches and twigs. Kites and Frisbees tangled our leaves and limbs and Daniel TREE almost caught fire.

Jerry RABBIT's ears had positively frozen in place when he heard the words CUB SCOUTS. Jimmy SQUIRREL almost fell off the branch he was sitting on and Beverly SNAKE forgot that she was pretending not to hear. "CUB SCOUTS", she hissed. "Why do they have to come here! Last time, I barely escaped with my life."

"They are coming tomorrow," chirped the SPARROWS. "Tomorrow,"sputtered Jimmy SQUIRREL. "I've got to gather acorns before they come and crush them all." Jerry RABBIT hopped off muttering about how he could reinforce his home. Beverly SNAKE just lay there trying to think of hiding places.

The next day dawned clear and pretty, and the CUB SCOUTS, their parents and their leaders arrived. They spent the day playing games, looking and climbing the trees, and searching for animals and their tracks. At the end of the day, they went home a little disappointed because they had not seen a single animal.

That evening, the SPARROWS returned to see how the day had gone. "It was very boring to sit in my hole all day," said Jerry RABBIT. Jimmy SQUIRREL said that he had spied on the CUB SCOUTS all day. "They were different from last year," said the TREES. "We did get a few bruises from the climbing, but they were pretty careful this time," Beverly SNAKE agreed. "Maybe someone taught them the Outdoor Code."

CUB CORNER

Explore a park or vacant lot for living things in the air, on the ground or in the water. Make a collection or display. Mount butterflies by pinning down their wings so they aren't damaged on cotton under glass. Mount insects by gluing small ones to triangular pieces of paper.

Dry pressed leaves and plants between layers of weighted newspapers. Change sheets next to plant every day for about five or six days until dry. Scotch tape to cardboard.

Scrub seashells in hot soap and water. Spray with plastic spray if you wish and glue to display board. Dry starfish and crabs in the sun before mounting.

Mark off a cubic feet of ground. See how many different types of plants, grass, stones, insects, etc. you can find in this small area. A digging tool and magnifying glass will help.

BEES AND BUTTERFLIES

The next time your den is anyplace where there are a lot of flowers, pretend that all of you are bees and butterflies. Zigzag from one flower to another. Look at a blossom from the insect point of view. Stick your finger down into the blossom to find the pollen. How would you get to it if you were an insect.?

Feel the pollen and smell it. Be careful that you don't run into a real bee!

THAT'S MY LEAF

Each boy takes a leaf from the same kind of tree and looks at it carefully for one minute. Then put all the leaves in a pile and stir them up together. Can you find your one-of-a-kind leaf? What makes it special — different from all the other leaves? Press the leaf carefully. Send pressed leaves to one of a kind friends, and tell them how they are like the leaves.

LISTENING POST

Find a spot just for you within sight of your leader and listen carefully for two minutes. Then come together and tell each other what you heard. How many sounds did you hear? Could you tune out sounds from the world of people?

SCAVENGER HUNT

Bundle up and head outdoors! See how many of this list you can find!

Rabbit track	Chewed Pinecone
Deer track	Blue jay
Sparrow	Deer chewed twigs
Cardinal	Berries on a bush for birds
Squirrel Leaf nest	Groundhog hole
Old Bird Nest	Where chipmunks may sleep
Squirrel	owl pellets or animal scent
Den in a tree	Mound-up Tunnel of a Mouse
Woodpecker	Bird Tracks

STAKE A CLAIM

You and a partner play this game by taking a piece of rope about one meter long and tying the ends together with a square knot. Drop the rope down on the ground anywhere you like. Together look carefully at everything inside your circle. How many different things can you discover?

MARKING A NATURE TRAIL

Use simple signs that campers can make.

Label plainly - not too much printing.
Put something interesting on besides the name.
Use a variety of types of signs
Put signs where they can't be missed — some high, some low.
Have too many rather than too few.
Place so the next marker is plainly seen along the trail.
Some are permanent (as on trees).
Some are seasonal (as on flowers).
If you use wire, make it loose, not tight.
Don't use nails. Small tacks on thick bark — ok!

Examples:

Plain baggage tag - Good for temporary trails or seasonal things. Mark with pencil or India ink.
Peg Sign - Make of wood - for sticking in the ground.
Pulpit Sign - Made of wood - good for things close to ground. Easy to read.
Sheltered Label - Make of wood — protects pictures and labels from rain.
Tin Can Top Label - These can be enameled and lettered. Suspend by wire or tack to bark.
Hanging Sign - small blocks of wood with eyelets for hanging by wire or string.

ANIMAL HOME HIKE

On your next hike, look for animal homes and discover the different ways they are built. Perhaps you will see a spider web, an insect gall, or a bird nest. You might even find the front door to some animal's underground home.

WHERE will you go? What will you do to discover the "OUTING IN SCOUTING". Do you live in the city? Look on your own city block, outside your door, in a vacant lot, in a zoo. Look up and down and all around.

Do you live in the country? Look in the fields and the woods. Explore an orchard, a pasture, a fencerow, or a barnyard.

Do you live in a suburb? Look in your own backyard., down your street, or around the corner.

Does your den have a favorite outdoor spot: A meadow, tiny creek, sandy beach, or a park? Visit it at difference times of the year. Visit it in the rain, when snow is on the

ground, when the wind is cold, when the sun's hot, or at sunset. Snoop, sit quietly, and let things happen.

What has changed since last you were there? What did you discover by touch and smell? Here are some games to play and things to do the next time you go out.

CRAFTS

BUG IN PILL BOTTLE TIE SLIDE

Using heated nail, make two holes in side of clean plastic pill bottle. Thread pipe cleaner through holes and twist to make a loop. Put grass and leaves in bottle and use a non-poisonous bug. Put cap on tightly.

GAMES

KEEP ON TRACKING

This game requires a sandy or muddy area where tracks can be made or identified. Each boy is given a card showing the track of an animal. Page 286 of the Boy Scout Handbook has several examples of animal tracks. Each boy copies the track on the card into the mud or sand. If playing indoors, each boy may be given a shoe box with a layer of sand to make the track. Each track should be tagged with a number. When all boys have completed their tracks, have each boy go look at each track and write down what animal they think made each numbered track. After they have completed the list, show what each track is, using the Boy Scout Handbook as a guide. The boy with the most number of correct tracks is the winner, but all boys are really winners in this game.

ARK LINEUP

The object of the duo running game is for one IT pair to catch another pair and become a catching quartet (hands joined to form a line) and catch another pair, etc. Only the two people at the **end of the line are** allowed to tag a fleeing pair. If the line breaks at any point, a catch is disallowed. This sequence continues until only one fleeing pair is left, and as champions, are the first animals to be allowed on the ark. Each pair may be given an animal name and once caught, must make the noise of that animal.

ANIMAL TRAVEL

Divide boys into two teams. Have each team sit down, side by side, with legs outstretched, so that the soles of their feet touch the soles of the feet of a member of the other team, to create a ladder of legs. Give each pair the identity of an animal (or several animals if the group is small). When the leader calls out an animal's name, the two players from each team representing that animal must jump up, travel down the line of legs, over the legs of their teammates, around their team, and back to their original position. The special rule is that the players must travel in the motion of their animal (e.g. frogs hop, inchworms crawl, horses gallop). Choose animals with unique methods of travel (rabbit, kangaroo, snake, turtle, alligator, duck, eagle, pointer, crab, etc.).

COBRA PIT

Separate the group into two teams, the cobras and Noahs. The cobras sit randomly in the snake pit (playing area). one by one, blindfold the boys playing Noah and send them walking through the snake pit, with only the voice of a slighted guide from their team to direct them. The cobras hiss very loudly the whole time, trying to mask the guide's direction. If Noah touches a snake, he sits down where he is and becomes a cobra. Let teams try both roles.

WATER TRUCE

About 8 feet apart, mark two parallel lines on the floor. Tell the story that drought has reduced the river to a trickle just before the great rains are to come, and the animals have declared a water truce. Noah stands in the stream at one end of the hall, and his son, holding a flashlight, at the other. Half of the boys stand along one bank and half along the other. They are the jungle animals who have come to drink, and each acts the part of an animal of his choice. Dim or turn off the lights. Noah's son switches on the flashlight, and Noah starts game by "Go". As long as the sun (flashlight) shines, the animals may drink safely. When clouds cover the sun (flashlight off), the truce is over and the animals must race to their corners before Noah catches them. If the sun comes out during an animal's capture, he shouts "water truce!", and Noah must release him.

SEARCH BY SOUND

In preparation for the game, before the boys come into the room, the leader scatters a number of small objects about the room, in not too obvious places. Use all of one object, i.e., toothpicks, macaroni, etc.

When the boys arrive, the leader divides them into even teams. Each team chooses a captain. The leader gives each team the name of an animal (each team has a different animal). On "GO", all teams begin to search the room for the objects. The special rule is this: only the captain of each team may touch and collect the objects. Therefore, in order to get the captain's attention, the team members make the sound of their team's animal. The captains listed for their team's sound, and race to collect as many objects as possible. The team whose leader collects the most number of objects at the end of a given time limit is the winner. As an addition, when the game is over, give each team five minutes to construct the figure of their team's animal using the objects collected.

TALKING ANIMALS

Divide den into two equal teams. Teams choose captains and sit on the floor facing each other with captain in the center. one captain starts by naming some animal or bird beginning with an /a/. He might say "alligator". He then counts to ten as rapidly as he can, hoping to finish before the captain of the other team calls back the name of another animal beginning with 'a'. If team captain fails to respond before the count of 20, he forfeits one of his teammates to the other side. If he gives the correct answer, he may call out the name of an animal beginning with any letter he chooses. The other captain must now respond. Team members may help their captain by whispering suggestions, but only the captains may call out. Team with most members at end of timed session wins.

ANIMAL CRACKERS

Each boy is given two saltine crackers and a slip of paper telling which animal sound he is supposed to make. on the signal 'go', boys start eating crackers as quickly as possible and swallow before making their animal sound. First to make sound clear and distinctly is the winner.

AARDVARKS AND ALLIGATORS

Boys sit in a circle on the floor with legs crossed. The object of the game is pass two objects around the circle in opposite directions. The aardvark and alligator may be drawings of these animals, or make up some name for two objects and pass them. The leader gives the first object to the boy on the right and says "this is an aardvark". The boy to whom it is offered asks "A what?" The leader replies "An aardvark", and the object is passed. The leader repeats the same ritual with the alligator and the boy on the left. Both boys on the right and left continue the ritual, with one exception: when the next

player asks "a what?", the boy offering the object turns back to the previous passer and asks "a what?" The "a what" is passed along back to the leader who tells the name which is passed back down the line. At some point in the middle, the two objects are going to cross paths. This all will appear chaotic, but hang on and keep going. The game ends when the objects find their way back to the leader.

TURTLE TAG

Boys start in "safe" position on their backs with all four "feet" in the air. The boy who is "it" counts to ten and the "turtles" must hop up and run at least ten steps before again assuming the "safe" turtle position. If "it" can tag a player before he is "safe", they exchange places and the other boy becomes "it".

ANIMAL TAG

Boys are in scattered formation. Select an "IT" (NOAH). Noah names an animal and all boys imitate the animal as they move about the room. Noah also imitates the animal and tries to tag one of the others, who then becomes "IT". Example: Noah calls "Kangaroo", all boys must hop like a kangaroo until someone is tagged.

NATURE CRIBBAGE

Prepare for this hike game by making a list of nature objects the boys are likely to see on a hike in a park or woods. Give a point value to each item; for example, squirrel - five points, ant - one point, grasshopper - three points, bluejay - two points,

SAVE THE CITY

The object of this problem is to transport a radioactive isotope (tennis ball) from start to finish over a number of obstacles without letting the isotope touch the floor (reverses the ionization of the supports in the floor causing it to decompose), or touch any body part (gruesome damage to the body part). The only material that an touch the isotope is the special transporter (gallon milk carton or two liter bottle with bottom cut out). The isotope must be make contact with the inside of every boy's transporter during the transportation (i.e. the ball must be transported from jug to jug). Establish a deadline for completion so the city may be saved in time.

KEEP AMERICA BEAUTIFUL

The audience is told that a tree will be planted and through the magic of Cub

Scouting, will grow and blossom. Two teams of four are chosen and each team selects a captain. The captains are given signs to wear which say "sapling". Each captain stands in the middle of his team. Others on the team are handed a paper sack containing a roll of scotch tape, 20 or 30 green construction paper leaves, a few birds, blossoms and butterflies made out of construction paper, a bird nest, and a few small real branches. At the signal to "go", each team begins to make their 'sapling' grow by handing him the branches to hold and taping the contents of the bag to him. First team to finish is the winner.

OUTDOOR NATURE HUNT

Make up a list such as the one below for each boy. Boys can hunt in pairs in your backyard or in the park. See which pair can find the most within a limited amount of time.

1. Something alive that flies.
2. A cup of wet sand.
3. A worm.
4. A cup of pink water.
5. Five maple leaves.
6. Three rocks at least two inches in diameter.
7. A piece of string.
8. A dandelion.

DUPLICATION

This is a good game for getting boys interested in rocks, plants, and animals. Before assembling the children to play, secretly gather from the immediate area about ten common natural objects, such as rocks, seeds, conifer cones, plant parts, and some signs of animal activity. Lay the objects out on a handkerchief and cover them with another handkerchief. Call the boys close around you and tell them, "Under this cloth are ten natural objects that you'll be able to find nearby. I will lift the handkerchief for 25 seconds so you can take a good look and try to remember everything you see.

SONGS

THE TREE HOUSE
(Tune: Clementine)

In the backyard, in the backyard, In a great big tall oak tree, That is where we built our tree house, Hidden, so no one can seen.

Secret codes, and secret meetings, Just a few friends can belong, No one knows our secret password, Or our secret Cub Scout song.

If you're old enough, You can join In our tree hours, with the rest, You can also be a Cub Scout, If you always do your best.

THIS LAND IS YOUR LAND

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

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

I roamed and rambled, and I followed by footsteps, To the sparkling sands of her diamond deserts, All around me a voice was sounding, This land was made for you and me.

When the sun came shining, then I was strolling, And the wheat fields waving, and dust clouds rolling. A voice was chanting as the fog was lifting, This land was made for you and me.

ADVANCEMENT CEREMONY

NATURE

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

Personnel: Cubmaster, Webelos Den Leaders, advancing Cub Scouts and Webelos

Scouts and parents.

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 beautiful tree to grow. In the same wave, a Cub Scout spends a lot of time and effort in advancement from rank to rank. So do his parents who help him.

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

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

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

BUGS & THINGS

Personnel: Cubmaster or Awards Chairman: others as needed or called.

Equipment: Draw awards from a large fish bowl or have the awards delivered by costumed characters in "bugs and things"' — related clothes (a bee keeper, the "Orkin man, etc).

Cubmaster: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of WOLF by completing 12 achievements that included Feats of Skill, Flag Knowledge, Conservation, Religious activity, Hand Work, and Family Fun.
(Read names of boys)

Will you and your parents come forward? *(Present badges to parents to give to sons)*

These boys have completed 10 or more electives which entitle them to arrow points. *(Read names of boys)*

Will you and your parents come forward? *(Present badges to parents to give to sons)*

(Follow the same procedure for Bear awards)

Our Webelos Scouts have earned the following activity badges this past month.
(Read names of boys and activity badges earned)

Will you and your parents come forward. *(Present badges to parents to give to sons)*

These awards are the outward sign that shows that our boys are really working to help make our pack "go". Let's give them a big hand. *(Holds up hand in a silent "Big Hand" salute)*

CLOSING CEREMONY

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

CLOSING THOUGHT

It is exciting to learn about animals, birds and insects, flowers and trees, rocks, soil, weather, water and stars!

Nature is everywhere all the time — in cities, in the woods and fields, in the winter, spring, summer and fall.

Nature is not confined by time and place — it is everywhere.

But where to begin—how to begin. All you need to start is an inquiring mind — and eyes, ears, nose and hands. Use all senses to gather information from the world about

you.

In the beginning, we might just as well make up our minds that we are never going to know all there is to know about the subject. Remember that it is not so much knowing the names and identifying everything but the joy in making the discovery that counts.

"Country Cub" knows there is plenty of nature to be seen if you take time to look around, while the "City Cub" may have the notion that nature is not to be found in the city limits—not true, of course.

Nature is something we can enjoy no matter where we go in the world. Nature is something we should enjoy and respect.

Let's step out into the world of nature.

Tree Toad

(Tune: Auld Lang Syne) A tree toad loved a fair she toad That lived up in a tree! She was a fair three-toed tree toad, But a two-toed toad was he.

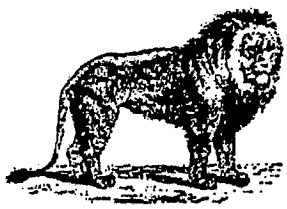
The two-toed tree toad tried to win The she toad's friendly nod, For the two-toed tree toad loved the ground That the three-toed tree toad trod.

Now three-toed tree toads have no care For two-toed tree toad love. But the two-toed tree toad fair would share, A tree home up above.

In vain the two-toed tree toad tried, He couldn't please her whim; In her tree toad bower with her veto power, The she toad vetoed him.

Survival

The animals that live in the wild have to do whatever they can to survive. The very young animals have to be able to run quickly and learn the laws of the jungle as soon as they can. In our pack, the bobcats are just like these young animals. They are just beginning to learn about Cub Scouting and are running as fast as they can. Will the following bobcats please come forward and receive their awards?



As the young animals grow, they learn about how to survive in the jungle, and begin to

take care of themselves. They are not yet ready to hunt on their own, but are following the leaders closely, trying to learn what they will 'need to survive. In our pack, the Wolf Cubs are just like that. They are learning and doing things for themselves, even though they are young members of the pack. Will the following Wolf Cubs please come forward and receive their awards?

The young animals are now beginning to hunt on their own. They work together with the others in the pack to make sure the hunt is successful, and share in the rewards. They have learned their lessons well, and are sure to be able to survive. The Bear Cubs in our pack are like these animals. Will the following Bear Cubs please come forward?

The true test of survival is to be able to pass on what has been learned. The older animals are looked up to by the younger ones, and the young animals look to them to show them how to act and survive. In our pack, the Webelos Scouts fill this role. They have grown to be great Cub Scouts and show the way for the rest of the pack. Will the following Webelos please come forward?

HOW TO LOOK

Experienced watchers will often sit and let the birds Come to them. Don't make yourself conspicuous against the open sky. Move slowly, the less movement the better. Try to cover several distinct areas if possible - a woodland, a marsh, field, river bank, shore, etc. Make bird watching a year round activity, each season has its own special surprises for the careful observer.

WHY LOOK?

There is nothing like the thrill of seeing a beautiful bird, identifying a bird you have never seen before and watching your records of sightings grow. From watching birds we discover more about their food and habits and so are able to do more to protect those that need help in order to survive. This is how bird refuges are established - an area where passing birds can rest and feed and where resident birds can nest safely. Once you have gotten into bird watching you will want to feed them and attract them to your own yard.

OUR NATIONAL TREASURES

July 1999

Presidential Facts

Match the fact with the name:

1. He played football at the University of Michigan.
2. Hunting was his favorite sport.
3. His mother was a good tennis player.
4. He broke his knee playing football at West Point.
5. He had his own sailboat when he was 16.
6. He rode his horse while standing up.
7. He was a baseball player and a wrestler.
8. "Old Sow" was his favorite game.
9. His father gave him a gun when he was 10
10. He liked touch football.

Name choices:
William McKinley Franklin D. Roosevelt Gerald Ford
George Bush Dwight D. Eisenhower John Adams
John F. Kennedy Calvin Coolidge William Taft
Thomas Jefferson

Answers:

1. Gerald Ford, 2. John Adams, 3. George Bush, 4. Dwight D. Eisenhower, 5. Franklin D. Roosevelt, 6. Calvin Coolidge, 7. William Taft, 8. William McKinley, 9. Thomas Jefferson, 10. John F. Kennedy

Presidential Facts

1. He was the smallest president.

2. He was the tallest president.

3. He was the fattest president.

4. He was the handsomest president.

5. He lived longer than any other president.

6. He died at a younger age than any other president.

7. He was in office for the shortest term.

8. He was in office for the longest term.

Answers:

1. Madison (5'4" under 100 lbs.), 2. Lincoln (6'4"), 3. Taft (over 325 lbs.), 4. Kennedy (a matter of opinion), 5. John Adams (age 91), 6. Kennedy (age 46), 7. W. Harrison (March-April 1841), 8. F. Roosevelt (elected to 4 terms)

America Opening

Personnel: 7 Cub Scouts and 2 color guards for flag on stage or at the front.
Props: U.S. Flag, pack flag and stands. A-M-E-R-I-C-A should be cut from cardboard. (Mix of red, white and blue.) As each Cub recites his line, his letter is held or tacked up to spell AMERICA.

Cub 1:	A	is for all people in our land.
Cub 2:	M	is for men who helped build, so grand.
Cub 3:	E	stands for equality of race, color and creed.
Cub 4:	R	is respect for all people's needs.
Cub 5:	I	is for ideas-new ways to know your neighbor.
Cub 6:	C	stands for caring and sharing in labor.
Cub 7:	A	is the allegiance we should feel for our land.

All: Let us now stand and pledge allegiance with heart and with hand.

Flag Recipe

What does it take to make a flag?

Ingredients: Six Cub Scouts, I cup red crepe paper bits, I cup blue crepe paper bits, I cup white crepe paper bits, stars (glitter) , large pot, American flag, spot light (optional)

Arrangement: Cub Scouts form a semicircle around large pot. American Flag is folded and hidden in pot. Each Cub is holding an ingredient which he adds.

Cub 1: We are going to fix for you a treat that is really grand; and make for you a recipe, the greatest in the land.
Cub 2: First we'll put in a heaping cup of red for courage true,
Cub 3: And then we will add for loyalty, a dash of heavenly blue,
Cub 4: For purity, we will now sift in a layer of snowy white,
Cub 5: We will sprinkle in a pinch of stars to make it come out right,
Cub 6: We will stir and stir and then you will see, that what we have made is (He uses large spoon and pretends to stir, taking care not to disturb flag hidden in pot.)
All: OLD GLORY
(All boys reach in and pull out American Flag)
Cub 1: Our flag is the most beautiful flag in the world. Let us always be loyal to it.
Cub 2: Please follow me in the Pledge of Allegiance.

Flags of America Games

Ask everyone to help in making the various games. THEY'LL have as much fun making the games as using them. Play several of the games at a group gathering.

Team Games

1. For this game, make a drawing, 9" x 12", for each of the three flags. Cut three pieces of red paper, the same size as the drawing, for each team. Then, using the drawing as a guide, cut the following pieces for each flag - a blue field and six white stripes for the first national and present-day flags, and two blue crossbars for the confederate flag. Gummed stars are used for all.

Place the parts for each flag in two envelopes - the blue field (with appropriate number of stars) in one envelope, and the six white stripes in another for the first two flap; and a crossbar with appropriate number of stars in each of two envelopes for the confederate flag. Be sure there are enough envelopes for each team to complete the three flags.

Give each team the backgrounds of red paper. In a large bowl, place slips of paper, saying "Get field of 50 stars," "Get set of six white stripes," "'Get crossbar with stars," etc. Be sure there are enough slips for all the teams. Place several blanks in the bowl, too.

In turn, each player from a team picks a slip from the bowl and, if it says sot he gets the appropriate envelope from a moderator. If the player draws a blank or, as the game proceeds, draws a repeat of a part his team already has, he loses his turn and the paper is returned to the bowl.

As the teams get the parts of the three flags, they pin or paste the parts on the background. Ile team having the three flags assembled first, wins.

THIS IS-MY-COUNTRY

CHARACTERS Four boys dressed in costumes from South American, Japan, Africa, and the Netherlands; each holding a large picture or map of his country. Narration is printed on back of picture so boy can read it. One boy dressed in Uncle Sam costume, holding American flag.
SETTING: Boys come on stage, one at a time. Each boy reads the description of his country while a recording of' "This Is My Country" is played softly in the background. Recording of "Star Spangled Banner" is played at the end.

SOUTH AMERICA: I am South America. I am most noted for my exotic food, sugar cane, coffee, molasses, and coconut. My people eat domesticated foods such as beans, pumpkin pineapple, potatoes, and tomatoes. I am also known for my tobacco. on any sunny day, you can see me dressed in my native clothing, the serape, and the sombrero. My religion is mostly Roman Catholic. South America! This -is my country.
JAPAN: I am Japan. Agriculture is my game but silk, is my claim to fame. People come from all over the world to visit my Buddhist pagodas and Geisha houses, and to try to master the art of using chop sticks. They almost always go home wearing a kimono, which is my native dress. Japan! This is my country.
NETHERLANDS: I am the Netherlands or Holland as I am most commonly called. Hy schools are all state supported and education is compulsory. Only eight percent of me is forest surface so I am best known for my canals. Dairying is one of my important industries. I am world famous for my Dutch cheese. I also grow cereal grain and potatoes, but I am most famous for my fields of tulips. When I pass your open window, you can hear the clippety-clop of in, wooden shoes on the cobblestone streets. Holland! This is my country.
AFRICA: I am AFRICA the second largest of the continents. When you visit me pick up a diamond Ninety-eight percent of the world's diamonds come from me. I also have

gold and oil in abundance. ALLAH is my God. Although I dance as a form of religion other countries have copied me as a form of entertainment. The caftan and dashiki, my native dress, are now a world-wide fashion. Africa! This is my country.
AMERICA: I am America. People from all over the world come to me to find freedom. my customs, are those of every nation, and I offer an equal opportunity to every person. I am called the land of plenty, for my natural resources are many, clothing styles and religion are a man's own choice. What's the difference if a man is from the north or the south, or the east or the west, my heart is filled with love for all of them. The home of the brave and the land of the free. AMERICA! This is my country!

OPENING THOUGHT

"Oh, beautiful for spacious skies, for amber waves of grain for purple mountain majesties above the fruited plains. Yes, our country is indeed beautiful - from the charm of New England on the eastern coast to the deep blue lake of Minnesota, to the towering mountains, the golden wheat fields, the roaring rivers, the majestic Grand Canyon, and the expansive deserts of the West, to the giant redwood of California on the western coast. We are proud of our beautiful America and pledge ourselves to keep her beautiful. There is beauty in each of the 50 states, and our US flag represents those states. Will you join me in the Pledge of Allegiance.

Strong for America

MOBILE

Items needed:

Colored poster board
String
Hole punch
Coat hanger

Using flag patterns, cut out pieces from colored poster board. Punch appropriate holes. Start from top and assemble flag.

SIT-A-PON

As we enjoy the great outdoors, it is always easier to enjoy if you have a soft, dry spot to sit down. Sit-a-pons can be used while camping, hiking or sitting around in a den meeting.

Cut 2 pieces of heavy vinyl 18" square. (Old shower curtains work well also). With a small hole punch, punch holes around the edges about 3/4" apart.. Lash the two pieces together (wrong sides together) using twine or cord leaving one side open. Stuff insides with newspaper, a towel or old socks. Lash closed fourth side.

Gathering Activity

Flag Pieces

Draw/locate a sufficient number of pictures of different state flags and cut them into 2 or 3 pieces to accommodate the number of people you have attending a pack meeting.

Mix and distribute flag pieces as pack members arrive at the pack meeting.

Ask people to find those people holding the other piece(s) of their flag and introduce themselves to each other.

Run-Ons

Two men enter carrying another from a pole. The emcee asks what they are doing. The man hanging from the pole replies, "I'm just hanging around." The two men supporting the pole respond by "dropping the subject" on the ground.

AMERICA AMERICA: "America, Rah, Rah, Rah!!!"

Applauses

Cub friendships, pure and deep We promise we will keep Our pledge to thee. We'll honor and obey Akela all the way And when we graduate Good Scouts we will be.

You're a Grand Old Flag

You're a grand old flag, you're a high flying flag, And forever in peace may you wave. You're the emblem of the land I love, The home of the free and the brave.

Every heart beats true, 'neath the red, white and blue, Where there's never a boast or a brag. But should old acquaintance be forgot, Keep your eye on that grand old flag.

CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrates the signs used in the ceremony. Then everyone joins in.

Boy Scout Sign	**May the spirit of Scouting**
Cub Scout Sign	**and the light of Akela**
Point finger	**be with you and me**
Both arms out	**until our paths**
Arms crossed	**cross**
Cub sign (on wrist, *then elbow, then shoulder*	**again.**

Cubmaster Thought

Did you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. Sometimes we can't avoid being sad or unhappy when things go wrong, but even then it's best to try to be cheerful. Cub Scouts who have a cheerful attitude not only make life easier for themselves but spread that attitude to others. "

SPLISH! SPLASH!

August 1999

That Seasick Feeling
(Tune: You've. Lost that Loving Feeling)

We always close our eyes, When we're sailing on the seas. And there's some shakiness Going on down in my knees. We're trying hard not to show it. But inside, inside we know it.

Chorus

We've got that seasick feeling, ooh, that seasick feeling. We've got that seasick feeling, Lunch is gone, gone, gone, oh, oh, oh.

I've got a stomach ache. As I stagger toward the rail And if I must get sick I hope I don't barf on a whale. You know I just feel like crying. Cause something in my stomach is dying.

Chorus

When I get seasick, I get down on my knees and pray. That all my breakfast and lunch, in my stomach will stay. I need some Turns, some Rolaids, some Alka Seltzer too. The cook just said he'd made another batch of stew. I need a pail, I need a pail, I need a pail, I need a pail. So bring it here please, bring it here please.

Chorus

SKIN DIVER'S 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!

THEY WERE ONLY PLAYING LEAPFROG
(Tune - John Brown's Body)

A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,

A busy buzzing bumble bee was busily buzzing by,
As they were marching home.

Chorus: *They were* only playing leap frog,
They were only playing leap frog,
They were only playing leap frog,
As a busily buzzing bumble bee went busily buzzing by.

2nd verse:
One photographer photographed another photographers back.

3rd verse:
One hedgehog edged up the hedge as another hedgehog edged down.

I Wish I Was a Little Bar of Soap
(Tune - I You're Happy and You Know It)

I wish I was a little bar of soap,
I wish I wag a little bar of soap,
I'd slippy and I'd slidey
Over everybody's sidey
Oh, I wish I was a little bar of soap.

I wish I was a little hunk of mud,
I wish I wag a little hunk of mud,
I'd ooey and I'd gooey,
Under everybody's gooey,
Oh, I wish I was a little hunk of mud.

I wish I was a little onion,
I wish I was a little onion,
I'd yelly and I'd yummy inside everybody's tummy,
Oh, I wish I was a little onion.

I wish I was a little mosquito,
I wish I was a little mosquito,
I'd nippy and I'd bitey
Under everybody's nitey,
Oh, I wish I was a little mosquito.

WATER SAFETY SEALS

Characters: Ringmaster, Clown, six seals (all in appropriate costumes)

Scene: A cardboard ring, about 2' high, large enough for all seals to stand inside. Paint it to resemble a pool. As the curtain opens, seals are in the pool, flapping their arms.

Ringmaster: And now, ladies and gentlemen, we present those barking aquanauts, those super swimmers of the sea, our very own Water Safety Seals!

Seals: *(Flapping arms and singing to the tune of Clementine.)* In the ocean, in a home pool, In a lake or in a tub; Where there's water there is danger, Even in a shower tub. If you plunge down to the bottom Of the ocean, cool and green, You must take some swim lessons, For you're not a submarine.

Seal 1: *(Clapping flippers)* Arf! Arf! You'll get a glad hand from us seals if you'll only swim where there is a lifeguard.

Seal 2: Arf! Arf! We'll applaud you is you always swim with a buddy. Never swim alone! (Claps flippers.)

Seal 3: Arf! Arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give artificial respiration.

Seal 4: We seals say, by all means, enjoy your swim!

Seal 5: But, be a smart seal. Stay out of water during thunderstorms!

Seal 6: Stay out of water when you have just eaten.

All: When you're in trouble, call for help, but only if you need it. (Seals flap arms and sing.) If you plunge down to the bottom of the ocean, cool and green, You must take some swimming lessons, For you're not a submarine.

(During the chorus the clown crosses the stage carrying a sign that says: "Don't be wet behind the ears!" At mid-stage he turns the sign over so it reads: "Don't clown in the water!")

Opening

Facts of Water

Personnel: 6 Cub Scouts

Equipment: Buckets of water, the boys can hold as speaking

1st Cub: Did you know that watermelon isn't called that for nothing? It's 97% water.

2nd Cub: Did you know that during a lifetime, you'll drink about 16,000 gallons of water?

3rd Cub: Did you know if all the valleys and mountains on land and on sea were leveled, water would cover the entire earth two miles deep?

4th Cub: Did you know that water power is no idle phrase? Water flowing at 10 miles an hour can move a rock 10 feet thick.

5th Cub: Did you know that water helps regulate climate? It absorbs heat in summer and releases it in the winter.

6th Cub: Did you know that a birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount a person uses in his home each day?

Water Drinking Relay

Equipment:
Cup of water
Plastic spoon per player

Divide the boys into teams and give each player a cup of water and plastic spoon. The first player feeds the second player his cup of water one spoonful at a time. The second player feeds the third and so on. The first team to finish wins.

Water Relay

Equipment:
2 Buckets of water
2 cups

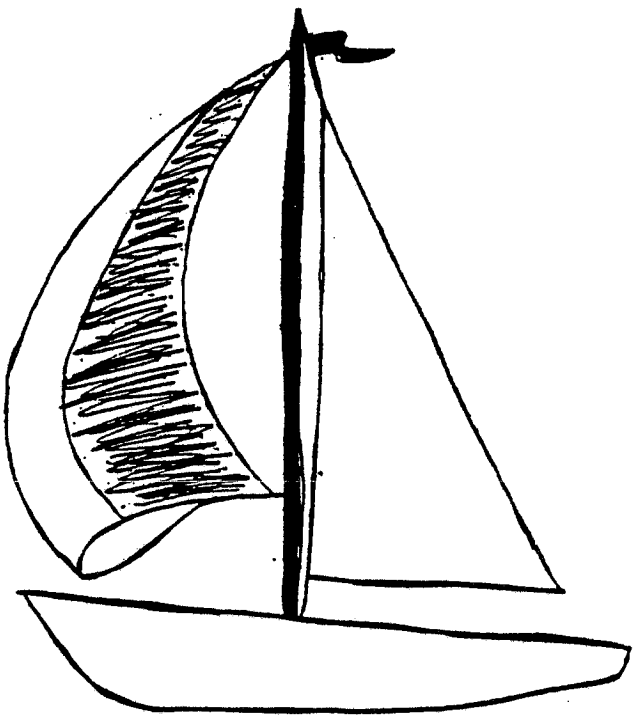
2 milk bottles

A bucket of water and a cup are placed at the head of each line and a milk bottle at the foot. On signal, the first player dips the cup into the bucket and passes the cup of water down the line. The last player pours it into the milk bottle and returns the cup. Play continues until one team has filled the milk bottle.

The Sponge Race

Equipment:
Plastic tablecloth
Bowl of water
Paper cup
Sponges

Cover a table with the plastic cloth and put a bowl of water in the middle. Give each player a paper cup and a sponge. On "go" the players try to fill their cup by dipping the sponge in the bowl and squeezing it out into the cup. First one to fill his cup is the winner.



SAILBOAT

Materials:
Shrink Art plastic
Permanent markers

Place shrink art plastic over pattern. Trace pattern using colors desired. Cut out boat along outside of pattern only. Personalize boat as desired such as name, den number, or pack number. Place in oven according to package directions. Heat until boat shrinks and flattens. Glue loop to back using vinyl , leather, curtain ring, or PVC pipe.

Underwater Scenes in a Jar

Placed so a soft light shines through, these jar scenes have a mysterious beauty. To make these replicas of the ocean's depths, all you need are some glass jars of suitable shape and size, food coloring, and various cutouts from plastic bottles. First fill the jar with water; then add a little food coloring to tint the water. Blue or green are suitable as well as yellow to give the illusion of sunlight through the water. Put some stones, pebbles or aquarium gravel on the bottom. Make your cutouts from as many different colored plastic bottles as are available. Add any desired details with a waterproof felt tip pen. For underwater plant life, use leaves from plastic flowers. To keep the floating cutouts in their desired positions, use thread to match the water. Tie the thread through the center of the cutout then tie other end around a piece of gravel to anchor it to the bottom. For a nautical touch, a green plastic mesh bag (used for packaging fruits or vegetables) can be drawn over the jar, as pictured. The jar lid is not used in this case and the neck of the jar is covered with a paper strip. The excess mesh is curled down at the top and tied to hold. An interesting way to treat a squat jar is the boat novelty pictured. The jar shown was 3 ½" high and 3 ½" across, but any size jar of a similar shape would do. After your scene is completed, paint the jar lid and screw securely in place. Then cut two pieces of lightweight cardboard for the sides of the boat. Cut out openings on each piece so the jar scene will show through. Blue paper to both sides of the cardboard. Place the cardboard around the jar and glue the ends together holding with clip clothespins til dry. (Be sure the jar can be removed from the cardboard boat frame.) For the mast, insert a dowel into a wooden spool and glue to center of the jar lid. Cut paper sails and slip down over the mast. Add a black skull and crossbones flag.

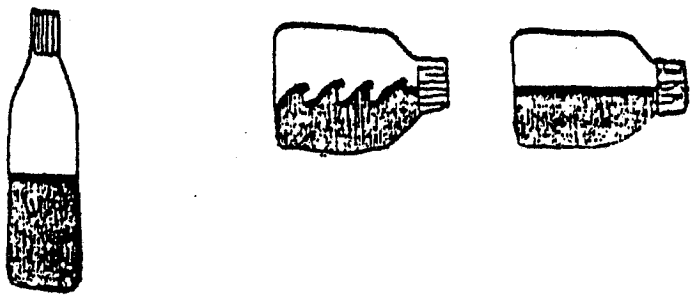
The Wave

Materials:
Alcohol (rubbing)
Turpentine
Blue food coloring
Baby food jar (or jar with tight fitting lid)

Fill jar half full of turpentine. Finish filling jar with alcohol. Add a few drops of blue food coloring to liquid. Then place lid tightly on jar. Run a "bead" of waterproof glue around closed lid and allow to dry. This will keep the liquids from spilling on mom's furniture.

When jar is moved it appears to be a wave, when the jar is shaken it will mix, but will settle again into layers.

Cub Scouts will love this one - the mystery of why these liquids won't mix will keep them wondering!



Charlie Tuna Tries Again

Characters: Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam and the "Voice from B.S.A."

Costumes: Full-length paper sack masks with each character drawn on sack.

Narrator: As our show opens, we again find Charlie in his continuing pursuit to be accepted by the B.S.A.

Charlie: (Charlie enters) I, Charlie Tuna, promise to do my best to do my duty to King Neptune and my ocean, to help other sea creatures, and to obey the Law of the School.

Angela: (Enters) Oh, Charlie! Are you still trying to join the B.S.A.? Wise up my aquatic friend. Don't you know that the "B" stands for Boy, not Fish Scouts of America. (She exits.)

Charlie: What does she know. She's just a girl. A Fish Scout follows Neptune. A Fish Scout helps the School go. The School helps the Fish grow. A Fish Scout gives goodwill.

Larry: (Enters) Oh, Charlie, that's Akela, not Neptune. Boy, Charlie, you blew it with Starkist, now the B.S.A. What next? (He exits.)

Charlie: Do your Best, Do your Best. Oh darn, darn.

Sam: What are you yelling about?

Charlie: Well, I've got the motto down pat, but I can't figure out the two fingered salute.

Sam: Poor Charlie, here comes the B.S.A. now. (Sam exits.)

(Drop hook that says: SORRY CHARLIE!)

Voice: Sorry Charlie. B.S.A. wants boys who fish, not boyish fishes! (Voice says this when hook is dropped)

North Star Ceremony

This advancement ceremony can be held indoors, or outdoors on a clear night.

Personnel: Cubmaster, advancing Cub Scouts and their parents

Equipment: If outdoors on a clear night, a flashlight. If indoors, a pin hole planetarium punched for the Big Dipper and North Star and a flashlight.

(The Cubmaster beams the flashlight at the North Star or shines it through the pinhole planetarium at a ceiling.)

Cubmaster: For thousands of years, men have known that the North Star remains fixed in the same spot. Shepherds knew it before the time of Christ. Sailors have used the North Star and other heavenly bodies to guide their ships ever since they first dared to leave sight of land. Even today, the stars are important in navigation for ships, jet planes and spacecraft.

Cub Scouts don't usually need the stars to find their way. But even so, we do have our own guiding stars to help us through life. There is your church or synagogue, for instance. And your parents and teachers, and Cub Scouting. In Cub Scouting, our navigational aids are the Cub Scout Promise, the Motto and the Law of the Pack. They tell us how we should act and what we should do for ourselves and others. The Promise, Motto and Law of the Pack are just like the stars by which the sailor steers his ship.

Tonight we honor Cub Scouts who are navigating straight and true on the sea of Cub Scouting. With their parents' help, they are advancing and showing that they live by the Promise, Motto and Law.

(Call advancing boys and parents forward and give badges and arrow points to parents for presentation to their sons. Webelos den leaders present activity badges, Webelos awards and Arrow of Light awards.)

Cubbin Is Cool
(Tune: Johnny Be Good)

Well I tell ya Mom and Dad
I heard it at School,
It's a brand new thang
And its way cool.
All the guys are signin' up from all around
The word is gettin' out all over Town.
Come on mom and dad you know I gotta
shout
You hafta sign me up to be a Cub Scout.

Chorus:
Say go go cub scouts go
go cub scouts go
go cub scouts go
go cub scouts go
Cubbin is cool

Well there's a Bobcat, Wolf, Bear, and Webelos
And somethin' called a Tiger Cub, I just don't know
The Cubmaster's busy, he's plannin' the show
The den leaders helpin' they're all on the go.
Awards, cheers, games and skits and songs
Sounds like its gonna be a lot of fun.

Chorus

Well there's day camp, resident camp and Webelos Woods
Popcorn, campfires and FOOD that's good!
Monkey bridge, bows and arrow, BB guns,

Arts and crafts, lots of laughs and races to run
One thing I can tell ya without a doubt
There's nothin' like being a CUB SCOUT!

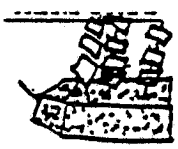
SARDINES

This is a variation of hide-and-seek that many consider a lot more fun to play. To begin, you should have a minimum of 5 players - and the more, the merrier. The first person to hide can be determined by drawing straws or by using some other method. The hider finds good cover while the rest of the group slowly counts to 100. Upon reaching 100, the group spreads out to hunt for the hider. Instead of announcing the hider's location, like you would in hide-and-seek, the first person to find the hider quietly joins in the hiding. The next person to find the hider joins in as well, until all the players are crammed in the hiding place like sardines in a can. Although it's a nearly impossible task, the hiders should remain as quiet possible while crammed in their hiding spot. The game is over when the last hunter finds the group. The one who was the first to find the hider becomes the hider in the next game. This game can be played indoors or out, but is especially fun played outdoors, after dark.

Wine Cork Boat

needed: wine cork cut in half
4 toothpicks
small paper rectangles

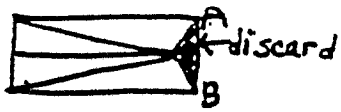
1. shape one end of cork for front of boat with point.
2. cut 1" off 2 toothpicks and cut a 3rd toothpick in half.
3. push 1 toothpick into front point of boat for masthead. push whole toothpick into center of flat cut side of cork. push 2 toothpicks with 1" cut off on either side of center toothpick.
4. glue paper rectangles to toothpicks to form masts.



Power boat

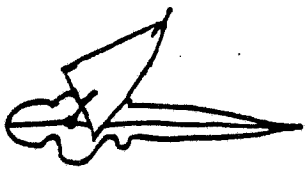
needed: 1 cardboard rectangle from frozen food carton or milk carton
sm. piece of bar soap
ruler
pencil
tape

1. draw line through middle of rectangle (lengthwise make mark 1" from end of line.
2. draw line from 1" mark to each of 4 corners. cut small triangle formed on 1" end out.
3. fold up on the other two diag. lines (use ruler to help) so that points A and B meet to form the front of boat. (see diagrams). tape securely so water won't leak in.
4. cut rectangle slit in bottom back edge. wiggle soap piece into slit tightly. soap makes boat move.



Clothespin sailboat

needed: wooden clothespin w/ metal spring
glue
toothpick
paper



1. remove spring from clothespin. glue flat backs together.
2. glue toothpick through hole formed by the slit used for spring.
3. cut triangle from paper. push onto toothpick to form sail.

GOIN-FISHIN ADVANCEMENT
(This ceremony can be used indoors or at the waterfront.)

If you are indoors, pin the badges that were earned to a cardboard fish. Make a fishing pole out of a dowel, string and a paper clip hook. Put a paper clip bent into a circle into the mouth-of the fish. Make the fish different colors according to the badge pinned to it and tell each boy who earned an advancement to go fishing for a (color) fish.

Make a statement about the boys achievements and have the parents help the boy if needed.

If you are at the water, you could use the same process or you could use the water instead of a bucket to put the fish in. Simply wrap the badges tightly in tin foil and have the one who swims best in the water with the badges. When the boy casts his line out, the dad can attach the proper badge to the hook and give it a tug.

The Treasure Chest

The following skit is a simple one yet has some humor and a good point also and could provide a good opportunity to thank the Cubmaster and give him little recognition. It would be fun to pull this one as a surprise on your Cubmaster. AS curtain opens a den of Cub Scouts dressed as pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking puzzled and scratching their heads.

1st Pirate: I think we're looking in the wrong place.
2nd Pirate: I think we're looking for the wrong thing.
3rd Pirate: What do you mean the wrong thing?
4th Pirate: We're looking for a chest of gold aren't we?
5th Pirate: Of course, we are but where's the best place to look for a chest of gold?
6th Pirate: Probably at the end of the rainbow but I don't see one.
7th Pirate: Let's look out there in that sea of faces. (Points to audience)
8th Pirate: I'VE FOUND IT!!! (Walks to Cubmaster and asks him to come with him to center stage) (All pirates look puzzled.) This by far is the best chest of gold, for in that chest (points to Cubmaster's chest) beats a heart of pure gold! Otherwise why would he spend so much time being our Cubmaster?
All Pirates: That's right!

WATER SPORT GAMES

Swimming is a fine, all around body builder and makes a good den and pack activity. It goes without saying that you must be safety conscious anytime your pack is holding an event around the water. Probably some of the boys are non-swimmers, and it is likely that some who think of themselves as swimmers can't swim very far or safely in deep water.

PIRATE'S GOLD HUNT

This is a game for non-swimmers. Use pennies or paint 3/4" iron washers with gold paint. Scatter them over an area of water that is between waist and knee depth. On a signal, the boys try to recover as many "gold pieces" as they can within an allotted time.

CANDY HUNT

Wrap hard candies in water tight aluminum foil. Scatter a bunch of them along the bottom of the pool. Have boys duck or dive to retrieve them.

LIVE LOG

Establish a goal at one end of the pool. One boy is the "log". He floats on his back in the center of the pool. The others swim around him. At any time, the "log" may roll over and give chase to the others, who must race to their goal. Any player who is tagged becomes another "log" and the game resumes. Continue until one boy has not been tagged .

BALLOON RACE

Line boys up in chest-deep water. At signal, they propel inflated balloons to shore without using hands. First one to touch shore wins.

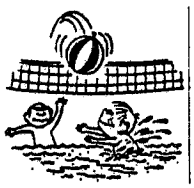
EGG AND SPOON RACE

This will test the swimming skill, balance and patience. Boys hold a spoon handle in their teeth. A boiled egg is put in each spoon. The boys line up relay style and move from one side of the pool to the other carrying the egg on the spoon. A variation is to carry a ping pong ball in a spoon.

CORK RETRIEVE

Scatter a dozen or more corks or blocks of wood on the far side of the pool. On signal, boys dive in and try to retrieve the corks, bringing them back to the starting point one at a time. Winner is the boy with the most corks when all have been located.

BALLOON VOLLEY BALL



Use volley ball rules. Stretch a net across the pool and use a blown up balloon as the ball.

THE SUBMARINE SKIT

CHARACTERS: any Number of Cubs (min. 3)

SCENE: Submarine; Boys stand in line on stage and repeat each line up and down. (No props required)

CUB 1: Enemy submarine sighted ... fire torpedo 1.

CUB 2: Fire torpedo 1. (All boys repeat up to last Cub)

LAST CUB: How do you do that? (All Cubs repeat back to Cub #1)

CUB 1: Press the green button (All Cubs repeat back to last Cub),

LAST CUB: (pushes green imaginary button)

CUB 1: Darn, we missed! Fire torpedo 2. (All Cubs repeat back to last Cub)

LAST CUB: How do you do that? -(All Cubs repeat back to last Cub)

CUB 1: Press the red button. (All Cubs repeat back to the last Cub)

LAST CUB: (pushes red imaginary button)

(Repeat this process as many times as you can stand!)

CUB 1: That was our last torpedo. We'll have to jump overboard. (All Cubs repeat back to last Cub, as they jump, except last Cub)

LAST CUB: How do you do that?

(This is a skit that drives adults CRAZY but the boys LOVE to do it!)

FRESH FISH

Characters: 5-6 Cubs. The first cub hangs up a large paper sign that reads: "Fresh fish sold here. He remarks on how hard and expensive it has been to make this sign. The second Cub criticizes the sign saying, "You don't need the word 'Fresh'. . . you wouldn't sell anything else would you?" He then tears off word "Fresh." The third cub says, "Why use the word 'Here' . . . everybody knows it's here?" He tears off word "Here". The next cub tears off word Sold, because he claims things are always sold in a store. The last cub says, "Look, Friend, you don't need that sign 'Fish'. . . you can smell 'em for 10 blocks." Storekeeper chases him offstage.

HEY, LOOK US OVER

September 1999

Who Am I?

Have a topic pre-selected such as PARTY. Come up with about 20 related items associated with that topic, example: horn, party hat, favor, balloon, candy, cake, punch, ice cream, music, games, invitations, presents, fireworks, napkins, plates, cups, forks, pinata. Write each item on slip of paper and as the Scouts arrive, tape a slip with an item on their back (they aren't supposed to see their item). The object of this activity is for each boy to ask questions to determine what they are.

3-D Morse Code Neckerchief Slide

Paint molding or a piece of wood 1" x 2". Attach a ring of some kind to the back. Spray paint green pea halves and rice (not instant) with a contrasting color. Glue on the peas (dots) and rice (dashes). Arrange as your initials.

Stars on the Flag

This ceremony board is very easy to make and after the meeting it can be stored to be used again. To make the board, take a large rectangle piece of masonite or plywood and paint like the American Flag. DO NOT paint the white stars on the flag. The white stars can be cut out of heavy cardboard. Punch a small hole in the top of the star so it will slip on a nail that is placed on the blue area of the flag. Plan to make the flag large enough so that 50 stars will fit in the blue area. Remember to hang all 50 stars for the ceremony even if only a few awards are to be given out.

Write each Cub's name on a piece of paper and temporarily place on the front of the star. The leader handing out the awards could say that each boy has earned the award and they are a star of the Pack, like the stars represent one of the state of the United States of America.

The stars are then removed as the boys are called forward and awards are given to them.

(This ceremony board could also be made to look like the pack flag or a den flag.)

Cub Scout Closing

Personnel: Eight Cub Scouts with poster paper with the letters - CUB SCOUT

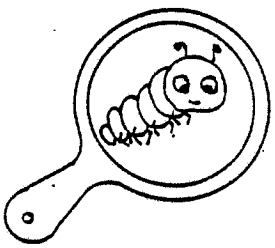
C - Is for comradeship, we learn to get along with each other.

U - Is for unity, Together we are strong.
B - Is for boys - Wild and Woolly, but really nice!
S - Is for social - You don't have to ask us twice, most of the time.
C - Is for courtesy -Which all of us should know.
O - Is for outings - Which we love to go on.
U - Is for universal - Scouts are known in just about every country in the world.
T - Is for teamwork - We'll always lend you a helping hand.

I SPY

MATERIALS: 1 inexpensive plastic magnifying glass
Black acrylic paint
PVC loop
Epoxy

1. With acrylic paint create a magnified creature.
2. Remember to paint by layers, eyes and face first, outline of body next, overall last.
3. Epoxy handle to loop when all paint is dry.



Do Your Ears Hang Low

Do your ears hang low? Do they wobble to and fro? Can you tie them in a knot? Can you tie them in a bow? Can you throw them over your shoulder Like a continental soldier? Do your ears hang low?

Do your ears flip-flop? Can you use them for a mop? Are they stringy at the bottom? Are they curly at the top? Can you use them for a swatter? Can you use them for a blotter? Do your ears flip-flop?

Do your ears hang high? Do they reach up to the sky? Do they droop when they're wet? Do they stiffen when they're dry? Can you semaphore your neighbor With a minimum of labor? Do your ears hang high?

Do your ear hang wide? Do they flap from side to side? Do they wave in the breeze From the slightest little sneeze? Can you soar above the nation With a feeling of elation? Do your ears hang wide?

Do your ears fall off When you give a great big cough? Do they lie there on the ground Or bounce around at every sound? Can you stick them in your pocket, Just like little Davy Crocket? Do your ears fall off?

Family Silhouettes

Use a sheet of white poster board 9" x 12" for background. Cut stars and stripes from vinyl and glue to the background. From black vinyl cut silhouettes of your mom or dad or family member. Glue at center of picture. Mat the picture by gluing it to an 11" x 14" piece of black poster board. Add hanger on back.

EXAMPLES OF RECOGNITION FOR OTHER OCCASIONS

Apple Award - For the person with great appeal (real or plastic apple).
Arrow of Light - Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.
Basket Award - For the person who carried more than their share of the load (small basket glued to ribbon)
Blue & Gold - Thanks for serving as Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.
Bonafide Award - Spray gold or cover with varnish a dog bone for the leader deserving an "Award".
Bug Award - For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes)
Candle Award - For the person who really lights up (mount small candle on base).
Class A or Flying A - Cut out the letter A (can add wings), spray gold for the first class effort, (use wood or heavy cardboard).
Cone Award - For the person who can lick any job (mount ice cream cone on base).
Broom Award - For the person who sweeps all the mistakes away (small broom)
Crutch Award - For the person whom you can always lean (mount small crutch on base).
Cubby - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.
Duster Award - For the person who always does the dirty work (small wooden dowel with felt used as a duster part with pompom on top).
Genuine Diamond Stick Pin - The special award for a group activity. Give to each participant (mount a dime and a stick pin on base).
Heads Award - For the person who is 'heads' above the rest (mount small wooden heads on base).

Heart Award #1 - For the person who is all heart (give large plastic heart, wooden or cardboard cut-out)
Helping Hand Award - Picture of a hand tracing with your specific award written within the tracing.
Kiss Award - For the person who deserves a big 'kiss' (mount kiss on base).
Life Saver Award - For the person who saved you (mount Life Saver on base).
Lollipop Award - For the person who can't be licked (mount small lollipop on base).
Match Award - For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "stick with it, don't get burned out of Scouting").

A MOO...

CHARACTERS & COSTUMES: Ma (apron); Daughter (bow in hair); Son (coveralls or plaid shirt); Villain (handlebar mustache & black hat); Hero (white hat); Cows (any number with horns make of two inverted cups attached to head with string).

SCENE: Opens with cows lined up in front stage on hands & knees. Ma is behind cows, wringing hands & looking worried.

COWS: "A moo, a moo, a moo moo moo, I said a moo, a moo, a moo, moo moo. Swaying in unison to 'chant').

MA: "A sob, a sob, a sob sob sob, I said a sob, a sob, a sob sob sob."

DAUGHTER: "What's a matter ma, I said what's a matter ma. What's a matter ma, I said what's a matter ma?!"

MA: "I ain't got the money for the mortgage on the cows. I said I ain't got the money for the mortgage on the cows."

COWS: "A moo, a moo, a moo moo moo, I said a moo, a moo, a moo moo moo.

SON: "What's a matter ma, I said what's a matter ma. What's a matter ma, I said what's a matter ma?"

MA & DAUGHTER: "We ain't got the money for the mortgage on the cows,, I said we ain't got the money for the mortgage on the cows."

COWS: "A moo ... (etc. as above)

VILLAIN: (leaps on stage) "I've come for the money for the mortgage on the cows, I said I've come for the money for the mortgage on the cows.

COWS: "A moo... (etc.)

MA, DAUGHTER & SON: "We ain't got the money for the mortgage on the cows, I said we ain't got the money for the mortgage on the cows."

COWS: "A moo ... (etc.)

VILLAIN: "I'll take your lovely daughter for the mortgage on the cows, I said I'll take your lovely daughter for the mortgage on the cows."

COWS: "A moo ... (etc.)

DAUGHTER: "A gag me, a gag me, a gag me with a spoon, I said a gag me, a gag me, a gag me with a spoon."

HERO: "I've got the money for the mortgage on the cows, I said I've got the money for the mortgage on the cows."

COWS: *A yea, a yea, a yea yea yea, I said a yea, a yea, a yea yea yea."

VILLAIN: "Curses, curses, foiled again, I said curses, curses, foiled again."

HERO: "A bang, a bang, a bang bang bang, I said a bang, a bang, a bang bang bang."

VILLAIN: "A ugh, a ugh, a ugh ugh ugh, I said a ugh, a ugh, a ugh ugh ugh."

DAUGHTER:"My hero." (sighs)

GRAND CENTRAL STATION

Line up chairs facing each other and have the boys sit in them. Tell them they are now in a subway. Add 4 or 5 standees to the car and they are ready for or the ride. The conductor shouts, "Grand Central Station, All Change". Whereupon everyone dashes out of the car, from one side and reenters it from the opposite side, rushing to get a seat. When all have reboarded, the next stop to be announced is "South Ferry,

Everyone Transfer". This means that the passengers simply exchange seats with the passengers sitting on the opposite side. The boys who are standing try to get seats.

INSTANT ATTITUDE ADJUSTER

SETTING	Cub 1 sitting alone; other Cubs enter; discuss Cub 1's plight.
CUB #1	I'll never be able to do this.
CUB #2	What? What did he say?
CUB #3	Oh, he's just upset.
CUB #4	Why? What's wrong with him?
CUB #5	I heard the Cubmaster gave him a hard assignment.
CUB #6	Man, I wonder why? Did he do something real bad?
CUB #7	Naw. I heard he didn't do anything.
CUB #8	Let's ask him.
CUBS # 2 & 8	Okay. Yea! (walk to Cub 1)
CUB # 8	What is the problem ? Can we help?
CUB # 1	Nope. I don't think so. I have to invent something.
CUB #2	Wow! Really?
CUB #3	Invent what?
CUB #1	The Cubmaster said it had to work for everyone, kids, and adults alike, and it has to work every time.
CUB #4	Good luck. I'm glad I don't have to invent this something.
CUB #5	Yea. Let's go watch some cartoons. I'm in the mood to laugh.
CUB #1	Wait! That's it! An instant Attitude Adjustor.
Cub #6	A what?
CUB #1	An Instant Attitude Adjustor.
Cub #7	How does it work?
CUB #1	It's real easy. Just SMILE.

THE CAMPER SKIT

This simple verse skit requires a NARRATOR, THREE TRAVELERS, AND TWO OPERATORS for the "MOTOR" of the camper. Each camper holds one of the handles at the back of the camper, (a large piece of cardboard). Together they move the camper up and down in place to simulate the camper racing cross-country as the verses are read. The camper stops at various points along the way, and the travelers get out while the verse is read. The travelers then get back in the camper, and their faces appear at the windows. The camper continues jogging along in place. As the second to the last verse is read, the travelers get out and on the last words "OUR MOTOR'S JUST CONKED OUT!!"

The operator drops the camper and sprawl out flat on the floor. The curtain closes, and the narrator recites the last verse.

The travelers can be loaded down with all sorts of "tourist" paraphernalia — cameras, maps, binoculars. Then they are put in the camper, they pantomime excitement at the view. The operators spin the wheels of the camper during the trip. As the scene opens, the camper is center stage. If you have slides of the various scenes mentioned, project them on a screen at center stage, the camper can be to one side.

NARRATOR: It's summertime, and on the roads, the newest rage appears. The camper is a handy carrier for the modem pioneers. Going camping, all across the land, we'll take you on a whirlwind trip ... Just look what we have planned. We'll mention points of Interest, as we go from East to West in beautiful America; imagination does the rest.

Our first stop is Niagara Falls ... honeymooners' thrill! Just looking makes us thankful we don't have the water bill Across the Blue Ridge Mountains and the Shenandoah Valley. Keep that camper going ... there's no time to dilly-daily.

Then across the plains states to the Black Hills of Dakota. And there we see Mount Rushmore with its presidential quota. Four faces carved 60 feet long, with features strong and grave. And deep inside, well bet they're glad they don't have to shave.

Now come along, we have to go, these sights will never bore us. But now we're stopped ... a massive hole has opened up before us. It's miles long and miles wide, a mile deep they say. The awesome, huge Grand Canyon ... just don't trip along the way.

Stand now, we're on the other side. Let's see some more delights. The Carlsbad Caverns, now which is which, stalagmites and stalactites. Stalactites point down, stalagmites up ... it's easy to forget. But just sit on a stalagmite ... you'll remember then, we bet!

And now, let's rush as miners did some hundred years ago. To California, well grow up in the moving picture show. Death Valley and Yosemite ... these sights will not annoy ya'. As you gaze in wonder and in awe at the great and grand sequoia!

The ocean stops us, so we've reached the end of our long route. But then, we guess it's just as well ... our motor's just conked out!

So if you can, next summer take a camper trip to see, some of the wonders of this land, that' s home to you and me. And, it you can't afford to go and take a personal look. Do the next best thing, and make a trip through the pages of a book.

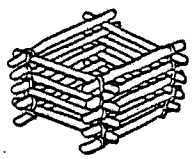
BLOCK STACK

Get a collection of scrap lumber for this game, and come up with 20-30 pieces of wood about two to five inches in length and width. They can be any shape -- it is scrap lumber. Have each boy add a block to the stack. The objective is not to be the one who causes the stack to fall over. A higher objective would be for the group to succeed in using all the blocks of wood without tipping over the stack. Either way, the boys will need to use creativity in order to succeed in this game.

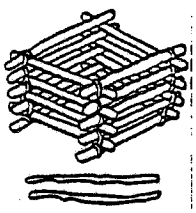
NOW THE NEWS

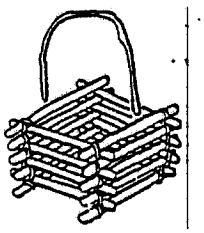
Have the boys sit in a circle. The object of this game is for each boy to add three words to a single story as it is passed around the group. The three words should help describe an incredible news story. The more absurd, the funnier. The leader should begin the story slowly by saying something like, "Late last night. . . ", the second player might add "a green monster", If someone gets stuck and can't think of something, come back later. It is important to keep the game moving along.

TWIG BASKET



With a small saw, cut 18 branches 9" long. Stack log-cabin style and tie corners with raffia as you go. Glue (with white glue) 2 or more thin 9" branches across lowest tier of basket to form bottom. Bend a thin 18" branch and tie to basket for handle.





CALIFORNIA GOLD RUSH

October 1999

GATHERING TIME ACTIVITIES

Getting the meeting off to a good start often depends on the little things. . . the greeting at the door (or the lack of it); the activity involving people as they arrive (or the lack of it); the opening song or Ice breaker (or the lack of it). These are the little things that put sparkle and punch into pack meetings and give a touch of spice that adds to one's enjoyment.

Any gathering of your den or pack can be made or marred in the first 15 minutes while the group is gathering. If Ice is permitted to form at the beginning, valuable time and effort must be spent in thawing R. Simple preliminary games and contests that almost run themselves are necessary as ice-breakers.

These activities include dramatics, tricks, Ice-breakers, mock intelligence tests, and even somewhat nonsensical recreations in which everyone in the audience joins the leader. Such stunts can be used in the meeting to enliven it at moments when the interest seems to be waning or when there is a lag between the staging of stunts by Dens.

The next several pages are gatherings time activities that can be used in many ways. They may be used before den or pack meeting starts, or as a get to know each other.

1. Give each person a sheet of paper with the letters of G I V E T H A N K S, or a similar thought and have each person list an item, beginning with each letter listed, that they are thankful for.

2. Brush Up On Your State Knowledge (write on cards, see how many they can answer) Oklahoma -means 'home of the red people".

Motto:	Labor Omnia Vincit (Labor conquers all things)
St. Bird:	Scissor-tailed fly catcher
St. Tree:	Redbud
St. Flower:	Mistletoe
St. Animal:	Bison
St. Fish:	White Bass or Sand Bass
St Grass:	Indian Grass
St. Reptile:	Mountain Boomer or Collard Lizard

3. Christmas Greetings - Each Cub Scout is given a pencil and card. See how many different Christmas greetings he can write down. (max. 10 minutes)

4. Name Acrostics - Supply pencil and cards, ask each to print his full name in capitals vertically. Then guest move about trying to find persons whose first or last name begins with the letters on his card.

M - att	**E** - lvis	**C** - arl
I - ke	**R** - andy	**H** - arold
K - en	**I** - rwin	**R** - ob
E - dward	**C** - huck	**I** - an
		S - am

5. Scrambled Presidents - h person is given a list of about 10 names of Presidents with letters scrambled. Allow about 10-15 minutes to unscramble.

6. A Sad State of Riddle - The answer to these riddles are found in the abbreviated names of states. How marry do you know?

   A. What state is always sick? Ill. (Illinois)
   B. What state is the fathers state? Pa. (Pennsylvania)
   C. What state wears skirts? Miss. (Mississippi)
   D. What state is always surprised? O. (Ohio)
   E. What state is very religious? Mass. (Massachusetts)
   F. What state prescribes medicine? M.D. (Maryland)
   G. What state makes noise like a parrot? Ark (Arkansas)
   H. What state can count above nine? Tenn. (Tennessee)
   I. What state cuts the grain? Mo. (Missouri)
   J. What state is in the laundry business? Wash. (Washington)

7. Riddles

   A. Which month has twenty eight days? (all of them)
   B. What kind of beans do not grow in a garden? (jelly beans)
   C. What animal needs to be oiled? (mice-they squeak)
   D. What has holes in it but can hold water? (a sponge)
   E. What can birds do that we can't? (Take a bath in a saucer)
   F. Why do birds fly south in the winter? (it is too far to walk)
   G. How do you write to a fish? (Just drop him a line)
   H. Why is grass dangerous? (It is full of blades)

DOORWAY TO ADVENTURE
(Tune: My Bonnie Lies Over the Ocean)

Let's follow the trail to adventure,
The trail every good Cub Scout tries,
With all of God's beauty around us,
The trees, and the streams and the skies.

Let's open the door to adventure,
With achievements, electives, and fun,
Cub Scouting is such an adventure,
It's exciting for everyone.

And after we've had fun in Cubbing,
Another door lies straight ahead,
We've prepared for the Scouting adventure
And so we have nothing to dread.

(Chorus)

Cub Scouts, Cub Scouts,
Adventure is part of Cub Scouting fun
Cub Scouts, Cub Scouts,
Oh won't you come have fun with us?

CLEMENTINE, THE MULE

In a cavern, in a canyon,
Excavating for a mine,
Was a den of trusty Cub Scouts
And their mule named Clementine.

She was stubborn, and mule headed,
Couldn't get her in the mine.
Now she's lost and gone forever,
We're not sorry Clementine.

Tried to lead her, tried to feed her
All she'd do is stand and whine.
When we pulled her by the tail is
When we lost our Clementine.

SWEET BETSY FROM PIKE

Oh, have you heard tell of sweet Betsy from Pike,
Who crossed the wide prairie with old Uncle Ike,
With two head of cattle and one spotted hog,
A tall Shanghai rooster and one yellow dog.

They swum the deep rivers and clumb the high peaks,
They rolled thro' the country for many long weeks,
Thro' all sorts of misery, dry days and wet;
If they hadn't gone on, they'd be camping there yet.

They came to the desert and salt water lakes,
The ground it was teeming' with varmints and snakes;
Beset by wild Injuns, Comanche and Sioux,
'Tis a marvelous tale how they ever got through.

One day as the morning was rosey and bright,
They saw in the distance a wonderful sight;
The end of the trail was so powerful near
That they shouted, "Hurray, Californy, we're here!"

AUDIENCE PARTICIPATION

A SCOUTING STORY

HISTORY: "Way Back Then" (index fingers point different directions.)
SCOUTS: "Be Prepared" (Give Scout sign)
CUB SCOUTS: "Do Your Best" (Give Cub Scout sign)

This is a story you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February

every year, and Johnny's CUB SCOUT Den Leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so CUB SCOUT Johnny called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had all been packed and put in the backyard tent. When CUB SCOUT Johnny went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper all over the backyard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh boy" thought Johnny, "I thought I would make a well-prepared SCOUT but I wasn't prepared for this!"

After new lunches were made, the boys took their hike. It was a great success CUB SCOUT Johnny felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But, Alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty paws, and the batteries in the flashlight were dead. CUB SCOUT Johnny hung his head and said: "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY.

So Johnny learned in one day how much he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Leader told him that is what CUB SCOUTING is for ... to teach boys to Do Their Best and to Prepare them to become SCOUTS.

CLOSING CEREMONY

Arrangement: Cub Scouts hold up cards with slogans as they read their lines.

CUB 1: DO YOUR BEST in everything you do on life's way.

CUB 2: ALWAYS BE FRIENDLY to brighten another's day.

CUB 3: GIVE AWAY YOUR SMILES for 'tis rewarding indeed.

CUB 4: BE PREPARED to help others in their daily need.

CUB 5: BE HONEST AND SINCERE towards others you meet.

CUB 6: BE LOYAL AND TRUE a most commendable feat.

CUB 7: COUNT YOUR B SINGS, being thankful each day, for life's wonderful opportunities that come your way.

CUB 8: Good night to each and everyone of you. May these thoughts stay with you your whole life through.

THE CUB SCOUT PATH

CHARACTERS: TIGER
BOBCAT
WOLF
BEAR
WEBELOS

TIGER: I am the Tiger. My name is Panthera Togris and I have a tawny coat with vertical black stripes. I am fierce and aggressive. I have great courage to help me become a Bobcat.

BOBCAT: I am the Bobcat. I live in North America and my name is Lynx Rufus. I have a rusty brown coat with black spots. I am strong and a survivor in a rugged country. My next step is to become a Wolf.

WOLF: I am the Wolf. I come from the dog family, sometimes called Canus. I have fur like a dog, but sometimes it is grey or white or brown. I am crafty and swift-footed. I am certainly able to achieve the next rank of the Bear.

BEAR: I am the Bear and my name is Ursus. I have a massive body, long shaggy hair and almost no tail. There are even two star constellations named after me. One is Ursa Major (Great Bear) and the other is Ursa Minor (Little Bear). Sometimes I can be rough, but that is mainly when I am sleepy or hungry. I have great strength and can climb the next rank of Webelos.

WEBELOS: I am the Webelos. A Webelos defies description. But I have the courage of the Tiger, the cunning of a Bobcat, the craftiness of the Wolf, and the

majesty and strength of the Bear, A Webelos is all of these things and possesses all of these qualities. Of course I am ready to gain the Arrow of Light Award and move up to the Trail of the Boy Scout.

"STAGECOACH"

Characters: A stagecoach driver and his shotgun guard, Sureshot. Set scene by placing two chairs alongside each other with a sign tacked to the top reading "CALIFORNIA STAGECOACH". Other Cubs could ride the stagecoach (a box with windows cut out) or be the robbers.

DRIVER: "Keep your shotgun handy, Sureshot . . . the hills are swarming with bandits."

SURESHOT: (with toy rifle) "Right, you do the driving, and I'll pick off the robbers."

DRIVER: (snap reins, shout to horses) "Hiiiii!"
(NOTE: through the rest of monologue, bounce about on chairs, as if riding a rough road.)

DRIVER:. (you see a robber , gesture to left) "There's one!"

SURESHOT: (quickly aim, shoot) "Bang!" (blow smoke from barrel)

DRIVER: (gesture to right) "There's another!"

SURESHOT: (aim, shoot) "Bang!"

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

SURESHOT: (nod) "Yep, but we might have a rough trip back.".

DRIVER: (frown) "How come?"

SURESHOT: (aim rifle) "Cause every time I aimed . . ."

DRIVER: "Yes?....)

SURESHOT: (sadly) "I missed!" (bow and exit)

THREE RIVERS

Setting: In the wilderness two miners meet. First miner has camp set up and is cooking. Dog (boy on all fours) is sitting beside the fire. Second miner comes in looking tired and hot.

Props: No. 10 cans for cooking, fake campfire, mask or sign for dog, plates

Miner 1: Howdy!
Miner 2: Howdy!
Miner 1: How's going?
Miner 2: Not bad.
Miner 1: Come fur?
Miner 2: Quite a ways
Miner 1: Et lately?
Miner 2: This momin'.
Miner 1: Hungry?
Miner 2: Yep.
Miner 1: Join me?
Miner 2: Don't mind iffen I do. (Holds up plate and looks at it) Don't wanna seem to be picky-innish, but ain't this plate a mite dirty here?
Miner I: (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.
Miner 2: Clean as Three Rivers can get it?
(Miner 1 dishes out stew and they eat)
Miner 2: Mighty good vittles!
Miner 1: Thanks pardner. Mind handin' me the plate so we kin clean em up?
(Miner 2 hands him the plate)
Miner 1: (Puts plates on the ground and calls loudly over his shoulder) Here Three Rivers. Here Three Rivers!
(Dog comes up and starts licking the plates)

Skit

Scene: A mountain stream. It is being worked by gold miners of California. Several prospectors are at work with their equipment.

1. The miners ad lib about their chances of finding a fortune in gold, such as, "Maybe today we'll strike it rich," and "I hear there was a big gold strike around here last week-"

2. A new arrival asks a miner to show him how to pan for gold. The miner goes through several fancy and nonsensical movements, such as standing with his back to the stream while swishing the pan. As the miner finishes, he sighs and explains, "Of course it doesn't give you any gold, but it's wonderful exercise.
3. The newcomer picks up some pebbles, glances at them, then amuses himself by tossing them back into the stream. When someone asks him what he is doing, he replies, "Oh, tossing back some diamond and rubies." Someone shouts, "But why?" He shrugs and says, "You said we were looking for gold-" The miners dive after the gems.
4. A girl in modern dress comes on stage. The miners stop work and stare. She asks, "Pardon me, but I'm driving down to the television studio. Am I on the wrong road?" A miner drawls, "No miss, you don't have the wrong road, but you sure have the wrong act" Everyone smiles. She exits.

CLOSING CEREMONY

I Am an American

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

Scout 1: My country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.
Scout 2: My country means love of freedom, faith in democracy, justice, and equality. I am an American.
Scout 3: My country believes in the moral worth of the common man. I am an American.
Scout 4: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.
Scout 5: My country has the best form of government. duty to keep it that way. I am an American.
Scout 6: My country promises life, liberty and the pursuit of happiness. I am an American.
Scout 7: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.
Scout 8: My country is and always shall remain the land of the free and the home of the brave. I am an American.
Scout 9: My country offers a living Americanism which demands an informed, intelligent and active citizenship. I am an American.

Scout 10: My country meets any need or suffering with its abiding love and loyalty. I am an American.
Scout 11: My country is the servant not the master. I am an American.
Scout 12: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.
(Can be Scout 13, or say "All Together") Please join us in the Cub Scout Promise.

OPENING

1st Boy: (as fire is lighted) The early cavemen used the fire to protect themselves from wild beasts and to warm their bodies
2nd Boy: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.
3rd Boy: The American Indian used fire to hollow logs for his canoes, to fire pottery, and for ceremonial purposes.
4th Boy: The pioneer used fire to forge rims for his wagon wheels. The silhouette of the village smithy against his fire was a common sight in early America.
5th Boy: The cowboys of the old west sat around the campfire with a pot of coffee and beans. Their entertainment was the signing of ballads of the trail, accompanied by guitar or harmonica.
6th Boy: Fire today makes the wheels of commerce and industry run. In essence, fire has put men on the moon.
7th Boy: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, our Webelos Scouts will have an opportunity to participate in a Scout campfire. All Cub Scouts have this to look forward to. If every Scout troop in the world had a campfire such as this tonight, the glow would light the world with a new hope for mankind.

"SALT AND DIRT" CLOSING

To the pioneers, salt was a very valuable and sometimes rare commodity. It added flavor to their food and pleasure to their lives. Because of its importance, great care was taken to make sure the salt stayed clean and pure. (Show a small amount of salt that has been poured out onto a napkin.) Notice how clean and white this salt is, but watch what happens if a little dirt gets in it. (Add a small amount of dirt to the salt.) Now its no longer clean, white or attractive. No one would want to use it or have anything to do with it.

It's the same with Cub Scouting which is clean and attractive. Boys want to join Cubbing and their parents want them to be a part of the program. But each time a

Cub Scout or Leader says a dirty word, tells a lie, is mean to someone, or says something unkind about someone else, he's adding dirt to Cub Scouting. If this happens very many times, Cub Scouting will be dirty and no one will want to belong, Let's keep Scouting clean so all boys and leaders be proud to belong to this Program we call the Boy Scouts of America.

WE NEED "U" CEREMONY

LEADER: We, the Cub Scouts, need YOU!!!

(ENTER 1st Cub with a sign that spells S_PPORT.)
We cannot spell SUPPORT without "U' .

(Enter 2nd Cub with a sign that spells OPPORT_NITY.)
We cannot spell OPPORTUNITY without "U".

(Enter 3rd Cub with a sign that spells _NITY.)
We cannot spell UNITY without "U".

(Enter 4th Cub with a sign that spells CO_NTRY.)
We cannot spell COUNTRY without "U".

(Enter 5th Cub with a sign that spells INFL_ENCE.)
We cannot spell INFLUENCE without "U".

(Enter 6th Cub with a sign that spells C_RIOSITY.)
We cannot spell CURIOSITY without "U".

(Enter 7th Cub with a sign that spells GRATIT_DE.)
We cannot spell GRATITUDE without "U".

(Enter 8th Cub with a sign that spells F_N.)
We cannot spell FUN without "U".

(Enter 9th Cub with a sign that spells ENTH_SIAS M.)
We cannot spell ENTHUSIASUM without "U".

(Enter 10th Cub with a sign that spells VAL_ES.)
We cannot spell VALUES without "U".

CUB SCOUTS: Now "U" see how important "U" are to US!! We cannot spell US without "U"

(POINT TO PARENTS EACH TIME YOU SAY "U" AND POINT TO YOURSELF WHEN YOU SAY US.)

COFFEE CAN "ICE CREAM"

small package instant pudding
1 6-oz. can evaporated milk
1 to 1- ½ cups regular milk
1-lb. coffee can with plastic lid
3-1b. coffee can with lid
rock salt
lots of crushed ice
Strong tape (Duct tape works well)

Place the pudding mix and evaporated milk into a clean 1-1b. coffee can and stir well. Add enough regular milk to fill the can three-quarters full. Cover it with lid and tape the lid securely.

Put crushed ice in a Zip-loc bag and crush it more. Put a thin layer of salt and ice at the bottom of the 3-lb. can. Put the l -1b. can into the 3-lb. can. Add layers of crushed ice and rock salt, making sure that the smaller can is completely surrounded by ice and rock salt. Put the lid on the large can and tape it securely. Roll the can back and forth for 15 to 20 minutes. Carefully take off the tape from the large can and remove the lid. Remove the smaller can and rinse off salt before removing the lid. "Ice cream" will be very hard around the edges and soft inside. Mix well, before serving.

Note: Coffee can sizes do not have to be exact. You just need a large can and a small can.

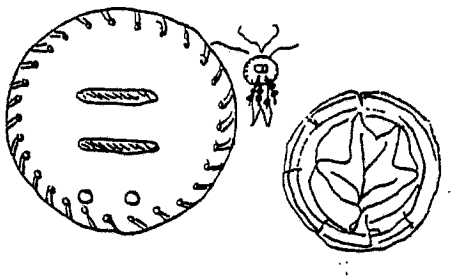
LEATHER ROUNDER SLIDE

Items Needed:

Leather rounder
Exacto knife
Leather punch and mallet
Lacing
Stamps (optional)

Wet the leather and cut out 1 3/4" slots as shown and punch lacing holes around the edge. Decorate as desired. Let dry. Lace around the edge starting at bottom.

For a really interesting slide, punch two holes near the bottom edge of the rounder, and put leather lacing through. Hang the instant recognition beads from the leather lace.



RATTLESNAKE TAG

Arrange Cub Scouts in a circle about 20 ft. in diameter. Blindfold two contestants; give one a rolled newspaper and the other a tin can containing some pebbles. Stand the two players on opposite sides of the circle. Explain that when the first says "rattle" the other is to shake his tin can and then try to avoid the swatter. The first player continues to command the other to rattle until he succeeds in swatting him squarely . Then the two change places. The one "who kills the rattler" in the shortest length of time is the winner.

INDIAN CLUB GUARD

Arrange the players in a 20 ft. circle. Place a Indian club in the center and draw a line around it. The one who is "It" guards the club but must not step inside the circle. The players in the circle have a basketball which they throw at the club. Anyone knocking down the Club or Causing "it" to knock it down becomes "It." If "it" can get the ball, he may throw it beyond the circle and give himself a rest. The player who remains "it" the longest period of time is the winner.

INDIAN LEG WRESTLE

Two players lay side by side on their backs with their heads in opposite directions. They hook right elbows. When the referee counts "one" they raise their right legs to touch them together. At count "two" this is repeated. At count "three" they hook their right knees and try to turn each other over. The player who does a backwards somersault is the loser.

HIT THE CHUCK POT

Place a tin can in one hand of the figure and fry pan in the other. Line pan with huge fried egg made of soft building board. Throw darts at the "egg" and toss beans into the can.

CHUCK WAGON CONTEST:
One wagon for each den. Two Cub Scouts wearing paper-bag horse masks pull the wagon. Have an equal number of pots and pans (or tin cans) on the ground behind each wagon. On signal, drivers load cans, yell "wagons ho!" and wave arms madly as horses dash off to race twice around the track.

GOLD PANNING CONTEST
At pack meeting, each den puts a team of two boys on the floor. One boy on each team has a cup of "gold ore" (sugar). The other has a sieve held by the second boy. The can beneath catches the sugar as it "pan" through. First team to finish wins.

DISCOVER OUR FAMILY HERITAGE

November 1999

Cubmaster Minute

Cub Scouts, I hold in my hand a pocket knife. 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 of rust, and the working parts in good condition. But if it is neglected and becomes dull and rusty, it can be dangerous. 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.

SONGS, SONGS, SONGS

The Old Family Toothbrush

(Tune: The Old Broken Bucket)

The old family tooth brush, That dirty old tooth brush, That slimy old toothbrush, That hangs by the door.

First it was Father's, Then it was Mother's, Next it was Sister's, And now it is mine.

Oh, Father he used it, Mother abused it, Sister refused it, And now it is mine.

The old family toothbrush, That dirty old toothbrush, That slimmy old toothbrush, That hangs by the door.

IN THE BOARDINGHOUSE

(Tune: Silver Threads Among the Gold)

In the boarding house where I live, Everything is growing old. Silver threads are in the butter; All the bread has turned to mold

When the dog died, we had hot dogs; When the cat died, catnip tea. When the landlord died, I left there: Spare ribs ,,,are too much for me!

TIE SLIDES

Stamp Slide

Need: Cancelled (or unused) postage stamp
White Glue (Elmer's or School glue)

Paint brush
Piece of ¼" thick wood - cut into a rectangle 2 ½" by 1 ½" approx. (or whatever size fits the stamp with about ¼" border) Note: craft and hobby stores often have a supply of fine woods (cherry, mahogany, walnut, etc) in a ¼" thickness that will make about 10 slides
Strip of vinyl approx 2" long and ½" wide
Hot Glue Gun

Trim canceled stamp from backing (envelope) trying to leave the jagged edge intact. Position stamp onto the wood back and paint" into place with white glue. Be sure to cover the entire stamp and the wood back. This will affix the stamp into place and will provide a water tight seal too. Paint the glue on fairly thinly or it will take forever to dry. Once the glue has dried completely, turn the wood over and affix the vinyl strip to the back with hot glue. Put a spot of hot glue near one edge and press one end of the vinyl strip onto it; bow the strip to allow space for the neckerchief to fit through and glue the other end of the strip to the other edge.

Coin Slide

Need: Coin (penny, dime or nickel)
Plastic gallon milk jug caps (not the twist off type) or pill bottle caps (prescription type/not twist off)
Plaster of Paris and food dye
Rings made of twisted pipe cleaners or pull tabs from peanut cans, cat food cans etc
Paper cups for mixing plaster and stick for mixing plaster

Place the coin into the center of the milk jug caps with the side to be displayed face down. Mix plaster to the consistency of a thick milk shake and add food dye to color. Pour the plaster into the milk jug cap and insert the ring. Allow to set up completely - about 1 hour. Remove from the milk cap by carefully pulling the edges of the cap from the plaster turn it over and push slide out.

One More Piece of Pie

You will need: MR. and MRS. DAVIS and DANNY, MR. & MRS. JAEGER and BILLY, and MR. & MRS. NELSON and JEFF (use parents and Scouts), someone off stage to pop paper sack, picnic table, pie and plate

Scene -- Fourth of July picnic for Scouts and parents. The characters are still seated at the picnic table and one piece of pie remains on a plate

MR. DAVIS: Well, Leora, you certainly are a good cook.
MRS. DAVIS: I can't remember when I've eaten so much and enjoyed it so.
MRS. JAGGER: It certainly was delicious.
MR. JAGGER: I couldn't eat another bite even if you paid me.
MR. NELSON: Oh, come on now! You know there's plenty in the basket. Let's have a little more.
ALL ADULTS: No, no, not another bite! You know we couldn't.
MRS. NELSON: Just look at that one little lonesome piece of pie. surely someone will finish the pie. You, Ed?
MR. JAGGER: Not me. How about Louise?
MRS. JAGGER: Oh, no! (all the adults are asked and they all refuse)
MR. DAVIS: Not me. I've eaten more than anyone else — well, anyone except Jeff.
MR. NELSON: Yes, for once I think Jeff has had his fill. Bet he couldn't hold another crumb.
MRS. NELSON: Oh, dear, that one little piece of pie left. I wish someone would eat it.
JEFF: Nobody asked me — but I'd like that piece of pie
MRS. NELSON: Jeff, if you eat one more thing you'll explode.
JEFF: I'll take that chance. Please pass the pie. (Jeff eats the pie with his back to the audience and then three prop men off stage break blown-up paper sacks)
ALL: JEFF!!!

OPENING

"WHY I LOVE HER"
(by John Wayne)

You ask me why I love her?
Well, give me time and I'll explain.
Have you seen a Kansas sunset or an Arizona rain?
Have you drifted on a bayou down Louisiana way?
Have you watched the cold fog drifting over San Francisco Bay?
Have you heard a bobwhite calling in the Carolina pines
or heard the bellow of a diesel at the Appalachian mines?
Does the call of the Niagara thrill you when you hear her waters roar?
Do you look with awe and wonder at a Massachusetts shore
where men who braved a hard new world first stepped on Plymouth Rock?
Do you think of them when you stroll along a New York City block?
Have you seen a snowflake drifting in the Rockies way up high?
Have you seen the sun come blazing down from a bright Nevada sky?
Do you hail to the Columbia as she rushes to the sea

or bow your head at Gettysburg in our struggle to be free?
Have you seen the mighty Tetons, or watched an eagle soar?
Have you seen the Mississippi roll along Missouri's shore?
Have you felt a chill at Michigan when on a winter's day,
her waters rage along the shore in thunderous display?
Does the word "aloha" make you warm?
Do you stare in disbelief when you see the surf come roaring in at Waimea Reef?
From Alaska's cold to the Everglades From the Rio Grande to Maine
My heart cries out, my pulse runs fast The might of her domain.
You ask me why I love her?
I've a million reasons why
My beautiful America beneath God's wide, wide sky!

(Read while playing "America the Beautiful for a background)

OPENING

Personnel: 6 boys in appropriate costumes.

Arrangement: George Washington is seated in middle of stage with the other boys around him.

Announcer: George, THIS IS YOUR LIFE! you were born in Virginia on February 22, 1732 and enjoyed a very pleasant childhood on your father's plantation.

Father: When George was about your age, I gave him a present - it was a hatchet. Son, I am proud of you. It was worth losing the cherry tree to know that you have been truthful all your life.

Fairfax: I am George Fairfax and I taught George all he knows about surveying and the wilderness. When we returned, he was commissioned a public surveyor at the age of 16. (Fairfax wears frontier clothing)

Soldier: On June 15, 1775, Mr. Washington was sworn in as Commander in Chief of the Continental Army. We spent a very cold and bitter winter at Valley Forge (wears blanket around shoulders, bandages and rags around feet)

Ben Franklin: Yes, George, you well deserve the title Father of our Country. In New York on April 30, 1789, you became our first President of the United States. May we always preserve the liberties that you and others worked so hard to obtain.

George: Will you please rise and face the flag which I had Betsy Ross make. It has changed over the many years but one thing is assured. The flag still stands for the same ideals. (leads Pledge of Allegiance)

Families

Make letters for each letter in the word FAMILIES. Hold each one up and say the following in order.

F Folks, we are here to welcome you now.
A Advantages, we have so many.
M Mom and Dad, we're glad you're here.
I Imagine how much fun we're going to have this year.
L Laughing and playing together as a family.
I I think it's great to be a Cub Scout.
E Everyone, let's all please stand up.
S Saluting together as we Pledge Allegiance to our flag so dear.

FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son in inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat Induction.

Personnel: Cubmaster, four pack committeemen, committee chairman, and parents of new Bobcat.

Equipment: Candle holder, four candles.

Arrangement: Pack leaders stand at one side of candle board; parents on other side.

CUBMASTER: (To parents) I welcome you and your son to Cub Scout Pack . The success of Cub Scouting depends upon the boy's family relationships. to all the new parents in our pack, we offer a challenge. As members of our pack committee light candles, hear the challenge.

1ST COMMITTEEMAN: (lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Scouting.

2ND COMMITTEEMAN: (Lights candle) Learn to live together better ... as Cub Scout in a den, as families, as neighborhoods, and as a nation.

3RD COMMITTEEMAN: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security, moving with our son into Scouting upon his graduation from Cub Scouting.

4TH COMMITTEEMAN: (Lights candle) Extend and strengthen the influence of the institution on boys, parents, and the community.

CHAIRMAN: We welcome you and your family into our pack. There is a place for you, on the pack committee. Good luck and good Cub Scouting with your son.

TAKE ME OUT TO THE BALL GAME

Take me out to the ball game, Take me out to the park. Buy me some peanuts and crackejacks, I don't care if I never come back. Let me root, root, root for the home team, If they don't win, it's a shame. For it's one, two, three strikes, "You're out" At the old ball game.

PEOPLE IN A FAMILY SHOULD DO A LOT TOGETHER
(Tune: Supercalifragilisticexpialidocious!)

Chorus:

People in a family should do a lot together, In a house, or out of doors, No matter what the weather, Do not try to put it off. It's either now or never, People in a family should do a lot together!

Mom and Dad should take the time, You'll be glad you did. To be a parent and a friend, Do something with your kid. One day they are tiny,

And the next day they are grown, And before you know it, You'll be living all alone.

THE MORE WE GET TOGETHER

The more we get together, together, together, The more we get together, the happier we'll be. For your friends are my friends, And my friends are your friends, The more we get together, the happier we'll be.

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

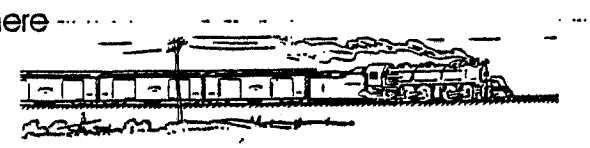
TRAIN SONG
(Tune: Yankee Doodle)

I met an engine on a hill, All hot and broken-hearted. And this is what he said to me, As up the hill he started.

(Slowly) I think I can, I think I can, At any rate, I'll try. I think I can, I think I can, At any rate, I'll Try.

A-choo choo choo, A-choo choo choo, A-choo choo choo choo choo. A-choo choo choo, a-choo choo choo, A-choo choo choo choo choo.

He reached the top, and looking back, To where he stood and doubted. He started on the downward track, And this is what he shouted.



(Quickly) I knew I could, I knew I could, I never should have doubted. I knew I could, I knew I could, I never should have doubted.

INDIAN PRAYER

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me, I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in the beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise so I may learn the things you have taught my strength, not to be superior to my brother, but to be able to fight my greatest enemy - myself. Make me ever ready to

come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirt will come to you without Shame.

PAINTED TOTEM POLE

You can make a totem pole from a broomstick. Cut a 7 inch long piece off. Smooth it with sandpaper and paint Indian designs on it. Cut cardboard or poster board in the shape of double wings, paint them and paste them on the upper end of the pole. For the base, you can nail polished wooden block to the pole and shellac or varnish the whole thing.

INDIAN HAT

Collect some bird feathers or cut them from colored paper. Then cut a stiff paper strip, long enough to fit around your head. Cut notches at each end that fit into each other. Line up the feathers in a row on the inside and tape them down.

HOLIDAY MAGIC

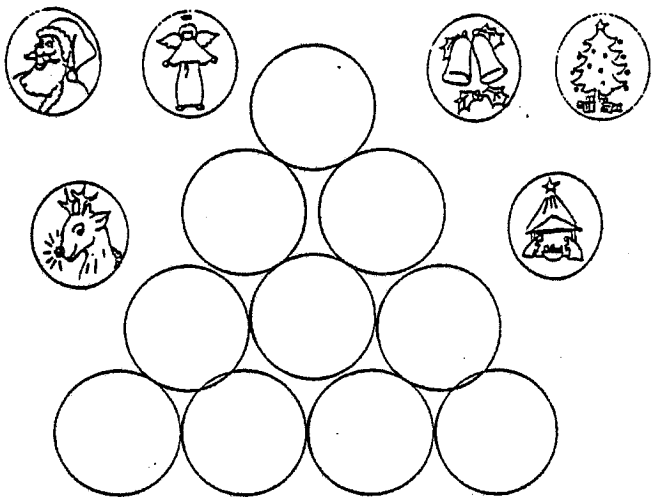
December 1999

CHRISTMAS TREE FROM TUNA/CAT FOOD CANS

Hot glue cans together. Place cotton ball cloud in bottom of each can. Add miniature figures to each "cloud". You can use good expensive miniatures from stores like hobby lobby, or inexpensive plastic pieces or a mixture of each.

Use santa, angels, snowmen, reindeer, Christmas trees, twigs, gifts, etc.

LET YOUR IMAGINATION BE YOUR ONLY LIMIT.

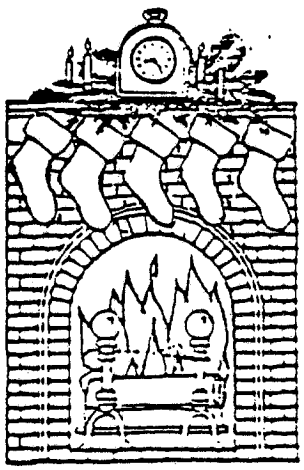


The Extra Stocking on the Fireplace Mantle

What you need: Narrator and five Christmas stockings -- Father's sock, boy's sock, girl's stocking, mother's stocking, and a mysterious fifth stocking. Actors may wear stockings or hold cardboard stockings painted appropriately — Stocking moves as they talk. Backdrop is a fireplace mantle.

Narrator: It is Christmas eve. Strange things happen then. On this Christmas Eve, the stockings are full.,
Mother's: I'm so full, I can hardly talk. How are the rest of you tonight?
Father's: I'm glad I don't have-to breathe. I don't have any space inside for one breath . . of air.
Girl's: I'm full, too. There isn't any room for half a holly berry inside of me. Hey! Excuse me, but you haven't given me a chance to talk at all.
Boy's: Who said that?
Mother's: Aren't there only four of us as usual?
Girl's: Maybe we'd better count off. I'm Betty's stocking.
Father's: I'm Mr. Brown's stocking.

Boy's: I'm Bob's stocking.
Mother's: I'm Mrs. Brown's stocking.
Girl's: And that is all of the Brown family -Betty, Bob, Mr. and Mrs. Brown. Are you in the right house, Extra Stocking?
Extra Stocking: Of course I'm in the right house. You stockings can't count or you don't notice things.
Mother's: You never hang on the clothesline with us.
Father's: Funny, there were only four Browns last time Bob Brown wore me to church. You must be in the wrong house, Extra Stocking.
Extra: The one I belong to does not go to church, and I'm not really a sock or stocking. I have never been on a clothesline. But tonight, I am a Christmas stocking because I am full of Christmas presents.
Father's: Maybe we could guess whose stocking you are if you tell us what you are filled with.
Extra: Well, I hold a rubber ball, a brush, soap and other things.
Girl's: I can't guess from those things. The things you have named could even be in me.
Extra: They could be in me too, but I think Bob will like the things that are in me better than that. He doesn't like soap very much.
Mother's: Give us another hint. Maybe we can guess then.
Extra: Well, I also hold gifts to the World Friendship Fund.
Boy's: I know. You are a Scout sock. You show good will for needy Scouts in other countries.
Extra: Of course! Now guess what I'm here to do. To remind everyone to think of other people at Christmas time, especially those less fortunate.
All: Right! Now let's tell everyone Merry Christmas.
Merry Christmas to all . . . and to all a Good Night!



HANUKKAH FUN SONG

The Golden Rule
Tune: I've Been Working on the Railroad

I've been waiting for dear Hanukkah
All the long year through
I've been dreaming of the Maccabees
And potato latkes too!!
Can't you see the candles glowing
And the Shamash nice and tall?

I can vision Judah Maccabee
MARCHING DOWN THE HALL.

I've been waiting for dear Hanukkah
Impatient as can be;
I've been dreaming of some presents
For a good little boy like me!
I want to sing the blessings
In English and Hebrew
And to kindle the menorah, 'Cause I'm proud to be a Jew!

A CUB SCOUT'S PLEDGE TO HIMSELF
(Opening or Closing)

Arrangement: 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 and retires to rear of stage, where a horseshoe is formed.

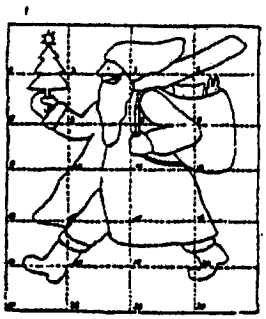
1st CUB: May I grow in character and ability as I grow in size.
2nd CUB: May I be honest with myself and others in what I do and say.
3rd CUB: May I learn and practice my religion.
4th CUB: May I always honor my parents, my elders and my leaders.
5th CUB: May I develop high moral principles and the courage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

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

Advent Jigsaw Puzzle

Materials:
A sheet of paper large enough to take 24 matchboxes put side by side.
Paints and paintbrushes
Glue
24 matchboxes

24 little surprises (such as candy, coins, little pictures, etc.)



Paint a picture of Santa Claus or a Christmas tree on the sheet of paper. Then cut the paper into 24 rectangles and glue them to the matchboxes. Put a little surprise into each matchbox. You could give the puzzle to a special friend.

GAMES

Christmas Present Relay

Divide group into relay teams. Each team member runs to a table to untie, unwrap, rewrap and tie up a Christmas package, while wearing large workman's gloves. He then runs back to tag the next player, etc.

Gathering Snowballs

Players are furnished with wooden spoons. They try to gather cotton balls from the floor and put them in a large bowl on the table. No hands allowed.

Green Balls

Give each boy five green paper balls as he arrives at the den meeting. During the meeting, if anyone makes him say 'yes' or 'no' to a question, he must give that person one ball. The object of the game is to get possession of as many balls as possible.

Snowball Relay

Boys are divided into relay teams. Teams line up at one end of the room. At other end of room are hung two large Christmas stockings. Players must carry a paper snowball in a tablespoon and place it in the stocking, without touching it with the hands. If the snowball drops, it is replaced on the spoon and the boy continues the race. (Apples can be used instead of snowballs.)

Santa Relay

Relay teams run to end of room, where each player in turn dons a Santa hat, beard, coat and boots, and shouts a big "Ho, Ho, Ho", removes the clothing and returns to

touch off the next player in line.

Santas Bag

Number 10 brown paper bags from I to 10. Put a familiar article in each bag (preferably something related to Christmas, such as a ball, candy cane, etc.) and staple the bag shut. Each boy is given paper and pencil on which he lists numbers 1 through 10. He tries to guess what is in each bag by feeling through the paper, and lists his answer on the paper. Boy with the greatest number of correct answers wins.

"TIN PUNCH" CHRISTMAS ORNAMENT

Materials

Small Hammer
Cardboard - Thick
Tin
Masking Tape
Small Nail
Scissors

Optional

Fabric Trims
Ribbon
Lace
White Glue
Pom Pons
Sequins
Permanent Markers

NOTE: For tin, you can use sheets of aluminum Check your newspaper office for this; one side will have print, one side is clear. This cuts easily with children's scissors. Push pins will poke. holes into this.

Punching Your Ornament

1. Choose design of your choice.

2. Cut tin (aluminum) a little larger then design.
3. Center design in center of tin (aluminum) and tape in place.
4. Place cardboard under tin (aluminum)
5. Beginning at the center of your design and working out, punch out your design.
6. Hold nail or push pin in the center of each black dot. Push or tap with hammer until it goes through the tin (aluminum). Don't worry if every hole is not perfect. This enhances the ornament.
7. Do not lift your pattern until all dots have been punched.
8. When finished, remove pattern and decorate as you please.
9. Use simple patterns from coloring books.

THE LAST CLOSING CEREMONY OF THE YEAR

STAGING: House lights are dimmed. Four posters with the four Cub Scouts ranks, eight candles (two by each poster).

CUBMASTER: This last ceremony of 1999 is a fine time to reconfirm our beliefs in ourselves and the Scouting program. (Lights two candles by the Bobcat poster) Will all Bobcat Cub Scouts and their parents please stand. Bobcats, do you promise in 1999 to do your best, to be true, to help other people, to obey the Law of the Pack, and to advance one rank? (They respond) We will do our best. (If there are no Bobcats present) Since we have no Bobcats, will the pack leadership please stand. Will you rededicate for yourselves and for the Bobcats of our future, to do your best, to be true, to help other people, to obey the Law of the Pack. (They respond) We will do our best. (Follow the same procedure for Wolf and Bear Cub Scouts) Will all Webelos Scouts and their parent please stand. Webelos, do you promise in 2000 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? (They respond) We will do our best. All of these eight candles are part of the light, the Light of the Spirit of Cub Scouting.

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 2000 as the Spirit of Cub Scouting burns here it also burns in the hearts of Cub Scouts everywhere. May it continue to burn in your hearts during the coming year as we go upward and forward in Pack(#).

DOES NOT COMPUTE

January 2000

Tomorrow's Computer

(Tune: Down by the Station)

Out in the workshop Early in the morning See the Cub Scout genius Busily at work.
Building a computer Watch him push the buttons Buzz, buzz, flash, flash Won't compute.

The Magic List

Copy the figures shown in the illustration.
Ask your friend to pick out a number from 1 to 30, but not to tell what the number is.
Then have him tell you what column or columns his number appears in.
The Challenge: That you will tell him what number he selected.
How To Do It: Add the top figures at the head of the columns in which his selection appears. (Suppose his number appears in Columns A, D, and E; you would then add 2, 8, and 4. The answer would be 14. Sure enough, 14 appears in only those three columns.

	A	B	C	D	E
2	1	16	8	4	
	27	25	24	9	23
	14	17	28	30	20
	15	11	17	10	7
	18	9	30	27	12
	10	21	21	14	15
	22	3	18	26	6
	7	29	22	28	30
	19	19	23	13	5
	26	7	19	11	21
	23	15	26	29	14
	6	5	27	24	22
	3	23	25	12	13
	11	13	20	15	29
	30	27	29	25	28

THE WONDER MACHINE

CHARACTERS: Dr. Know (dressed in scientist's garb); thin boy; fat boy (padded with pillows); woman; dog.

SETTING: Dr. Know is in laboratory with a large cardboard box (such as as a refrigerator carton) which has been painted to resemble a machine, with knobs, dials, etc. Back side of box is open.

DR. KNOW: Ladies and gentleman! You see before you the wonder machine! Six hundred scientists from all over the world have pooled their talents, their intellect and their energies to create this space-age super fantastic machine! In simple, everyday language, this machine has the capacity to solve all our problems. Now for a wonderful opportunity.

Is there anyone who has a problem? (Looks off stage) Just step this way.

FAT BOY: *(coming on stage)* I have a problem. I hate being fat. All the kids laugh at me and call me "Fatso".

DR KNOW. Just step right into that machine (Fat boy steps behind machine where he removes pillow stuffing and leaves it in box. During this time, Dr. Know is operating dials and buttons on the machine. Sound effects would be effective here)

FAT BOY: *(stepping out of machine)* Oh, thank you, Doctor! (exits)

DR. KNOW. Anyone else?

THIN BOY: *(coming on stage)* I just hate being so thin. Everyone calls me "skinny".

DR. KNOW: No need to be so thin. Just step into the machine. *(Thin boy steps inside box where he stuffs clothes with pillows. Meanwhile Dr. Know is operating the machine's controls again.)*

THIN BOY: *(stepping out of machine)* Oh, thank you, Doctor!

DR. KNOW: Fat enough, sonny?

THIN BOY: Just right (exits)

DR. KNOW. This is simply wonderful, isn't it? Anyone else have a problem?

WOMAN: *(Entering with dog on leash)* Oh Doctor, Rover is such a big dog. I would like to have some little ones instead.

DR. KNOW: Just step inside the machine with your dog. *(Woman goes behind box with dog. Dr. Know operates buttons and levers. Dog remains in box)*

WOMAN: *(Coming out of machine, pulling a long string of cardboard hot dogs)* Doctor, look what happened!

DR. KNOW: Hot Dogs! Lots of little hot dogs! anybody want a hot dog?

(curtain)

THE DISAPPEARING BANDANA
(a narrated pantomime)

CHARACTERS: 4 (or more) deadpan assistants & 1 announcer. (Announcer can be a Cub, Den Chief or Den Leader)

PROPS: 3 (or more) bandanas & I ripe BANANA

ANNOUNCER: "A magic trick is about to be performed for your enjoyment. Before your eyes, my assistants will demonstrate the disappearing Bandana trick. They have been carefully selected for their ability to follow instructions exactly."

ACTION: (Assistants take their places beside, and a little behind, the announcer. Bandanas are concealed in the hip pocket of all except one. He has a BANANA behind his back. No one looks at any other performer during entire skit, STRAIGHT FACES at all times!!!)

ANNOUNCER: "Remove the bandanas from your pockets and show them to the audience."

ACTION: (Hold the handkerchiefs in front of you, show both sides. The one with the BANANA shows with confidence.)

ANNOUNCER: "Fold the bandana in half.-

ACTION: (Everyone folds the handkerchief one time. The one with the BANANA begins to look concerned, rolls eyes left and right and skyward. With an 'oh, well attitude, breaks the fruit in half.)

ANNOUNCER: "Fold the bandana in half again."

ACTION: (Everyone folds the handkerchief again to a smaller square. The one with the BANANA expresses more concern, rolls eyes again, uses facial expressions to convey an uncomfortable feeling. He breaks the BANANA again. REMEMBER, EVERYONE MUST KEEP A STRAIGHT FACE!)

ANNOUNCER: "Hold the bandana in your left hand and fold - in the four corners."

ACTION: (Everyone complies. The one with the BANANA sort of scoops up the fruit and piles it in the center of the palm of his left hand. Facial expressions should be appropriate, however, he still doesn't realize that he is doing anything different from anyone else.)

ANNOUNCER: "Make a fist."

ACTION: (By now, everyone in the audience is watching the BANANA. The hands with the folded-BANDANA are discretely exchanged - left to right - and is placed in their hip pocket. The BANANA, by now, -is oozing from between the fingers and the audience is usually in tears.)

ANNOUNCER: "Open your hands and show that the bandana has disappeared."

--Of course, they have disappeared and the applause is GREAT!

ROLLICKING ROBOTS OF 2000 A.D.

What you need: ANNOUNCER, ROBOTS (any number, just divide lines to fit number of Cubs), cardboard box costumes covered with silver paint or aluminum foil, with room for arms, legs and good vision.

ANNOUNCER: Den __ presents "The Rollicking Robots of 2000 A.D.

ROBOT 1: We're the very latest triumph of engineering skill; We can walk, we can talk, we can raise an arm at will.

ROBOT 2: We're really rather handsome - all gleaming steel and chrome; Oh, everyone should have a little robot in the home.

ROBOT 3: You'll never have to feed us - our wants are very few; A sip of battery acid and a nut or bolt or two.

ROBOT 4: Our actions are dependable - just like a metronome. Oh, everyone should have a little robot in the home.

ROBOT 5: When Junior has some homework that no one can explain; We're just the ones to help him with an electronic brain.

ROBOT 6: Those nights when Father moans and groans about his income tax; We'll do the calculations - if he'll feed us the facts.

ROBOT 7: We can help with Mother's gardening, when she's setting out her plants; Our feet are built for digging holes or stamping out red ants.

ROBOT 8: If sister fears she'll over sleep cause she stayed out late last night; Just set us for the proper time - we'll wake her up all right.

ROBOT 9. Well be glad to mind the baby when he's crawling on the floor. Shock him, oh so gently, if he"s heading for the door.

ROBOT 10: To cheer you up, well bring you music, straight from our transistors. Even go into a dance, while raffling our resistors. (ROBOTS DANCE - Three slide steps to the left, then three slide steps to the right, three bounces forward, then 3 bounces back, swing left arm forward and back, the swing right arm forward and back and bow. (Taped music from "Star Wars" would add to the mood.)

UNISON: We hope we have convinced you of our many splendid uses. And we faithfully promise not to blow out any fuses. We'll be always at your service with our very shiny chrome, Now don't you think that you should have a robot in your home?

EMERGENCY BROADCAST SYSTEM

CHARACTERS: Narrator, as many boys as needed.

SCENE: Narrator stands up front with other boys in a group behind him.

NARRATOR: This will be a test of the Emergency Broadcast System. For the next 60 seconds. Remember, this is only a test.

ALL BOYS: (Hum in a monotone for approximately 60 seconds)

NARRATOR: This has been a test of the Emergency Broadcast System. Had them been an actual emergency, this is what you would have heard ...

ALL BOYS: (run off in different directions, screaming and waving arms)

THE ECHO
(Four people, preselected)

The principal character tells the audience that there is an echo in this room, and he will demonstrate.

With three "stooges" planted in the crowd, he hollers "Hello,' and three echoes, in turn, shout back, softly, "Hello." Then he calls, "How are you?", and gets three answers. Then,

"Baloney!" gets the three answers. On the fourth call, he says "Mister Blank is a great guy,' and the last answer is 3 "Boloneys." (Choose your own "Mister Blank.')

OPENING

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

1st CUB: Another year is starting,
And we'd like to welcome you
And tell you what our purpose is,
And what we hope to do.

2nd CUB: The Cub Scouts is a group of boys;
It helps us grow up strong
It teaches us to do what's right,
And fight against what's wrong.

3rd CUB: It shows us how much we can do,
If we work as a team,
Then we'll have fun, and jobs won't be
As hard as they first seem.

4th CUB: We'll go on hikes and field trips,
To learn of natures wonders,
So we'll respect her when we're grown,
And not make any blunders.

5th CUB: And we'll be shown in many ways,
That each man is our brother;
And we will see the joy there is,
In helping one another.

6th CUB: We'll learn to be good citizens
And, hopefully, we'll see
That laws are made for all men,
So each man can be free.

ALL: To do this, the Cub Scouts need
Good leaders - that is true.

That means we need the help of all
Of you - and You - and YOU!

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

(Audience rises. All sing.)

COMPUTER INVENTION CONVENTION

EQUIPMENT: Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

CUBMASTER: I would like to unveil my latest invention. (Uncover, or bring in "Computer") This amazing device is able to collect all the information that comes in from our pack committee members, den leaders, Webelos den leaders, and parents. It can then determine which Cub Scouts and Webelos Scout are eligible for which awards. Allow me to demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)

Will (name) and his parents please come forward? (Present awards). *(Follow similar procedures for awards of Wolf, Bear, arrow points, and Webelos badge and activity badges).*

(Hold up Arrow of Light card. Insert into machine. Call for Arrow of Light recipient).

These young men may or may not be real inventors, but they have shown the truth of the old saying 90 percent of success is perspiration. They have worked long and hard - some as long as three years - to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today, better young men. In recognition of this achievement, we present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (Present awards). I want to congratulate all of you and your parents. The whole pack is proud of your accomplishments, and we're sure you will continue to "Do Your Best".

COMPASS BADGE PRESENTATION

PERSONNEL: Cubmaster, Webelos Leader EQUIPMENT: Compass badge and compass point.

CUBMASTER: Tonight we have boys receiving Webelos recognition. (number) earning the compass and (number) earning the compass point. To earn the compass, a Webelos Scout has to earn his Webelos badge and four additional activity badges--a total of seven activity badge. Once the compass has been earned, besides working on the Arrow of Light; the boy can work on earning compass points. He can earn one gold compass point for each four activity badges. To fill his compass a boy needs to earn nineteen of the available 20 activity badges. Would Mr./Mrs. the Webelos leader please come forward and present the awards.

WEBELOS LEADER: The compass badge is not an award that is sewn onto a boy's uniform. It is attached to his right pocket button under the flap. The points are given to the boy to put in any position he chooses. Tonight (names) have earned their compass and (names) have earned their compass point. Will they please come forward. This shows that the boys are working hard toward the end of their Cub Scout trail.

CONGRATULATIONS BOYS!!!!

A CLOSING THOUGHT

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

DISCIPLINE IN THE DEN

BOY BEHAVIOR

Boy behavior has a great deal to do with the age characteristics of the boy, the family he lives with, his level of self esteem, and the way he has been taught to interact with others. In this session, we will be addressing not only WHY a boy acts as he does, we will also address HOW you as a Leader can deal with the problem child.

AGE CHARACTERISTICS OF CUB SCOUT AND WEBELOS AGE BOYS

The Cub Scout age boys usually exhibit some or all of the characteristics for their age groups. They come in all sizes, temperaments and abilities. They are usually in good health, full of energy, a bit accident prone, noisy, uncoordinated, and ready for adventure. Sometimes, Packs will have a Cub Scout who is physically or mentally disabled. There are special programs available for these boys to help you help him achieve and grow along with the other boys. Check with the Council Office for more information.

Cub Scouts are very social creatures. They want to be approved of by their peers. The worst thing that can happen to them, in their eyes, is to have someone laugh at them. They are typically into the "gang" phase and enjoy being part of a group. Most of them have heros they look up to and admire. Since they are active, they love to play games and have contests. Cub Scouts hate to sit around; they want to be moving and doing. Although some Cub Scouts are growing independent and rebelling against authority, they still need and want the support of the family. As a Leader it is important that the program is set up to meet the social needs of the boys. By having a well-rounded, organized program full of fun and learning, most of the boys will not have the time or the desire to be a behavior problem.

The Cub Scout and Webelos Scout age boy is very curious about the world around him. He will want to experiment with just about everything. If a Leader tells him a knot is tied one certain way, it is almost certain the boy will try to find another way to tie it. At this age, the boys are still capable of a sense of wonder, and most of them have incredible imaginations. Though their attention span is short, they love to learn and do new things. They have a great sense of fun, and creativity is second nature to most of them. Each age group has it's particular characteristics.

Second-graders are beginning to question authority. They seldom get into real fights, but resort to name calling. They want adventure, and are prone to make adventure if it is not provided in the program.

Third-graders are more willing to accept and respect authority. They enjoy showing off for their peers. The more noisy they can be, the better, because they are full of energy. This group is more likely to engage in a great deal of rough housing and horseplay. **Fourth-graders** want to be useful. They want to belong to a group, and are usually very competitive. The world around them suddenly begins to look interesting. While they can take responsibility for their actions, they hate to admit they can make mistakes.

Fifth-graders are more diverse in their development. Some are strong and capable, some immature and seem younger for their years. Most fifth-grade boys like to be responsible. They are extremely loyal to the peer group, and the majority will only rebel when authority is too demanding.

As leaders come to know and understand the characteristics of boys, they begin to understand the importance of building strong characters. In today's world, the boys face many serious problems. Building strong characters will help the boys to make the right decisions. Part of building character is to set guidelines for acceptable behavior by someone who wants to see the boy grow and excel in life.

NEEDS OF THE CUB SCOUT AND WEBELOS SCOUT AGE BOY

Boys have a few basic needs that can be fulfilled by a well rounded program.

1. They need to let off steam.
2. They need to belong to families and peer groups.
3. They need to use their imaginations.
4. They need to experiment and find out.
5. They need to be challenged.
6. They need to be recognized.
7. They need fun.

DISCIPLINE NOT PUNISHMENT

Scouting's founder Lord Baden-Powell, said: " You can only have discipline in the mass if you instill discipline in the individual." One of the Boy Scouts of America's goals is to help boys learn self-discipline. They need to know what is expected from them and what to expect from you in return. Leaders must be consistent when working with boys.

Without self-discipline, activities cannot be carried out successfully. It becomes easy for the boys to lose their sense of purpose and become frustrated. The job of a leader is to

help a boy develop self-discipline and establish a sense of values. The boy needs to be taught that consideration for others, fair play, and self-control are worth the effort.

Good discipline is about 90 percent preparation. A well planned program will help keep the boys' interest and keep the mischief to a manageable level.

Discipline is setting limits to help a child understand and adopt a set of values so his character is shaped rather than his behavior temporarily controlled. Discipline and punishment seeks revenge and retribution, while discipline seeks to instruct and nurture a child into positive action.

Discipline takes understanding and love. A leader must remain a leader and never argue with a boy. Never discipline a boy before his peers. Do not shout orders or try to maintain discipline by blowing whistles. Discipline is gained by knowing what is expected from the boys and by their knowing what you expect from them.

Lack of discipline causes problems. Bad behavior can be disruptive to the meeting, hurt other boys, and be extremely irritating to the leaders. Boys need guidelines. They will test those guidelines, just to see if the rules will be enforced. They want to know what their leaders will stand for, and what they will not stand for.

Discipline builds pride. A well disciplined pack has spirit, team work, and more time for fun. It is a source of pride for the boys, the leaders, and the families involved.

BEHAVIOR PROBLEMS

When dealing with a group of boys of any age group, a leader should expect the occasional behavior problem. Some of us seem to attract at least one problem child per den. Each boy is different and must be respected as an individual. There are many reasons for behavior problems. It may be that the boys simply need to get some sleep, there may be problems at home, there may be emotional or physical problems, or they may just be having a bad day. Some types of problems often seen in dens are as follows:

LOSING INTEREST: If a boy begins to show lack of interest, give him immediate attention. Try to evaluate the program to see if the problem can be resolved. Give the boy additional responsibilities or more challenging activities that will renew his interest.

THE BULLY: Some boys go through a stage where they are intentionally cruel to others. This stage usually does not last long. A good way to handle the bully is to have

strenuous games in which good sportsmanship is emphasized. Use skits and stories to emphasize the fact that cruelty is not acceptable. Talk privately with the boy and help him set guidelines for behavior. If the bullying continues, take the issue to the Pack Committee, and try to enlist support from his family.

THE SHOW-OFF: It is normal for a boy this age to want to boast and show off at times. Usually the program is designed to keep this to a minimum. When a boy persists in showing off, there is usually a problem that needs to be solved. Try to give the boy positive attention and praise. Help him to learn to feel good about himself by building his self esteem.

LYING AND CHEATING: This trait is relatively uncommon among this aged boy. Most of the lying is boasting. Encourage the boys to understand that this type of behavior is not acceptable for a Cub or Webelos Scout. Be sure that he understands the rules concerning good sportsmanship.

THE BRIGHT/ALWAYS FINISHED FIRST: Every den has at least one boy who is very bright. He needs to be given the opportunity to use those abilities in positive, non-competitive ways. Try challenging him with individual projects that will require him to stretch his limits. Do not use him as a constant example to the other boys in the den. They will begin to resent him, and boys are very good at ostracizing those they feel do not fit in the group. The boy that seems compelled to finish first is not always the brightest boy in the den. He seems to feel a great deal of competition with the others. Once he gets done, he is quite capable of dreaming up other projects that interfere with the other boys and the meeting. Take time to understand WHY he is so compelled to be first. Encourage him to take more time on things, and remind him that the goal is to do one's best, not to be first.

THE SLOW BOY: In every den there is one who finishes last. Most of the time it is because he is the perfectionist. However, you may have a boy with special needs. He may have a disability, or simply take more time to understand things. Each child learns differently. Try to understand what motivates him and plan the program accordingly.

STUBBORNNESS/"I DON' T WANT TO . . .": A child who is constantly stubborn may feel that too much is being asked of him. He may feel that e is out of his depth. Some children feel that they may not do well or embarrass themselves. Be aware of what the problem may be. He may be stubborn as an attention getter. Be matter of fact in dealing with these problems. Make the program interesting and activities within the abilities of the boys.

RESTLESSNESS: Restlessness is usually the Cub Scout's energy seeking release. A good balance of action and quiet activities will help solve the problem. A WELL BALANCED, WELL-ORGANIZED PROGRAM OF ACTIVITY IS VITAL TO A HAPPY GROUP OF CUB SCOUTS.

DISRESPECT: Generally boys are rude and disrespectful for two reasons: 1. They are trying to get attention. 2. They feel the adult is not worthy of respect. Some boys have not been taught basic manners. It is important that leaders set a good example. Never ask a boy to do something that you, as a leader, would not be willing or able to do.

TIPS ON SOLVING PROBLEMS

When working with people, there is always a chance problems will occur. Most of them are through a lack of communication. Always remember: The boys are the most important part of the program. That's why we have Cub Scouting and leaders. That is why we are here. When problems occur, do these things:

1. SET THE RULES: Establish a den code of conduct with consequences for breaking the rules. A few simple rules are less formidable that a long list. Once you set the rules, stick to them.
2. BE FAIR: Don't allow one boy to get away with something you would correct another boy for doing. Boys can sense when you have a favorite. Avoid picking out or picking on any boy.
3. BE CONSISTENT: Boys need to know what to expect. Be consistent from week to week in the way you deal with behavior problems.
4. TREAT EACH BOY AS AN INDIVIDUAL: Get to know each boy and find out why he behaves the way he does. Getting to know the family helps you understand the boy.
5. MEAN WHAT YOU SAY AND SAY WHAT YOU MEAN: Don't warn or threaten unless you intend to carry it out. Give compliments only when they are deserved, but remember that we can say something good about almost everything. Don't say one thing and do another.
6. SET A GOOD EXAMPLE: Wear the uniform and the boys will wear theirs. Be positive and they will be positive. Be polite and they will be polite. Be unfair and they may be unfair.
7. REWARD GOOD BEHAVIOR: When we reward good behavior, it is often repeated. The good conduct candle is a good example.
8. CORRECT ONLY THE GUILTY: If the den misbehaves, correct the den. If one boy misbehaves, correct the boy. It's usually best to take the boy aside to correct him rather than embarrass him in front of the den. Praise in public, correct in private.

9. YOU GET WHAT YOU ASK FOR: Boys have a remarkable way of living up to their own expectations of themselves. Well-deserved praise and encouragement can help improve a boy's self-esteem and will usually result in better behavior. Let him know you have confidence in him. If he is continually criticized for bad behavior that's probably what you' ll get.
10. BE OPEN AND HONEST: If you are disappointed in a boy's behavior, tell him so. He really wants to please you. If you are proud of a boy's accomplishments, let him know. Everyone needs a pat on the back occasionally. If you make a mistake or have been unfair, admit it and apologize.
11. IDENTIFY THE PROBLEM: Make sure you have the facts straight and that you have all the facts.
12. FACE THE PROBLEM: Deal with it. It will not go away by being ignored.
13. RECOGNIZE: The real source of the problem, not just the symptoms or results.
14. CARE: About the people involved and seek their best interest. REMEMBER THE BOYS.
15. LISTEN: To all sides and all views.
16. BE TOLERANT: Be forgiving, seek to strengthen rather than to weaken the relationship.
17. DECIDE: What can be done to resolve the problem? Act on that decision.

SETTING A GOOD EXAMPLE

As a leader, the boys will look up to you as an adult to emulate. They will watch all you do, and will use what they learn from you in all they do. Set a good example in all you do with the Cub and Webelos Scout programs. Here are some ideas that may help you.

1. Respect their rights as individuals and treat them as such.
2. See that the program is stimulating, fun, and full of adventures.
3. Help them to develop a feeling of team spirit and pride.
4. Remember that " Do Your Best" includes you.
5. Be fair and honest. You will earn the respect of the boys in this way.
6. Be on your good behavior at all times and remember you' re an adult. Act like an adult. Follow the Golden Rule.
7. Be courteous. Good manners are never out of date. It's a way of showing you care.
8. Be punctual. Start meetings on time. When the boys see you are going to stick to the time schedule, they will be more apt to arrive on time, so they will not miss any of the fun.

In today's world, children face a great deal of negative and hostile ideas. Through Cub Scouting, we can bring something positive into their lives. It is through good, well trained, caring leaders that the program comes alive for these boys. Remember, we do it all for them. The purposes of Cub Scouting are influencing the development of character and encouraging spiritual growth, developing habits and attitudes of citizenship, encouraging good sportsmanship, improving understanding within the family, strengthening the ability to get along with others, fostering a sense of personal achievement, doing ones best, being helpful, providing new things to do, preparing them to become Boy Scouts. Welcome to a great adventure.

TIGER CUBS

TIGER CUB NOTES

Resources:

1. Tiger Cub Guidebook, For Packs, Districts, and Councils
2. Tiger Cub Family Activity Book
3. Tiger Cub Resource Book

The following pages follow the format of the Tiger Cub Guidebook, For Packs, Districts, and Councils.

I. What Is Tiger Cubs B.S.A.?

A. *Who can join?* Any boy in the first grade/7 years old and their adult partner. The adult may be anyone 18 years or older; a Parent, Grandparent, Brother, Sister, Aunt, Uncle, or a friend. The basic element is the boy and adult. They join together.

B. *The Tiger Den.* The den is normally is made up of 5-8 boy/adult teams. The den is part of the pack, and participates at all the pack activities and meetings. Dens hold their own meetings. If there is more than one den; each will hold meeting separately. Each den will have a Tiger Cub Coordinator. The Coordinator will be one of the Tiger Adults.

C. *Den Meetings.* The den meets twice a month, not including when they meet with the Pack. The meetings are based on the 17 Big Ideas from the Tiger Cub Family Activity Book. Don't do everything strictly by the book; use your imaginations and come up with your own ideas.

D. *Tiger Cub Cycle.* The cycle is the same as the School year. It begins in late August / early September and lasts until the end of May. If the boy is in Transitional/Developmental First he must be held in Tigers an additional year. The boy must complete the 1st Grade before graduating to the Cub Scouts. After graduation the boys may participate in Cub Scout activities, such as Day Camp.

The Tiger Cub program promotes togetherness. The Tigers are required to complete at least 2 of the 17 Big Ideas. The 2 are as follows: #1 - "Getting To Know You" and #17 - "Cub Scouting Here We Come". Big Idea #1 should be completed at the beginning of the cycle. Big Idea

#17 should be completed in May by attending the Graduation Ceremony.

E. *Den Leadership.* The leadership is shared by all the teams of the den. Each team plans, prepares, and hosts one or more Den meetings during the cycle. With this arrangement no one team feels overwhelmed to host all the meetings.

F. Tiger Cub Den Coordinator. One of the adult partners is selected as the Coordinator. The roll of the coordinator is to coordinate Tiger Den in the Pack activities. Correspond with the other adults to ensure that the shared leadership is being rotated equally. Attend a short orientation conducted by the Tiger Cub Coach or the Pack Representative prior to the first Den meeting. The Coordinator also maintains the Tiger Cub Resource Book, and the Tiger Cub Instant Recognition Kit. Pages of the Resource Book that pertain to an activity should be given to the host family of that activity. The paws and beads are to be presented at the time the Tiger earns them.

G. *Recognition.* This is simple. Incentives should be motivators instead of the "final goal". There are different types of recognition for the Tigers. Wall Chart with Stickers come with the Family Packet, and are awarded by the Adult Partner for family activities. The Iron-on Tiger Tracks come with the Family Packet, and are awarded by the Tiger Coordinator for Big Ideas done by the Den. The Activity Beads must be purchased separately, and are awarded by the Tiger Coordinator for family and Den activities. The recognition is awarded how the Den desires.

Cub Scout advancement is for Cub Scouts, and the activities are geared towards older boys abilities. The Tigers may begin studying the Bobcat requirements in preparation for Graduation.

H. *The Uniform.* Tiger Cubs and the Coordinator wear the orange T-shirt with the Tiger Cub emblem printed on the front. The Adult Partners may also wear this shirt. The Tiger Track Iron-ons can be placed anywhere on the shirt, but it is recommended that they be placed on the front. The shirts are available from the Scouting distributor, and come in a variety of both Adult and child sizes. Tiger Cub hats and belts are available but optional.

II. The Pack's Role!

A. *Tiger Cubs and the Pack.* The Tiger Den is part of the Pack. If there is no Pack, one must be formed. The Pack supplies support to the Tiger Den by supplying the Coach. They also provide the continuing Scouting experience after the Tigers graduate. There is no limit to the number of Tiger Dens a Pack may have.

B. *Tiger Cub Coach.* The Coach is the Pack's relationship with the Den(s). This person is chosen by the Pack. The coach helps to organize the den and assists in planning the first meeting, which should be Big Idea #1. After the first meeting the Coach allows the Tiger Adults to operate with its own leadership. Coaches keep in touch with the Den(s). The Coach also coordinates with the Pack and/or Council activities. Tiger Cub Graduation, Big Idea #17, is arranged by the Coach.

C. *Tiger Cub Coach Training.* The Coaches first priority is to understand the procedures and to be prepared for the recruiting, registering, and orientation of the Tiger Teams at school night rally. Before beginning of orientation of the Den(s), each Coach should have completed their initial training or orientation. The District Training Team is responsible for providing Coaches training they need. Additional training for Coaches and other volunteers within the Pack is offered through Cub Scout Leader Basic. The Coach coordinates training of the Coordinator.

D. *Organizing the Tiger Cub Den.* Enrolling Tiger Teams is important to do, because the tiger program is a school-year program. The Coach will meet with each Den and hold an orientation session. The session will include the showing of the video "Welcome to Tiger Cubs B.S.A.", and of other Tiger materials. At this session the Tiger Cub Family Activity Packets are handed out, registration fees are collected, a coordinator is elected from and by the partners, and finally a date and location are set for the first meeting. Tiger Cubs can be recruited from school, church, neighborhoods, and many other places and activities. All boys with and adult should be invited to an organizational meeting.

E. *Continuing Contact.* After organizing, orientating, and assisting in setting up of leadership and Big Idea #1, the Coach must stay in touch with the Tiger Den(s). Each Den must succeed so the Tigers can graduate to Cub Scouting.

The Coach will continue to be a resource for the Den and a link between them and the Pack. As the link, the Coach reports to the Pack leaders as to how the Tiger Den(s) are proceeding; and to the Tiger Den on upcoming Pack and District activities, meetings, and functions. When Pack registration / recharter time arrives, the Coach ensures all paperwork and fees are completed, collected and turned in properly.

The final duty of the Coach is to organize the Tiger Cubs' graduation ceremony. This ceremony is conducted at the Pack meeting in May. Balance is the key to a successful Tiger Cub Coach. On one side the Coach is a liaison between the Pack and the Den(s). and on the other side there is the Den leadership, in which one must avoid assuming. The job of the Coach is to be a resource, not a leader.

III. The Role of the Council and District!

Because the Tiger Dens are part of each Pack, the Districts and Councils continue to support the Packs through normal operations.

A. *Personnel.* One member of the District Membership Committee is a District Tiger Cub Chairperson. This person is responsible for recruiting efforts and graduation of the Tiger Cubs. They may recruit additional people to assist with the recruitment; this depends on the size of the District.

The District Training Committee should also have a member who is a Tiger Cub Representative. This Scouter is responsible for Tiger Cub related training, to include Tiger Cub Coaches "Break-out" sessions at Basic Training.

B. *Training.* A major responsibility for the District is to train the Tiger Cub Coaches from each and every Pack. The complete training of Coaches is essential, to include follow-up training. Coaches should attend orientation training as soon as they are recruited. Orientation is helpful to have before recruiting at the beginning of the school year.

All trainers should have thorough knowledge of the material and make their presentation enthusiastic and dynamic.

Cub Scout Leader Basic Training includes a session for Tiger Cub Coaches. With the completion of this session a Coach may wear the "Trained" patch on their uniform.

C. "*Where To Go*". One exciting things about the Tiger Cub program is the meetings can be held at many different places in the community. Some examples are zoos, museums and other historical sites.

D. *Tiger Cub Registration.* The Tiger Cubs are part of a Pack and will register with that Pack. When joining Tiger Cubs the Tiger will register along with and Adult partner. The fee paid is pro-rated, which means that the fee is for the amount of time between joining and the time the Pack recharters. Tiger Cubs and Adult partners use the same registration form.

E. *Registering Tiger Cub Dens,* In most cases the Pack recharters before the Tigers graduate into Cub Scouting, and the Tigers and Adult partners will register as Tiger Cubs. On June 1st the tiger will transfer into Cub Scouting automatically by the computer. Any Tiger Adults whom wish to register as a Pack Leader, will need to fill out a new "Be a Volunteer Leader" application.

F. *Recognition of Service.* A permanent Tiger Cub emblem is authorized to be worn directly below the right pocket on their Cub Scout uniform. The 1-year service star with orange backing may also be worn.

Adult partners may also wear the 1-year service star, but the backing is blue. The Coach may earn the Tiger Cub Coach Award. District and/or Tiger Cub volunteers may earn the Cub Scouter Award. Requirements for volunteer and Coach awards can be obtained at the Scout Office.

G. *Tiger Cub to Cub Scout.* After their first year of Tiger cubs, most boys will graduate to Cub Scouts. For exceptions call the Scout Office. Tiger Dens usually stay together through heir Tiger year. At the end of the school year is a good time for graduation to Cub Scouts. After graduation the boys are eligible to participate in summer Cub Scout activities. For example Cub Scout Day Camp. Graduation is Big Idea #17. If carefully executed the Tigers can earn their Bobcat badge at graduation. the goal of every Pack, District, and Council should be to see every Tiger Cub to becoming a Cub Scout.

TIGER CUB DEN MONTHLY IDEAS

Month/Year	Paw # & Idea
October 1998	#5 Attend a Pack Halloween Party with homemade costumes.
	#13 Make decorations for Halloween.
	#14 Attend a Pack Halloween Party with homemade costumes.
November 1998	#7 Help with "Scouting for Food".
	#13 Make decorations for Thanksgiving.
	#16 Play a game of Charades.
December 1998	#11 Have the Tigers make a family crest with things the Tigers think are special about their family.
	#12 Make a Christmas gift for a family member or someone special.
	#13 Make decorations for Christmas.
January 1999	#2 Go Bowling. #8 Go to the Fire or Police Station.
	#10 Plan a trip to one of the Adults work and go.
February 1999	#4 Teach the Tigers about what to do in case of a fire and about other Safety procedures.

	#9 Attend the District Pinewood Derby.
	#14 Play board games as a Den.
March 1999	#10 Go to the Shriner's Circus.
	#13 Make decorations for Easter.
	#15 Hold a Tiger Olympics.
April 1999	#6 Go to the Court house for a tour.
	#11 Have the Tigers draw a picture of their family.
	#14 Play non-competitive sports.
May 1999	#2 Have the Tigers do the opening ceremony at the Pack Meeting.
	#10 Attend the Scout Show.
	#17 Tiger Cub Graduation at the Pack Meeting.

***Please remember these are only ideas of what you may do each month. Come up with many of your own. Share ideas with each other. Good ideas come from the other adults. Great ideas come from the boys themselves.

***Just remember the 2 paws the boys must do are #1 and #17. Have fun and be safe!

WEBELOS

THE SCOUT LAW

The following is a song which will help the boys remember and understand the Scout Law. It goes to the tune of "Yankee Doodle".

Trustworthy Tommy was a Scout, Loyal to his mother, Helpful to the folks about, And friendly to his brother. Courteous to a girl he knew, Kind unto his rabbits, Obedient to his father, too, And cheerful in his habits. Thrifty, saving for a need, Brave and not a faker, Clean in thought and word and deed, And reverent to his Maker.

SCOUT LAW GAMES

Divide the Webelos den into two teams. Give each team a set of twelve 3 x 5 cards with one word of the Scout Law on each card. At the starting signal, have each team place the cards in the correct order of the Scout Law. The winning team is the team to first have their cards in the right order.

Form the boys into a circle. The Den Chief is in the middle. He is to randomly point to a boy who gives the first point of the Scout Law (Trustworthy). He then points to another boy who is to give the next point in order (Loyal). If a boy does not give the correct response by the time the den chief counts to five, he must step backwards and sit down. He is out of the game. Play continues until there is only one boy left, or until everyone is stumped. If you get through the Law once, start over again until all are eliminated that are going to be eliminated.

Aquanaut

Games For Webelos Swimmers in Deep Water

KIM'S GAME UNDERWATER

In five-foot-deep water, make a small pile of five to ten familiar objects that do not float (spools, coins, nuts, bolts, soda can full of water, etc.). Players swim out, surface dive to inspect the articles, and return. They then tell the leader all the articles they remember seeing. The game ends with the swimmers retrieving all the objects.

SWIMMING POMPON PULLAWAY

"It" is in the center of the pool in chest-deep water. The other players are all at one end. When "It" calls, "Pom-pom pullaway." the others try to swim to the opposite end of the pool without being tagged by "It." A player who is tagged joins "It" in trying to tag others for the next crossing. The last one caught is 'It" for the next game.

BALLOON ONE 0' CAT

The "fielders" are spread out over the deep-water area. The "batter" hits a large, soft ball with his fist in the direction of the other players and swims to the first (and only) base and returns home. The fielders may put him out either by getting the ball to home base before he gets there or by hitting him with the ball. When the batter is out, all players move up in rotation. The batter becomes a fielder.

Water Games for Swimmers and Non-swimmers

PADDLEWHEEL DUEL

Play in waist-deep water. Opponents grasp opposite ends of kick-board. On signal, both begin kicking, trying to force opponent backward in the water.

TOWEL RESCUE

Play in chest-deep water. Divide group into two teams. Put one member of each team some distance from his teammates. Give him a towel. On signal he walks or swims to his team, tosses the end of the towel to a teammate, and tows him back to the start. The "rescued" boy then becomes rescuer and repeats the action, "saving" another team member. Continue until the whole team has been saved.

USE YOUR HEAD

Players line up in waist-deep water. Give each an inflated balloon. On signal, they put the balloons on the water and propel them to shore. Only their head may touch the balloon.

SHARK'S TEETH

You need at least five corks (not too small) for each player. Form two or more teams of three players each. Teams line up on both sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without using their hands, carry them to their collecting spot and return for more. The team that secures the most corks within an allotted time period wins.

ROPE THROW RESCUE RELAY

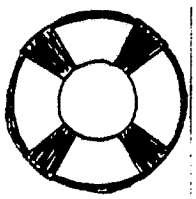
Each team has a coil of rope (clothesline will do). Fathers representing drowning persons are in the water. Each Webelos Scout throws the rope to the "drowning person" who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next boy on the team. Repeat until all members have thrown.

I SPY!

This game makes it necessary to open the eyes underwater. Participants pair off. One player of each pair takes a deep breath, submerges his face and opens his eyes. The other player extends, underwater, as many fingers on one hand as he likes. The player whose face is underwater tries to see the number of fingers extended by his buddy. When he thinks he has seen correctly, he lifts his head out of the water and says, I spy (number) fingers." The number of fingers extended must be identified by sight. It is not permissible for the underwater spy to touch his opponent's fingers in order to ascertain the number extended! The fingers should be held fairly close to the spy's eyes so that his vision is not too distorted by the water. Players take turns at spying.

LIFE PRESERVER NECKERCHIEF SLIDE

You will need: I ring, made of foam or Styrofoam (2" across, ¼" thick, I" hole in center). 6" white string. 3" pipe cleaner for backing. Red tape, 3/8" wide. White paint.



Paint ring and allow to dry. Wrap string around outside of ring, and secure with red tape in four locations, forming a cross. Bend pipe

cleaner and poke in back of ring to form slide-back (you may want to secure the pipe cleaner ends with glue).

Artist

This is a fun and easy activity badge to complete. Let your boys' creativity run wild. You will be amazed (and sometimes they will be too) at the works of art they create. Just remember to keep plenty of paper towels and newspaper around.

OLD-FASHIONED INK PAINT

This old-fashioned paint is fine to paint pictures on heavy paper, poster board. cardboard, or wood.

Materials: Water Nonfat dry milk powder (Instant is easiest) Plus your choice of coloring materials: Berry juice (such as cherry or elderberry juice) Beet juice Food coloring Colored earth Colored paint powder (from a paint or art supply store)

1. Mix water and the nonfat dry milk powder about half and half. The liquid should have the consistency of paint.
2. Add your choice of coloring material (juice, food coloring, colored earth, or paint powder) until you get a color that you like. Now brush on your milk paint just as you would any other paint. It takes about two hours to dry.

DOT PAINTING

A printing press uses only three colors - magenta, cyan and yellow, with black to mix every color. But printers don't just smear colors right on top of each other. If they did, they'd be liable to get muddy, ugly colors. Instead they put in each color by dots.

For instance, the printer makes green in a picture by first printing blue (cyan) dots and then printing yellow dots in with the blue. When you look at the picture you don't see the blue or yellow dots. You see what looks to be solid green. Your eyes "mix" the dots into a solid-looking color. If you look at a printed picture with a magnifying glass you can probably see the dots.

Try creating a picture out of dots. A few famous painters have done this before you. Some of the world's greatest paintings are made entirely of dots.

Materials: Colored markers, pens, pencils, or crayons, Paper

Here's what you do:

1. Experiment to see how the colors of the markers, pens, pencils or crayons mix into other colors. You don't have to use only the four printer's colors. Mix any colors you like.
2. Sketch your picture and fill in the colors entirely with dots.
3. Stand back and admire the results.

FOIL ETCHING

Materials: Aluminum foil Paper towels Glue Ball Pen (empty) or pencils Paint Cardboard

Coat a suitably sized piece of cardboard with glue. Add paper towel, glue again, add foil.

Note that several layers of paper toweling will yield deeper etching effect.

Using an empty ball point pen or a pencil, draw a suitable design. Complete your design or picture at one time while the glue is still wet.

Allow to dry overnight. Then cover the whole surface with paint. With a soft cloth or tissue wipe the paint off the raised areas and this will leave your design boldly displayed.

Athlete

Webelos Scouts are bursting with energy and are very eager to impress their peers and their leaders with their physical skills. The Athlete activity pin is one of the four optional badges which may be used to fulfill the requirements for the Arrow of Light.

1. Make physical fitness equipment. A barbell can be made from a 3 foot piece of broomstick with 3/4" pipe caps on the ends. The caps can then be imbedded in 46 oz. cans filled with cement. (Allow cement to set overnight.) Or, use plastic containers filled with sand. Make a chinning bar by suspending a broomstick by both ends in a garage or back yard. (Be sure the broomstick is well supported and can hold the weight of any boy in the den.)
2. Visit a high school or middle school track and field meet.
3. Invite a Physical Education instructor to talk with your den about fitness.
4. Plan a physical fitness demonstration for a pack meeting.
5, Assist your boys in setting up a regular exercise schedule by setting up a chart showing their records for different activities.

HAVE A SCOUT INDOOR FIELD DAY

This works well as a pack activity. It could be your scheduled activity for the month, or could be used to fill in for an outdoor activity canceled because of bad weather.

BAWL GAME: The boy who makes the sound of a baby crying for the longest time with one breath wins.

HIGH WHISTLE: The boy who holds a whistle the longest with one breath wins.

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

DISCUS THROW: Use a paper plate and throw it like a discus.

FEATHER BLOW RELAY: Blow a feather 50 feet and then return and tag the next runner.

GREAT SHOE ROUNDUP: All the boys' shoes are piled up across a line. On a signal, the boys race to the pile and find their shoes. They must put them on and run back. The first TEAM with all shoes on wins.

USE A ROPE

A rope is a portable "gym" that can be used in many types of physical fitness activities. To exercise alone, tie the rope to a tree or pole and pass the end over the shoulder. Now, pull as hard as possible. This will give the leg, stomach and back muscles some tough exercise. Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

STAGE A CUB MINI-OLYMPICS

You can stage this event within a den, between two dens or even as a pack activity, if the rest of the pack leaders agree. The Scouts compete on the course outlined and adults record each Scout's scores.

Warming-Up: Have the boys do some simple warm-up exercises before they start. A few they might do are toe touches, lumping jacks, body twists, and deep knee bends.

Set up an obstacle course with five of the required elements of the Athlete Activity Badge plus a few more just for fun. Each requirement is a station. Station an adult at each station to record each Scout's effort. Here is a sample of a course:

Station # 1: SIT-UPS. (adult holds feet) Do 30 sit-ups. Record the time needed to do 30 OR record how many can be done in 3 minutes.

Station #2: PULL-UPS. Do 2 and record how long it takes to do them, OR record how many can be done in 2 minutes.

Station #3: PUSH-UPS. Do 8 and record how long it takes OR record how many can be done in 3 minutes.

Station #4: STANDING LONG JUMP. Mark off six feet in six-inch increments. Begin with toes at the start line and measure at the heel after the jump. Record the distance jumped.

Station #5: VERTICAL JUMP. Set up a post or a board. Mark the post starting from the bottom with a scale, in inches, from 0 - 15 inches. Attach a ball to a string and hang it over the post. Have an adult hold the end of the string. The adult will need to adjust the height of the ball on the jump side, according to each Scout's height - about a foot above the tips of their fingers when their arm is stretched above their head.

The Scouts then try to jump up and touch the ball. The adult watches to see how high they jump-the height of the jump is measured from the bottom of the post to the bottom of their feet at the height of the jump. Record the height of the jump. (Nine inches is required for the Athlete badge.)

Station #6: 50-YARD DASH. Record time required for boys to run 50 yards. (8.2 seconds is the requirement for the Athlete badge.)

Station #7: TIRE RUN. Scouts must run through a series of tires, being sure to put one foot in each tire with alternating feet.

Station #8: HOPPING ON ONE FOOT. Scout has to hop on one foot through a set of oceans. One foot must be held behind their back through the entire course. Record the time to complete the course.

After the Webelos Scouts have completed the course, sit them down and discuss with them the need for a balanced diet and the effect exercise may have on their performance. Then challenge them to do their chosen exercises (for the Fitness activity badge) for 30 days and have them redo the course. Ask them if they think their performance will change. (This will help them complete #2 and #5 of the fitness badge.)

In 30 days, sit down with the Scouts and have them complete the course a second time, recording their scores (after they have done a month of exercises). Have them compare the results. Is there a difference? Why? This activity also earns them the Physical Fitness belt loop.

Citizen

The Webelos leader should plan carefully so that boys get a feeling for the real meaning of citizenship without spending a lot of time in study. There are various ways to do this. You might give them the opportunity to get a close look at government by planning a field trip to a local government agency or court. One of the best ways to stress the meaning of good citizenship is by practicing the good turn. This should be a "must" for every boy. Working on this badge can be exciting, fun, and informative, or it can be just more reports to write.

Good citizenship is emphasized throughout Scouting. Being a good citizen means helping other people, knowing the history of our country, appreciate the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obey the laws, and doing things that will benefit the community. Just how much importance does the Scout program attach to citizenship?

One of the nine purposes of Cub Scout is "developing habits and attitudes of good "citizenship". One of the three aims of Scouting is "Citizenship used broadly, this means the boys' relationship to others". To become an Eagle Scout a boy must earn a total of 21 merit badges. Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World are three of the 11 required merit badges.

For a boy on the road to Eagle Scout, the Citizen activity badge is the most important step in his Webelos year. For a boy on the road to adulthood, citizenship is his most important skill.

The American's Creed

I believe in the United States of America as a government of the people, by the people, for the people, whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect Union, one and inseparable; established upon these principals of freedom, equality, justice and humanity for which American Patriots sacrificed their lives and fortunes. I therefore, believe it is my duty to my country to love it; support it's Constitution; to obey it's laws, to respect it's flag and to defend it against all enemies.

Do You Know Your Flag

1. The flag is. raised (a) slowly (b) briskly (c) at any speed that is comfortable.
2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or False?

3. The flag must never be lowered no matter how bad the weather conditions. True or False?
4. The flag is never allowed to fly after daylight hours anywhere in the world. True or False?
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?
6. The flag's honor guard walks: (a) on the flag's right (b) just behind the flag (c) on either side of the flag.
7. If you are a Cub Scout, Scout, or Explorer, you always give the Cub Scout, Scout or Explorer salute to the flag whether or not you are in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True or False?
9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True or False?
10. The only time a flag is flown upside is as a signal for help. True or False?

Answers:

1. (b) briskly. It is a happy occasion.
2. False. The flag is never dipped to anyone.
3. False. The flag is not flown in bad weather.
4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
5. True.
6. (c) On either side of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.
8. False. It is carried on the right of the other flags or at the front of the center of the line of other flags.
9. False. The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical.
10. True.

Great Documents Quiz

How much do you know about two of the greatest documents ever written ... the Declaration of Independence and the Constitution of the United States of America?

1. The first words of the Declaration of Independence are:
   "We hold these truths to be self-evident..."
   "We, the People of the United States..."
   "When in the course of human events..."

"Four score and seven years ago..."

2. The first draft of the Declaration of Independence was written by:
   John Hancock
   George Washington
   Button Gwinnett
   Thomas Jefferson
3. The Constitution of the United States was signed in what year?
   1776, 1492, 1787, 1620
4. What is the minimum age for a President of the United States, and in what document is this stated?
5. Which amendment to the Constitution provided for the abolition of slavery?
   First, Third, Tenth, Thirteenth
6. A senator serves a term of:
   Six years, Two years, Four years, Eight years
7. What is the maximum number of years a President may serve?
8. Which amendment to the Constitution guarantees freedom of speech?
   Fourteenth Amendment, First Amendment, Twenty-ninth Amendment, Fifth Amendment
9. What legislative body has the sole power to impeach a President?
10. Who takes over in the event of death of the President?

Answers:

1. "When in the course of human events..."
2. Thomas Jefferson
3. 1787
4. Age 35, as stated in the Constitution
5. Thirteenth
6. Six years
7. Ten years (two terms plus the remainder of a predecessor's term if 2 years or less
8. First Amendment
9. House of Representatives
10. Vice President

Communicator

1. Demonstrate and teach the Webelos Scouts the Boy Scout Motto using sign language.
2. Have a deaf, blind or mute person visit the den and describe special problems they have in communicating.
3. Instruct your scouts in how to address a group.
4. Visit an Amateur Radio user and have him explain the use and rules of an Amateur band radio. Let the Scouts examine the equipment and talk with someone over the Amateur Radio.

5. Instruct the Scouts in the use of secret codes. Let them invent their own code.
6. Get a copy of the CB Ten Codes and have the boys use them.
7. If you cannot visit a radio or television news room, invite a news person to your meeting to talk to the boys about their job.

NEWS CONFERENCE

For a fun way to complete requirement #2, try having a news conference.

1. Determine the topic (Holiday activity, vacation, favorite sport, hobbies, etc.)
2. Select one boy to hold the first news conference. Based on the subject selected, he makes a one sentence opening statement such as "My family went to Washington D.C. for summer vacation" or "My favorite hobby is building model airplanes".
3. The other boys acting as News Reporters should have a note pad and pencil jotting information as they ask their questions (Each conference could be limited to 5 or 10 minutes.)
4. To keep the Webelos from being bored, just hold 2 or 3 news conferences at each den meeting until all of the boys have held one.
5. In the end, the "reporters" might want to put out a "Special Edition" newspaper highlighting each of the Webelos in the den. Make sure everyone has a by-line and that each boy writes an article about someone else (not himself).
6. To make it more interesting, have a variety of topics for them to choose from or randomly draw the topic from a hat.

The Craftsman activity pin will not be an easy one for some of the boys to complete. Encourage the boys to put forth their best effort. Give praise when praise is deserved, and give encouragement in other areas. Do not encourage competition while working on Craftsman, this can cause the boys to get careless in their attempts to "win" and could cause injuries to occur.

1. Visit a furniture factory, lumberyard, saw mill. or cabinet maker.
2. Visit a tannery or leather goods manufacturer. Tandy Leather is always willing to help.
3. Invite an expert to give a demonstration on the proper care and use of tools.
4. Have someone give a demonstration of leather craft and explain how to use leather tools.
5. Have someone give a demonstration of metal work, using tin snips and a vise.
6. Discuss finishing methods for wood projects: The importance of sanding, filling holes and scratches, and various types of finishes such as shellac, stain, lacquer, varnish and enamel.
7. Let them practice driving nails straight.
8. Make a den knot board.

9. Build the bridges you will study in engineering.
10. Tie in with scholar and discuss how education will help in doing the crafts and working on the job.

WOODEN WIND CHIMES

Create your own open-air concert with an orchestra of lattice, screen, rounds, half rounds, quarter rounds, dowels, squares, base caps, coves and stops, all clustered together to form a melodious wind chime. The tomes will vary according to the weight, length and patterns of wood molding you choose. After you've made your selection, attach small eye hooks at the end and suspend them from a frame of squares with dowel cross pieces. The distance between them should be far enough apart to swing freely, but close enough to touch in a gentle breeze. Stain or oil as you desire, then hang it from your porch or a nearby tree and await the first musical selection.

HOW TO USE YOUR TOOLS

Wood Chisel - A right-handed person will guide the chisel with the left hand and apply the moving power with the right. Always push the chisel away from you, keeping both hands behind the cutting edge.

Screwdriver - The screwdriver should fit the screw head slot as shown in drawings. When the tip is too wide, the wood around the screw will be damaged. A tip that is too narrow will slip out of the screw slot and damage the screw head. If the tip is worn to a sharp or chisel like shape, it is very difficult to keep the screwdriver in the slot.

Planes - There are many different kinds of planes, The five most common ones are: block, smooth, jack, fore, and jointer. The block plane is the smallest and the most practical for the young woodworker. It is about six or seven inches long which makes it easy to hold and ideal for fine work and cutting across the grain. The plane iron or cutting blade is placed in the body of the plane, the level side up. Position the lever clamp and tighten the lever cap screw.

Rasps and Files - Useful in woodworking as well as in metal work. Many workers and hobbyists use them to smooth wood after it has been roughly cut.

Saws - Two important saws in a woodworker's tool kit are the rip and crosscut saw. Both saws look alike in size and shape. The difference is in the shape and spacing of the teeth and the way the teeth are filed. Rip saw teeth are designed to cut with the grain of the wood and so are straight. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed.

Coping saw - Used to cut curved lines.

Hammers - The primary use of the carpenter's hammer is to drive or draw (pull) nails. The carpenter's hammer has either a curved or straight claw. The face may be either bell-faced or plain-faced, and the handle may be made of wood or steel. The ball-peen hammer, as its name implies, has a ball which is smaller in diameter than the face. It is therefore useful for striking areas that are too small for the face to enter. There is a right way and a wrong way of using a hammer. Hold the handle close to the end to increase the lever arm and produce a more effective blow. The thumb should rest on the handle and never overlap the fingers. Try to hit the object with the full force of the hammer.

Wrenches - A wrench is a basic tool that is used to exert a twisting force on bolt heads, nuts, studs, and pipes. Solid, non-adjustable wrenches with openings in one or both ends are called open-end wrenches. Closed-end (or box-end) wrenches may be easier for the boys to use since there is less likelihood that they will slip off of the work. They completely surround or box a nut or bolt head.

Snips - Used for cutting tin, sheet metal, and steel of various thickness and shape. Snips will not remove any metal when a cut is made. There is danger, though, of causing minute metal fractures along the edges of the cut. For this reason, it is better to cut just outside the layout line. This procedure will allow you to smooth the edges while keeping the material within required dimensions.

Hacksaws - Used to cut metal that is too heavy for snips. Thus, metal bar stock can be cut with a hacksaw. There are two types, the solid and the adjustable.

Pliers - are made in many styles and sizes and are used to perform many different operations. Pliers are used for cutting purposes as well as holding and gripping small articles in situations where it may be inconvenient or impossible to use hands.

1. Do not make pliers work beyond their capacity.
2. Do not use pliers to turn nuts. Pliers must not be substituted for wrenches.

TIN CRAFTS

General Instructions - Always were gloves when cutting or shaping metal. Remove lids from cans with an opener which leaves a clean edge. Use tin snips for cutting. Hammer cut edges and file well until perfectly smooth.

To obtain strips from a can, remove both ends and cut straight down with tin snips on each side of seam. Flatten and cut as desired.

To glue, use liquid solder (available in most hardware stores). Be sure to follow directions on the tube, especially for the length of time required in drying.

Finishing - painted designs should be made with enamel. Tooling can be done by tapping lightly with hammer and nail. If you are using the silver side of the can, polish the surface with fine steel wool. All projects can be given a final protection with lacquer or wax.

CANDLE SCONCE

1. Select a large lid for the back and stipple with hammer and nail if desired.
2. Cut a strip 1" wide and 6" long from a tin can. Bend strip into a curve and attach one end to the back of the lid with liquid solder.
3. The base is a second smaller lid to from a tiny scallop. Attach with liquid solder.
4. Attach base to free end of strip with liquid solder. Punch a small hole at the top, or use gummed hangers.
5. Drip a small amount of wax in the center of the base and set your candle in the warm wax.

LETTER RACK OR NAPKIN HOLDER

1. You will need two large lids (such as the bottoms of coffee cans).
2. Cut one lid in half for the front. For back, remove a small section from the second lid to form a straight edge.
3. Decorate with tooled designs.
4. For the base, cut a piece of wood 1 ½" wide and a little shorter than the front. Sand smooth and stain or paint. Nail front and back to the wood with decorative nails.

Engineer

Have the boys find pictures of different bridges and bring them to a den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank beam, pier beam, and the truss and arch bridge types. The more complex kinds are the bascule, vertical lift, cantilever, and pontoon. Many of the swinging bridges are in use today. Visit a college engineering department.

FIELDS OF ENGINEERING

Aeronautical Engineering - Deals with the whole field of design, manufacture, maintenance, testing and the use of aircraft for both civilian and military purposes.

Industrial or Management Engineering - Pertains to the efficient use of machinery, labor, and raw materials in industrial production.

Astronautical Engineering - Closely related to aeronautics, but it is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites and spacecraft for the exploration of outer space.

Chemical Engineering - Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

Civil Engineering - One of the broadest of the engineering fields deals with the creation improvement and protection of the communal environment; providing facilities for living, industry, and transportation including large buildings, roads, bridges, canals, railroads, airports, harbors, and other constructions.

Electrical Engineering - Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and controls systems.

Geological and Mining Engineering - Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.

Mechanical Engineering - Broadly speaking, covers the design and operation of all types of machinery and small structures.

Safety Engineering - Concerned with the prevention of accidents.

SYLLABLE PUZZLE

Use each syllable given below to form the words that fit the seven definitions.

bine bu car die en ler gine he li ni pel pro ra re sel ter cop tor tur u um

1. The part of a boat that moves it through the water.

2. An airplane that hovers.

3. A machine that turns energy into work.

4. A machine in which a wheel is turned by water, steam, or hot gases.

5. The most common type of nuclear fuel.

6. The part of an engine which mixes air and gasoline.

7. One type of internal combustion engine.

answers: 1. Propeller 2. Helicopter 3. Engine 4. Turbine 5. Uranium 6. Carburetor 7. Diesel

BALANCE BATTLE

Two teams line up at opposite ends of a seesaw. The first person from one team sits on one end of the seesaw at any spot that he chooses. When he has chosen his spot, he cannot move. He must sit perfectly still and cannot shift his weight. A member of the second team most select a spot on the seesaw which he thinks will balance it. He must then get on the seesaw at that point. If it balances the first player joins his side. If the second player fails to balance the seesaw, he must join the other side. The play continues until everyone has had a turn. The team with the most members at the end of the game wins.

MAKE YOUR OWN PULLEY

Materials: Wire, spools (from craft store), string, hook, and bucket full of heavy objects

1. Bend about 8 inches of wire into a triangle shape and push the ends into a thread spool.
2. Find a suitable place to hang your pulley. A hook in the garage or the hook at the end of a planter hanger will do.
3. Tie one end of the string to the handle of the load.
4. Wind the string over the spool.
5. Pull the bucket up.

Is it easier to lift the load with the pulley? How much string do you have to use to lift the load 1 foot?

Family Member

The Family Member activity pin is one that will need to be worked on mostly at home. While you are working on Family Member, you might want to have a "family night" inviting the whole family for an evening (or maybe Saturday afternoon) of activities. Let the boys plan the event. You may be surprised at how creative they can be.

1. Have the boys make a chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and

tell what jobs they are taking on for the next 2 months, and how they will do them.

2. Before the boys inspect the home and grounds to make a list of hazards or lack of security you might want to talk over some of the home hazards they may find.
3. Contact the Police Department and ask if someone could attend one of your meetings and talk about security in your home.
4. Make a contest out of making a list of things for which families spend money. See who can make the longest list. Talk about the list and see what important expenses were omitted. Give one point for each item. Most boys will forget things like rent, car payments, stamps, insurance, etc. You might think up a list of things that you think most boys will omit and award 2 points if they happen to list one of these.
5. Have a contest - take a small piece of cloth and a button, needle and thread. Have the boys sew a button on - judge the button that is sewn best.
6. Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for you den. This could include breakfast. Lunch, and dinner.
7. Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning they must plan the meal, shop for the food, and then cook it.

FAMILY VESPERS

Quietly we join as one,
Thanking God for family fun.
May we now go on our way,
Thankful for another day.
May we always love and share,
Live in peace beyond compare.
As a family may we find,
Friendships true with all mankind

Fitness

The Fitness Activity Badge is required for the Webelos Badge, so it should be an important part of the first few months of the Webelos Scout experience. A little bit of careful planning will ensure its success in your den.

Contact the American Cancer Society to obtain information on the bad effects smoking has on the body. Talk with boys about the pamphlets that you receive. If you smoke, don't do it around the boys, your example can have a much stronger impact on them than your words.

Have the boys read a story in the newspaper or magazine about a drug or alcohol related incident. Have them report back to the den and discuss what happened.

Not all drugs that are dangerous are illegal. Some over the counter medicines can make you sleepy. Have the boys look at their medicine cabinets with their parents and make a list of medicines that may cause you to be drowsy. Discuss why these can be dangerous.

Have the boys make grip strengtheners. Use bicycle hand grips from the store. If they are sturdy enough, you do not need to fill them. If they are light weight, fill them with sand and seal with liquid rubber. The boys can squeeze to their heart's content.

Here is a simple leg workout. Have the boys pick up marbles with their toes from one pile and move them to another. Make sure they use both feet equally. Another fun activity - put marbles in a washtub of ice and have them pick up marble with their toes and remove from the marbles from the washtub.

The federal government requires labeling on all foods as to ingredients and nutritional content. Have the boys collect labels from various types of food and then compare. You will be surprised at the variety in bread. Breakfast cereals obtain most of their value from the milk. See if the boys can find other interesting nutrition facts.

Russian Hop: Scouts squatting, ready to move around the circle, feet together, hands folded around chest. Move around circle, leaping upward and forward off both feet. As hop is complete, Scout returns to squat position with arms folded across chest.
Tortoise and Hare: Scouts stand at attention, then they start jogging slowly in place. When you say "Hare", the tempo doubles, knees lifting high, arms pumping vigorously. When you say "Tortoise", the tempo slows to an easy jog. Vary the commands for some fun.

Inchworm: Scouts assume push-up position, body extended, face down, arms extended fully, hands on floor, fingers spread, pointed forward. Hold hands stationary and walk feet up as close to hands as possible. Then feet stationary, walk hands forward to starting position. Repeat the sequence.

Gorilla Walk: Scouts' feet are spread apart, same width as their shoulders. Bend at the waist, grasp ankles, legs straight. Walk forward holding firmly to ankles. Keep legs straight. Conduct a race for speed.

Sawing Wood: Scouts pair off facing each other. Grasp hands at shoulder height, fingers interlaced. With a vigorous action, Scouts pump arms alternatively as though sawing wood.

Forester

There are approximately 1, 180 different kinds of trees growing in the United States. How many are you familiar with?

TREE QUIZ

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are tallest? (Redwoods)
4. Which trees are the oldest? (Sequoias)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which trees give maple syrup? (Sugar and Black Maple)
7. Which tree has paper thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make pencils? (Red Cedar)
10. Which conifers lose all their needles in the fall? (Larch and Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, Juniper)
12. Which broad-leaf keeps it's leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long leaf and Loblolly Pines)
15. Which is our most important lumbar tree? (Douglas Fir)
16. Which trees are soft woods? (Evergreens)
17. Which trees are hard woods? (Deciduous)
18. Which trees are called "stink weed"? (Ailanthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make craft spools?(White Birch)

JUNIOR FOREST RANGER QUIZ

I. Campfire permits are required for:
   - A. indoor fireplaces,
   - B. outdoor areas, depending on local laws, or
   - C. lighting Halloween pumpkins.

II. The safest way to start a campfire is with:
   - A. a pile of leaves,
   - B. gasoline, or
   - C. small pieces of kindling wood.

III. The best place to ask where forest campfires can be built is:
   - A. Sheriff's office
   - B. Sporting goods store, or

C. Ranger fire warden station.

IV. When staying overnight in the forest, before going to bed you should:
A. Place heavy logs on the fire,
B. Put out your campfire, or
C. Arrange to get up every 2 hours to check the fire.

V. When you see a bear in the forest, park, or zoo, you should:
A. Pull his fur,
B. Chase him with a stick, or
C. Stay away from him.

VI. To cook properly over a campfire, you should:
A. cook over the flames of a large fire,
B. build a small compact fire and cook over he hot embers, or
C. burn a lot of paper to make the fire hot.

VII. The best way to put out a campfire is:
A. spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots,
B. cover it with rocks, or
C. let it alone and it will burn itself out.

VIII. The best spot for a campfire is:
A. inside a rotten log or stump,
B. under a tree, or
C. in a cleared open space away from trees.

IX. For camping or burning trash, the following is the most important and practical tool to carry in a car:
A. shovel
B. bucket of water, or
C. wet blanket.

X. If a fire gets out of hand, you should:
A. get your parents and run to your car and drive away,
B. report it immediately to a forest ranger, or
C. get other Junior Forest Rangers to fight the fire.

XI. If your clothes happen to catch on fire you should:
A. keep calm, do not run. roll a blanket around you to smother flames,
B. run for help, or
C. jump and down real fast.

XII. Camp matches should be
- A. kept in a metal container,
- B. stored near outboard motor fuel, or
- C. placed in the hot sun.

XIII. A person who is careless and starts a forest fire:
- A. is made honorary fire chief,
- B. receives a fire prevention award, or
- C. can be fined and sent to jail

XIV, Well-managed forests give us:
- D. Smokey Bear,
- E. wood water, wildfire, grass, and outdoor fun, or
- F. just lumber, paper, walnuts.

XV. A match or cigarette thrown from a car window:
- A. is permissible if no one is looking,
- B. is permissible if it looks like it has gone out, or
- C. is never safe.

XVI. A windy day is a good time:
- A. to burn trash,
- B. to start a campfire, or
- C. not to start a fire.

XVII. A trash-burning incinerator should be:
- A. equipped with a good spark arrester,
- B. placed under a tree for shade, or
- C. used only on windy days.

XVIII. Before lighting an open fire:
- A. people should leave the neighborhood,
- B. local fire laws should be checked and obeyed, or
- C. drink three glasses of water.

XIX. Junior Forest Rangers:
- A. put out forest fires,
- B. start forest fires, or
- C. help prevent forest fires.

ANSWERS:

(1) b (2) c (3) c (4) b (5) c (6) b (7) a (8) c (9) a (10) b (11) a (12) a (13) c (14) b (15) c (16) c (17) a (18) b (19) c

- Make tree life-history posters.
- Make U.S. maps showing different kinds of forests.
- Ask a fireman or forest ranger to talk to the boys about wildfires and how to prevent and control them.
- Make a tree survey of your area.
- Bring a log to the den meeting or find a tree stump and have the boys count the annual ring to determine the age of the tree. See if they can tell something about the kind of weather ... dry or wet spells ... through which the tree lived by looking at the rings.
- Make a collection of leaf prints.
- Visit a lumber yard of sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- Check with a local conservationist for advice on a planting project and seedlings.
- For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
- Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- Teach the boys how to measure tree diameter and height.

Geologist

Our knowledge of past geological ages is gained from records written in rock. The formidable mountain ranges of antiquity did not vanish into nothingness. After they had been ground down and washed down, their pulverized fragments helped build layer upon layer of sediment in the sea. The quantities of eroded debris are so vast that their total thickness, adding up all separate layers from different periods, exceeds sixty miles. Although the deep sea has been probed with modern coring instruments, no instrument in use today can haul up a sediment column hundreds or thousands of feet long. Perhaps future delving will provide the long-awaited information. But the record beyond the shelves has so far been quite inaccessible.

Geologists do not always have to drill holes into a mountain to study the sequence of events. Like the folds of a bed sheet with which they are often compared, the folds of mountains have a tendency to flop over on their sides. Layers that once were stacked on top of one another are rearranged so that they slant upward or are even lined up

on edge - a series of stony ribbons, each of which was molded during another age. Dozens of those ribbons next to each other form a graphic picture of the geological events during periods lasting 10, 20, or 50 million years.

Interestingly enough, all records, regardless of their age, revel almost identical developments. Immediately after a geological revolution, when the mountains are young and high, rainwater tears large pieces from their flanks. After the mountain s are leveled, rivers carry chiefly mud and silt. There is, in the record of sedimentary rocks, an almost monotonous repetition of coarse material followed by finely ground materials.

To most ten year old boys, the study of geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is, geology can be fun. Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a good deal, also. this is one of the badges that is oriented toward increasing the boys' awareness of the outdoors. While working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used, and how a geologist works.

There are two major areas in the study of geology, physical geology and historical geology.

PHYSICAL GEOLOGY deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This includes:

- Mineralogy - the study of minerals
- Petrology - the study of rocks
- Structural geology - the study of the arrangement of rocks on the earth
- Geomorphology - the study of the origin of surface features
- Economic geology - the study of the earth's economic products and their commercial and industrial uses.

HISTORICAL GEOLOGY is the study of the origin of the earth and its inhabitants.

- Stratigraphy - the origin, composition, proper sequence, and correlation of rock strata
- Paleontology - the study of ancient organism and fossils.

IMPORTANCE OF ROCKS

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rocks can easily be pointed out in four different ways.:

Food - Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself

Fuel - Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is balled bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

Mining - Many metallic and non-metallic ores such are iron, copper, zinc, aluminum, lead, sulfur, borax and others really are rocklike. Without these ores, manufacturing as we know it would be impossible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

Construction - Think of the tons and tons of crushed rock, gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone sued for building blocks and monuments, and the materials used in the building of your home and the many things that are in it.

LET'S GO ROCK COLLECTING

Clothes - wear the type of clothes you would were hiking or hunting. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones.

Collecting bag - A knapsack type collecting bag is ideal. Use one with pockets to hold maps, notebook, small tools, and labels. Use lunch-size brown paper bags to hold specimens. Take along newspapers to wrap the rocks in first.

Field notebooks and labels - As you collect each specimen, give it a number. Put the number on the rock before you wrap it up. In a small notebook, list the number, location, and date. Later, at home, you can enter the information into your permanent records.

TOOLS

- **Hammers:** An eight to ten pound sledge hammer is useful to break up large rocks into a smaller size. A geologist's hammer is the most practical hammer to take along on your expeditions.
- **Chisels:** One or more good steel chisels are essential collecting tools. Do not use wood working chisels, as they become dull and nicked quickly.
- **Goggles:** You must use eye protection when breaking rocks!

- **Magnifier:** A good pocket magnifier or hand lens will help you identify many characteristics of rocks
- **Compass:** A good compass is an invaluable tool. Learn how to use one to keep from getting lost.
- **First-aid kit:** Any trip away from home requires a first- aid kit. Keep one handy.

HOW TO IDENTIFY ROCKS AND CHECK FOR HARDNESS

Can you identify rocks? Did you know that the "scratchability" of a rock is a way to test its hardness, and hardness is a way to identify a rock. The mineral hardness scale was developed more than 100 years ago by Frederick Mohs, a German mineralogist. He arranged 10 minerals in a hardness scale with talc, the softest, as number one, and diamond, the hardest as number 10. The complete hardness scale can be found in the Webelos Scout handbook. You will find it best to test the mineral specimens on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapping or powder on the surface of the mineral. Hard rubbing can remove such marks.

You can make your own hardness kit from materials you already have around the house or that you can buy at low cost. This information is also in the Webelos Scout handbook.

BUBBLES FROM BOULDERS

Here is an acid test that geologists use to find out if a rock is a carbonate. Plunk a sample of suspected carbonate in an acid. If it a carbonate, carbon dioxide gas will bubble forth. You will need some vinegar (distilled white vinegar is the easiest to see through), a tall, narrow glass, and some samples. Since limestone is a carbonate, this test will determine if your sample rock is limestone. You can also try blackboard chalk, plaster of Paris, baking soda, crushed seashells or eggshells. To test your sample, break it into small pieces. Put the pieces in the tall glass, and pour the vinegar over the sample. It will give off bubbles of carbon dioxide if the sample contains carbonates.

Handyman

When we say someone is a handyman we mean that he can do a lot of different jobs. He knows how to clean things, how to take care of a house and lawn, and how to build things.

The purpose of this badge is to learn how to perform simple repairs, and can be earned with parents' help and is a good one to introduce at a family den meeting.

The Handyman activity pin is a good one to work at "Parent - Son" den meetings. Together the parents and boys can work together on the requirements requiring a car (changing a tire, replacing a bulb, check the oil level and tire pressure). When that is done the boys can thank the adults for their help by washing their cars (and fulfilling another requirement).

For another den meeting, have the boys bring their bikes. Have a bicycle repair and maintenance day. Together the boys and parents can make any repairs or adjustments, then have a bicycle "rodeo".

Arrange for a local mechanic to visit your den or visit his garage: Perhaps he can show your den the safe ways to change a tire, light bulb, and to check the oil and transmission fluid.

Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check on your bike and perform minor adjustments.

If a local bike shop cannot help you, check the community for a bike riding club for assistance.

Put on a bicycle rodeo for your pack or den.

Check with the local fire marshal or poison control center to find out how to store household cleaners and material that will be safe from small children.

Check the garage or storage shed in your house to ascertain if the tools or implements are properly and safely stored.

Check with the local police department to see if they have a program called "operation Identification", or a program similar to this, and find out how to mark valuables in your home for identification.

Naturalist

RELAXING JAR

If an insect has been dead for some time, it will become too brittle to mount without parts breaking off. The high humidity inside the relaxing jar will make the insect flexible enough to mount.

Materials: Peanut butter jar, cotton, cardboard disk

Soak in water enough cotton to cover the bottom of the jar. Place wet cotton in the jar and cover with cardboard disk. Place insect on cardboard rather than directly on wet cotton. Cover tightly for a few hours.

Did you know that you can learn things about our environment from insects? For example: Crickets are cold-blooded. Their body functions speed up as the air temperature rises. By listening very carefully to the song of a cricket you can actually figure out how hot it is. The best cricket for this is the pace green snowy tree cricket, which lives in most parts of the United States. Count the number of times it chirps in 14 seconds, then add 40. The total will give you the temperature in degrees Fahrenheit.

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one as you find it. Example: The *grass*hopper jumped high.

grass fly lizard frog ant bee bug garden acorn worm tree leaf plant leaves bush flower carrot

1. The antics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was pale after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for awhile.
9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. A light dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.

LEADING A NATURE HIKE

Don't be afraid to say "I don't know to the boys. After all, none of us has all of the answers. You will command more respect in the eyes of the boys if you admit it.

As you start the hike, have one of the boys pick up two small sticks, each about I foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the

shadow will move, ask them which way. At the end of the hike step back and check the sticks.

Remind the boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. At the end of the time, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen ... but they should taste, feel and smell, too. A frog and toad look pretty much alike, but how do they feel? The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find that they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the staghorn sumac. Even if the boys don't remember the name of the shrub the next time they see it, chances are that they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous - others are edible.

Insects can be fascinating to watch, but there is one very important point you must keep in mind. If you catch insects for a bug box or insect zoo to keep and watch, FEED THEM!

Praying Mantis: Feed me flies or small insects, raw meat on a toothpick in small pieces and of course, water.

Field Cricket: Fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water, lettuce, and I'll even eat peanut butter.

Click Beetle: I like soft-bodied insects and water.

Grasshopper: Grass sod in bottom of cage. Water grass from time to time and add a dish of water.

Caterpillar: Always feed me the kind of leaves from where you found me.

Tarantula: Water and most any insects that are alive. I especially like small grasshoppers.

Lizards: Most all insects and water.

Meal Worm: Oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies - they become beetles within 3 weeks.

Outdoorsman

This badge is one of the most important in the Webelos program because is gives the Webelos Scout a preview of what lies ahead for him in Scouting. The activities that the Webelos Scout will do with his parent and the Webelos Den leader in earning this badge will influence his feelings about camping and the out-of -doors in general. Since the Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have FUN as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

The best way to work on this badge is on a den camp out with the Webelos Den Leader and the boys' parents. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping, but it is only a taste of what is to come when the boys join a troop.

- Make a simple tarp tent which will provide adequate shelter for two boys. (See *Webelos Scout Book* for instructions)
- Do fire laying for regular wood fires or charcoal fires so Webelos can learn to lay fires for cooking or for campfires.
- Build a charcoal stove from a tin can (the large ones used in school cafeterias). Be sure to vent them at the top and bottom with a can opener and help your Webelos build a fire in them.
- Show the boys how to make an improvised sleeping bag or bed.
- Make sure the boys are familiar with fire safety principles which include no flames in tents and no liquid starters for charcoal fires.
- Show the boys how to make a list of items they will need for camping.
- Learn several cooking techniques, including the foil pack method.
- Have a den cookout.
- Go Camping.
- Have a Scout visit a den meeting and show the boys his pack. Have him describe the different kinds of packs and what he carries in his.
- Make up a den first-aid kit. A number of kits are on the market, but as a Webelos den project, you can make one for the den. The first-aid kit is best packed in a water-proof container such as a plastic refrigerator box. Include soap, box of adhesive dressings, adhesive tape, sterile gauze bandages (small and large), burn ointment, small scissors, tweezers, and a packet of needles, safety pins, ammonia inhalant capsules, chapsticks. poison ivy lotion.

The information below is intended as a guide for you to use along with the *Webelos Den Leader's Book,* The *Webelos Scout Book* and other available literature.

PREPARE YOURSELF - Select the date and camping area. This should be done well in advance -several weeks if possible.

MAKE RESERVATIONS - If you decide to use a privately owned campsite, arrangements should be made with the owner. If you plan to use Scouting facilities, make reservations through the Scout Service Center. In either case, a Local Camping Permit is required. Turn this in to the Scout Service Center at least two weeks prior to the camp out.

PREPARE THE BOYS - Preparing the boys goes beyond informing them that a camp out has been planned. This period of preparation for the camp out offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training.

PREPARE THE PARENTS -Preparing the parents is equally as important as preparing the boys. The end result of this operation is a smoothly run camp out with everyone knowing what is expected. Properly informed parents will reduce the load of responsibility on the Webelos Leader to a minimum, and will make the camp out more enjoyable for everyone.

Hold a meeting with the parents about two to three weeks prior to the camp out. This should give a fairly good estimate of how many parents will be going and is close enough to the actual date that last minute changes can be avoided. Probably 10% of the parents will not attend the meeting, so be sure that those who don't are contacted soon after the meeting and informed of the content. This is a planning meeting for the adults. More will be accomplished if the boys do not attend.

Cover these items at your meeting:

- Date of camp out
- Location - give out maps and cover in detail how to get there
- Time and place of rendezvous and estimated time of arrival back home
- Schedule of events at camp out - Plan activities in which you feel the boys would like to participate. For example: nature walk, hikes, swimming, fishing, campfire program
- Menu for Webelos Scouts and Parents
- Keep the menu simple
- Suggest that similar (not necessarily identical) meals be planned for all involved
- At least two meals involving some cooking should be anticipated if camping for a weekend (Saturday evening and Sunday morning). Bring a sack lunch for Saturday noon. A light snack could also be included for Sunday noon.
- Equipment - each parent should have a checklist of personal equipment similar to his boy's. "Don't forget the first-aid kit.

The meeting with the parents can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the parents an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this camp out, they should have satisfied most of the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for other badges may be completed on this camp out.

NOTE: Plan your camp out schedule to take into consideration the religious duties of the boys. If your camp out extends into Sunday morning, be sure they have an opportunity to attend services at their own church back home, a nearby church, or include a camp church service in your planning.

A planned program is necessary so that your Webelos Scouts do and learn, as well as live in a camp setting. Your schedule should be flexible. The plan may look rigid, but it should be used only as guide. If you have allotted I hour for a nature hike and the boys are enjoying it and learning from it, don't hesitate to extend the time. In the same way, cut short any period which is not working out as well as planned.

BE SURE TO MAKE PLANS IN CASE OF RAIN -HAVE "PLAN B " READY - TRY NOT TO CANCEL THE CAMP OUT BECAUSE OF RAIN UNLESS IT IS LIGHTENING, FLOODING, OR COLD.

Readyman

This activity badge stresses to the boys the importance of knowing how to deal with life's problems and emergencies. The boys will "Be Prepared", the Boy Scout motto. By giving the boys step-by-step instructions, they will be better able to handle many of the situations requiring a level head and first aid know-how. Keep in mind that the instruction of first aid needs to be directed to 9 & 10 year old boys.

While instructing this badge, keep in mind that not all problems and emergencies are medical in nature. Teach the boys how to deal with some of the home related problems that could occur. This activity badge will reinforce the handyman activity badge and may even overlap. This only proves to strengthen the boys' ability to react correctly in any situation. In earning the Readyman activity badge the boys will have a faster start on being prepared as a Scout.

- Have a Paramedic visit and explain emergency care.
- Visit an ambulance service and or Fire Station.
- Take a first aid or CPR class, or have a Red Cross instructor talk to the group.
- Have a Water Safety Instructor tell the Webelos the rules of safe swimming and then go swimming.
- Demonstrate using coolers, picnic jugs, and buckets as flotation devices for swimming and water rescue. Let the boys try them.
- Have a policeman or safety person give a talk on bicycle safety and hold a bike rodeo.

SOAP LEAVES

Soak a paper towel in a solution of 50% liquid soap and 50% water

Lay out to dry

Cut into 2" x 3" strips and staple together

They can be used to wash up when you don't have a bar of soap handy. (One leaf at a time is enough.)

MATCHSTICK PULSE METER

Your pulse can be converted to a visual display. You can easily make this pulse watching device with a bit of clay and a matchstick.

1. Roll ball of clay about the size of a dime.
2. Stick a wooden match in it.
3. Place the clay and matchstick on the inside of your wrist and watch the stick move in reaction to your heart beat. Move it around until you find the strongest beat.
4. Impress your friends. Tell them that you have made a device to test cardiac beat frequency. Try it out on them.

FIRST AID KIT

Make a first aid kit from a metal Band-Aid box. Slits can be cut in the back of the box for a belt to pass through so that it can be worn of the belt.

Suggested Contents:

On inside of lid tape two quarters for phone calls, and a list of numbers of Medical, Police, and Fire.
Band-Aids (different sizes)
Small amount of Adhesive tape wrapped around small pill bottle
Safety pins, needles and 2 or 3 water-proof matches inside pill bottle
Gauze Razor blade (be sure that blade is stored between 2 pieces of cardboard)
Antiseptic swabs
Small bar of soap
Tweezers

Scholar

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, math, English, history, and geography are not very high on their current list of interests.

Through the Scholar Activity pin, we hope to encourage boys to do well in their school work, to understand why schools are necessary, what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged to actual performance." Make this happen in your Webelos den, so that the boys are doing something as often as possible and under your guidance are leaning the skills which will help them get more out of life and become better citizens.

TIPS ON HOW TO TALK TO YOUR TEACHER

A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set your goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and be honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills or behavior. Be sure to thank your teacher.
4. Check your attitude. Are you willing to work to improve?
5. After your talk, write down what you and your teacher agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

Teachers are people too; they respond to genuine interest and enthusiasm. They want you to be a success.

A teacher or school principal can sign off the first three requirements for this activity pin. Most teachers see the value of the Scouting program and are more than willing to take the time required for this.

SEVEN WAYS TO IMPROVE GRADES

1. *Learn to listen.* Look at the speaker and concentrate on his words. Teachers often review important facts many times. Some even give the exact information that will be required on a test. take notes. Participate in discussions.

2. *Develop good study habits.* Have a study place at home away from distractions. Have supplies handy. Do your homework at the same time everyday so it becomes a habit. Make a list. Do the things you hate first. Cross off each item as you finish. Schedule a short break if the list is long.

3. *Use the right reading technique.* Learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember. This is good when leaning something new, studying or reading directions for a test.

4. *Improve your vocabulary.* Lookup words you don't know. Write it down. Note the spelling, pronunciation and meaning.

5. *Sharpen you writing skills.* Organize your thoughts. Keep your sentences short. Don't start every sentence with "the" or "I". Make sure your handwriting is neat. Double check spelling and pronunciation. Go over your work.

6. *Learn how to take tests.* Study for a test well ahead of time, carefully and calmly; do not "cram" Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next answer the questions you know for sure. Pace yourself If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you submit it.

7. *Develop a positive attitude.* This is most important. You are what you think you are. Think you are going to pass and you probably will.

INTELLIGENCE TEST

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.

6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5
8. Put an "x" in the lower left-hand comer of this paper.
9. Draw a triangle around the "x" you just put down.
10. If you think you have followed directions up to this point call out "I have".
11. Now that you have finished reading carefully, do only No. 1 and No. 2.
12. You have finished. How did you do?

1. Play a Newspaper search game looking for articles about education.
2. Encourage the boys to find out all they can about schools in your community ... the different types and how they work ... the problems and opportunities. Discuss these at a den meeting.
3. Talk with the boys about the history of education; how schools developed in America. Try to arouse their curiosity.
4. Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.
5. Encourage the boys to talk about what is going on at school; the people who work at the school; how each boy is progressing in school. (These boys are at an age where it is the "In" thing to knock the school system. but their ideas can be greatly influenced by your attitude.) Get them to talk about the jobs they are doing at school (safety patrol, etc.) and why they are important.
6. Contact the Board of Education and/or your school secretary for information about the educational chain-of-command in your area. (Do this prior to den meeting.) Lead a discussion with the boys. Don't try to force "school is good for you" attitude on the boys, but instead be a supplier of information and channel the discussion in a positive way.
7. Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.
8. Ask a librarian to explain the Dewey Decimal System — visit the public library have the boys complete applications for a library card if they do not already have one.
9. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.

Scientist

EXPERIMENTS

BERNOULLI'S PRINCIPLE

1. Materials: A Ping-Pong ball, some adhesive tape, a foot of thread or string and a faucet.

What to do: tape the string to the Ping-Pong ball. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure that the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

2. Material s: Two Ping-Pong balls, two feet of thread, mending tape and a drinking straw.

Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about one foot below your fingers and about one or two inches apart. Have a boy blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

The air current directed between the Ping-Pong balls reduced the intervening air pressure. Stronger pressure from the far sides pushed the balls together. The strength of the air from the straw will determine how close the balls will come.

3. Materials: A candle and candlestick, two bottles -one with rounded comers, the other with square comers. Metal or cardboard containers can be used instead of bottles.

Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the square bottle in front of the re-lit candle and blow hard. The candle will remain lit.

With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Using different bottles, and two Ping-Pong balls on strings, place a ball on opposite sides of the bottles so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come close to the bottle and the other move away. The shape of the bottle will determine the way the balls move around the bottle. This is the principle that supports airplanes.

PASCAL'S LAW

A fun way to demonstrate Pascal's Law is to build a simple water wheel. Cut the round bottom off of a two litter plastic soda bottle. Cut four slits lengthwise in a 3/4" diameter

cork at 90 degree intervals. Cut four vanes for the water wheel from another plastic soda bottle and inset them into the cork. Punch two holes, one on each side of the soda bottle with a nail. Insert toothpicks into both ends of the cork/vane assembly once it is inserted into the soda bottle. Using a funnel connected to a two foot length of tubing direct water against the vanes of the water wheel. The speed of the wheel, and the pressure of the water is proportional to the height of the column of water above the water wheel.

THE BIGGEST BALLOON

Advanced preparation is needed for this game.
You will need a pop bottle and a balloon for each player. Into each pop bottle put 3 tablespoons of vinegar, and in each balloon put 2 tablespoons of baking soda. At the word go, have each put his own balloon on his pop bottle. When the baking soda mixes with the vinegar, the balloon will expand. Have the boys tie off their balloons to see which is the largest. (Suggest this be done outside.)

What happened: The baking soda and vinegar produce C02 which pushes equally in all directions. The balloon, which can expand with the pressure, will do so.

CARTESIAN DIVER

Materials: A medicine dropper, a tall jar well filled with water, a sheet of rubber which can be cut from a balloon, and a rubber band

Directions: Dip the medicine dropper in the water and press the rubber bulb so that the dropper is partly filled. Test the dropper in the jar and if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What is happening: The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

A REAL ATTENTION GETTER

Inflate a balloon and affix 3 - 4 squares of plastic tape to it. Have a boy stick a pin through the center of each piece of tape. To everyone's amazement, the balloon will not burst. When the pins are removed the balloon still will not burst.

What is happening? The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

Showman

Everyone loves a show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions, they will take it when you least expect it or want it.

The Showman Activity Badge gives them a chance to let out the hidden, Shakespeare, Jerry Lewis, Leonardo the Great, or what ever happens to be their style. It, also, allows them to express themselves musically, whether it be with a kazoo or a Steinway. Providing the entertainment for the Pack meeting will be a challenge gladly met by Webelos Scout boys, and the sillier the better.

Every conscientious leader of boys is working to further develop the whole boy - physically, emotionally, spiritually, and mentally. Thus, he will be prepared to take his place as a well-adjusted member of his social group. Educational trends are so definitely towards creativity, that dramatics is becoming a regular part of class room activities in most areas. The underlying theme in creative arts is to develop richer living through a well rounded personality.

The Showman Badge offers, through its various requirements in puppetry, music and drama, the opportunity for a boy to develop his creativity and broaden his base of aptitudes.

1. Invite a high school drama teacher to explain and demonstrate make-up techniques.
2. Ask a Shriner clown to give a talk on clowning and give a demonstration.
3. Write a puppet play and make the puppets to act it out.
4. Put on an advancement ceremony for your Pack meeting.
5. Talk about sound effects and let the boys try some of them.
6. Write a one-act play for a Pack meeting.
7. Discuss stage directions and what they mean.
8. Use a tape recorder to tape the boys voices and let them hear how they sound.
9. Go see a school play as a den and have the boys discuss it afterwards.
10. Write and film a short movie and show it to the parents at a Pack meeting.
11. Make a puppet stage and use it for your puppet show.

These are just a few of the many ideas you can use to put on your big show. Let the boys' talent come out and you stand back. As they say in show biz, "Break a Leg".

TIN MASKS

Materials:

Scissors
Sharp nail
Aluminum pie pans (9" or larger and 4" potpie size)
Brass fasteners (various sizes)

1. Using the 9" size pan as the base for the mask, have the Scouts imagine all the facial features that might appear on the mask. Have them draw out a design for their special creation.

2. If any embossed design is used, place the pan on an stack of newspaper for support. Using the nail or a ball-point pen, use firm, even pressure to draw the design on the plate. Enough force should be used to bend the plate out on the other side, but be careful not to puncture to pan.

3. Cut shapes for added features from other pans. The pot-pie size is great for this part. The shapes can be cut from paper first to be used as a guide for cutting the tin.

4. Use small brass fasteners to connect the shapes to the base of the mask. Make small nail holes in the pieces of the pan where they are to be connected. Push the fastener through both pans to make the connection.

5. Larger brass fasteners can be used for additional decoration. Foil wrap or tinsel may also be used for details.

6. Tape a tab ring pull from a soft drink can to the back to use as a hanger for the mask.

Sportsman

Sports are high on the list of favorites of Webelos aged boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, and techniques for several sports, so that they could pass the badge requirements easily.

But that's not really enough. One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body". If your boys learn all the skills and rules involved in every sport this month, and don't get

an inkling of what good sportsmanship means ... that the den, and you, have wasted you time.

1. Explain what good sportsmanship means.
2. Invite a referee or umpire to talk with the den about signals.
3. Visit a bowling alley and bowl a few games, or challenge another den.
4. Conduct a Pack or Den Cub Olympics.
5. Have the boys run through an approved obstacle course to test their skills.
6. Conduct a Pack or Den Bicycle Rodeo.
7. Visit a gym or a spa.
8. Watch for "free" tickets to sporting events. (Check with convenience stores, gas stations, and grocery stores.

SIGNAL GAME

After going over the Official's Signals (see *Webelos Scout Book)* for football, basketball, and baseball, divide the boys into 2 teams to practice the signals for a set period of time. When it is time to start the game, have the 2 teams line across from each other. Toss a coin to see who wins the toss. The winners can elect whether to send or receive the first signal. The first player to send then states the name of the sport and gives the signal. The first player on the other team must state what the signal is without help. If he gets the signal correct, his team gets I point. If h misses, neither team gets a point. If someone on his team tries to help him. he automatically misses and the other team gets one point. (If the boy misses, the sender says what the signal was. If the sender misses or has help from his teammates, the receiving team gets a point.) The first person to be sender then becomes the receiver and the game continues back and forth until all of the boys have had a chance to be both sender and receiver.

There can be several variations of this game. The team which won the coin toss could all send before the receiving team gets to send. The boy who is sending can call on a specific boy on the other team to give the answer. (However, you should require that a boy cannot be called on a second time until each of the other boys on his team have been called on at least once.) The sender can just give the signal and the receiver has to name the sport (or one sport if the signal is used in more than one) and state what the signal means.

TUFFSPORT

Want to give your Webelos an idea of "Good Sportsmanship"? Pick any really easy game to play like Red Light, Green Light. Leader is the light. Make it so tuff that nobody wins. Usually after a short time they will start to complain about being too hard, not fair, no one can win. That's a great opening for a sportsman-like conduct, good loser vs.

bad loser discussion. It's not just winning, but playing and how you play. Then continue to play the game in the same way. They should laugh a little longer this time.

Traveler

Summertime offers many opportunities for the boys to travel. Whether it is with the family or with the Den, getting a chance to explore "new" territory can be really fun.

1. Obtain information from the bus station, AAA, the airport, or a travel agent concerning timetables and costs. As a group, plan a trip across the country. Be aware of time changes, meals, stopovers, and connections. Try to travel by several different types of transportation. Talk to the boys about the challenges in putting the trip together. What things did they have to consider? How did they work out connections? Did they get to eat on the trip? How long did it take to arrive at their destination?

2. Taking a trip with the family can be as easy as using city transportation. Ride the bus to the city zoo or park. This could be a Den event for the entire family. Consider a train ride to a nearby city. Again, make it a group event.

3. Supply each boy or team of boys with a map, a piece of string, a ruler, dice, and paper and pencil. Depending on how far you can actually travel, have them roll the dice and multiply by 10 (or larger) to determine how many miles your trip will be. With the ruler, measure the distance needed on the mileage chart. Cut a piece of string to that length. place one end of the string at your home town and draw a circle around your town. Now have the boys decide where within that circle they want to go. Next, have them chart a route to the location, make plans for an activity when they arrive there, and decide if snacks or a meal are needed. Take the trip using their instructions. Even if they get you "lost", follow their instructions so they can see how important it is to read a map accurately.

4. Have a Suitcase Race. Make a pile of clothes, shoes, and accessories in the middle of the floor. Have at least two suitcases at one end of the room. Line the boys up on the opposite end. Explain that they are going on a trip and need to pack their suitcase. They will need to decide what to take, fold it properly, and pack it in the suitcase. They can only get one item at a time. The first to correctly pack his suitcase wins. This can be timed or done as a relay race. The first time, you may want to let them pack what they think they need then have them discuss what really needs to betaken. Make a list and have them pack again. Be sure to mix the pile up and include things that really shouldn't be taken on the trip. Maybe leave out some necessary items like a toothbrush to see if anybody notices.

5. Discuss what goes into a first-aid kit for the family car.. Get a shoe box for each boy and have them make a list of all the things needed. Have them bring the supplies to the next meeting to make the first-aid kit. Be sure they understand what to do with each of the items they put into the kit. It doesn't help to have the necessary items if they don't know how to use them. (This could be the beginnings of the Readyman activity pin.)

6. Take the boys to the local playground. Have a map that you created earlier with directions on how to get from one end to the other. Have them go to the first "checkpoint" by walking backwards, skipping to the next, leapfrogging, and so forth.

7. As a variation to this idea, have each boy or group of boys make a map and have the rest of the group try to follow the instructions. See just how good they are at reading maps.

WEBELOS OUTDOOR COOKING

WEBELOS OUTDOOR COOKING

I. Prepare Ahead

A. Ziplock Bags

1. Cut and clean up your veggies ahead
2. Mix powders ahead - pancake mix, biscuit mix, etc.
3. Have cookies baked ahead

B. Aluminum Foil

1. Wrap meat serving up individually
2. Foil Dinners.

II. Foil Dinners - Show diagram

A. Hamburger
B. Chicken
C. Pork Chops
D. Corn on the Cob
E. Stuffed Apples

III. Have fun with Utensil less cooking.

A. Biscuits on Stick
B. Hamburger in orange half
C. Egg on Stick
D. Ice Cream on a camp out - Recipe

IV. Cooking Utensils

V. Dutch Oven Cooking for leaders only.

WEBELOS OUTDOOR COOKING

Taking your Webelos out on their first camping experience should be a positive experience for both you and the boys.

RULE # 1. KISMIF (Keep it simple, Make It Fun.)

Don't get too fancy with specialty meals - that will come later in the Boy Scouts. You want to be able to spend more time out in the woods doing what ever you came out there to do.

Advanced meal planning is critical. Make sure everyone knows what they are to bring. At the Webelos age this assignment needs to be done by an adult, otherwise you will have only junk food!

There are several ways in dividing the meals to be fair to everyone.

1. One person buy all the food and divide the cost evenly.
2. Assign each boy certain foods that he is required to bring.
3. Assign a couple of boys and their dads to supply all the food for a certain meal.
4. Have each boy and dad bring their own food for the entire weekend.

TIPS TO ALL WEBELOS LEADERS

Have all the food prepackaged into appropriate serving portions. Zip lock bags are great! They keep the food fresh and keep melted ice water from coming in contact with the food while in the ice chest.

PREPARATION OF SEVERAL FOODS

Vegetables - Carrots, celery, broccoli, cauliflower etc. Clean and cut up into serving pieces and place in zip lock bags. Potatoes can be cleaned ahead of time, but they may turn brown if you go ahead and peal them.

Corn on the Cob - buy the frozen ears at the store, then salt, pepper and butter them and wrap them individually in aluminum foil while they are still frozen. Keep them in the freezer until you are ready to leave.

Condiments - Slice pickles and onions ahead of time.

Cheese - If using sliced cheese for sandwiches, consider buying pre-sliced and individually wrapped cheese. If you need grated cheese for tacos or breakfast burritos then grate it also ahead of time and store it in a zip lock bag or tupperware container.

Pancake mixes - Place pre-measured dry powder in large zip lock baggie prior to camp out. If you use "Complete" pancake mix you can simply add the right amount of water directly in the bag. Reseal bag to work the bag until the mix is the right consistency. Poor directly onto the griddle. No bowls to clean!

Biscuit mix can be done the same way.

Hamburgers - Have the individual patties made up ahead of time. You can separate each patty with wax paper, aluminum foil or plastic wrap.

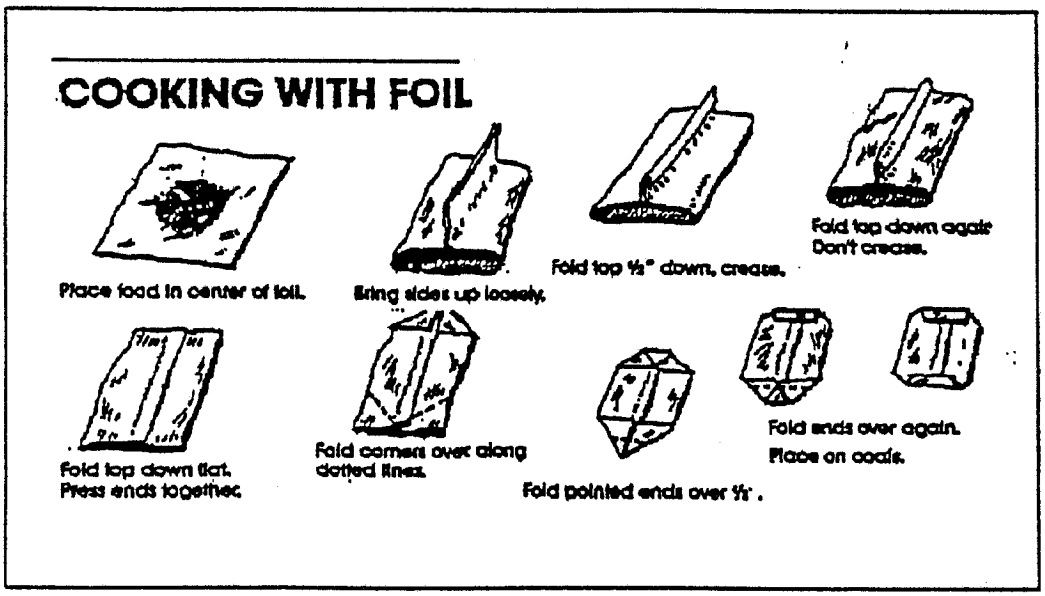
FOIL DINNERS

Foil dinners are fun and a great way to make a delicious meal. If you have never tried this, then you have missed some great cooking.

The most common foil dinner is made with a hamburger patty (or Minute Steaks if you prefer). Clean and cut enough carrots and potatoes for a single serving. Place on large piece of heavy duty foil. Salt, pepper, onion, garlic etc. to taste. Add the hamburger patty on top. Wrap foil as directed in picture. Make sure your charcoal is hot when you put the dinner in the coals. It only takes about 20 minutes to cook the meal. Turn the foil over every so often or you will have a burnt dinner.

Try experimenting with other foods after you have the hamburger dinner down fairly well, A chicken breast or pork chops work well also. This is where I use the corn on the cob wrapped individually in foil. If you don't have corn on the cob, but have a single serving of corn you can put the corn loose in the foil. Just remember that it won't take very long to heat through and it will burn easily.

For dessert stuffed apples are a pleasant change. Cut the top off the apple and cut out the core. Add a variety of inserts to add flavor - cinnamon, red hot candies, brown sugar, honey etc. Wrap tightly in foil and place in the hot coals. They should be done in about 15 - 20 min.



MASTER PLAN FOR A ONE-POT MEAL
SERVES EIGHT

Into one pot, place:

- 2 lbs. hamburger, browned
- ½ cup Onion, chopped
- ½ cup Green Pepper, chopped
- 2 cans tomato soup
- Salt and Pepper to taste

Then add to make any of the specific dishes listed below:

American Chop Suey ---------- (3) #2 cans spaghetti

Macaroni Beef ---------- ¼ lb. macaroni, cooked

Chili ---------- (3) cans kidney beans
Chili powder to taste

Hunter's Stew ---------- (3) cans mixed vegetables

Mexican Scramble ---------- (2) cans corn
2 tbs, chili powder
1 small jar chunky salsa
2 cups rice, cooked

Spanish Rice ---------- 2 cups rice, cooked

Campfire Stew ---------- (3) Cans Vegetable Soup

Squaw Corn ---------- (2) Cans Corn
½ lb. Cheese, diced

Mexican Casserole ---------- (1) can Kidney Beans
1 cup raw rice
I tsp, chili powder
(simmer until the rice is tender)

Spaghetti ---------- ¼ lb. cooked spaghetti

Yoki Special ---------- (2) cans spaghetti
(2) cans peas

Hungarian Hotpot ---------- (3) cans baked beans

Bread, butter, salad, milk, cookies and fruit complete the meal.

BARBECUE BUNS

Brown lightly 2 pounds ground meat, and 1 cup diced onions. Add the following ingredients and simmer until thick, serve on buns. This barbecue sauce, with the exception of the meat stock, may be made ahead of time and refrigerated until needed.

½ green pepper chopped fine
1 ½ tsp. chili powder
1 ½ Tbsp., vinegar
2 tsp. salt
½ tsp. cayenne
2 Tbsp. Worcestershire Sauce
Garlic salt
1 tsp. cinnamon
1 tbsp. brown sugar
1 tsp. pepper
2 cups ketchup
2 Tbsp., soy sauce
1 ½ cups stock, make from 2 bouillon cubes, or 1 can consomme

BAKED CHICKEN

Rub fryer pieces with Miracle Whip inside and out. To cook outside, wrap in foil and cook on coals. To cook at home, cook in oven at 350 degrees until brown.

CHUCK ROAST

Roast should be 2 to 2 ½ inches thick. May want to tenderize the meat first. Place on grill with slow coals. Cook approx. 30 minutes on each side. Cover top of roast with foil.

SQUAW CORN

Into one pot: 2 pounds ground beef, cook until browned

Add: 1 chopped onion
1 chopped green pepper
2 cans of tomato soup
Dash of salt and pepper

Stir together and cook about 10 minutes

Add: 3 cans of corn, drain off excess water
1 pound diced cheese
Stir together and cook until cheese melts.

KABOBS

Start with 1-inch cubes of beef, lamb, or ham. Add mushroom caps, chunks of tomato,1 onion, green pepper, chunked raw potatoes, pineapple, or slices of zucchini. Slide the pieces onto a thin green stick (or a metal skewer from home being careful about it getting hot) and broil them a few inches above the coals for 10 to 15 minutes.

HOT DOGS PLUS

Slit side of a wiener, insert wedge of cheese, and wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in a toasted wiener bun.

STUFFED POTATOES

Core small potatoes; plug one end of hole with piece of potato and insert a small sausage or wiener. Plug other end and set in hot ashes to bake. These take 45 - 90 minutes to cook.

BACON AND BANANA

Wrap half a banana with strips of bacon and broil over coals.

BAGS OF GOLD

Roll biscuit dough around 3/4 in. squares of longhorn type cheese. Drop into a pot of hot tomato sauce thinned a little with water. Cook until dough is done. Will puff up and cheese will melt inside. You may make squares of cheese larger.

SCRAMBLED POTATOES
(a hearty breakfast)

Boil 6 medium potatoes with jackets on the night before. When ready to use, peel and dice. Over camp fire fry one pound of bacon, crisp. Drain off grease and add ten eggs slightly beaten with the diced potatoes. Cook until eggs are scrambled. Add toast, jelly, orange juice or milk and this makes a good breakfast.

OUTDOOR DESSERTS

If you are just starting out you might want to keep desserts simple - packages of cookies, brownies etc. One fun dessert is to make donuts from canned biscuits. Take a can of biscuits and cut each biscuit into 4ths. Drop them carefully into hot oil. Cook until lightly browned. After you remove them from the oil, roll them into granulated sugar or powdered sugar.

GRAPE ICE CREAM

3 cups sugar, 2 quarts Welch's grape juice, (frozen can be used), 2 large cans milnot. If on a camp out then make sure you have a hand crank ice cream freezer. Let the boys take turns cranking the freezer

STRAWBERRY ICE CREAM

6 pack of strawberry pop
2 cans of sweetened condensed milk
If you want, you may add small box of frozen strawberries
Add together into the freezer canister (if you have a smaller freezer you may not need all the pop), This is great for a camp out because you don't have to bring extra sugar, milk or eggs. Use any pop variation you would like - root beer, orange, grape etc.

MOCK ANGEL FOOD

Dip thick slices of bread (Texas Toast) in eagle brand milk, then in coconut (optional) and toast over open fire.

BANANA BOAT

Slit a banana length wise, being careful not to cut lower skin. Cut a square off the fruit and replace with a marshmallow or chunk of sweet chocolate. Close by pinching together and broil in glowing coals or hot ashes for 8 minutes. For other variations add a little peanut butter and M&M's on the inside. Wrap in foil and place on coals. Heat about 12 minutes.

CAKE IN AN ORANGE

Pour cake or muffin batter into a hollowed-out orange until it is about half full. Replace the lid of the orange, wrap it in foil if available, and bake it in the coals. The cake will have an orange flavor. You could also use a gingerbread mix, or if you like a grapefruit taste then use a grapefruit shell.

OTHER ORANGE SHELL USES

Mash canned sweet potatoes. Pack into orange shells. Sprinkle with a little brown sugar and top with marshmallows. Wrap in foil and bake in coals.

Break an egg into the shell: season with salt and pepper; set it in the coals to bake. The shell may be lined with bacon. Set in ashes to cook for 8 - 10 minutes.

Hamburger in a Orange: Using the hamburger mix, make a golf ball size meatball. Place it into the orange half and place it on the coals to bake.

BREAKFAST IN A PAPER BAG

Use a small paper bag on the end of a pointed stick to cook your bacon and egg for breakfast. Cut the strip of bacon in half and cover the bottom of the paper bag with it. Break the egg into the sack over the bacon. Roll the top of the sack halfway down in one-inch folds and push a stick through the roll at the top of the bag. Hold the bag over the coals, and grease will coat the bottom of the bag as it cooks. The egg will cook in about 10 minutes. Be careful. If the sack gets too near the coals, it will burn. When the eggs and bacon are done, roll down the sides of the sack and eat your breakfast.

There are so many different things to do when you take your Webelos boys on a camp out. Make sure you have all the proper cooking equipment before you actually leave. Just remember that the first few times of camping do not have to be elaborate to have a good time.

HAPPY CAMPING!!!!

WORKING WITH WOOD

WORKING WITH WOOD

Working with wood and boys can go together if you get organized. Don't forget to plan. You can come up with all kinds of ideas depending on the time of year it is. There are all kinds of things to make. On the following pages, you can find some patterns but use your imagination and come up with some of your own.

The type of tools you use will depend on the project you decide to do. If you don't have the tool, see if a parent of one of your boys in the den might have one you can borrow.

The first step is to teach the boys safety around tools. the proper use of them and how to care for them. They must understand that tools are not a toy. They will want to work with them but keep a close eye on them if they are still too young. You decide if they are ready to use tools. Try some of these projects on your own first. Then ..... HAVE FUN!!

P.S. Use Goggles!!

Tie Slide

Wood circles may be cut from slices of tree branches or any shape can be cut from thin wood -up to 3/8" thick plywood, pine or balsa.

Cut desired shape with coping saw or jib saw. Older boys may be able to whittle.

Staple leather or glue 1/2" PVC pipe to the back.

Paint with enamel paint or permanent markers.

Pencil Holder

You will need a branch 4 to 5 inches round. Cut tree branch to a height of 6 to 7 inches. Make sure it stands straight. Drill holes in the top to fit pencils in.

Letter Holder

You will need a branch about 4" round by 7" long. Cut about 1/2" off the branch so it will lay flat and not roll. Then cut notches in the top part to hold letters.

Magnets

Choose a pattern. Cut it out. Decorate the way you want it to look. Glue a piece of magnet to the back.

20 Piece Ornament Set

Read general instruction before starting to paint.

The painting patterns are coded with numbers. Paint each section as follows:

1. Black
2. White
3. Red
4. Pink (mix a few drops of white and red together)
5. Green
7. Brown
8. Yellow
9. + 2. Light Yellow (mix a few drops of white and yellow together)
19. Blue
19. +2. Light Blue (mix a few drops of white and blue together)
21. Grey (mix a few drops of white and black together)

Paint Tips - Eyes and noses are made with dots (see making dots in the general instructions). Eyes have an extra sparkle if you make a tiny white highlight dot in the upper left corner. Church Windows - to make a "stained glass" look, paint small dabs of red, yellow, blue and green at random inside the window area. Wreath - Paint wreath green. When dry, make large dots for the berries. Tree - Paint tree green. When dry, make large white dot snowflakes. Lady Snowman - Paint hat and scarf blue. When dry, make green stripes. Mailbox - After painting mailbox red, write Merry Christmas in white. Bell - After painting stripes of colors, decorate with dots and wiggly lines. Package has tiny blue dots. Bow on candy cane has white dots. Waving Teddy Bear - Paint hat and scarf red. When dry, paint white stripes on the hat and on the end of the scarf.

GENERAL PAINT INSTRUCTIONS

Please read all instructions before starting to paint.

If paint appears too thick to spread easily, add a few drips of water and stir thoroughly.

Using sandpaper, sand all edges of wood pieces.

One coat of paint is generally not enough to cover completely. After the first coat is dry, use a piece of brown paper torn from a grocery bag to sand the surface lightly. When surface is smooth, repaint. If paint appears to smudge when sanded, a damp paper towel will remove the streaks of excess paint.

Don't let paint or varnish dry on the brush as it will make the bristles stiff. Rinse brush in water between colors and when paint seems "sticky". A vigorous rinsing will restore the smooth feel to the brush.

If you make a mistake, wet paint can be removed with a damp cloth or moistened Q-tip. Let area dry and repaint.

Stir paint with a toothpick before using. Close caps tightly between use.

Making Dots

When painting folk art style, there are many places where dots of paint are used to perk up a design. They are easy and fun to make! Simply dip the pointed end of a round toothpick, the sharpened end of a pencil, or any pointed object into paint and lightly touch where you need the dot. The larger the tool end, the larger the dot will be. Experiment with different sizes before working on your project.

The sides of the wood pieces should be painted to match the front design.

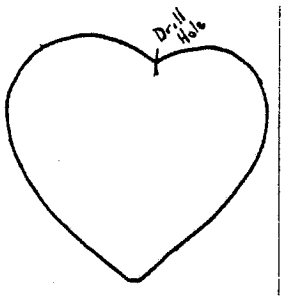
when you have finished painting, let the paint dry for at least 30 minutes and you are ready to varnish. Stir varnish before using and brush on carefully to get a smooth application. Allow the varnish at lease 30 minutes to dry.

Don't worry - if you don't like the final results, you can repaint right over the varnish and then revarnish following the above instructions.

There are many color variations possible to mix from the paints:

Flesh (11) - Mix White (2), Red (3) and light Brown (7)
Dark Brown (16) - Mix together Red (3) and Green (5)
Light Pink (4) - Mix a small amount of Red (3) into White (2)
Light Blue - Mix a small amount of Medium Blue (10) into White (2)
Light Green - Mix a small amount of Bright Green (5) into White (2)
Purple - Mix together Red (3) and Medium Blue (10)
Grey - Mix a small amount of Black (1) into White (2)

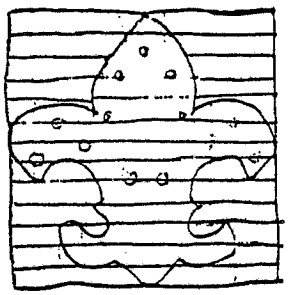
Light Gold - Mix a small amount of Yellow (8) into White (2)
Orange - Mix Red (3) and Yellow (8)



Double Hanging Hearts

Enlarge pattern. Cut out 2. Connect with twine or ribbon.

Tie Slide Holder

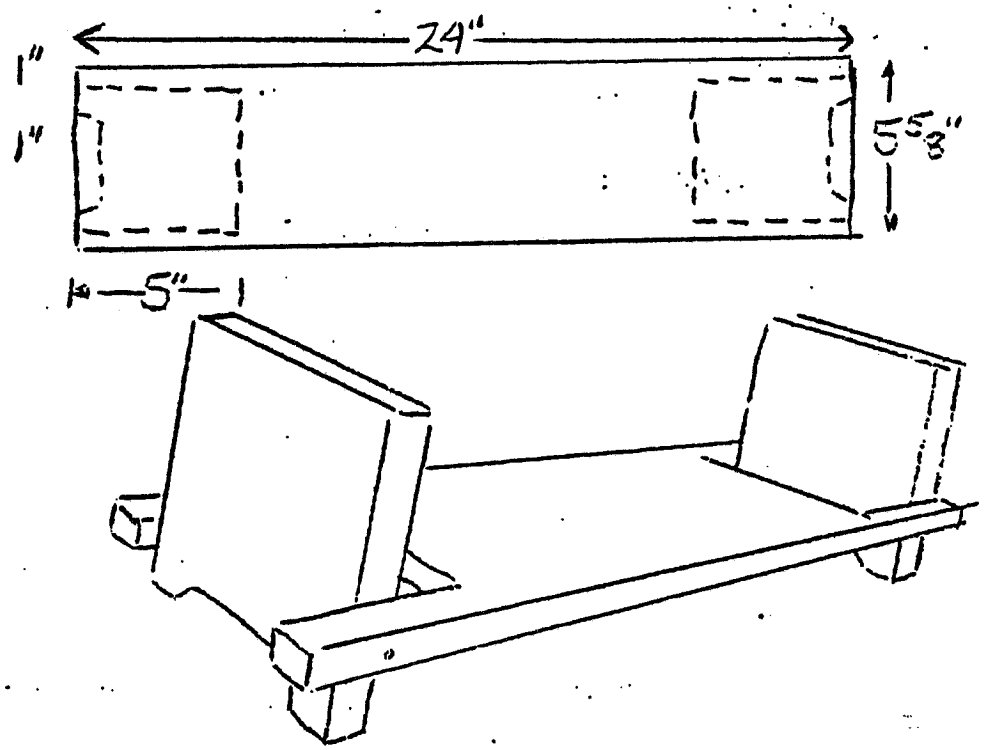


Squares can be 1". Position dowels symmetrically.

Use the grid method to enlarge pattern to about 14 x 14 inches. Trace patterns on ½ inch plywood and cut out with jigsaw or coping saw. Sand edges. Drill holes for ¼ inch dowels - 2 ½ inches long. Fasten hanger to back and decorate as desired.

Build One-Board Bookends

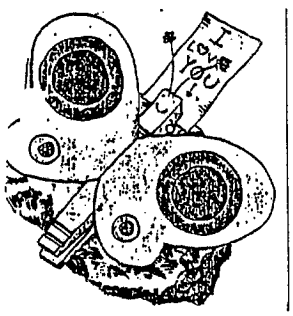
Everyone needs a good place to keep books. If you're ready to start work on a Webelos Craftsman badge, why not build one-board bookends? All you need is a pine board 3/4" thick, 5 and 3/8" wide and about 2 feet long. The first two measurements are standard for what lumber yards call a six-inch board. Three bookends can be built from a six foot board. Following the dotted lines on the diagram, cut out the end with a coping saw or jig-saw. Nail the ends together and cut out the hole in both ends at the same time, Once the pieces are cut out, trim ends with a wood file. Sandpaper all surfaces (sanding with the grain). Wrap paper around a wooden block. Assemble by using long, thin wood screws. Its easier if you pre-drill the holes. After sanding, give bookends a coat of stain, wax or paint.



Let's Make a Note Holder

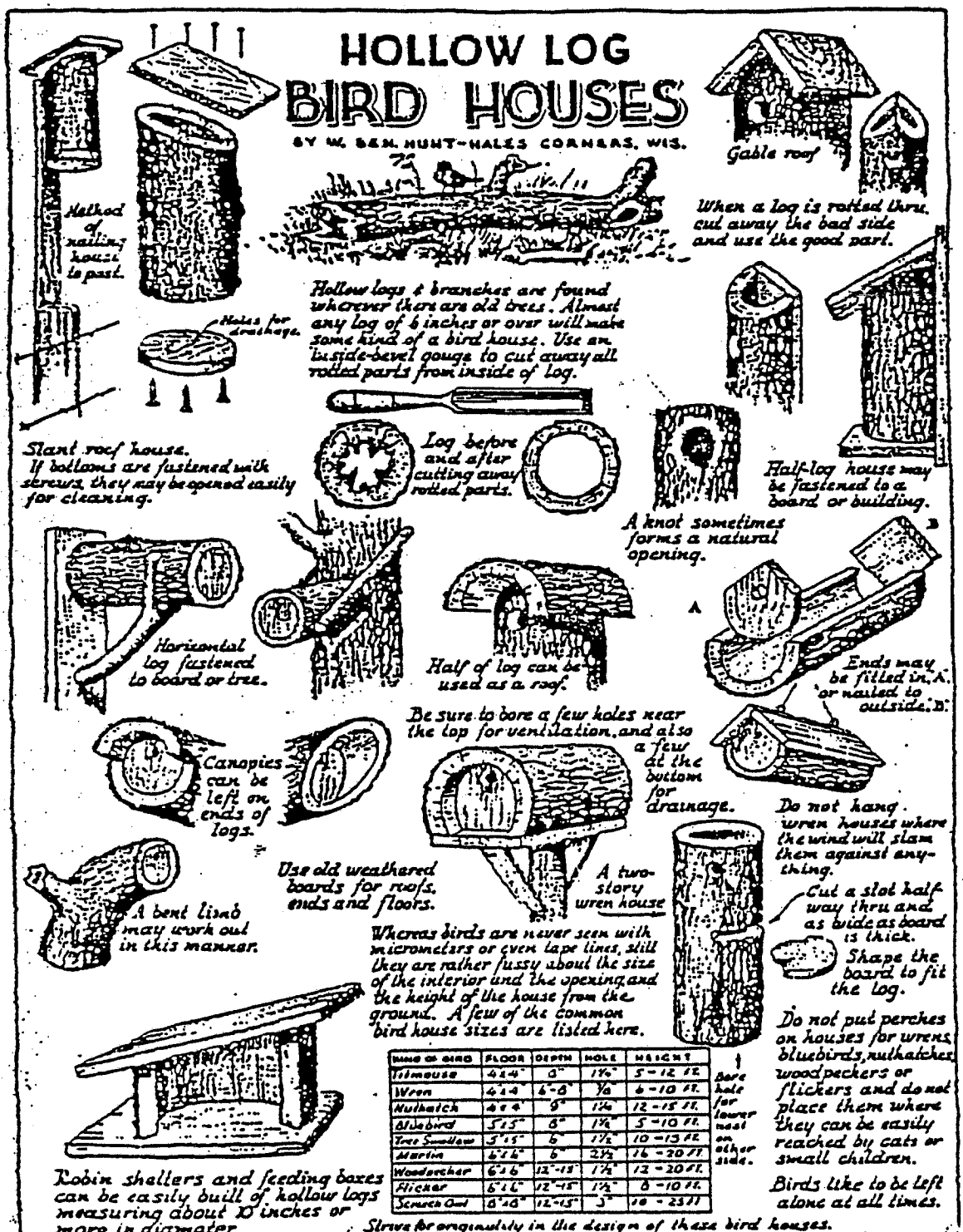
1. Find a rock with a flat side.
2. Glue a clothespin to the rock. Let it dry overnight.
3. Decorate the clothespin and rock with small shells or weeds.
4. Or make the clothespin into a butterfly or bird. Cut wings out of colored paper. Glue them on.

This would make a great Mother's day present!!
OR
Put a magnet on it to hang on your fridge!!

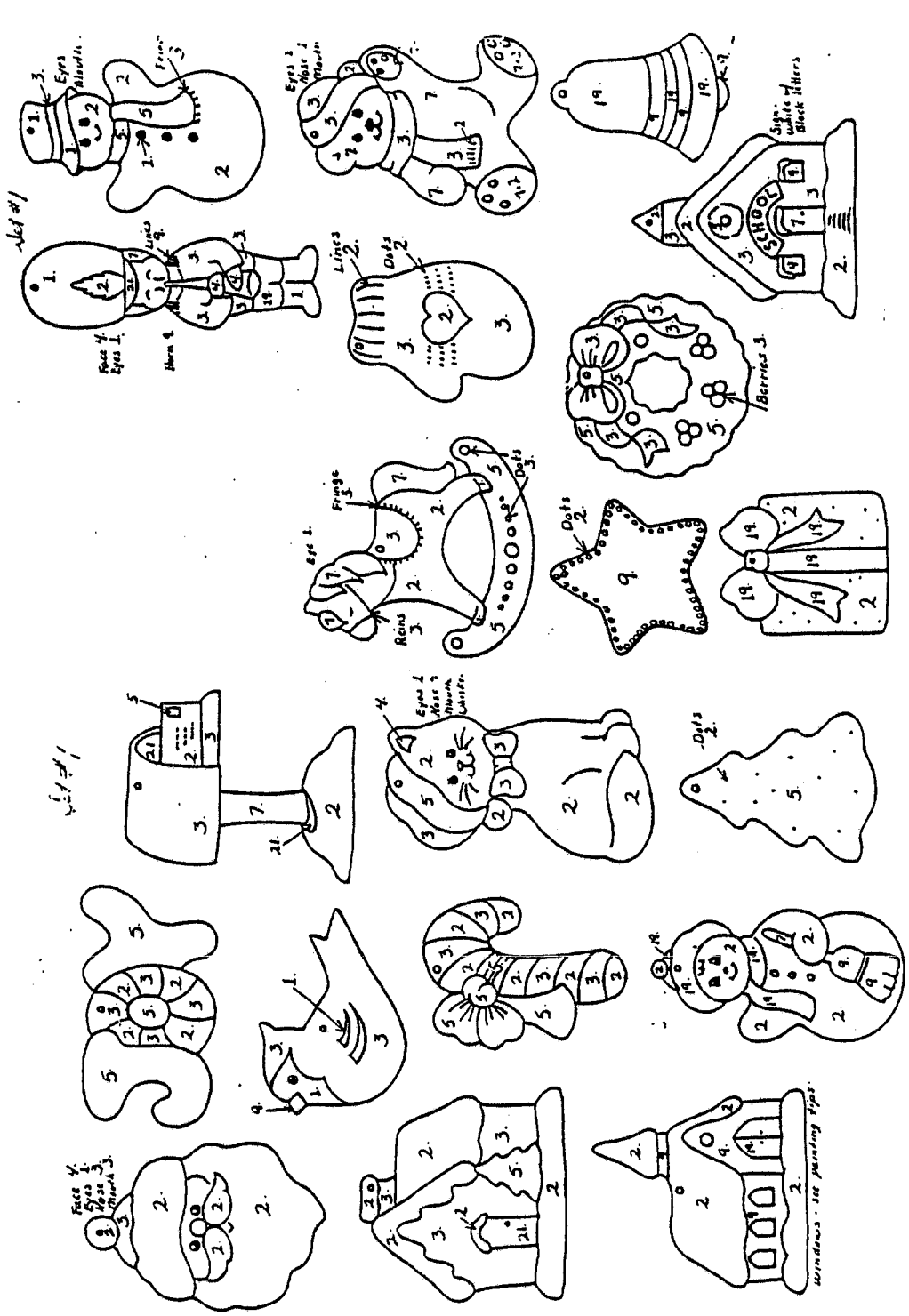


HOLLOW LOG BIRD HOUSES

BY W. BEN. HUNT-HALES CORNERS, WIS.



NAME OF BIRD	FLOOR	DEPTH	HOLE	HEIGHT
Titmouse	4x4"	8"	1¼"	5-12 ft.
Wren	4x4	6-8"	⅞	6-10 ft.
Nuthatch	4x4	9"	1¼	12-15 ft.
Bluebird	5x5"	8"	1½	5-10 ft.
Tree Swallow	5x5"	6"	1½	10-15 ft.
Martin	6x6"	6"	2½	16-20 ft.
Woodpecker	6x6"	12"-15"	1½"	12-20 ft.
Flicker	6x6"	12"-15"	1½"	8-10 ft.
Screech Owl	8"x8"	12"-15"	3"	10-25 ft.



Enlarge on copier.

LEATHERWORK

LEATHERWORK

Leatherwork is a particularly satisfying craft project. It's durability and natural qualifies are especially suited to Cub Scouts. Whether they stamp tool, carve or simply make something out of a finished leather, they will have a project they like and it will be useful as well.

Since leather is relatively expensive, projects that use rounders, practice pieces, scraps, or half backs are very useful. Rounders, are inexpensive precut 3 ¼" round pieces that are very versatile. Coups, slides, coasters, book marks, and key chains are a few of the small projects that lend themselves to rounders.

Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a coups, a slide, a book mark, a key chain or whatever several attached together could be.

Half backs are approximately 3 ½" by 4 ½" precut pieces that are a little more expensive, but do make change purses, picture frames, and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and imagination. An exacto knife or leather knife will be needed to cut the projects out. This is a difficult task, so much care should be exercised in using them.

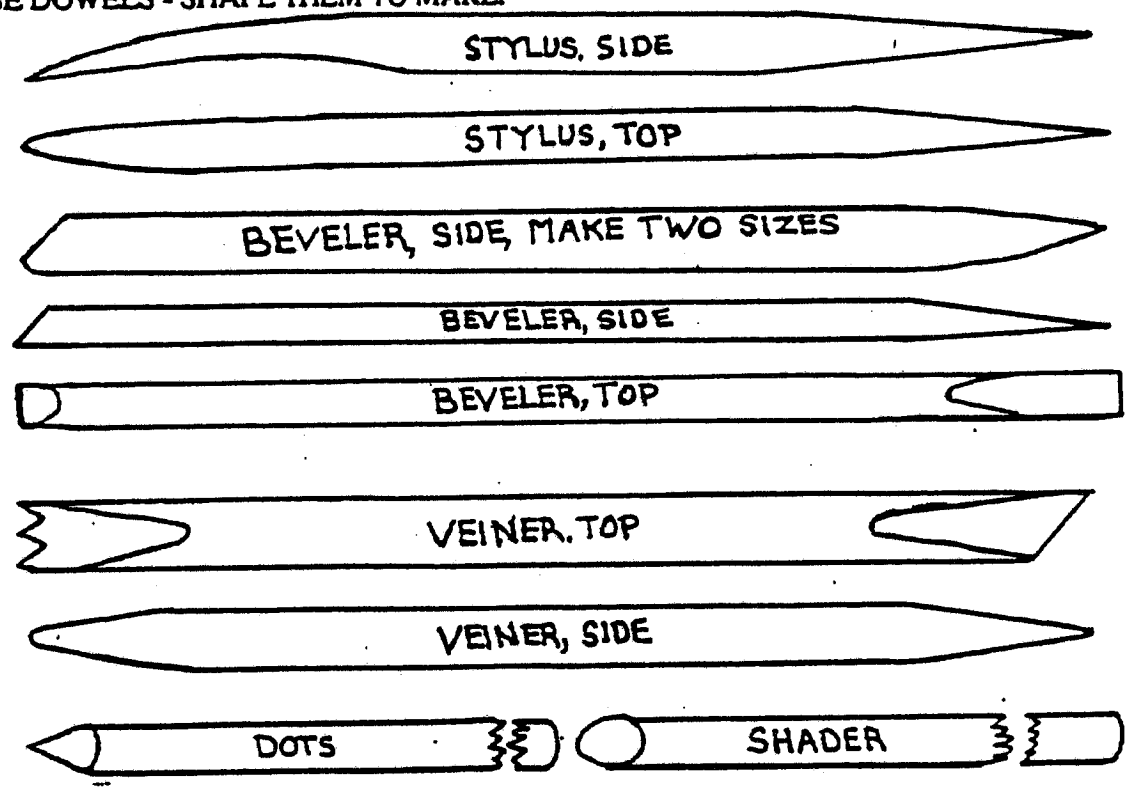
Cutting out projects in tooling leather is more suited to the Cub Scout leader.

Once a project is chosen and cut out. leather can be decorated by stamping. tooling or carving.

Stamping is imprinting a design stamp into the leather surface by tapping the tool with a wooden hammer. It is the easiest to learn and the boys love to pound a variety of stamps into their leather projects.

Tooling leather is a second way of decorating. A design is traced on and then is pressed into damp leather by either outlining a design or depressing the background of a design. To do it, a modeling tool with a deerfoot end or orange stick is needed.

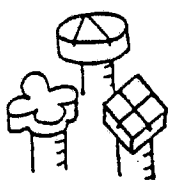
USE DOWELS - SHAPE THEM TO MAKE:



Carving is the most intricate and difficult means of decorating leather. A swivel knife is used to carve a design and then special background type stamps may be used to accentuate the carving.

Tooling and carving are more difficult and probably a leader will need some specialized instruction before attempting them. Since stamping is easier and really needs only a few simple rules of thumb most of what follows deals with it.

These three types of decorations require some sort of specidlized leather tools - stamps, knives or both. These are fairly expensive to buy for a single project and or a single den, but if a pack of several dens could invest in a few tools to remain in the pack, it would not be very expensive to do leatherwork. Since stamping leather is particularly popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Leather can be expensive so most projects with leather for Cubs will have to be small. Purchase small stamps and two or three hammers and a small letter set (¼" to ½") if money permits. Start small and



add to it as the years pass. If this is impossible, an ingenious and cheap stamp set can be made by filing different size nails into interesting shapes. The point of a large nail is filed flat and grooves are filed into the nail tip. The variety of nails available can give as many shapes as the imagination can develop. Complete instructions for this are available in the Boy Scout leatherwork Merit Badge Booklet.

To decorate leather by one of the above three methods, use leather that is specially prepared for tooling. This is available at hobby and leather craft stores.

STAMPING

When ready to decorate the leather, dampen it (DO NOT SOAK), punch any holes necessary for lacing, and then stamp, tool or carve design, rewetting as necessary. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

For full crisp impressions, while stamping, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board or Masonite piece under the leather to protect the surface underneath. Caution the boys to take care that alphabet stamps are upright and not reversed. If a mistake is made, sometimes the leather can be rewet and the mistake rubbed out with the back of the hammer. Turn the piece over and pound it flat from the reverse side. The impression won't come completely out, but it will help and if stamped over it will be acceptable.

DYEING

After the design has been finished, add color to the project by dyeing it with leather dyes. Sometimes it is fun to highlight lettering or stamps that are the outline type with a permanent marker (Sharpie) then dye over it. Use a fast drying dye or stain and paint it on with sponges or wool daubers. When using stain, wipe off the excess. Dye both front and edges of the project and the back, if desired. Use a baggie as an inexpensive rubber glove to protect hands so that clean-up is much easier.

Decorating leather by stamping, tooling or carving can cause some warping. Weighting it partially while it dries can alleviate this problem. Do not cover completely or it won't dry well. Rotate the weighing so all areas will be open at some time during the drying period.

Finish the project with a fast drying finish that is available at leather craft stores. It paints

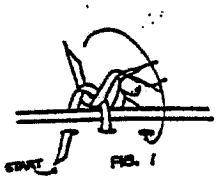
on like shoe polish and dries about as fast. It adds a shine and a protective finish to leather. Paint the finish on the front and sides, leaving the back of the project unfinished. The leather can then dry thoroughly from the back.

If the project requires a snap, or fastener, now is the time to put it in the leather.

LACING

The final step or a project is lacing. A good easy stitch to lace with is the whip stitch. It gives a nice finished edge to the project. A plastic lace makes inexpensive lacing.

The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.



For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop, front to back. Then tighten the stitch from the back.

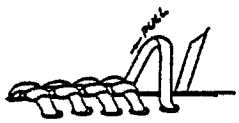
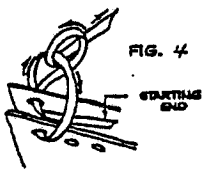


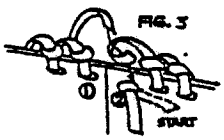
FIG. 2

Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.

Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.

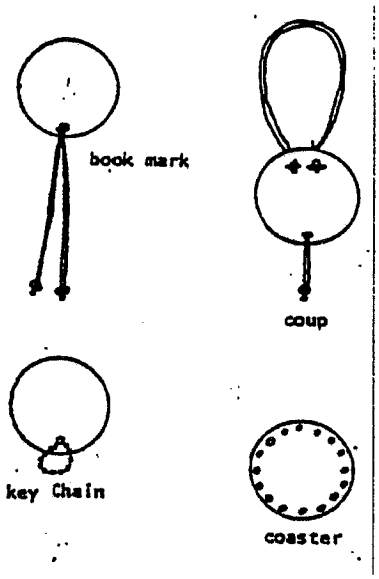


Items starting at one point, ending at another. Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times.



Finish lacing as shown.

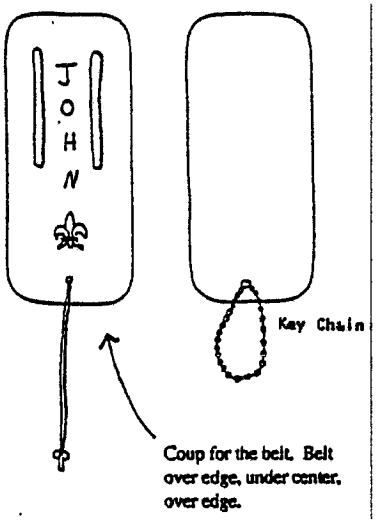
Coup, Coaster Key Chain or Book Mark
(Made from rounders)



Materials: Leather
Hole punch, if necessary
Stamp
Permanent marker and/or dye
Finish
Lacing or key chain

1. Wet leather.
2. Punch holes for lacing, if desired. The coup needs one or two at the top and one at the bottom. The key chain or book mark each need one.
3. Stamp.
4. Color with permanent marker and dye.
5. Apply finish.
6. Lace or add key chain or plastic lace to complete the individual project chosen.

Book Mark, Slide, Key Chain, Coup
(Made from practice pieces)



Materials: Leather
Hole punch or exacto knife, as needed
Stamp
Dye
Finish
Chains or plastic lacing. as needed

1. Wet leather.
2. Punch holes and/or cut slits as project requires.
3. Stamp.
4. Dye.
5. Apply finish. Dry thoroughly.
6. Lace or add chains or plastic pieces of lace where indicated on pictures of projects.

* The slide must be made horizontally with two holes punched ½" from the edge and ½" apart in each end. After finishing, overlap ends to form a loop and lace the two holes together.

Leather should be cut by an adult.

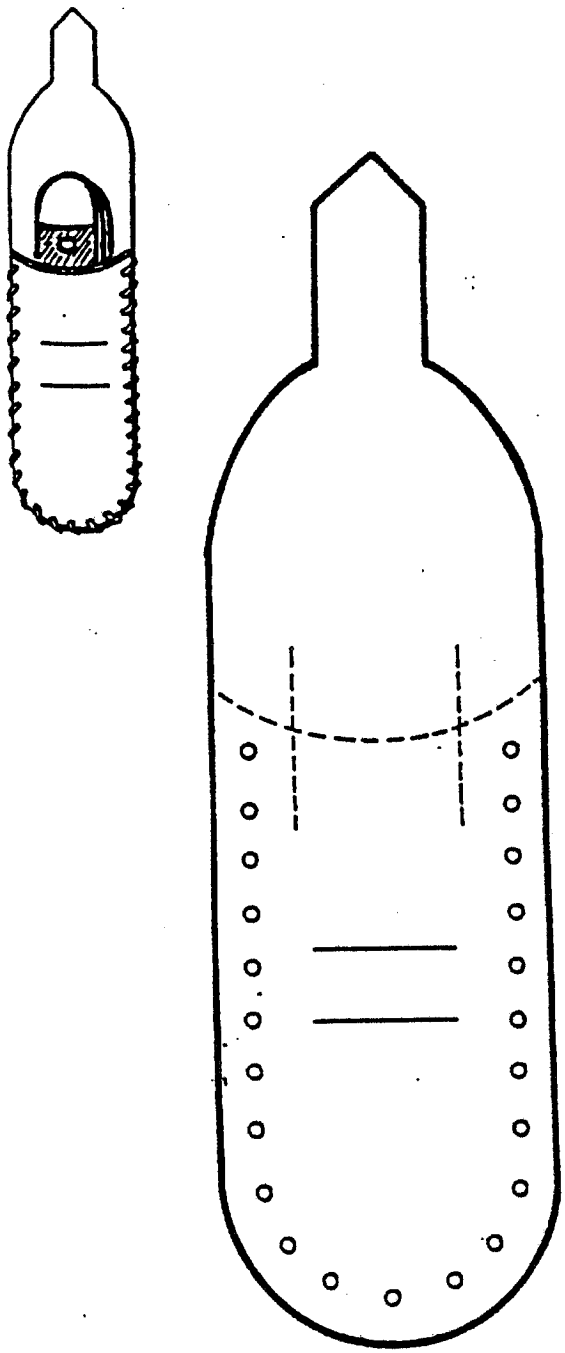
POCKET KNIFE HOLDER

The pocketknife holder provides a safe way to carry your pocketknife.

MATERIALS: Vinyl or leather
Rubber cement
Leather punch to make holes
Craft strip lacing

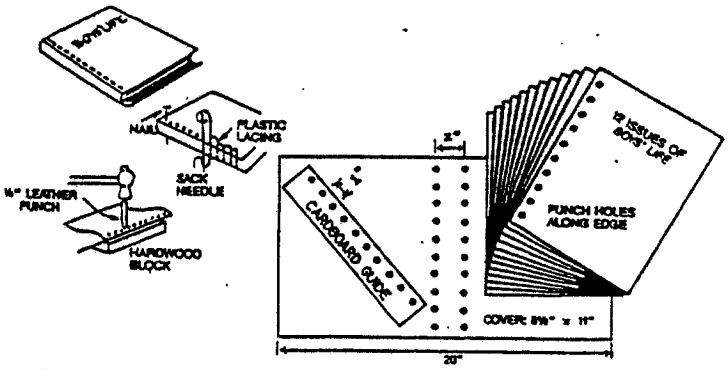
PROCEDURE

1. Cut two pieces of vinyl or leather — the first the full size of the pattern shown, and the second just the bottom half, up to the dotted line. Cut two slits on bottom half, as illustrated. You may wish to create your own pattern to tool into the leather or put your initials on it.
2. If you wish to carry the holder on your belt, cut two slits marked by the dotted lines.
3. Lightly glue the bottom halves together (around sides and bottom), using rubber cement.
4. Punch holes in equal distance apart all around the sides and bottom.
5. Lace through the holes, starting at the top of one side and ending on the opposite side.
6. Your knife fits into the pocket and the top fits into the two slits to keep the holder closed.

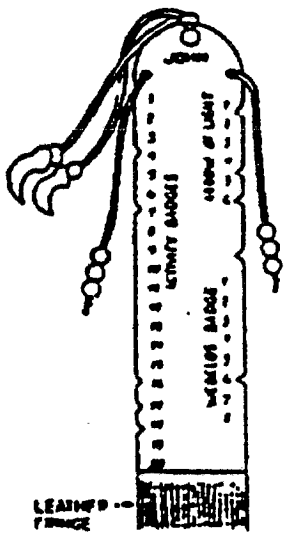


BOYS' LIFE COVER

12-by-20-inch piece of leather
or imitation leather
6-foot plastic or leather lacing
¼-inch leather punch
Hammer
Wood block
Sack needle
Cardboard gauge
Nail



1. Use a cardboard gauge to mark an even row of 10 holes along back edge of each magazine, one inch apart and ¼ inch from edge. Use a hardwood block under magazine while driving the punch through.
2. Punch two row of holes down center of cover, spaced 2 inches apart, center to center. Use same cardboard guide to mark these holes.
3. Lace magazines and cover together. Run half the length through bottom hole. Using sack needle, run both ends through next hole (one from top, one from bottom) so each end comes out on the opposite side. A nail inserted in top hole will keep it all in line. Keep lacing pulled tight and continue to top hole.
4. Tie lacing at back of book with a square knot. Cut off excess lacing. Trim cover allowing for an extra ¼ inch over the edges of the magazines.
5. The cover can be tooled with the words "Boys' Life" and the year.



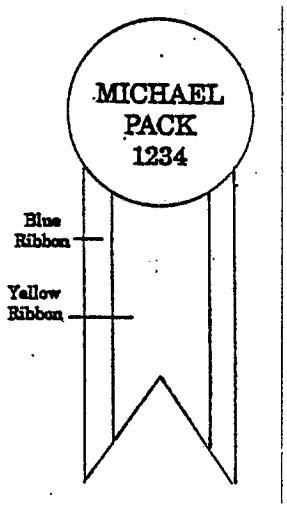
WEBELOS COUPSTICK
(Coo-stick)

The coupstick is a wooden scorecard for a Webelos Scout. It makes an attractive record or a boy's advancement in the Webelos den. It is cut from ¼-inch pine and measures approximately 1 ½ inches wide by 12 inches long. The numbers can be burned into the wood or painted on. Leather thongs can be used to hang beads and other decorations.

As the boys earn activity badges, they are notched on the stick. The Arrow of Light award requirements are also notched as they are completed. Beads may be added the boy takes part in den or pack activities or joint den/troop activities. Each boy can

decorate his own. The coupstick can be kept at the den meeting place except on pack meeting night when it is displayed on a coupstick display board. The stick can be presented to the boy at graduation.

MOTHER'S RIBBON

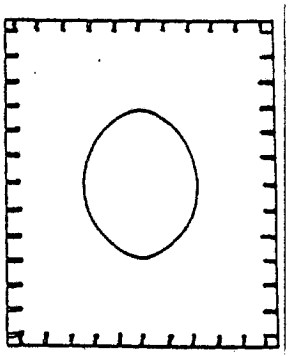


Materials Needed: Leather rounder
Ribbon of color desired
Pin-back pin
Leather stamps.

Instructions: Wet leather disk and stamp as desired (may want to stamp boy's name on it). Using hot glue, attach ribbon to back of leather and add pin-back.

PICTURE FRAME

Materials: Leather and cardboard exact same size
Hole punch
Leather stamp
Leather dye
Glue and Lacing
Hanger for back



Lightly moisten leather on top and punch holes in leather and cardboard at same time. Cut hole in center of leather the shape and size of picture being used. Stamp any designs, then dye and finish. Place picture in position and lightly glue on back. Lace leather and cardboard together and glue hanger to the back or display on a wire stand.

WHITTLING CHIP

WHITTLING CHIP

Knife safety is the issue to impress upon the boys. Safety, not only when others are around, but also when the boy is alone with his knife. Safety hazards include the blade closing shut on fingers when it is improperly opened or closed, improper placement of thumbs and other fingers after the knife has been opened, and improper placement of the legs while using the knife. (For example: placing the item to be cut on one's thigh while cutting on it with the knife - result is usually the blade piercing the thigh!)

SAFETY CIRCLES: help with keeping safety in mind. (imagine an up right clock.) It is established by placing the closed knife in your hand and extending your arm straight out in front of you. Bring your extended arm up to the 12 o'clock position. If your arm, hand or knife strikes anything, reposition yourself and start again. If clear, bring your arm down between your legs in the 6 o'clock position. If not clear, reposition yourself. If clear, stand up and put your arms in the 9 o'clock and 3 o'clock positions; rotate your body to each side to check if the area is clear. If not, reposition yourself. If it is clear, you go on with the presentation of the safety rules. Boys must be reminded that improper use of the knife results in the knife being taken away AND LEADERS, IF THE BOYS IMPROPERLY USE THE KNIFE - TAKE IT AWAY (DO NOT BACK DOWN ON THIS!) This is serious business. You cannot afford to endanger the boy or others because one boy cannot follow rules.

SAFETY RULES

1. Pass the knife in a closed position. Do not release the knife until the receiving person says " Thank You". This means the person realizes they are receiving a knife.
2. A knife is a tool, not a toy.
3. Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.
4. Keep the blade clean.
5. Never carry an open knife in your hand.
6. When you are not using your knife, close it and put it away.
7. Keep your knife dry.
8. When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.
9. Do not place your thumb on the blade of the knife. This almost guarantees the blade being pushed on over the fingers, which results in injury.

NOTE: AN ADULT SHOULD ALWAYS BE IN ATTENDANCE WHEN A BOY IS USING A KNIFE OF ANY KIND.

Proper knife care and storage are important for the long life and safe use of a knife. Knives should not be kept in damp environments. It promotes rust that causes "pits" on the blade. This will cause the blade to snag on the item being cut, which might cause the carver to push harder. This in turn, would cause a loss of control over the knife that might end in damage or injury to the body. Throwing a knife in the dirt or rocky ground is also a " NOT " as the kids say nowadays.

CLEANING: Wipe off any excess dirt, dust, water, etc. The hinge should be oiled and a light film of oil wiped on the blade. One drop of oil on the hinge is usually enough; however, if the hinge has gotten very dirty, it may be necessary to use more oil that should be worked in and then wiped off. Avoid using a pocket knife on foods such as onion and potatoes as the acids in some foods will stain the blade permanently. If it is necessary to use your pocket knife for cooking, it should be cleaned immediately after use, not after you eat or the next day. Wash it with soapy water, rinse and dry from the back of the blade. Later, be sure to add a light film of oil to the blade. Never put a knife away wet; dry it thoroughly and oil as soon as possible.

SHARPENING:

Tools needed:
- Sharpening steel
- Stones (Carborundum, hard Arkansas washita, soft Arkansas)
- Ceramic sticks
- Oil and soft absorbent cloth

Apply a few drops of oil to the stone (oil is not used on the steel or ceramic sticks). The oil helps to float the metal particles away. Three or four drops of oil should be enough. Use cutting strokes while holding the knife at a 25-30 degree angle. After two or three strokes on one side, turn the knife over and work the other side.

SOAP CARVING

There are many advantages for Cub Scouts to learn soap carving:

1. It's a hobby that can be started at a young age.
2. It gives Cub Scouts something to do that is fun.
3. Soap carving is the best way for children to learn how to carve. (Wood is the next natural step.)

4. There are practically no cut fingers.
5. It's a wonderful way to train young fingers to use tools.
6. When a child molds something using his fingers and tools, he is actually molding himself.

CARVING TIPS

Make a slight outline first - it doesn't have to be precise. Cut slowly and surely don't take off too much at a time. Be very gentle. Wash your pocket knives before closing. Wash your hands before you get too slippery - dry thoroughly. When you start, picture in your mind the fatter and thinner parts. Imagine what it's going to be like.

SOAP: The best carving soap is a white soap with a smooth even texture (IVORY). Be sure it is a new bar. (Used bars or old bars tend to split and chip easily.)

TOOLS: A short blade paring knife is good, also a pocket knife. The knives do not need to be sharp. A nut pick or an orange cuticle stick is helpful for detailing.

PREPARATION: Preparing the soap for carving. First smooth the lettering on the sides of the bar so the pattern can be traced on a smooth surface. Trace the pattern on the soap with carbon paper.

CARVING: After tracing the pattern of a figure on a bar of soap, rough out the form by cutting away unwanted soap. Score or block out important projections. Be sure to leave enough for ears, tail, legs, etc. The scored lines will serve as guides for cutting more soap away. Do this gradually. Turn the carving over frequently to see it from all angles, compare it often with any model there might be. Always leave the carved detail or projections until last. When the major part of a figure is completed, it will be much simpler to carve projections in perfect proportion without breaking off small areas.

FINISHING: To achieve a marble like, smooth surface on a soap carving, hold the knife blade at right angles to the surface of the soap, and without exerting any pressure on the knife, scrape the soap gently. Brace the thumb in a spot where it can't slip; then scrape very little at a time. There will be uneven surfaces to eliminate, and this will demand patience as well as a delicate touch. There is no easy road to a smooth surface in soap carving - just keep scraping lightly until every rough spot is removed.

THE BASIC CUT

THE SLICE: Hold the knife with all 5 fingers or hold it with 4 fingers and use one finger on top of the knife. Push down and forward (saw back and forth a little, to help).

SHAVE: You can use your thumb on the knife. Start on the edge of the soap and make small slices down and outward shaving the soap away.

TIPS ON CONTROLLING BOY BEHAVIOR WHILE USING KNIVES

1. Don't do this without enough adults to supervise. One leader or even 2 leaders versus 8-10 is NOT enough, especially with beginners.
2. Forget " Ms. Nice Guy" ! If a boy is not using the knife properly AFTER being instructed on proper knife usage **TAKE IT AWAY!** However, if a boy is using a knife properly, make an example of him. Pat him on the back - watch that you don't enter his safety circle. Perhaps, give the proper user a reward of some kind - maybe 5 extra minutes on his carving.
3. Demonstrate for the boys, then send the carving project home (A "cop-out"?) Not really. It could mean one-on-one time with the parent and boy.)
4. If there is an accident - say because one boy enters another's safety circle the responsibility belongs to BOTH because they should know the safety rules and obey them.

KNOTS

HISTORY OF KNOT TYING

Since the Neolithic Age, knots have played an important role in the life of man. Rope would have had few uses unless it was tied to something. So stones were tied to sticks to form tools and weapons. It is assumed that the use of knotwork was wide spread, and that a high level of skill in rope making and developing knots was achieved long before the dawn of recorded history.

Cordlike fibers from plants and trees, such as the palm and waxplant, were probably used in making the first cords. Records show that many of the ancient civilized nations and many of the savage tribes were accomplished rope makers.

The art of knotwork reached a high stage of perfection among the early Egyptian sailors. Knots were used to rig ships and in building bridges in Egypt, Persia, and Greece. It can be seen in many surviving works of classic art that the Greeks and Romans used knots to ornament the handrails of vessels, and is reproduced in many pieces of sculpture.

The sheet bend. which was used in the making of fishing nets, had its inception in ancient times. It is well established that the Swiss lake dwellers were making and employing fishing nets as early as 1000 B.C. However, evidence exists in the hieroglyphic inscriptions contained in the Cairo Museum that the making and utilization of fishing nets were accomplished arts as early as the second Egyptian dynasty, thus placing their origin well before 2500 B.C.

In many primitive cultures knots have often been associated with magical or supernatural powers. Persons claiming to have supernatural powers often sold mariners charmed cords which they contend had the wind tied up in them. There were supposedly three such knots in the cord, which when untied in order, had the property to release a wind of moderate force, then a half-gale, and finally a wind of hurricane proportions.

The Incas in Peru never discovered the art of writing. However. they had a decimal system of numbers based on knots tied on suspended cords. The type of knot and its position in the cord had a special significance. Among the most interesting relics of the Incas are the so called quimpas, or knot-records. This system of knots enabled them to keep records of dates and large sums of figures.

Ornamental knotting has been employed since the early times in Japan and China, where it was apparently a subject of devoted study. In the Middle Ages in Europe, a

wide variety of fancy patterns appeared as decorative inscriptions on shields and heraldic badges.

Even now, thousands of years later. knots were used in many of the same ways. Modern sailors also decorate the handrails of their ships with knots and ropes. Modern crafters utilize knots for all types of creations as they did 4000 years ago.

We are going to introduce you to just a few knots and their uses. We hope you are successful in teaching your boys these knots. They, like millions before them, will find that knots are very useful in life. They can also be entertaining when used in crafts or just practicing the ones you know.

BASIC CUB SCOUT KNOTS

The Wolf rank will use only three basic knots. These are the OVERHAND KNOT, the SQUARE KNOT, and the SQUARE BOW KNOT.

In the Bear rank you should use four additional knots. The SLIP KNOT, SHEET BEND, BOWLINE, and TWO HALF HITCHES.

As you progress to Webelos the boys will be introduced to knots that are used primarily in the outdoors and while camping. These knots are the CLOVE HITCH and the TAUT-LINE HITCH.

EACH KNOT HAS IT'S OWN USE

Overhand knot: The most common of what is known as END KNOTS. This is used to keep the end of a rope from unraveling and is an easy alternative to whipping the end of a rope. However, whipping is the preferred method.

Square knot: This is a rope-to-rope knot that is used to tie two ropes together. It should only be used on ropes of approximately the same diameter. It is commonly called the first-aid knot because when tying a bandage, the two ends can be easily tied together.

Square bow knot: This is also a rope-to-rope knot but it is easily untied. This knot is used to tie shoe laces, for example.

Slip knot: This is the standard running loop, which is a loop that will pull tight.

Sheet bend: The sheet bend is used to tie a small-diameter rope to a large one, or to tie a rope to a cloth or tarp, such as a sheet.

Bowline: This is the standard fixed loop. It is used in rescue work because it is a knot that will not slip when stress is applied.

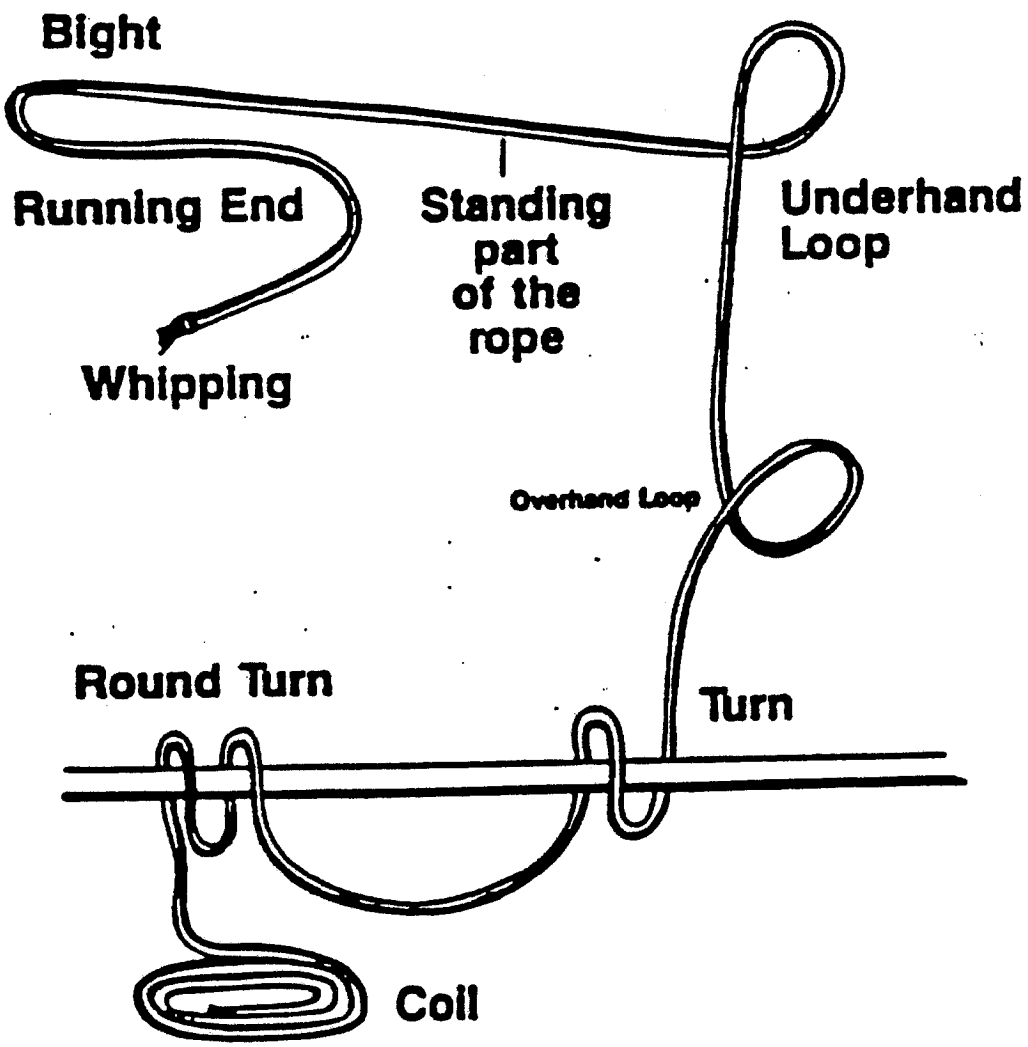
Two half hitches: This knot is used to attach a rope to a pole or tree.

Clove hitch: This is the strongest hitch of all. It is easy to tie once you learn it. It is stronger if it is tied on the opposite side of the object from the strain.

Taut-line hitch: Despite its name. the taut-line hitch is not a hitch but a running loop that holds under strain, but can be changed after releasing the strain. It is commonly used to tighten tent ropes.

HOW TO TIE THESE KNOTS

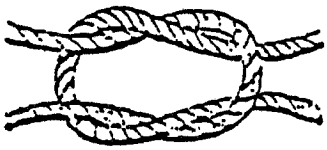
Refer to the diagram below for a description of terms used when learning to tie knots.


Bight
Running End
Standing part of the rope
Underhand Loop
Whipping
Overhand Loop
Round Turn
Turn
Coil

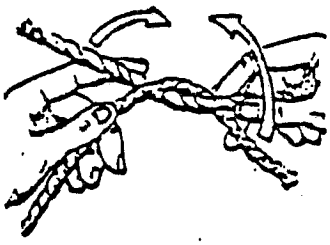
Overhand knot: Make a loop and pass the running end through it. As with all knots, finish by pulling it tight.

Square knot: Take the two ropes and tie them in an overhand knot, left hand over right hand. Then tie another overhand knot, this time right hand over left hand. Remember: the same end is on top each time the overhand knot is tied, just on different sides.

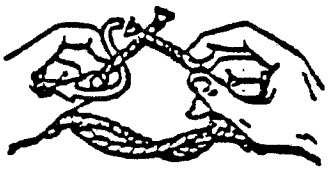
The granny knot is often tied in error when trying to tie a square knot. It is formed by tying both overhand knots left over right, or both right over left. Your finished knot should look like the diagram below.



SQUARE KNOT
FOR TYING ROPES
OF EQUAL THICKNESS.
VERY USEFUL
IN FIRST AID.

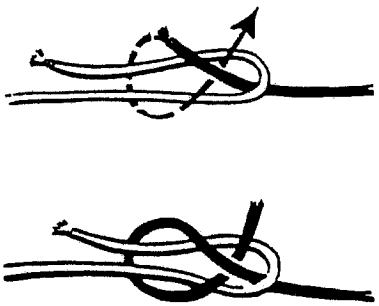


TWIST LEFTHAND ROPE
END OVER, BEHIND,
UNDER RIGHT HAND ROPE.



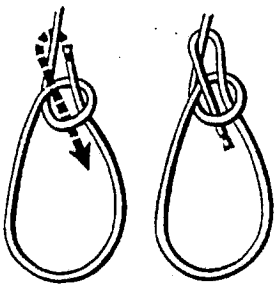
AGAIN TWIST SAME
END AS BEFORE...
OVER, BEHIND, UNDER.
LEFT OVER RIGHT—
RIGHT OVER LEFT!

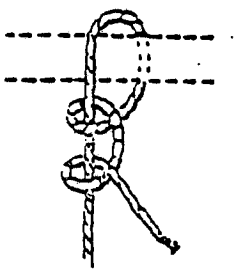
Slip knot: Make a loop in the running end. Pass a bight of the standing part through the loop. That bight forms the loop of the knot. The finished knot should look like the diagram below. To untie, pull the standing part until the knot disappears.



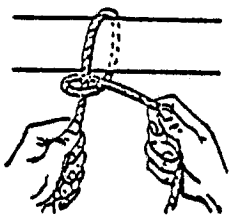
Sheet bend: Make a bight in the large rope. Run the small rope through the bite, from the back toward you. Then take it around the bite at the point where the large rope lies parallel to itself. Next, tuck the running end of the small rope under its own standing part, staying on top of the large rope's bight.

Bowline: The easiest way to remember how to tie the bowline is by the "rabbit analogy." Make an overhand loop in the standing part. The rabbit (the running end) comes out of its hole (the loop), goes around the tree (the standing part), and goes back into its hole again.

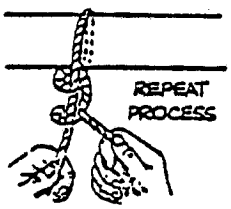




TWO HALF HITCHES
FOR TYING
A ROPE TO A
POLE OR RING.

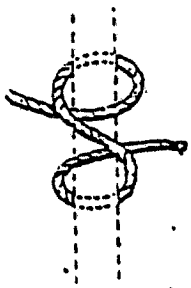


PASS ROPE AROUND
POLE. CARRY ROPE END
OVER AND UNDER AND
THROUGH LOOP
THUS FORMED.

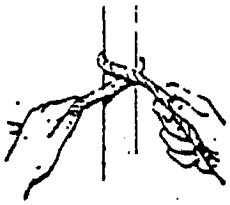


Two half hitches: Tie an overhand knot with the object through the loop. Then make an overhand loop around the standing part with the running end passing between it and the previously tied single half hitch. The second half hitch is on the opposite side of the first half hitch from the object.

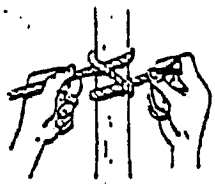
Clove hitch: Make a loop around the object with the running end on top of the standing part. Make another loop beside it and tuck the running end under the standing part between the two loops. Remember, both ends (standing and running) are in between the two loops.



CLOVE HITCH
FOR SECURING BOATS—FOR LASHINGS.

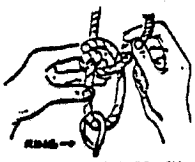


BRING ROPE END AROUND POLE, LAY IT OVER THE ROPE ITSELF.



BRING END ONCE MORE AROUND POLE. CARRY END UNDER THE ROPE ITSELF.

TAUTLINE HITCH
FORMS A LOOP WHICH WILL NOT SLIP WHEN ROPE IS TIGHT.



PASS ROPE THROUGH RING.

CARRY ROPE END AROUND STANDING PART TWICE AND THROUGH LOOP THUS FORMED.

REPEAT PROCESS ONCE AND PULL TIGHT.

Taut-line hitch: First, form the loop around the anchor. Take the running end and make two small turns around the standing part, spiraling it toward the inside of the loop. Then tie a half hitch around the standing part, outside of the large loop.

ROPE

Before you can tie any knots you must have some rope. There are three basic kinds of rope: LAID, BRAIDED, and COMBINATION. The laid rope is made by twisting the fibers in one direction into strands. Three, or sometimes four, strands are likewise twisted together to form the rope. Braided rope, as its name implies, has several strands which are braided together. The combination has several small ropes made up of laid strands

covered by a braided sheath or cover. Parachute cord is a good example of this type of rope.

Type of ropes best used for knot tying are at least 3/8 inch in diameter. Rope should be soft and flexible, yet firm enough that you don't have to fight it. Cotton or nylon will usually be a good bet. The ends should be lashed or burned so as not to fray. Strands should be at least 24 inches long.

GAMES

A good game to pass time with a group is to divide into even numbered teams. Give each team a list of knots, and time them while each boy ties a different knot.

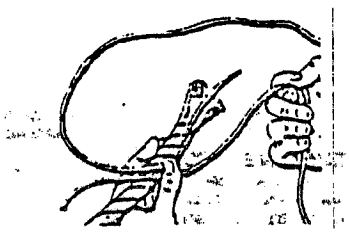
Another is to have a knot not bee. In this game everybody ties the knot called. The ones who can't correctly complete the knot within one minute are out.

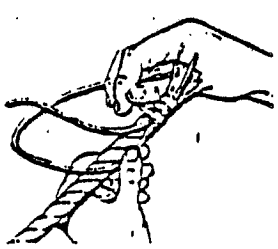
Another idea is to hold a knot relay. Divide the group into teams. Each player runs to a spot where a leader hands them a rope and tells them to tie a knot. When the knot is correctly tied, he runs back and tags his teammate; the cycle starts over.

Games are easily made up with just a little imagination.

WHIPPING A ROPE

Make a loop of twine and place at end of rope.





Wrap twine tightly around rope starting ¼ inch from rope end.

When whipping is as wide as rope is thick, pull out ends hard. Trim off twine close to whipping.