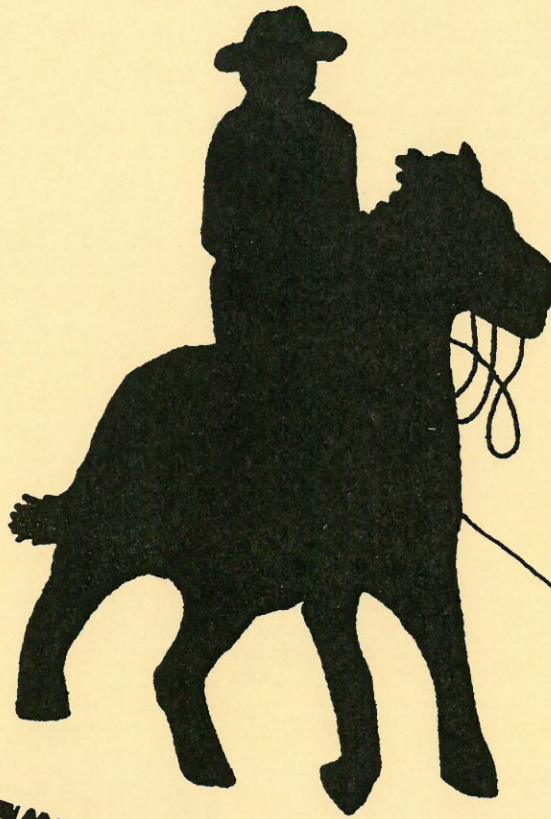


CRADLE OF LIBERTY COUNCIL, B.S.A.



CRAPPS
SKITS
SONGS
GAMES
& MORE

WESTERN ROUND-UP POW-WOW

NOVEMBER 1ST, 1997

CRADLE OF LIBERTY COUNCIL

BOY SCOUTS OF AMERICA

Serving Delaware, Montgomery and Philadelphia Counties in Southeastern Pennsylvania.

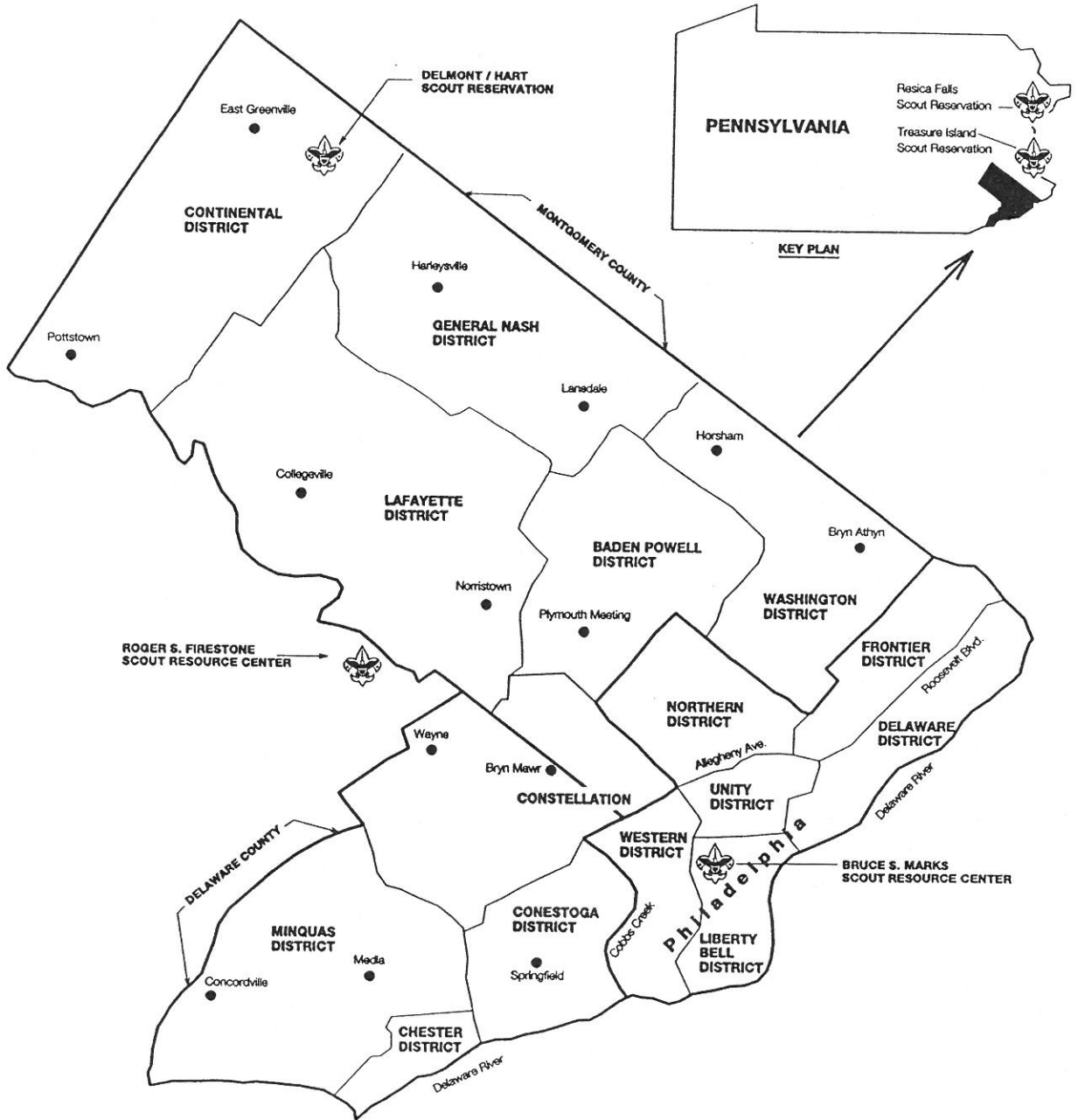


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**TRAINING
INFORMATION**



WHY WE TRAIN LEADERS

Everyone needs to be trained for anything that is new or is to be done well. We train Scout leaders to be sure that boys get a quality, fun-filled program. People gain confidence from knowing what others expect from them. When leaders understand the "whys" and "hows" of Scouting, they are more effective in their roles.

Trained leaders have a positive influence on the lives of boys. At the same time, they enjoy the feeling of self-satisfaction that comes from knowing their efforts are truly worthwhile. How well the Boy Scouts of America influences the lives of the boys depends on the leaders' understanding of the program and their responsibilities. As a result, boys receive a program based on Scouting's aims: Citizenship training, Character development, and Personal fitness.

TRAINING OPPORTUNITIES FOR CUB SCOUT LEADERS

Cub Scouting provides a four-level training plan:

FAST START is the first level of training. It provides information to aid new leaders in carrying out their responsibilities for the first few weeks and to motivate them to attend Cub Scout Leader Basic Training. Leaders should complete Fast Start Training before conducting their first meetings. Fast Start is the foundation for Basic Training and contains specific information for the new Den Leader, new Webelos Den Leader, new Cubmaster, Pack Organizer and the new Tiger Cub Group Coach. Contact your District Training Chairman or Unit Commissioner for more details.

CUB SCOUT LEADER BASIC TRAINING is designed to give job-related information to Cub Scout Leaders. It introduces some skills, and leaders will develop these skills by practice over a period of time. It encourages leaders to take part in supplemental training and helps them to understand the importance of continuous self-development. Basic Training is a requirement for all Cub Scout leader training awards, and must be completed in order to wear the "Trained" emblem on your uniform. Cub Scout Leader Basic Training is offered throughout the year. Contact your District Training Chairman for details.



Train!

SUPPLEMENTAL TRAINING

Supplemental training includes a variety of courses conducted on district, council, area, regional, or national basis. These courses give additional information on specific areas of the Cub Scout program. Examples of some supplemental courses held on a regular basis are:

CUB SCOUT LEADER ROUNDTABLES are held monthly on a district level. Den and pack leaders join for fun and fellowship while learning new tricks, stunts, games, crafts, ceremonies, songs and skits. There are also opportunities for sharing of ideas and activities with leaders from other packs. Roundtable is under the guidance of a Cub Scout roundtable commissioner and staff who plan the program around next month's Cub Scout theme and activity badge areas. After attending roundtable each month, you will come to your pack leaders' meeting well informed and ready to complete plans for your den and pack program for the next month. Check with your unit commissioner or District Training Chairman to find out when and where your district's monthly roundtable is held.

CUB SCOUT LEADER POW WOW is an exciting day-long council event of action, activities, and program ideas. It is usually held in the fall, look for next year's date announcement.

WEBELOS LEADER OUTDOOR TRAINING is required for the Webelos Leader to wear the "Trained" emblem on their uniform. It is an outdoor weekend of training geared to the skills pertaining to the Webelos outdoor activity badges. It is held twice a year, once in the fall and once in the spring. Check with your District Training Chairman for details.

ADVANCED TRAINING (CUB SCOUT LEADER WOOD BADGE) is a week-long group training course designed to provide trainers with advanced training skills and a more dedicated involvement in Cub Scouting. A limited number of regional courses are held each year. Participation is by invitation.



FAST START COMPLETION FORM

YOUR DISTRICT _____ - GRADE OF LIBERTY COUNCIL

SUBJECT: FAST START TRAINING - It is very important that we keep accurate records on leaders in our District that have completed Fast Start Training. Please take a few minutes to fill in this form and mail it to your Cub Scout Leader Training Chairperson.

**District Cub Training Chair
Name and Address**

To the Cub Scout Training Committee:

The Scouters listed below have completed Fast Start Training for a new unit leader or new leader position. Please post this to the training records.

UNIT NUMBER _____

LEADERS NAME (PLEASE PRINT)	POSITION	DATE COMPLETED

PERSON SUBMITTING REPORT

PHONE NUMBER

Grain 3

Cub Scout Leader Recognition Plan Progress Record

Keep track of your completion of the steps in earning the Cub Scout leader award for your position, using the appropriate progress record below. You may only count tenure for a position in which you are registered, and may not use the same tenure for more than one award. When you have completed all of the requirements, fill out the application section below and turn in the entire form to your local council service center for district review and approval.

Application

I certify that I have completed all of the requirements as shown below for the following (check one):

- Den Leader Award
- Webelos Den Leader Award
- Cubmaster Award
- Den Leader Coach Award
- Tiger Cub Group Coach Award
- Cub Scouter Award

Signed _____

Record For

Name _____
 Address _____
 City _____
 Pack no. _____ District _____
 Council _____

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the award. The award is approved.

Approved by

For the district _____ Date _____

CUBMASTER AWARD TRAINING

- Complete "The New Cubmaster" Fast Start training.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman or commissioner _____ Date _____

TENURE

Complete 3 years as a registered Cubmaster or as a registered assistant Cubmaster for 1 year and a Cubmaster for 2 years.

Dates of Service

From _____ To _____
 From _____ To _____
 From _____ To _____

Approved by

Pack committee chairman or commissioner _____ Date _____

PERFORMANCE

- As a Cubmaster or assistant Cubmaster in a pack, earn the National Quality Unit Award at least twice.
- At least once, earn the National Summertime Pack Award.

Approved by

Pack committee chairman or commissioner _____ Date _____

TIGER CUB GROUP COACH AWARD TRAINING

- Complete "The New Tiger Cub Group Coach" Fast Start training.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman or commissioner _____ Date _____

TENURE

Complete 2 years as a registered Tiger Cub group coach.

Dates of Service

From _____ To _____
 From _____ To _____

Approved by

Pack committee chairman or Cubmaster _____ Date _____

PERFORMANCE

Do all of the following:

- Conduct a Tiger Cub group roundup for your pack with at least five new Tiger Cub boy/adult teams recruited each year (for 2 years).
- Contact the host team each month and provide support as needed (for 2 years).
- Coordinate Tiger Cub group participation in two Cub Scout pack activities each year (for 2 years).
- Graduate a Tiger Cub group into Cub Scouting with at least 75 percent of the Tiger Cubs graduating into a pack as registered Cub Scouts each year (for 2 years).

Approved by

Pack committee chairman or commissioner _____ Date _____

DEN LEADER COACH AWARD TRAINING

- Complete "The New Den Leader" or "The New Webelos Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training, including "Den Leader Coach Seminar."
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman or Cubmaster _____ Date _____

TENURE

Complete 2 years as a registered den leader coach.

Dates of Service

From _____ To _____
 From _____ To _____

Approved by

Pack committee chairman or Cubmaster _____ Date _____

PERFORMANCE

Do three of the following:

- At least once, serve as den leader coach in a pack that earns the National Quality Unit Award.
- Ensure that 100 percent of your active den leaders have completed Fast Start training.
- Ensure that 75 percent of your active den leaders have completed Cub Scout Leader Basic Training.
- Conduct a planning workshop meeting of your den leaders, either separately or in conjunction with pack leader planning meeting.

Approved by

Pack committee chairman or Cubmaster _____ Date _____

Train 4

DEN LEADER AWARD

TRAINING

- Complete "The New Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman or Cubmaster Date

TENURE

Complete 2 years as a registered den leader, or 1 year as an assistant den leader and 1 year as a den leader.

Dates of Service

From _____ To _____

From _____ To _____

Approved by

Pack committee chairman or Cubmaster Date

PERFORMANCE

Do five of the following:

- During at least one program year, have a minimum of 50 percent of the Cub Scouts in your den earn the rank for their grade or age (Wolf or Bear).
- At least once, reregister a minimum of 75 percent of the *eligible* members of your den as a part of pack rechartering.
- Graduate a minimum of 60 percent of the eligible members of your den into Webelos Scouting.
- Have an assistant den leader, den chief, or den aide who meets regularly with your den.
- Have 50 percent or more of your den members subscribe to *Boys' Life* magazine.
- Take leadership in planning and conducting a den service project.
- Conduct at least three den meetings per month, 9 months per year or an optional meeting plan approved by the pack.
- Participate with your den in a Cub Scout day camp or Cub Scout resident camp experience.

Approved by

Pack committee chairman or Cubmaster Date

WEBELOS DEN LEADER AWARD

TRAINING

- Complete "The New Webelos Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training, including "Webelos Leader Outdoor Training."
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman or Cubmaster Date

TENURE

Complete 2 years as a registered Webelos den leader, or 1 year as an assistant Webelos den leader and 1 year as a Webelos den leader.

Dates of Service

From _____ To _____

From _____ To _____

Approved by

Pack committee chairman or Cubmaster Date

PERFORMANCE

Do seven of the following:

- During at least one program year, have a minimum of 50 percent of the Webelos Scouts in your den advance in rank (Webelos Badge or Arrow of Light Award).
- At least once, reregister a minimum of 75 percent of the *eligible* members of your den as a part of pack rechartering.
- Graduate a minimum of 60 percent of the eligible members of your Webelos den into Boy Scouting.
- Have an assistant Webelos den leader, den chief, or den aide who meets regularly with your Webelos den.
- Have 50 percent or more of your Webelos den members subscribe to *Boys' Life* magazine.
- Take leadership in planning and conducting two Webelos overnight campouts or other outdoor den activities each year.
- Assist in planning and conducting a Webelos den/Boy Scout troop joint activity.
- Take leadership in planning and conducting a Webelos den service project.
- Conduct at least three Webelos den meetings per month, 9 months per year or an optional meeting plan approved by the pack.
- Participate with your den in a Webelos day camp or resident camp experience.

Approved by

Pack committee chairman or Cubmaster Date

CUB SCOUTER AWARD

TRAINING

- Complete Fast Start training, if available for your position.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow or attend at least four roundtables.

Approved by

Pack committee chairman, Cubmaster, commissioner, or other appropriate person Date

TENURE

Complete 2 years as a registered adult leader in Cub Scouting in a pack, or in a district or council Cub Scouting position.

Dates of Service

From _____ To _____

From _____ To _____

Approved by

Pack committee chairman, Cubmaster, commissioner, or other appropriate person Date

PERFORMANCE

Do five of the following:

- Assist in planning a pack program that results in advancement in rank by a minimum of 50 percent of pack members each year.
- Serve as an adult leader related to a pack that earns the National Quality Unit Award.
- Serve as leader of a blue and gold dinner, pinewood derby, space derby, raingutter regatta, field day, picnic, or other Cub Scout activity.
- Give leadership to a promotional effort that results in at least 60 percent of pack members subscribing to *Boys' Life* magazine.
- Give leadership to planning and organizing Tiger Cub groups in at least 50 percent of the Cub Scout packs in the district or council.
- Conduct Tiger Cub group coach training in the district or council.
- Graduate at least 60 percent of the Tiger Cubs in the district or council into Cub Scouting as registered Cub Scouts.
- Develop or update a Tiger Cub activity book listing places to go, things to do, costs, distances, etc., locally for each big idea.
- Give leadership to planning and conducting a pack service project.
- Organize participation of a pack in the Cub Scout sports program.
- Help with two annual unit or district Sustaining Membership Enrollments.
- Help organize or reorganize a Cub Scout pack.
- Serve as a district or council Cub Scout leader trainer.
- Serve as a leader of a Cub Scout day camp or resident camp.

Approved by

Pack committee chairman, Cubmaster, commissioner, or other appropriate person Date

41-
Train 5

CODE OF ETHICS FOR VOLUNTEERS

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

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

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give, but no more. I realize that I must live up to my promises and, therefore, will be careful that my agreement is so simple and clear that it cannot be misunderstood.

I believe that my attitude toward volunteer work should be professional, that I have an obligation to my work, to those who direct it, to my colleagues, to those for whom it is done, and to the public.

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

6 Train
Pace

Lord Baden-Powell's Farewell Message

This letter was found among Baden-Powell's papers after his death January 8, 1941.

Dear Scouts,

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

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

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

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

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

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

Your Friend
Baden-Powell

Strain 7

WORLD-WIDE SPIRIT OF SCOUTING

A KOREAN LEGEND

This is a legend about a native warrior who died and went to heaven.

"Before I enter," he said to the gatekeeper, "I would like you to take me on a tour of hell."

The gatekeeper found a guide to take the warrior to hell. When he got there he was astonished to see a great table piled high with the choicest foods. But the people in hell were starving. The warrior turned to his guide and raised his eyebrows.

"It's this way," the guide explained. "Everybody who comes here is given a pair of chopsticks five feet long, and is required to hold them at the end to eat. But you just can't eat with chopsticks five feet long if you hold them at the end. Look at them. They miss their mouths every time, see?"

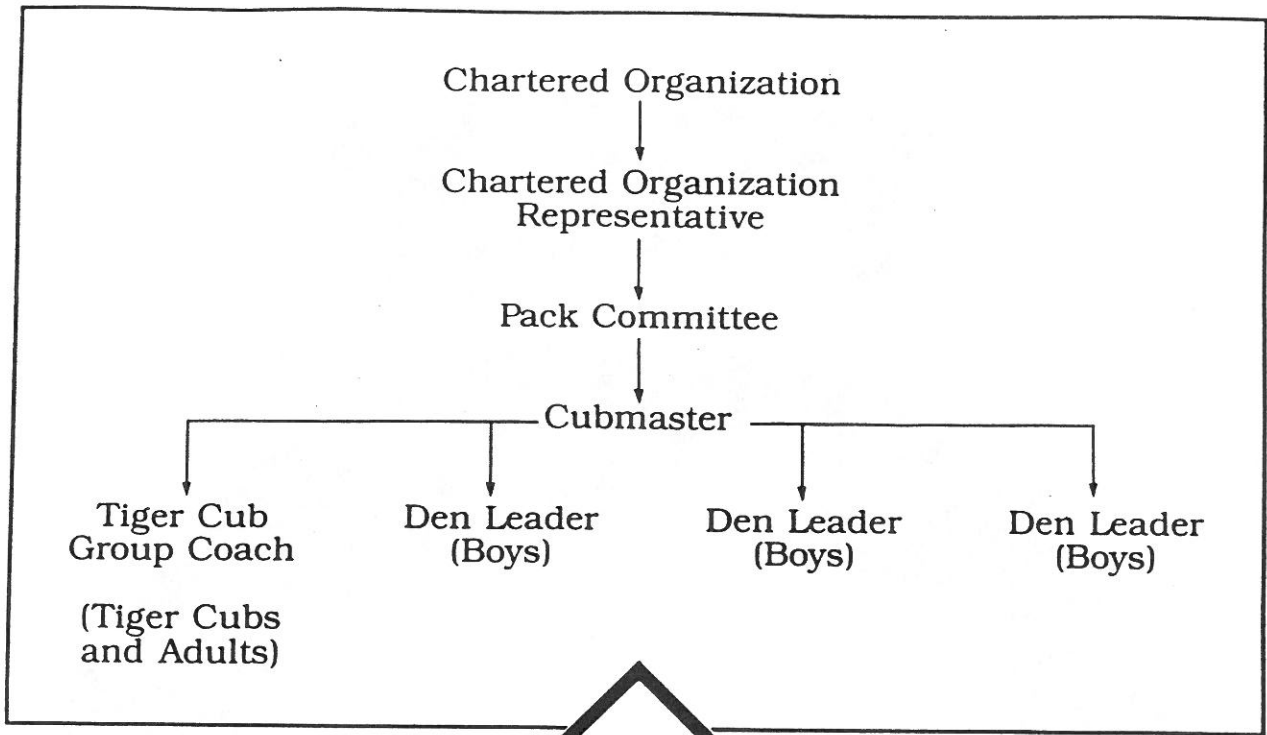
The visitor agreed that this was hell indeed and asked to be taken back to heaven post-haste. In heaven, to his surprise, he saw a similar table laden with very choice foods. But the people were happy - they look radiantly happy.

The visitor turned to the guide. "No chopsticks, I suppose?" he said.

"Oh yes," said the guide, "they have the same chopsticks, the same length, and they must be held at the end just as in hell. But you see, these people have learned that if a man feeds his neighbor, his neighbor will feed him also."

PACK
ADMINISTRATION



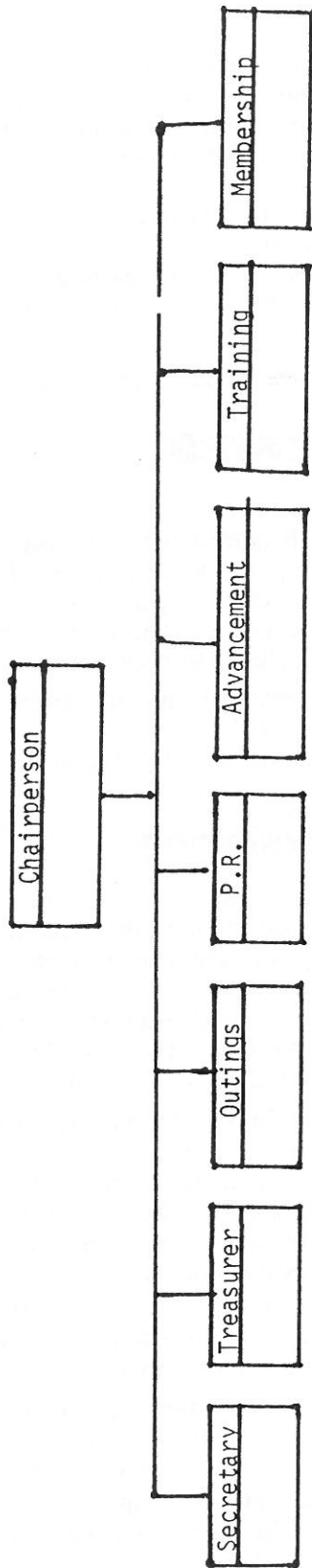


Pack Adm 1

PACK COMMITTEE ORGANIZATION CHART

Pack _____
 Sponsor _____
 Unit Commissioner _____

Pack Adm 2



JOB DESCRIPTIONS - COMMITTEE

1. Chairperson.....
 Presides at Pack Committee Meetings. Works closely with the Scouting Coordinator. Supervises Committee operation. Sees that new dens are formed as needed.
2. Secretary.....
 Keeps concise minutes of meetings. Sends notices.
3. Treasurer.....
 Sets up and supervises operation of the budget plan. Responsible for Pack money.
4. Outings.....
 Works with Cubmaster in planning outdoor activities. Sets up and supervises transportation.
5. P.R.....
 Sees that Pack is recognized in publicity releases. Promotes attendance at Pack functions. Responsible for welcoming parents, Cubs, and guests to all Pack Meetings.
6. Advancement.....
 Responsible for monthly achievement reports. Responsible for informing Den Mothers and Pack Leaders of Advancement procedures to insure well-rounded program.
7. Training.....
 Sees that all leaders take advantage of available training. Responsible for having all program helps available for use of the Pack.
8. Membership.....
 Helps every available boy to join and keeps every current member in the Pack. Determines the number of boys available. Sees that all new boys are invited. Conducts an Open House - a welcome new parents program. Finds out why boys are leaving the Pack (if they are). Works closely with boys and parents to see that they go into the Webelos Den. Works closely with Troop leaders to see that boys graduate into the Troop. Oversees annual charter renewal procedure, including boy and adult registration, charter review meeting, and formal charter presentation.

Your Son, Scouting, and You

As a parent, you want your son to grow up to be a person of worth, a self-reliant, dependable, and caring individual. Scouting has these same goals in mind for him. Since 1910 we've been weaving lifetime values into fun and educational activities designed to assist parents in strengthening character, developing good citizenship, and enhancing physical fitness in youth.

These values help your son make good decisions throughout his lifetime and give him confidence as he becomes an adult leader of tomorrow.

With all the negative influences in today's society, Scouting provides your son with a positive peer group and a program that is fun and adventurous and helps him to "be prepared" to shape his own future.

The Programs

When your son graduates from Cub Scouting, there is more in store for him. Boy Scouting, Varsity Scouting, and Exploring are awaiting him as he grows older.

Boy Scouting

- A troop- and patrol-centered program for boys in sixth grade through senior high school designed to build and foster lifetime skills.
- Program builds self-esteem, self-reliance, and self-respect through a blend of outdoor experiences, educational and instructional skills, recognition, value building, and fun.
- Among the activities offered are: more than 120 hobby and career skills available through the merit badge program, year-round camping and outside activities, an honor camping society, recognition, leadership training, service projects, and special events.
- Boys and adult leaders meet weekly as a troop, monthly for an overnight or weekend campout, or other outdoor activities.

Varsity Scouting

- A program for young men, 14 through 17 years old, built around five program areas of emphasis and a team-coach approach.

- Program areas of emphasis include: sports, advancement, high adventure activities, personal development, and service. Special programs and events related to those areas are also available.
- Boys and adult leaders generally meet weekly for regular team activities and monthly for special activities.

Exploring

- A unique and flexible program for both young men and women, 14 through 20 years old, that provides career and lifetime avocational opportunities through a partnership with business, industry, law enforcement agencies, business associations, churches, and community organizations.
- Special-interest Exploring groups, called posts, expose young people to more than 100 career fields and avocational interests including: finance, law, journalism, law enforcement, emergency medical assistance, computer programming, photography, scuba diving, and numerous high-adventure activities. Posts generally meet twice a month.
- Career Awareness Exploring provides teens a look at specific career fields through a series of career seminars coordinated through their high schools and held during school time.



Tiger Cubs, BSA, Motto: Search, Discover, Share

Tiger Cubs, BSA, is a 1-year program for first-grade boys. Each boy participates with a parent (or another adult family member) in family-oriented activities. These include things from family camping to preparing for emergencies.

The time you and your son spend in Tiger Cubs is meant to be fun, a chance to get to know one another better, and do things with your family as well as other members of the Tiger Cub group whom you see at monthly meetings.

Cub Scout Motto: Do Your Best

Cub Scouting is a home- and neighborhood-centered program designed to support family life for boys in second through fifth grades. Each Cub Scout learns to respect his home, country, God, and other people. The program also helps boys this age to

- Learn new physical skills through sports, crafts, and games.
- Learn how to get along with others through group activities.
- Develop new mental skills such as writing and calculating.
- Develop personal independence.

In a society where your son is often taught that winning is everything, Cub Scouting teaches him to "do his best" and be helpful to others as expressed in the Cub Scout Promise.

A Cub Scout den provides your son with a group of boys his own age in which he can earn status and recognition. In the den, he will also gain a sense of personal achievement for the new skills he learns.

How Can You Help?

Scouting operates through volunteer leadership. Volunteer unit leaders are an example of Scouting's principle of service to others. Naturally, parents are a primary source of leaders in the Scouting program. You volunteer not only to serve Scouting, but also to serve your son and his friends, and to have the chance to be a positive influence on the youth in your community.

What Do You Receive in Return?

Being a leader is fun, challenging, and rewarding. Leaders find that their experiences help them to become better parents. The following are some of the many dividends that will enrich your life as you dedicate your time, talent, and enthusiasm to Scouting:

- Fun and fellowship with other families, sharing your pride in the boys' accomplishments
- The privilege of helping to enrich and strengthen families
- A chance to help boys learn good citizenship and to help shape them into men who have strength of character and are sensitive to the needs of others
- The opportunity to help make a difference in the lives of boys as they grow strong in mind and body
- A code to live by which will set a worthwhile example for both boys and adults
- The satisfaction of being a member of a worldwide movement, and pride in being publicly identified as a part of this organization—wearing the Scouting uniform is a visible means of showing you believe in and stand up for the ideals and objectives of the Boy Scouts of America

Back Adm #

Cub Scouting

1 Your Boy Is a Member of a Den

- A. A den has 4 to 8 boys.
- B. The den meets once a week.
- C. The den is led by a den leader (usually a parent).
- D. The den leader is usually assisted by an assistant den leader, a den chief (an older Boy Scout), and a denner (a Cub Scout elected by den members).
- E. Den meetings have games, crafts, stunts, songs, ceremonies, and lots of fun.



2 Your Boy Is a Member of a Pack

- A. A pack is made up of several dens.
- B. The pack meets once a month—all Cub Scout families attend.
- C. The monthly pack meeting is led by the Cubmaster.
- D. The pack meeting is the climax of the month's den meetings and activities.
- E. Pack meetings have games, skits, stunts, songs, ceremonies, and presentations of badges that the boys earned that month.

3 The Pack Is Run by the Pack Committee

- A. The pack committee is made up of a group of qualified adults appointed by the chartered organization to administer the program of the pack. Usually the committee members, as well as other pack leaders, are parents of boys in the pack.
- B. The committee meets once a month.
- C. The committee is led by a committee chairman and the Cubmaster.
- D. The committee plans den and pack meetings around the monthly theme.

Pack Adv 5

- E. The committee selects leaders, performs recordkeeping, manages pack finances, orders badges, maintains pack equipment, helps train leaders, and recognizes leaders.

4 The Pack Is Owned by the Chartered Organization

- A. Chartered organizations include schools, parent-school associations, religious organizations, service clubs, and other groups interested in youth.
- B. The chartered organization approves leaders, provides a meeting place, and operates packs within the guidelines and policies of the chartered organization and the Boy Scouts of America.
- C. The chartered organization selects a chartered organization representative who serves as a liaison between the pack and organization.



The Advancement Plan

The responsibility for a boy's advancement in Cub Scouting lies with the family and not with the pack. Some advancement requirements are done at den meetings, but most are completed at home with the family.

Teachers and educational authorities alike have long known the benefits of visual demonstrations. Learning occurs faster and easier when the student sees the lesson being performed in addition to reading about it in a book.

Now you can give your Cub Scout this "visual advantage" with the all-new Cub Scout Video Library. Fully approved and endorsed by the Boy Scouts of America, this video series incorporates imaginative animation, computer graphics, and live action to entertain and teach your youngsters the important techniques and values of Cub Scouting. Three videos, *Bobcat/Wolf*, *Bear*, and *Webelos* are available through your local council service center.

Note: This advancement is for Cub Scouts and Webelos Scouts. Tiger Cubs do not have a formal advancement plan. They earn immediate recognition for activities through stickers and iron-on Tiger Tracks.



Bobcat

All boys, regardless of age, earn the Bobcat badge first by learning the Cub Scout Promise, Law of the Pack, handshake, salute, sign, motto, and the meaning of "Webelos." After receiving the Bobcat badge, the boy works on requirements based on his grade or age.



Wolf

A Cub Scout who has completed first grade (or is age 8), works on 12 achievements to earn the Wolf badge.

Pack Adm 6



Bear

A Cub Scout who has completed second grade (or is age 9), completes 12 of 24 achievements to earn the Bear badge.

After he earns his Wolf or Bear badge, a boy may work on electives in different interest areas until he is old enough to begin work on the next rank. For every 10 electives a boy completes, he earns an Arrow Point. A boy may earn as many Arrow Points as he wishes.



Webelos Scouts

When a Cub Scout has completed the third grade (or becomes 10 years old), he transfers to a Webelos den, led by an adult Webelos leader. The boy works on requirements for the Webelos badge, 20 activity badges, and the Arrow of Light Award (the highest award in Cub Scouting) which prepares him for Boy Scouting.



When a boy earns the Arrow of Light or reaches 11 years of age or completes the fifth grade, he may graduate from Cub Scouting to Boy Scouting at an impressive graduation ceremony. We aim to graduate every Cub Scout into Boy Scouting.

Pack Adm 7

Special Activities



- ★ **Good Turn**—This is a pack service project to benefit the community.

- ★ **Pinewood derby**—Parent and son work together to build a gravity-powered miniature race car from a special kit. Most packs conduct the derby races annually.



- ★ **Resident camp**—Resident camping is a theme-oriented outdoor program of 2 or more nights. Outdoor program events include: Showmanship, Sportsmanship, Craftsmanship, Waterfront, Fitness, Camp Craft, and Nature.

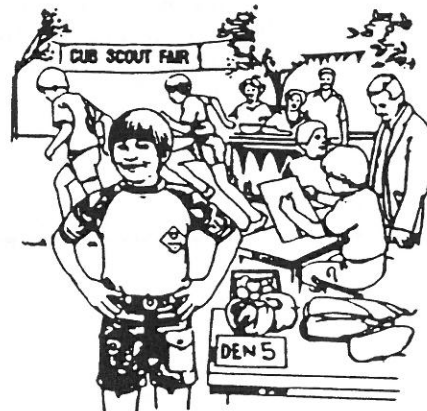


- ★ **Blue and gold banquet**—This is a birthday party for your Cub Scout pack usually held in February. Most often it is a seated dinner, but sometimes it is a covered-dish supper. A special program or entertainment is customary.



- ★ **Boys' Life magazine**—This magazine for boys and adults has interesting features on Scouting, sports, hobbies, magic, science, and U.S. history. There are also jokes, comics, and short stories. The price is \$7.80 per year for members.

- ★ **Day camp**—Day camp is an exciting summertime activity that includes archery, BB guns, crafts, games, sports, songs, and skits. This 1- to 5-day program, conducted under certified leadership, is held on an approved site during daylight hours. Cub Scout day camp is an excellent way to introduce youth to the outdoors and teach them new skills. It also helps strengthen the pack's summer program.





You Are Not Alone

- *Cub Scout and Webelos Scout Program Helps* contains meeting plans for dens and packs and shows you how to do crafts and games. All leaders working with Cub Scouts or Webelos Scouts receive *Program Helps* in *Scouting* magazine.
- Most packs have a pack library that contains the leader books you need and Fast Start training videotapes and viewer guides designed to help you do your job.
- Monthly roundtable meetings for all adult Cub Scout volunteers are held. Participants receive help with crafts, games, skits, and songs for use at den and pack meetings. It's a great place to ask questions and share ideas.
- Your district has a volunteer crew called the district committee that performs quality districtwide programs that youth can participate in.
- Your district has another volunteer crew called the commissioner staff. Individuals on the staff serve as the sales and service crew. They check on the health of your pack and are a communications link between your pack and the Scouting organization.
- Your district has basic leader training available. All leaders need training! The district will also help you with Fast Start training.
- Each district is served by a full-time district executive.
- Staff members at the local council service center can help or put you in touch with someone who can help you succeed.

Pack Adm 9

Pack Leadership Structure

Program positions in the pack are held by adults who work directly with the boys and organize the actual programs they participate in.

My son's den leader is _____
Phone _____
My son's den meets _____ at _____
<small>Day</small> <small>Time</small>
Location _____

Our pack meets _____ at _____
<small>Day</small> <small>Time</small>
Location _____

My son's Cubmaster is _____
Phone _____

Den Leader(s)

Leads the den at weekly den meetings and monthly pack meetings. Attends the monthly pack leaders' meeting and monthly roundtable meeting.



Cubmaster

Helps plan and carry out the pack program with the help of the pack committee. Emcees monthly pack meeting, and attends pack leaders' meeting and monthly roundtable meeting.



Den Leader Coach

Meets with den leaders monthly to plan pack program with the help of the pack committee. Attends pack meeting, pack committee meetings, and roundtable meetings. The Cubmaster may perform this function in a small pack.

Pack Adm 10

Tiger Cub Group Coach

Helps the pack's Tiger Cub group(s) stay active and participate with the pack.



Pack Committee

Pack committee members perform the administrative functions of the pack.



Committee Chairman

Presides at all pack leader meetings. Helps recruit adult leaders. Also attends pack meeting and round-table meetings.



Secretary/Treasurer

Keeps all records for the pack, including pack bank account, financial records, etc. Attends pack meetings and pack committee meetings.



Advancement Member

Maintains advancement records. Orders and obtains all badges and insignia. Attends pack meetings and pack committee meetings.



Parent Helpers

Function chairman positions are auxiliary to the pack committee and perform "one shot" program jobs such as coordinating pack participation in sales events. Scouting for Food, pack Good Turn, pinewood derby, blue and gold banquet, Scoutingorama, pack graduation, and day camp. These jobs are of short duration.



Pack Adm 11

Functional Positions

The following positions all need to be filled for the pack to have a successful year. Would you please indicate your first four choices of service for this coming year? Some of these positions are short-term and others are for the entire year. Each parent should be willing to assist if this program is to work. (This sheet should be turned in tonight.)



- | | |
|--|---|
| <input type="checkbox"/> Pack parents' committee | <input type="checkbox"/> Cub Scout day camp coordinator |
| <input type="checkbox"/> Pack songleader | <input type="checkbox"/> Cub Scout day camp leader |
| <input type="checkbox"/> Sales committee | <input type="checkbox"/> Den leader or assistant den leader |
| <input type="checkbox"/> Sustaining membership enrollment campaign | <input type="checkbox"/> Tiger Cub group coach |
| <input type="checkbox"/> Awards committee | <input type="checkbox"/> Pack Christmas party committee |
| <input type="checkbox"/> Pinewood derby committee | <input type="checkbox"/> Pack sports program committee |
| <input type="checkbox"/> Scouting for Food drive (Good Turn) | <input type="checkbox"/> Special events committee |
| <input type="checkbox"/> Blue and gold banquet | <input type="checkbox"/> Webelos den leader or assistant den leader |
| <input type="checkbox"/> Cubmaster/assistant Cubmaster | <input type="checkbox"/> Telephone committee |
| <input type="checkbox"/> Scoutorama committee | <input type="checkbox"/> Other (Specify) _____ |

Hobbies _____

Sports interests _____

Job _____ Work shift _____

I have a truck _____ van _____ trailer _____ station wagon _____

I have a workshop _____

Parent's name _____

Cub Scout's name _____ Grade _____

Phone number _____

Pack Adm 12

A GUIDE TO SELECTING

Selecting volunteers can be a rewarding experience and is an important task for the Scouting movement. It is a personal thing. There are certain principles to follow, but maintain your own style or personality during the process. This guide has been prepared to give you successful methods to select, approach, and research your potential volunteers.

SELECTING STEPS

1. Define the responsibilities of the position.
2. Prepare written position descriptions.
3. Prior to the first contact, know the individual's interests, abilities, and what motivates him/her.
4. Match individual's interest and abilities with specific positions.
5. Make an appointment and select an appropriate setting for the interview.
6. With another volunteer, conduct a personal interview.
7. Secure an on-the-spot commitment if possible. Otherwise, keep the door open for a later decision.
8. If unable to secure a commitment, arrange another visit within 3 days.
9. After acceptance, formally acknowledge the commitment with a letter and introductions at meetings and with appropriate news releases.
10. Invite the candidate to the next meeting.
11. Follow up within a week or two with specific assignment and orientation.

Motivation

Why do people volunteer? What human chemistry is necessary to selecting and motivating volunteers? If Scouting is to grow and prosper, we must learn and utilize those human relations techniques known to motivate people to volunteer. What are these motives? They are a mixture of altruism and self-interest. Both are valid.

The altruistic feelings include:

- Helping youth grow into useful citizens
- Guiding the spiritual growth of youth
- Trying to improve society
- Doing something for a cause
- Furthering the objectives of one's business or organization.

A volunteer's motives of self-interest include:

- Belonging to a group, being part of a team
- Social acceptance for supporting youth work
- Developing and improving personal skills
- Making new friends. Associating with the kinds of people not normally found in one's career or community life

- Fun and fellowship
- Recognition. Many people are not satisfied with their career and seek fulfillment through youth work
- Supporting one's sons or daughters in youth groups
- Identification with young adults.

Understanding why people volunteer to give their time, interest, and resources is essential to an intelligent approach to building and leading a volunteer team. Scouting has a long history of selecting volunteers. It also has suffered the loss of some competent volunteers after a short association with the Boy Scouts of America. Why? The following information is offered:

Why People Volunteer

- They have or have had children in Scouting.
- Their parents were active in Scouting.
- They were Scouts as youths . . . and attained higher ranks.
- They attended Scout camp as a boy.
- They hold volunteer positions in other organizations.
- They are interested in social and business contacts.
- They yield to peer pressure or job pressure.
- They receive personal recognition.

Why They Stay

- They appreciate Scouting's role in their son's/daughter's education.
- There were given proper orientation.
- They had adequate training.
- They enjoy the opportunity for community service.
- They enjoy the social contacts that Scouting offers.
- They enjoy fellowship with other Scouters.
- They received recognition for their service.

Why They Leave

- They were not given specific assignments.
- They had no orientation.
- They were not given sufficient responsibility.
- Because of job relocation.
- There were family pressures.
- There was a lack of training.
- Their child left the program.
- There was poor communication with the volunteer chairman.
- There was a lack of recognition.
- There was a lack of personal satisfaction.

HOW TO MOTIVATE SCOUT LEADERS

1. ENTHUSIASTIC ATMOSPHERE

- A. Environment at Roundtables and Training Courses - cheerful, welcoming, friendly.
Let the individual know he/she is a person of value.
- B. Standard Meetings - same dates, location and length.
- C. Adhere to meeting agenda - control the group but do not stifle.
- D. Believe in program.
- E. Desire to do better.

2. MOTIVATE THROUGH COMPETITION

- Pack vs. Pack; District vs. District; Council vs. Council.
- Compete vs. own previous record - to do better.

3. MOTIVATE THROUGH FELLOWSHIP

- A. This will provide a sense of unity.
- B. Know and use the resources of the group.
 - a. Develop a profile on each leader.
 - b. Determine strengths of the group.
 - c. Use the leaders as resources.
 - d. Design jobs that are interesting and challenging enough to hold the leaders.
- C. Know the needs and characteristics of the group.
 - a. Find a person's weakness and match it with one of strength.
 - b. Design program to make match happen.
 - c. Fulfill needs for affiliation.
- D. Develop capability of the group.

4. MOTIVATE THROUGH TRAINING

- A. This makes leaders comfortable in their jobs.
- B. Keep abreast of new and upcoming literature in the program.
- C. Belief in Program.
- D. Give opportunity to develop new and old.
- E. Gain self-awareness and self-esteem.

5. MOTIVATE THROUGH SETTING OF GOALS

- A. Goals must be realistic.
- B. Goals must be challenging.
- C. Goals must be ones you can evaluate.
- D. Goals must be ones you can attain.
- E. Commitment to ideals.

6. MOTIVATE THROUGH LEADERS' ABILITIES

- A. Planned Participation.
- B. Know and use resources of the group.
- C. Proper placement of the right person for the right job.
- D. Allow for personal growth - achievement.

7. MOTIVATE THROUGH NOVEL IDEAS

- A. Make Roundtable the place to get program material.
- B. Make practical items that unit leaders can use commonplace at roundtables.
- C. Use unit leaders to put on the program.
- D. Emphasize action and doing rather than sitting and listening.
- E. Establish a suggestion box and encourage the use of it.

8. PROGRAM VARIETY

- A. Involve many leaders.
- B. Use some activity that involves all participants.
- C. Emphasize action.
- D. Do not do anything someone else could do as well or better. Have them do it.
- E. Plan and assign early.
- F. Use suggestion box.
- G. Be open to new ideas - just because it has not been done before does not mean it won't work. Try new ideas.

9. MOTIVATE THROUGH INCENTIVES AND RECOGNITION

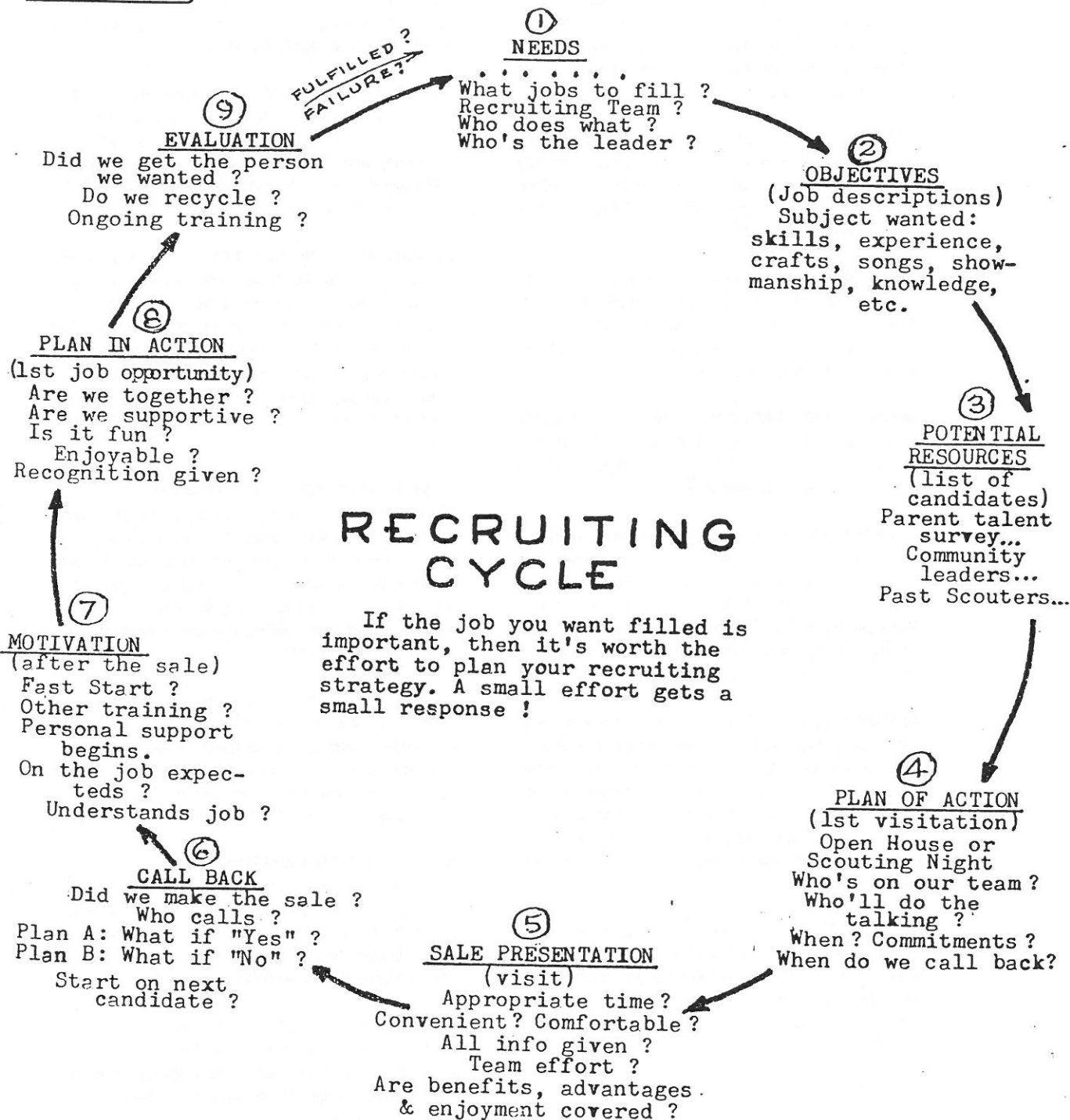
- A. Provide good publicity.
- B. Recognize staff - you cannot do without them - compliment them.
- C. Recognize attendance.
- D. If all else fails be creative.

Let us not forget the ever-present motivator - **BY EXAMPLE** .

Leaders watch what you do - so watch what you do!

The number 1 turnoff = "Don't do as I do, do as I say."

Your example must turn them on.



HELP WANTED
PACK 000

COMMITTEE CHAIRMAN: Presides at monthly pack committee meetings. Coordinates monthly district roundtable attendance with cub master and den leader coach. Ensures Pack re-chartering takes place on time (in April). Training available. No experience necessary.

CUBMASTER: Presides at monthly Pack meetings. Serves on pack committee. Coordinates monthly district roundtable attendance with committee chairman and den leader coach. Training available. No experience necessary.

ASSISTANT CUBMASTER: Serves as backup to the cub master and assists at pack meetings. Presides at Pack meetings if cub master is unable to attend. Serves on the Pack committee. Training available. No experience necessary.

MEMBERSHIP PERSON: Keep the pack's membership records. Help with join scouting nights in September and April. No experience is necessary. Training available.

TREASURER: Keep the pack's financial records. Member of Pack Committee. Coordinate with committee chairman to establish pack budget. Status reports given at monthly committee meetings. Receives pack funds from various events. Makes appropriate payments and keeps checking account in order. Training available.

ADVANCEMENT PERSON: Monitor advancement progress of boys in conjunction with den leaders. Consolidate awards and buy (with pack funds) advancement items from the Scout Shop (you can call in orders) in a timely manner. Need to keep good records and get awards ready for Pack Meetings. Prior experience necessary. Training available.

DEN LEADER COACH: Person having an ability to work with adults (den leaders) and coordinate their activities is needed. Creative ideas for solutions to all sorts of situations needed. Prior experience as den leader needed to do job effectively. Training available.

DEN LEADER: No experience necessary. Ability to have fun with 7 and 8 year old boys needed. Must have good sense of humor. Training available. Much help is available for the asking.

WEBELOS DEN LEADER: No experience needed. Ability to have fun with 9 and 10 year old boys needed. Must be willing to try new adventures (like camping) with the boys. A good sense of humor is necessary. Training available (including training for camping). Much help is available for the asking.

ASSISTANT DEN LEADER: No experience necessary. Help den leader with weekly activities. Necessary for the dens to operate because of the two-deep leadership requirement. Must have a good sense of humor. Teaming up with another parent and sharing the position is desirable (so one can miss a meeting). Must be willing step in and run a meeting if den leader is unavailable. Training available.

ASSISTANT WEBELOS DEN LEADER: No experience necessary. Must be willing to help leader try new weekly adventures with the boys. A good sense of humor is needed. Necessary for den to operate because of two-deep leadership requirements. Training available. Teaming up with another parent and sharing the job is desirable (so one can miss a meeting).

PINEWOOD DERBY COORDINATOR: No experience necessary. Duties include ensuring place is reserved, setting up race track, scheduling races, and running the race on race day. Coordinates with advancement person to obtain awards. Event is held in January. File of old Derby information available.

BLUE-GOLD COORDINATOR: Duties include ensuring place is reserved (Sept.-Oct.), program established, brochure printed, menu established, entertainment scheduled, honored guests invited. File is available for help. Banquet is held in February. No experience necessary.

POPCORN CHAIRMAN: Organizes the popcorn sales for the pack. Boys sell for one week in December. Picks up popcorn and delivers it to the den leaders. Orders prizes and picks them up for delivery to den leaders.

Pack 18

GARAGE SALE COORDINATOR: Plan and coordinate the annual yard sale for the pack in the fall. No experience is needed.

SUMMER PHYSICAL FITNESS COORDINATOR: Ensures place is reserved by January. Schedules events, ensures availability of judges.

Makes sure equipment is set up, and that events are run and scored. Buys (with pack funds) charcoal for picnic. Coordinates with advancement person to order awards. Ensures that event is publicized. Takes place in August. No experience necessary.

POOL PARTY COORDINATOR: Ensure pool is reserved. Coordinate with pool manager to ensure sufficient lifeguards are on duty. Ensures event is publicized and that dens know what to bring. No experience necessary.

TIGER CUB GROUP COACH: Person having the ability to work with six year old boys. Duties include coordinating their monthly activities and helping them graduate into the pack. No experience necessary. Training will be provided.

THE PACK COMMITTEE

The Pack Committee is much like the legislative branch of government--it makes the laws or policies to be followed by the pack. Here are a few hints for effective committee management:

1. Organize the Pack - See that each pack leader understands his responsibility and authority. Try to understand how the pack fits into the total Cub Scout picture. Make sure that proper equipment and materials are available for use by the pack leaders.
2. Plan - Design the total pack program at the annual Pack Planning Conference. Make effective use of your resources, especially people. Use a written plan, one which includes manpower and material needs. Schedule regular monthly meetings of the following groups:
 - a. Cubmaster (and assistant cubmasters) and den chiefs,
 - b. the pack committee,
 - c. Den Leader Coach and Den Leaders.Set realistic goals for the pack. Plan for a recruitment program. Assist the Cubmaster in planning advancement and graduation programs with meaningful ceremonies. Conduct a goodwill project each year.
3. Communicate - Encourage leaders and parents to express their ideas and criticisms. Keep informed of what pack leaders think and how they feel about the pack. Listen with understanding and empathy. Keep the pack leaders informed of changes in procedures and plans. Make the most effective use of your meeting time.
4. Establish Proper Relationships - Encourage cooperation between leaders and chartered organization. Encourage cooperation with district and council personnel. Be enthusiastic in all you do and support the pack leaders. Be a good role model to the boys.
5. Evaluate - Are the boys advancing at the proper rate? Evaluate the programs and activities of the pack continually against the predetermined goals. Use your evaluation as a basis for future planning. Utilize the Ten Tests of Successful Packs.
6. Develop Your Leadership - Are you two-deep in all leadership positions? If so, are all leaders properly trained? If so, is their training continuing, such as attending monthly Roundtables, POW WOWs, etc.? Keep the pack leaders informed of opportunities for learning experiences and continued development.

MEMBERSHIP IN THE PACK COMMITTEE

Often units fail because the committee fails, and units succeed because they have good committees. Any committee can be a good committee. Thought, planning, and effort are required, such as:

1. Know Your Parents - As soon as a new family joins your unit, introduce them to the committee members. Use the Parent-Talent Survey sheet (available from the Scout Service Center) to find out about employment, hobbies, Scouting background, camping equipment and other resources. Have every parent complete one. Keep them available and refer to them frequently.
2. Find the Best Recruiter in the Unit - Find the person who knows many of the parents. Let him convince other people they are needed.
3. Get Everyone Involved - Give each committee member a job. This will dramatically increase their interest in the unit. However, continue recruiting even though the key jobs are filled.
4. Make Sure Each Person Knows His Job - This requires training, by whatever method. The Boy Scouts of America has publications covering almost every job.
5. Recruit Two-deep Leadership - Help every leader find an assistant, preferably someone whose son is younger than his own.
6. Hold Regular Meetings - Check your unit, district and council calendars for possible conflicts. Then set up a regular monthly committee meeting...same day, same time, same place.
7. Appreciate the Value of Everyone's Time - Be prepared! Have a printed agenda for every meeting. Dispense with unnecessary reports.
8. Communicate - Try to call each member once a month to see how things are going. This is a built-in early warning system for problems which need attention. Send a reminder of each committee meeting.
9. Create a Friendly Atmosphere - Treat each person on the committee as if he were a good friend, and soon he will be.
10. Appreciate a Job Well Done - It is impossible to wear out the phrase, "Thank You". Use it often. Come up with special awards for special occasions.

These are a few suggestions to improve membership in your pack committee. Try them, allow time to see the results.

Pack 21

PLANNING A SUCCESSFUL PACK MEETING

THE PACK MEETING IS THE CENTRAL ACTIVITY FOR THE PACK EACH MONTH. FANTASTIC MONTHLY MEETINGS CAN MAKE A GOOD PACK GREAT. POOR MEETINGS THAT ARE ILL-PLANNED AND DISORGANIZED CAN START A PACK ON A DIFFICULT PATH. THIS CAN LEAD TO; BOYS BECOMING DISINTERESTED, NON-SUPPORT FROM PARENTS AND FINALLY FAMILIES DROPPING OUT.

OUR AIM IN THIS SESSION IS HELPING YOU HAVE THE TYPE OF MEETING THAT MAKES THE BOYS AND PARENTS LOOK FORWARD TO THE NEXT MEETING AND MAKING YOUR JOBS EASIER BY IDENTIFYING THE PROCESS TO AN EFFECTIVE MEETING AND ENTHUSIASTIC PROGRAM.

JOHN REX	259-8264	(E-MAIL - JOHN7W5@AOL.COM)
JOE DRABIK	623-0161	
JIM CURRAN	626-4109	

TIPS, HINTS, SUGGESTIONS ON MAKING YOUR PACK MEETING THE BEST MEETING!



1. As Cubmaster, at the Pack meeting, you have one duty - to act as master of ceremonies and keep the meeting flowing, except for taking part in advancement ceremonies, all other activities should be lead by someone else. Delegate responsibilities to Committee people, Assistant Cubmasters, Den and Webelos leaders and Den Chiefs.

2. B.S.A does not stand for Babysitters of America. Expect/Require a responsible adult to be with each Cub. This may be mom or dad, grandmom or granddad, aunt or uncle, a friend of the family or a brother or sister. Any or all of the above may attend. Most people have never thought of having a relative other then mom or dad at a meeting.



BOY SCOUTS OF AMERICA

3. FOLLOW THE PROGRAM! Program helps are sent to each registered leader, Roundtable is a great source of help. All leaders should be trained! One of the sad things that is sometimes heard is that a leader is getting worn out trying to continuously come up with ideas to keep the boys occupied. The scouting program presents more than enough ideas in all parts of the program so that no one will ever run out of things to do. If the whole pack follows the same program, it becomes easier for everyone.



3. Make sure to have a detailed, well-planned, written agenda. This will help you remember to cover everything you want, without you standing up front of everyone and taking that 15 - 20 second pause wondering what to do. As soon as there is any "dead" time the boys AND parents will fill it up and then you start playing the "SIGNS UP" game. Make sure that all adults leading part of the meeting have a copy of the agenda so that they will be ready when it's their turn so that you don't have to fill in time while they get ready.

4. Open and close the meeting on time! If you bill the meeting as starting at 7:30 but don't start until 7:45 because "everyone is not there" then everyone knows that they can come 15 minutes late and not miss anything. When you decide on a starting time include time for a preopener and gathering time so that you can start you meeting precisely when you want to. Close the meeting on time! If you say the meeting will be over at 9:00 make it so. Nothing is going to upset parents more then running late, besides in most cases the cubs are going to have school the next day.

Between 1¼ and 1½ hours is good time frame depending on the size of your pack..



5. Have a greeting committee to welcome people as they arrive. Make sure all adults feel part of the group. This will make them want to get involved and not think that everything is run by the "clique". Don't let a first time adult go home without anyone talking to them.

6. The pack meeting is a showcase of what the cub has done in the past month. Most of the meeting should be the dens taking a part; a ceremony (opening or closing), a skit, a song, a cheer, or some form of service. An easy way of making sure each den has a part in the meeting is to have a portion the meeting set apart for "den reports". Have a cub give a short recap on an activity the den did the past month.

7. Check your seating arrangements. Make sure all cubs can see! If you have your Tiger Cubs in the 3rd or 4th row they won't be able to see, will lose interest, and will start to amuse themselves. Try a semi-circle or horseshoe arrangement. Sit by dens! Have the parents sit behind their cubs.



8. Have an adequate, clean, safe place to meet. It should be big enough for everyone to be comfortable, but not cavernous. A room for a pack of 10 cubs may not work if the Pack grows to 50 cubs. You should not have to post an adult in front of an electrical or plumbing problem or have a part of the room "out of bounds" because of an unsafe condition.

9. Each den should have a good display ideally with something contributed by each cub.

10. HAVE FUN! Have fun and show it! Play games, sing songs, have skits and stunts. Alternate fun and serious events.



11. Have all equipment and materials on hand before the meeting starts. This prevents the "I need to run out to my car for a minute".

12. All Cub Scouts, Webelos, and leaders should be in uniform. This helps everyone identify the leaders and reinforces the feeling of belonging for the Cubs.



13. An impressive opening ceremony can be all that's required to captivate everyone's attention for the whole meeting.

14. Well conducted ceremonies for opening and closing, awards, graduations and inductions should make the boys feel special. **FAMILY PARTICIPATION IN ALL CEREMONIES!** Advancement awards should be presented to parents or other family member who in turn, present them to their sons



15. The fastest way to have a meeting go "downhill fast" is to have someone give a speech or to read off a long list of announcements. If the announcements are important put them in the pack newsletter or handout. The pack meeting is to showcase the boys, they don't want to listen to long speeches.

16. Don't limit family involvement in the meeting to ceremonies, involve them in the songs, stunts, helping in the games. Help them understand this is their pack too. When they understand that it then becomes easier for them to get involved in other things.



17. Recognize people for their work. not only the scouts but adults that help out should be shown that they are appreciated.



18. A pack meeting is a time for the boys to show what they have done, what they are doing and where they are going. The attendance will be up and the enthusiasm will run high when the boys feel special about being there.

19. Tiger Cubs are an integral part of the pack program and should be at pack meetings. Tigers are the lifeblood of the pack. Tiger parents are your leaders of tomorrow.

EVERYONE'S PACK IS SPECIAL AND ALTHOUGH WE ALL FOLLOW THE SAME PROGRAM, EVERYONE'S PACK IS DIFFERENT. WHAT WORKS IN ONE PACK MAY NOT WORK IN ANOTHER. EXPERIMENT, WHEN YOU FIND THE RIGHT COMBINATION YOU WILL KNOW IT. YOUR JOB WILL BE EASIER, AND YOU'LL FIND EVERYONE WILL WANT TO DO MORE, TO HELP THE PACK GO!

WHAT ARE WE GOING TO DO?

Having a successful Pack meeting does not start at the beginning of the meeting, or the day before, or the month before but starts at the beginning of the Scouting year. One of the most important meetings that is held is the yearly planning meeting. This is where you establish the year's program based on monthly themes and Webelos activity badges, along with special activities, all tailored to the pack's needs.

A theme is simply a big idea which den and pack leaders work out things for the Cub Scout dens to do from one pack meeting to the next. The theme simplifies the planning of den and pack meetings! It gives the den a focus for their work and play during the month and brings them all together at the pack meeting with activities related to a single theme.

The theme is a framework on which den activities are built. These activities can vary from den to den. At the pack meeting boys and their families will want to see what other dens have done with the theme. Den loyalty and spirit are strengthened as a result.

SELECTING A THEME

Every year, *Cub Scout and Webelos Scout Program Helps* are published. These suggest 12 monthly themes and provides program ideas for these themes. *Boy's Life* magazine also has articles on the same theme. Every district has a monthly roundtable which also provides help and ideas on the monthly theme.

Now, with that said, it must be added that Packs are not obligated to use the recommended themes, although there are many benefits to be gained by using them. The Cub Scout program is flexible, if another theme better suits your unit, your pack may wish to make an exception and use a theme other than the recommended one.

1997-98 RECOMMENDED MONTHLY THEMES AND WEBELOS ACTIVITY BADGE

MONTH	THEME	WEBELOS ACTIVITY
SEPTEMBER	OUR TOWN, U.S.A.	COMMUNICATOR, SCIENTIST
OCTOBER	FIRE! FIRE!	SHOWMAN, SCIENTIST
NOVEMBER	FAMILY CIRCUS	CRAFTSMAN, CITIZEN
DECEMBER	THE GOLDEN RULE	CRAFTSMAN, CITIZEN
JANUARY	GENIUS NIGHT	FITNESS, READYMAN
FEBRUARY	LET'S CELEBRATE SCOUTING	SCHOLAR, ENGINEER
MARCH	CUB SCOUT SAFARI	HANDYMAN, ENGINEER
APRIL	CLIFF DWELLERS OF THE SOUTHWEST	SPORTSMAN, ATHLETE
MAY	KITCHEN CHEMISTRY	OUTDOORSMAN, FAMILY
JUNE	ADVENTURES IN THE SKY	TRAVELER, ARTIST
JULY	SEE WHAT YOU CAN SEA	AQUANAUT, GEOLOGIST
AUGUST	RODEO TRAIL	NATURALIST, FORESTER

THIS IS HOW WE WORK IN OUR PACK. AT THE PLANNING MEETING, IN THE BEGINNING OF THE YEAR, EACH DEN AND WEBELOS LEADER RECEIVES THIS LIST. IT DETAILS THE RESPONSIBILITIES THEY WILL HAVE AT THE PACK MEETING. YOUR PACK MAY WANT TO USE A DIFFERENT FORM.

PACK 220 MEETING ASSIGNMENTS 1996-97

	PREOPENER SET UP	WELCOME SIGN IN	FLAG CEREMONY	PRIMARY THEME	GAME	SECONDARY THEME	REFRESHMENTS
SEPT.	3	3	2	1	JOHN	JUDEY	4
OCT.	4	4	1	2	5	3	6
NOV.	7	6	3	4	2	1	5
DEC.	5	7	2	3	4	6	1
JAN.	6	3	1	5	7	4	2
FEB.	ALL	1	2&3	BLUE AND GOLD BANQUET			
MAR.	1	2	4	6	3	5	7
APR.	4	5	1	7	6	2	3
MAY	5	5	6	4	1	7	TIGERS

DEN LEADERS

DEN 1 (WEBELOS, 1)	PAT MARONE	259-
DEN 2 (WEBELOS, 2)	PERRY GRAZIOLA	623-
DEN 3 (WEBELOS, 2)	TRICIA PINTO	626-
DEN 4 (BEAR)	MARY FLANAGAN	626-
DEN 5 (WOLF)	KATE PARDINI	622-
DEN 6 (BEAR)	LORRAINE SHARKEY	623-
DEN 7 (WOLF)	MONICA SHIELDS	622-
TIGER CUBS	DANIEL FLANAGAN	626-

PACK LEADERS

COMMITTEE CHAIRMAN	JUDEY REX	259-8264
CUBMASTER	JOHN REX	259-8264
ASST. CUBMASTER & ADVANCEMENT	TOM CHENOWETH	622-
ASST. CUBMASTER & TREASURER	GINNY PERUTO	284-
DEN LEADER COACH	NANCY QUINN	284-
SPORTS & ACADEMIC AWARDS PROGRAM	BILL DIERKES	626-
RELIGIOUS PROGRAM	MARIE CHENOWETH	622-
SCOUTMASTER	NICK PERUTO	284-

THIS IS A SAMPLE OF AN ACTUAL PACK MEETING. THE PREOPENER STARTED AT 7:15, THE MEETING STARTED AT 7:30, REFRESHMENTS WERE AT 8:45.

PACK 220
MARCH 1997 PACK MEETING

1. SET UP AND PREOPENER - DEN 1 (PAT)
(SET UP 1 CARD TABLE FOR PACK SIGN-IN AT FRONT DOOR)
- SIGN IN AND WELCOME - DEN 2 (PERRY)
2. OPENING CEREMONY DEN 4 (MARY) (PLEDGE AND PROMISE)
3. SPECIAL AWARDS
 - A. PINWOOD DERBY WINNERS - PRESENT PACK AND DEN AWARDS
3. ANNOUNCEMENTS
 - A. DELMONT SLEEPOVER
 - B. PASS OUT "WHAT'S HAPPENING!!!" (PACK NEWSLETTER)
4. PRIMARY THEME - DEN 6 (LORRAINE)
5. COUNCIL CAMP PROGRAM PRESENTATION (GINNY)
6. SCOUTING AWARDS
 - A. ADVANCEMENT CEREMONY - (AKELA, TOM AND GINNY)
7. SECONDARY THEME - DEN 5 (KATE)
8. SPORTS AND ACADEMIC AWARDS (BILL)
9. DEN NEWS - ALL DENS
10. GAME - DEN 3 (TRICIA)
11. CLOSING THOUGHT - (JOHN)
12. REFRESHMENTS (PARENTS FIRST) DEN 7 (MONICA)

Even the best intentioned people are going to have a difficult time doing a effective job if they are not prepared. There are several ways for them to get the help they need.

The following training is available for leaders;

1. **ORIENTATION** - A short training session which may be conducted at Back to School Night, or at a Pack parent's meeting. It introduces parents and new leaders to the Cub Scout program. It is only the foundation for further training.
2. **FAST START TRAINING** - A series of pamphlets and a video tape are available for use by trainers and experienced leaders coaching new leaders. This provides temporary help until new leaders can attend basic training sessions.
3. **BASIC TRAINING** - Job-oriented training. Each leader attends those sessions which relate to their job. All leaders are encouraged to attend basic training. Here the "nuts and bolts" of how to do a good job are explained.
4. **ROUNDTABLE** - A monthly district meeting of all leaders. This is ongoing training and help throughout the year, making each leaders position easier to manage.
5. **POW-WOW** - An annual, all-day, council-wide training event for Cub Scout Leaders offering training in a variety of different areas.
6. **CUB SCOUT TRAINER'S WOOD BADGE** - A week-long training course for Cub Scout Trainers, offered by invitation from regional office.



Without exception the best Pack Meetings start with two things. Everything else we do to prepare revolves around 1. TRAINING 2. COMMITMENT. The commitment we bring to the Pack and its meetings is evident by your participation here today. TRAINING however, is the vehicle we use to transport our ideas and the published program to the boys that make up the pack.

We believe the Packs with the best training records produce the best overall program. When Den Leaders, Asst Cubmasters, Committee Members, Cubmasters are trained it will enable them to focus on the program and the direction your Pack is going to take. I know the problems presented by both a small and a large pack program. Proper training enables all leaders to operate within their specific environment.

COMMITTEE CHAIRMAN , this position should be responsible for recruitment, training and motivation of committee members, pack leaders, and PARENTS. The overall environment of the pack is the responsibility of the Committee Chairman.

CUBMASTER, keeping the Dens strong and active, ensuring stable, active enthusiastic Den Leaders are all responsibilities of this position. Training new leaders should not fall to this position. Roundtables, District Training Staffs, POW WOWs Quick Start are all much more efficient and allow the Cubmaster to focus on the Pack as a complete unit. The CubMaster should also work with the Pack Committee and its Chairman to decide what Den and Den Leaders will do at each Pack meeting. The overall production and of the Pack Meeting should rest with the CubMaster .

DEN LEADER, without exception the most exciting and sensitive position in Scouting. It is the responsibility of the Den Leader to ensure the Den is working toward advancement, projects, and special activities. He is responsible not only to the Pack Committee and the Cubmaster but the parents of his Cubs also. He is charged with accepting training, planning Den projects and providing practical ideas to make Den meetings successful.

WEBELOS DEN LEADER , responsible for the transition from Cub Scout to Boy Scout. Plans with PARENTS and other relatives of Webelos Scouts for overnight campouts and other outdoor activities within the guidelines of the District Camping Policy. Should take an active role in earning the National Summertime Pack Award. Must also take an active role in planning and participating in impressive graduation ceremonies.

TREASURER., Keeps all the Pack Financial Records. Must record, secure and bank all money and redistribute as directed by the Pack Committee.

All of the positions we just outlined are needed to develop and produce the Pack program. They are not the full inventory of responsible individuals needed. PARENTS must be included in the Pack Planning Sessions. Items such as the following should be planned with the help of, or by PARENTS.

- Pack Picnic
- Overnight Trips
- Sports Events
- Pinewood Derby
- Pancake Breakfast
- Cub Olympics Roundup
- Money Earning Projects
- FOS
- Blue and Gold Banquet
- Transportation
- Security
- Permits
- Awards and trips to the council store for awards
- Setup and breakdown of meeting facility

At this point someone is sure to think we have decided to ignore the Tiger Cub group. NOT SO !! This group because of their age may not be able to take part in all Pack Activities but should certainly be included. The same goes for their Leaders. They must be included in the Pack Planning Sessions if they are to take ownership in the Pack.

How do we put all these positions together to plan a GREAT PACK PROGRAM ??? Scoutings special partnership between PARENTS VOLUNTEERS AND PROFESSIONALS make this possible. Parents and Volunteer Leaders should make every effort to begin their planning sessions early, JUNE, JULY, AUGUST for the coming year. Setting the packs calendar early not only secures the needed dates but also keeps parents interested and together as a group .

This is also the best of times to establish the theme of some of your Pack Meetings. Themes such as Holiday meetings, Pine Wood Derby, Crossover, " who's gonna do what" with what can all be established at these early meetings. Now is also the time to put into print the outline for Back to School Night. This is the night of first impressions for NEW PARENTS. Who better to help greet NEW PARENTS than OLD PARENTS so to speak. When Leaders can introduce current parents involved in the future of the Pack, recruiting NEW PARENTS for committee positions and special projects should take a turn for the better. Also, invite these NEW PARENTS to the next planning session, take advantage of their new ideas, show them nobody does it all alone.

EVERY ADULT NEEDS A CHILD TO TEACH; IT'S THE WAY ADULTS LEARN

Training Tip Why Training

Every Cub Scout deserves qualified, trained leaders who will provide him with the best program possible, the way it is intended. Trained leaders ensure that the goals of Cub Scouting are met. All Cub Scout leaders need training to help them understand the aims and purposes of the Scouting program, to improve their ability to work with boys and other leaders, to learn Cub Scout skills, and to learn how to plan an effective Cub Scout program. The leadership-training program of the Boy Scouts of America provides this information and helps leaders become confident in carrying out their responsibilities. Each Cub Scout leader's job is different. This is the main reason why training leaders is so vital to the success of the program. Not only must they know how important their jobs are, but they must be acquainted with the methods used to attract and hold boys in Cub Scouting.

In packs with trained leaders, these results are evident:

1. Quality den and pack program with enthusiastic and interested boys and families.
2. Boys stay in the program longer.
3. Trained leaders stay in the program longer.
4. Relationships between the pack and chartered organization are stronger when pack leaders fully understand their jobs.
5. There is a better chance that the purposes of Scouting will be met.

BECAUSE OF MY SON

Because of my son - I found a job to do,
I became a Scouter, tried and true.

I understand boys better because of my son.
It happened through Scouting - Gee, what fun.

Because of my son - I can be worthwhile.
Oh what a reward, to see a boy's smile!

Tis endless, the pleasures gained from Scouting.
Because of my son - I've gained friends beyond measure.
Tis indeed blessed to hold such a wonderful treasure!

Hours that were idle, are now filled to the brim,
Because of my son - I enjoy life with him!

Because of my son - I've a new way of life.
I recommend Scouting for each husband and wife!

Don't spend your spare time, doing nothing at all.
Because of your son - heed the Scouting call!

If you are feeling low, don't despair. The sun has a sinking spell every night, but it comes back up every morning.

PRE-OPENING

This is a fun pack meeting get-acquainted game. Gather one signature for each line. Make up more questions based on the location you hold your meeting.

- 1.Had poison ivy this summer.
- 2.Went to day camp.
- 3.Can lay a log cabin fire.
- 4.Knows the name of the Cubmaster..
- 5.Can tell the recipe for s'mores.
- 6.Knows the words to Tap,
- 7.Can identify a tree nearby.

BRAIN TEASER

➤Rearrange the following letters to form only one word

Y E L O N O N W D O R

Answer: Only one word

➤Farmer Higgs own 3 pink pigs, 4 brown pigs and 2 black pigs. How many of Higgs' pigs can say that they are the same color as another pig on Higgs' pig farm?

Answer: None, (pigs can't talk)

RUN-ONS

➤Cub 1: The doctor told me to drink some lemon juice after a hot bath.

Cub 2: Well, did you drink the lemon juice?

Cub 1: No, I haven't finished drinking the hot bath yet.

➤Cub 1: What did you learn in school today?

Cub 2: Not enough, I have to go back tomorrow.

GAMES

➤Football Game

One team gets on each side of a table. Each side tries to blow a ping-pong ball off the opponent's side of the table.

➤Feather Blow Relay

Blow a feather 25 feet and return touching off the next Cub Scout. The more the merrier for this event.

➤Fluff

Carry feathers on a plate. Cub Scout must pick up any that drop.

➤Relay of Beans

Carry beans, one at a time on a knife.

TONGUE TWISTERS

- 1.How much dew would a dewdrop drop if a dewdrop could drop dew.
- 2.Jasper the genius genially jogged and jumped joyously.
- 3.Four flat flounders fought five ferocious flukes.
- 4.Bluebirds bring bright berries.
- 5.She sheared six shabby sick sheep.
- 6.Bluebirds bathe in the blue birdbath.
- 7.French fried fresh fish.
- 8.Slimey slippery sycamore saplings.

THIS IS A CEREMONY THAT WE HAVE USED IN ONE FORM OR ANOTHER FOR THE PAST 10 YEARS. THE BOYS LOVE IT AND WON'T LET ME DO ANYTHING ELSE.

**PACK 220
ARROW OF LIGHT CEREMONY
BY JOHN REX**

NEED 2 CANDLES (WHITE, YELLOW,), AND ONE ARROW FOR EACH BOY WITH THEIR AWARD ATTACHED IN CENTER (HAVE SMALL CANDLE WICK ATTACHED TO END OF ARROW AT POINT)

LIGHT THE LIGHT OF SCOUTING (WHITE) AND EXPLAIN IT'S SIGNIFICANCE

CUBMASTER: AT THIS TIME IT IS OUR EXTREME HONOR AND PLEASURE TO CALL FORWARD THE FOLLOWING BOYS AND THEIR PARENTS TO RECEIVE THE ARROW OF LIGHT, THE HIGHEST AWARD IN CUB SCOUTING

1ST. ASSN'T CUBMASTER: (CALL BOYS NAMES, WAIT TILL ALL ARE UP FRONT)

WE ASK THE DEN LEADER OF THESE SCOUTS TO AFFIRM IN FRONT OF ALL THE MEMBERS OF THE PACK THAT THE WEBELOS BEFORE US TONIGHT HAVE FULFILLED ALL THE REQUIREMENTS FOR THE ARROW OF LIGHT WHICH THEY SEEK.

WEBELOS DEN LEADER: THEY HAVE.

2ND ASSN'T CUBMASTER: IN THE PAST FEW MONTHS YOU HAVE VISITED BOY SCOUT MEETINGS, PARTICIPATED IN BOY SCOUT ACTIVITIES AND LEARNED ABOUT THE NEW ADVENTURES THAT LIE AHEAD OF YOU.

DO YOU PROMISE TO CONTINUE TO FULFILL THE CUB SCOUT PROMISE AND CUB SCOUT MOTTO, "DO YOUR BEST," WHEN YOU RECEIVE YOUR ARROW OF LIGHT? IF SO, SAY I WILL.

SCOUTS: I WILL.

(CON'T)

COMMITTEE CHAIRMAN: THESE SCOUTS HAVE PLEDGED TO ALWAYS KEEP ALIVE THE SPIRIT OF CUB SCOUTING. AS THEIR PARENTS, DO YOU ALSO PROMISE TO CONTINUE TO HELP YOUR BOY IN HIS SCOUTING ADVENTURES? IF SO, THEN SAY WE WILL.

PARENTS: WE WILL.

1ST ASSN'T CUBMASTER: REMEMBER THAT THE SPIRIT OF CUB SCOUTING AND BOY SCOUTING ARE ONE AND THE SAME. THE SPIRIT OF THE ENTIRE SCOUTING MOVEMENT IS ONE OF SERVICE, HIGH IDEALS, AND FRIENDSHIP.

CUBMASTER: I NOW LIGHT THE YELLOW CANDLE, REPRESENTING THE ARROW OF LIGHT AWARD FROM THE SPIRIT OF SCOUTING (LIGHT CANDLE)

(UNCOVER ARROWS, HOLD ONE ARROW UP)

AS A SYMBOL OF THE ARROW OF LIGHT YOU SEE THE AWARD YOU HAVE JUST EARNED ATTACHED TO A REAL ARROW. IT IS STRAIGHT AND TRUE JUST LIKE THE SCOUTING PATH. TO IT WE WILL ADD THE LIGHT OF THE PACK SPIRIT OF SCOUTING SO THAT YOU, LIKE YOUR ARROW, WILL ALWAYS BE STRAIGHT AND TRUE. I WILL PRESENT YOUR AWARD TO YOUR PARENTS, THEY WILL PRESENT IT TO YOU, BUT PLEASE PARENTS, HOLD THE ARROW UNTIL YOU GET HOME TONIGHT.

AS YOUR NAME IS CALLED PLEASE COME FORWARD TO THE TABLE WITH YOUR PARENTS.

2ND ASSN'T CUBMASTER: (CALL OUT ONE NAME)

CUBMASTER: (USE SCOUTS FIRST NAME) (LIGHT TIP OF ARROW) MAY THE SPIRIT OF SCOUTING THAT IS ADDED TO YOUR ARROW BE WITH YOU ALWAYS. AND ALTHOUGH YOU NOW WILL SEE THE LIGHT ON YOUR ARROW GO OUT, MAY IT ALWAYS BURN BRIGHTLY IN YOUR HEART. (EXTINGUISH ARROW, QUICKLY REMOVE WICK AND HAND ARROW TO THE PARENT TO PRESENT THEIR AWARD TO THEIR SON)

2ND ASSN'T CUBMASTER: (CALL OUT ANOTHER NAME) (REPEAT ABOUT FOR EACH BOY)

COMMITTEE CHAIRMAN: (AFTER ALL BOYS ARE DONE) THANK YOU, PACK LET'S GIVE OUR ARROW OF LIGHT RECIPIENTS A BIG ROUND OF APPLAUSE.

SONGS

Akela's Pack

(Tune: I've been working on the Railroad)

We're a pack of happy Cub Scouts
Tribe of Webeles
We'll eventually be Boy Scouts
As everybody knows.
Don't you want to come and join us
Be with all the rest?
Don't you want to be a Cub Scout
Come and Do your Best.

The Nothing Song

(Tune: Reuben, Reuben)

Nothing, nothing, we sing nothing,
We sing nothing all day long.
We sing absolutely nothing.
How do you like our nothing song?

SNACKS

☺ **Jell-O Apples**

Ingredients: 3-oz. package of Jell-O (any flavor), five apples.

Directions: Pour the dry Jell-O into a medium size plastic bowl. Slice the apples in a food processor, then dump into the bowl. Cover with a tight lid, and shake until apples are even coated. Yummy! Try different flavors of Jell-O and see what you like best.

☺ **Cookie Cups**

Bake slices of refrigerated cookie dough press into muffin cups. To serve fill with ice cream, pudding, fruit, etc.

FOR YOUR INFO

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REFERENCES

- **Council Service Center Literature**
- **Cub Scout Program Helps**
- **Webelos Scout Helps**
- **Scouting Magazine**
- **Boys Life Magazine**
- **Pack Libraries**
- **Uniforming Guide**
- **Advancement Guide**
- **Cub Scout Leaders POW-WOW**
- **Commissioner Staff**
- **Professional Scouters**
- **Insignia Guide**
- **Woods Wisdom**
- **Wolf, Bear, Webelos Scout books**
- **Cub Scout Leader Basic Training Material**
- **Leadership Training Series**
- **Cub Scout Fun Book**
- **Staging Den and Pack Ceremonies**
- **Sparklers**
- **Den Leaders Book**
- **Boy Scout Handbook**
- **Scout Masters Handbook**
- **Roundtable Nuggets**
- **Roundtable Planning Guide**



CAN YOU ANSWER THESE QUESTIONS?

1. Use of the Cub Scout Program

- A. Do the parents take an active part in Cub Scouting and work on achievements with their sons?
- B. Do parents take part in Pack meetings, outings, and special Den events?
- C. Are activities with the boys (both Den and Pack events) directed primarily by the Den Leader and Den Chief?
- D. In other words, is the Pack administered through the leaders and not personally operated by the Cubmaster?

2. Pack and Den Activities

- A. Do Pack Leaders plan the program at the beginning of the year and include the monthly themes in their planning?
- B. Do Pack Leaders hold a monthly meeting to plan the monthly Den and Pack activities?
- C. Do Dens meet weekly?
- D. Do theme crafts carry over into the home?
- E. Do the Den meetings prepare each Den for its part in the Pack meeting?
- F. Does the Pack meet monthly with parents present?

3. Program

- A. Do all dens take part in making the Pack meeting successful?
- B. Are the Cubs and families having fun?
- C. Are the boys earning their ranks each year?
- D. Are all pack leaders trained?
- E. Are impressive advancement and graduation ceremonies held?
- F. Do all dens follow the same monthly theme?

TIGER CUB

CRAFTS

&

SUCH



Tiger Cubs, BSA

SEARCH,

DISCOVER,

SHARE

NAME TAGS!!!

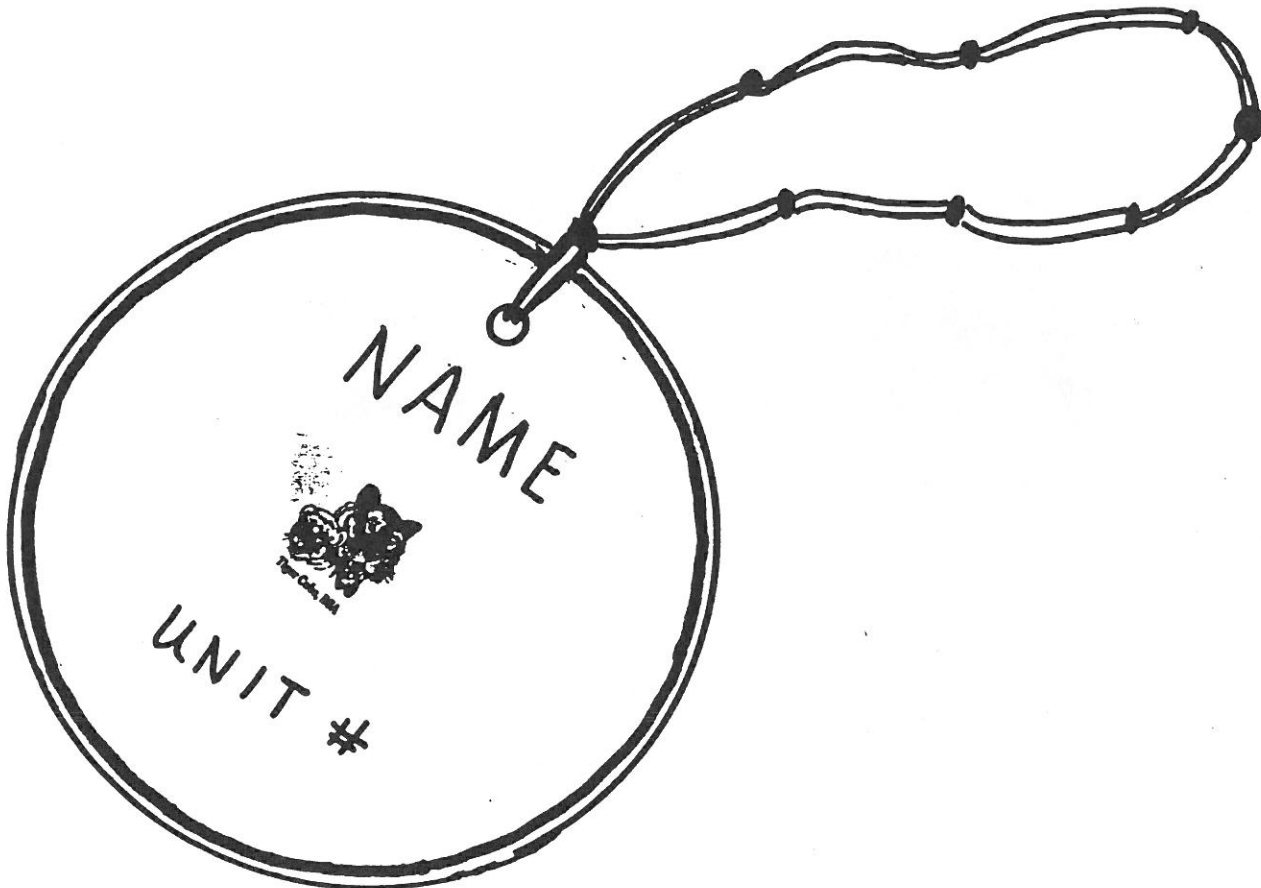
#1 - EASY!!

MATERIALS:

- 1 Plastic lid from a soft margarine tub (1/2#) (white works best, but clear will do!)
- Black and orange yarn, 36" lengths, 1 each color
- One-hole paper punch
- Orange and black markers
- 1 Tiger sticker

DIRECTIONS:

1. Punch a hole about 1/2" from the edge of lid.
2. Place tiger sticker on middle of lid.
3. With black marker, write name above sticker, den or pack # below sticker.
4. With orange marker, decorate outer rim of lid just inside the edge.
5. Align ends of 2 lengths of yarn, 1 each color, and thread through hole.
6. Align all 4 ends of yarn. Tie a double knot tight against lid. Separate yarn strands.
7. Working with 2 strands (1 of each color), tie a single knot every 2 - 4 inches from the lid to the ends. Repeat with other 2 strands.
8. Tie a double knot using all 4 strands at the end.



#2 - EASY BUT YOU NEED TIME TO LET THIS DRY!

MATERIALS:

- 5" x 2-1/8" Piece of orange or black plastic canvas
- 4-1/4" x 1-1/2" Piece of white felt
- Black or orange fabric paint writer
- Tiger sticker
- Bar Pin
- Craft glue
- Hot glue/gun

DIRECTIONS:

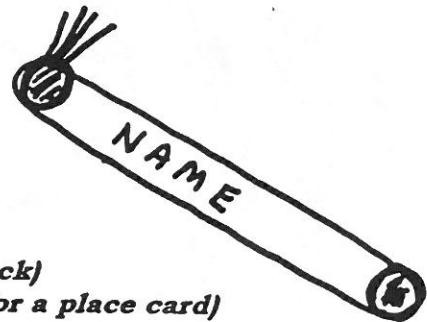
1. Place tiger sticker on far left side of felt.
2. Using fabric writer, write name to the right of the sticker.
3. Using craft glue, attach the felt, centered, to the plastic canvas.
4. Turn name tag over. Using hot glue gun, hot glue the bar pin to the back center of the plastic canvas.



#3 QUICK & EASY

MATERIALS:

- 1 Tongue depressor or wide (5/8") craft stick
- Black or orange marker
- 1 Tiger sticker
- 1-1/4" lengths of 1/8" satin ribbon (orange & black)
- 1 bar pin (or cotton ball if you want to use this for a place card)
- Craft glue



DIRECTIONS:

1. Attach 1 tiger sticker to right end of stick.
2. Place 1 end of 3 or 4 lengths of ribbon on left end of stick so the other end of ribbon sticks up above the stick. Secure with 2nd tiger sticker.
3. With marker, write name on tongue depressor, centered.
4. Attach bar pin to back of stick, centered, with glue for name tag. Attach cotton ball to back of stick, centered, with glue for place card.

TIGER HAT

MATERIALS:

Orange construction paper 8" Paper Plate
Black marker Scissors
Stapler



DIRECTIONS:

1. Xerox pattern below on orange construction paper. Cut out tiger head.
2. Blacken nose and whiskers as needed.
3. Take paper plate and cut away center. Use outer ring as hat band.
4. Staple (or tape) the ring to the back of the tiger face, at the jowls, so that the chin extends downward into the cut away area. Bend the ring as shown by the dotted line in the above diagram.



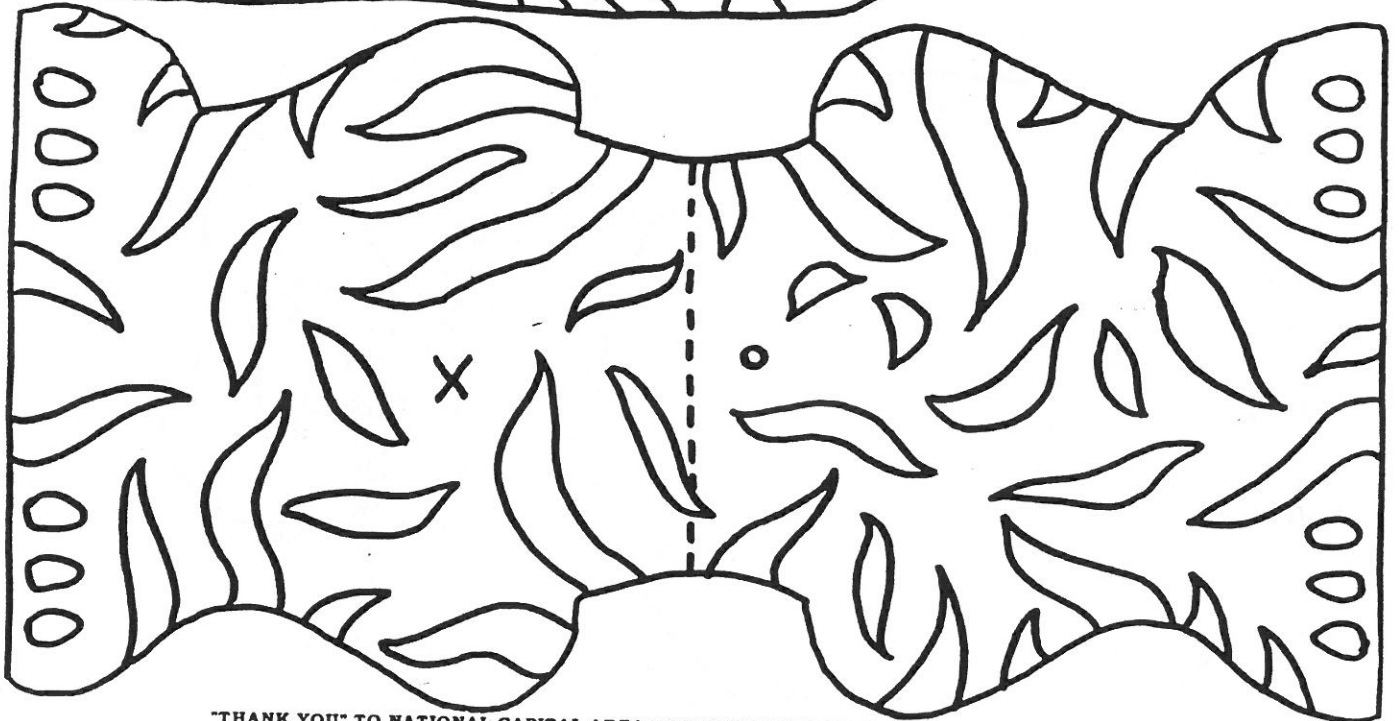
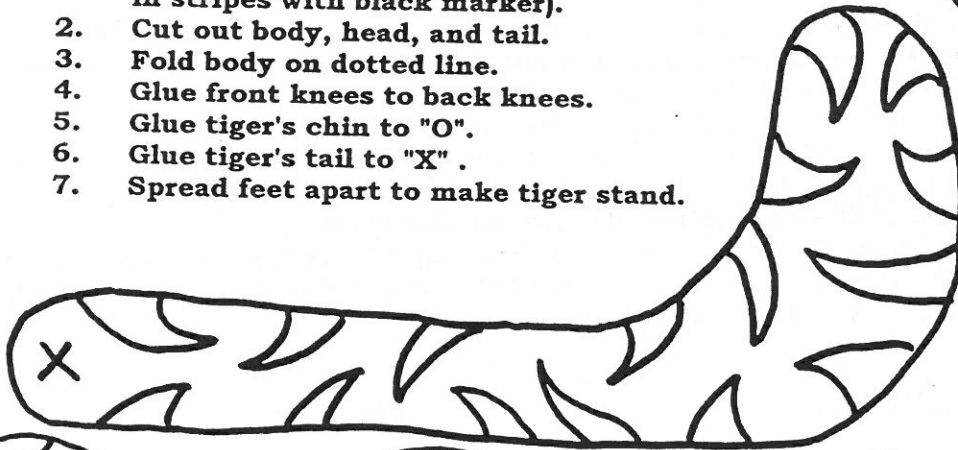
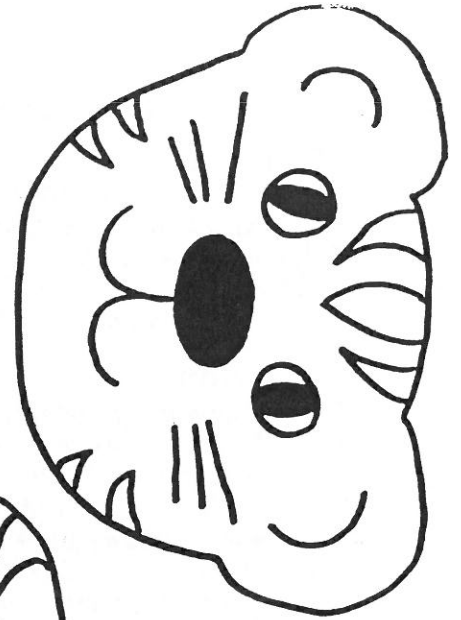
PAPER TIGER

Materials:

- 1 Pattern page
- Orange and black crayons or markers
- Craft glue

Directions:

1. Color tiger (or have pattern pieces copied on orange paper after "filling" in stripes with black marker).
2. Cut out body, head, and tail.
3. Fold body on dotted line.
4. Glue front knees to back knees.
5. Glue tiger's chin to "O".
6. Glue tiger's tail to "X".
7. Spread feet apart to make tiger stand.



"THANK YOU" TO NATIONAL CAPITAL AREA COUNCIL'S "CUB SCOUTS... THE NEXT GENERATION"
FOR THIS WONDERFUL IDEA!!

TREASURE POUCH

MATERIALS:

- 1 Square of orange felt
- 1 Each, black and white, craftstrip, 18" long
- 2 Each black, white and orange "pony" beads
- Scissors
- Single hole paper punch

DIRECTIONS:

1. Cut a circle of felt, 6-1/2" in diameter.
2. Punch an even amount of holes (12 to 16), approximately 1/2" from edge, around perimeter of felt circle. *(See diagram #1)*
3. With both strands of craftstrip (held together as if 1 strand), weave in and out of each of the small holes, starting from the outside. When you finish, all the ends should be on the outside of the pouch.
4. Draw the strings tightly together, gathering the felt to form the pouch.
5. While the pouch is closed, add 1 of each color bead to each set of craftstrips, threading both strings at the same time into each bead. *(See diagram #2)*
6. Tie a double knot at the end (using all 4 strands together).
7. When the beads are pushed toward the pouch, a single knot tied at the end of the beads (toward the double knot) will help keep the pouch closed, yet can be easily undone to insert those special treasures!!

DIAGRAM #1

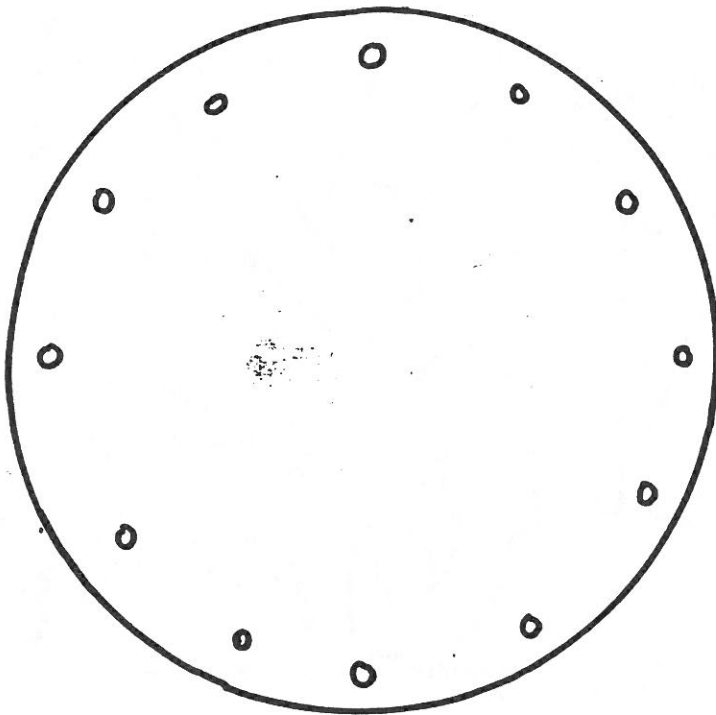
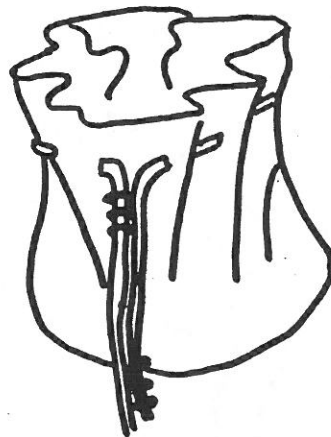


DIAGRAM #2



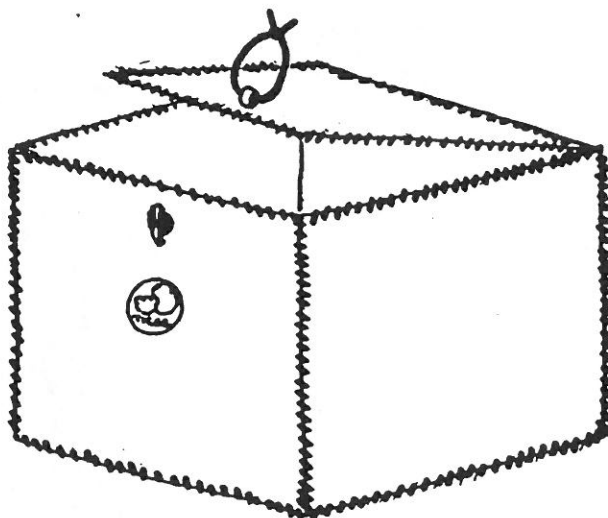
PLASTIC CANVAS BOXES

Materials:

- ***Plastic Canvas - 7 mesh, Black & Orange***
- ***Black & Orange Yarn***
- ***White "Pony" Beads***
- ***Large Eye Needle***
- ***Tiger Cub Stickers***
- ***Large Eye Needle***

Directions:

1. **Cut 5 equal squares from plastic canvas for box sides and bottom.
Large = 4 1/4" Small = 3 1/4"**
2. **Thread needle with "opposite" color yarn and whip stitch side square to bottom square. Continue with additional side squares, adding to bottom square.**
3. **Whip stitch sides together.**
4. **Whip stitch top to 1 side.**
5. **Whip stitch all remaining "open" edges of mesh.**
6. **Using same color yarn, attach 1 bead to top in 3rd row of mesh from open front edge, centered.**
7. **Using same color yarn, fasten together 2 beads and attach to 4th row down of front edge mesh.**
8. **Thread another piece of yarn through bead on top. Measure and tie together to form "latch" to double beads on front.**
9. **Decorate as desired with Tiger Cub stickers.**



BROWN BAG PUPPET

MATERIALS:

- Orange copy paper
- Craft glue
- Scissors
- 1 Brown "lunch" bag

DIRECTIONS:

1. Xerox pattern pages onto orange paper and cut out tiger pieces.
2. Lay paper bag (still folded) with bottom of bag at top and on top. *(See diagram #1)*
5. Glue tiger face on bottom of bag. Glue legs to "bottom" edge of bag (the opposite end but the same side as the face) so the bottom of the feet are even with the "bottom" edge of bag. *(See diagram #2)*
6. Turn the bag over (face of tiger is now face down but still at the "top"). Glue tail, markings upside down, on "bottom" of bag, about 2" from edge and centered. *(See diagram #3)*
7. With the bottom of the bag flat on table (face of tiger is still face down), lift up the open end of the bag and glue the arms, markings upside down, on the edge of the fold. *(See diagram #4)*
8. Print the following on the back of the bag and use this for Big Idea #1, allowing the Tiger Cubs to "use" the puppets to meet one another.

Hi! My name is _____. I'm a Tiger Cub. I have many friends who are Tigers, too. Tiger Cubs meet once a month or more. We learn to SEARCH, DISCOVER, and SHARE. What a lot of fun we have along with our adult partners!

DIAGRAM 1

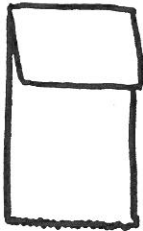


DIAGRAM 2



DIAGRAM 3

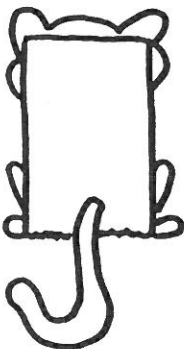
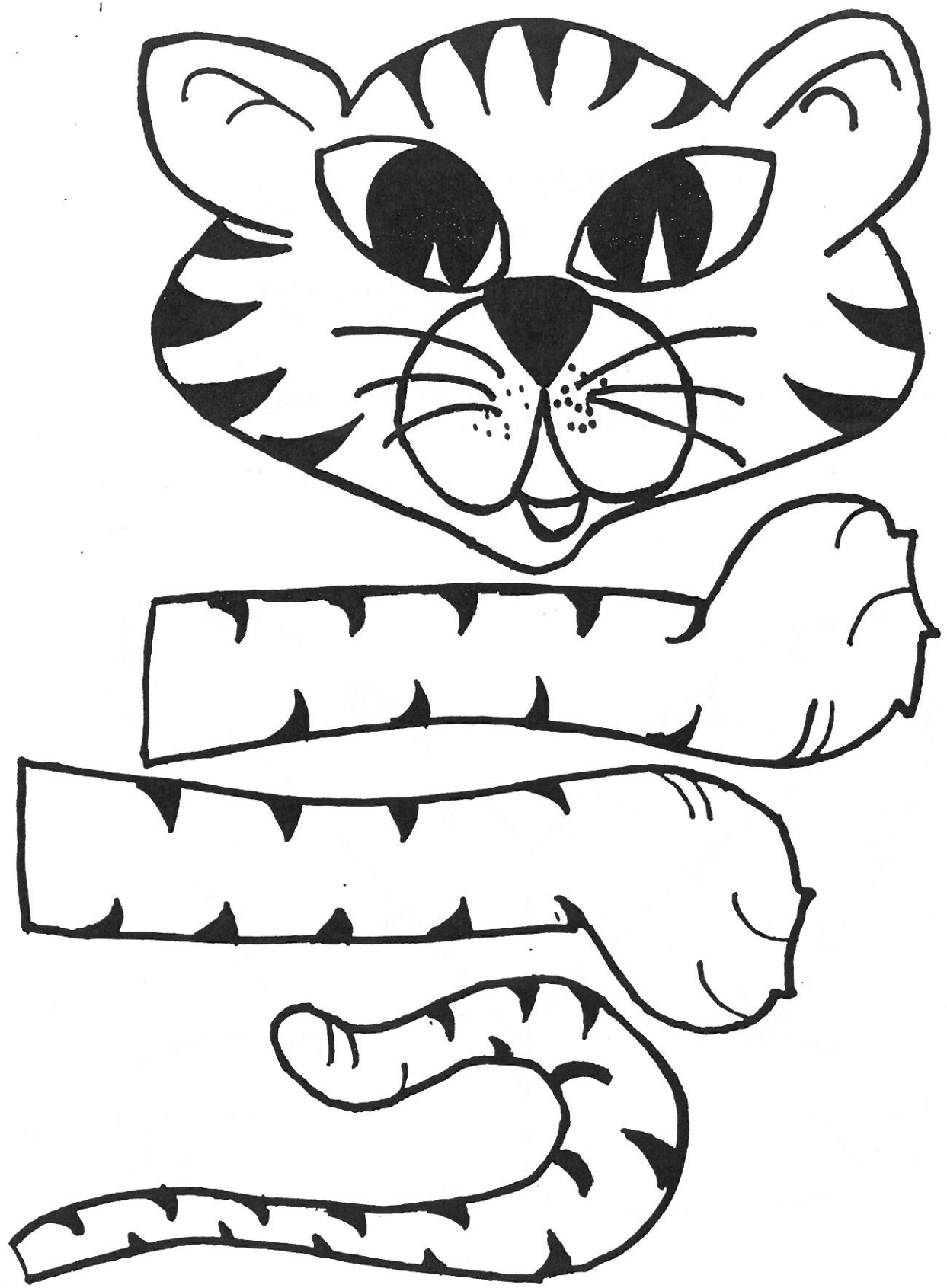


DIAGRAM 4





Hi! My name is _____.
I'm a Tiger Cub. I have many friends
who are Tigers, too.

Tiger Cubs meet once a month or
more. We learn to **SEARCH, DISCOVER,**
and **SHARE.**

What a lot of fun we have along
with our adult partners!



TIGER CUB PROMISE MOBILE

Materials:

- 1 Wire hanger
- Tracing paper
- Craft glue
- White satin ribbon, 1/8" wide x 4'
- Orange copy paper
- Light weight cardboard
- One hole paper punch

Directions:

1. Copy patterns onto orange paper, twice.
2. Cut out 2 each of the orange pattern pieces.
3. Trace and cut out patterns. Transfer to cardboard.
4. Cut out 1 each of cardboard pattern pieces.
5. Glue orange pieces onto both sides of matching cardboard piece.
6. Punch hole at top of each piece.
7. Cut ribbon into five lengths: 4", 8", 9", 10" and 11".
8. Insert 4" ribbon in "Tiger Cub Promise" piece and tie a double knot. With other ends of ribbon, tie pieces to hanger, as shown. *(See Diagram 1)*
9. Insert 9" ribbon in "I Promise to Love God", 11" ribbon in "My Family", 8" ribbon in "And My Country", and 10" ribbon in "And to Learn About the World". Proceed as in step 8. *(See Diagram 1 for placement on hanger.)*

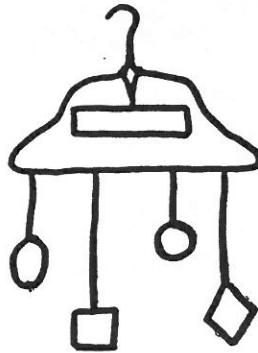


DIAGRAM 1

"THANK YOU" TO NATIONAL CAPITAL AREA COUNCIL'S "CUB SCOUTS... THE NEXT GENERATION FOR THIS WONDERFUL IDEA!!

TIGER CUB PROMISE



I PROMISE
TO LOVE
GOD,



MY FAMILY,



AND MY
COUNTRY



AND TO LEARN
ABOUT THE
WORLD.

OTHER ASSORTED GOODIES

TIGER TOTE BAG

MATERIALS:

- 1 Ready-made canvas tote bag (plain, preferably off-white)
- 1 Set of Tiger Cub iron-on transfers
(found in the Tiger Cub Family packet)



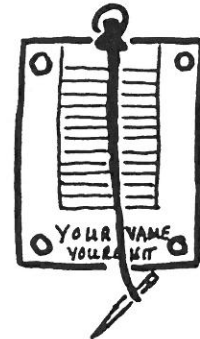
DIRECTIONS:

1. Following directions with transfers, iron on one Tiger Cub emblem, centered, on each large side of bag.
2. Iron on "paw prints", six on each large side (top and bottom left, top and bottom center, and top and bottom right) and 1 centered on each small side.

TIGER BULLETIN BOARD

MATERIALS:

- Light to medium heavy weight white cardboard, 11" x 14"
- 4 Tiger Cub stickers (from Family packet)
- Orange marker
- 24" Each, orange & black yarn or ribbon
- 1 Tiger Cub pencil
- 1 Magnetic spring clip
- Orange pad of paper, 8-1/2" x 11"



DIRECTIONS:

1. Attach stickers to front of cardboard, 1 in each corner.
2. Trace around each sticker with orange marker.
3. Write name & unit number on bottom of cardboard with orange marker.
4. Twist the two lengths of yarn (if using satin ribbon, tie single knot every 2 to 4 inches) and tie one end to the eraser end of the pencil and the other end to the clip.
5. Insert pad of paper under clip.
6. Hang on the refrigerator to keep track of Tiger Cub doings!!

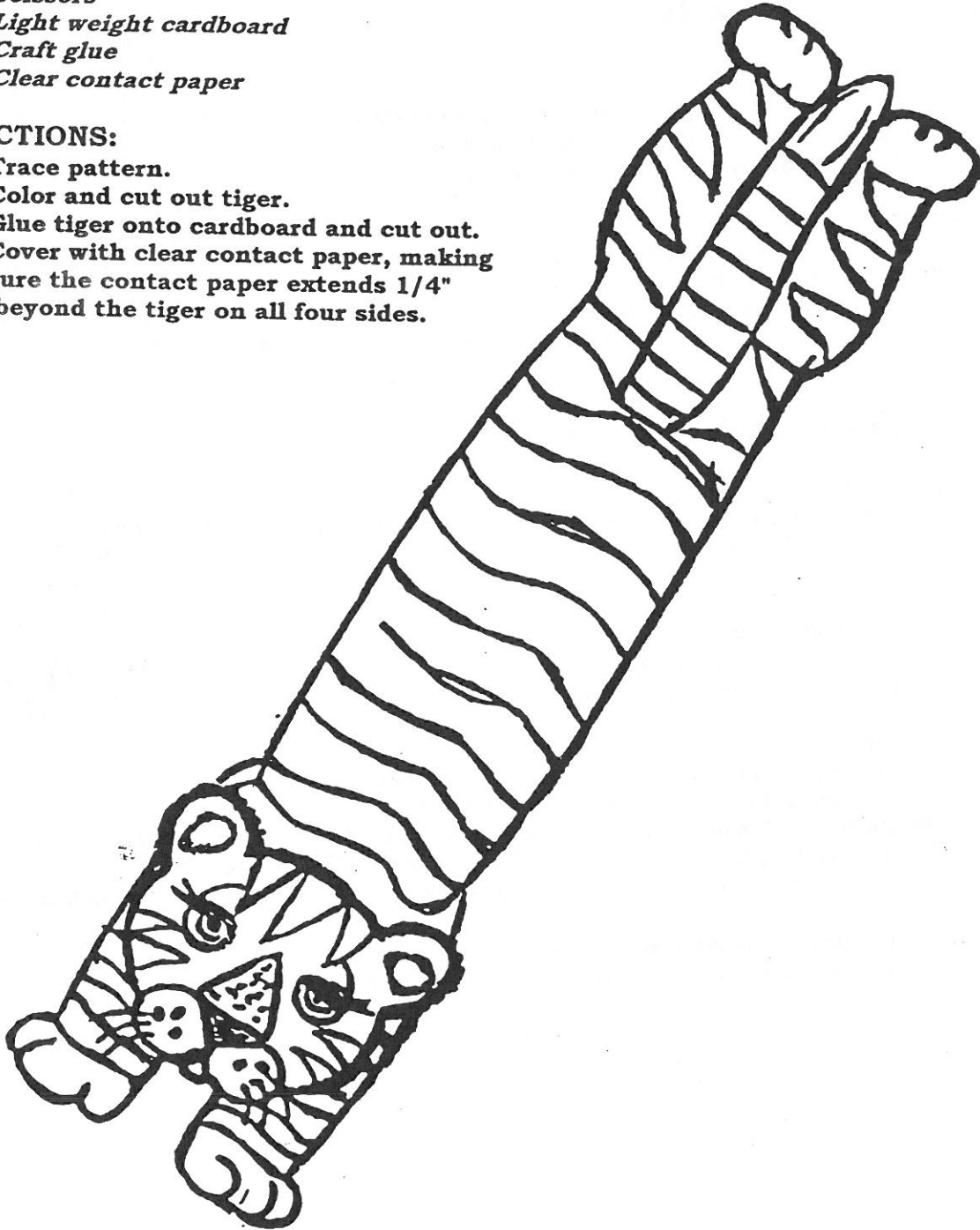
ANOTHER BOOKMARK

MATERIALS:

- *Tracing paper*
- *Black and orange markers*
- *Scissors*
- *Light weight cardboard*
- *Craft glue*
- *Clear contact paper*

DIRECTIONS:

1. **Trace pattern.**
2. **Color and cut out tiger.**
3. **Glue tiger onto cardboard and cut out.**
4. **Cover with clear contact paper, making sure the contact paper extends 1/4" beyond the tiger on all four sides.**



NON-OFFICIAL UNIFORMS & STUFF

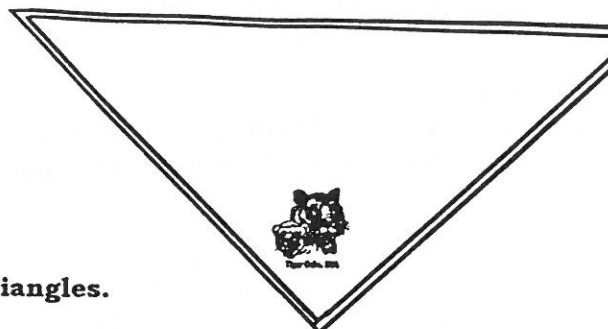
NECKERCHIEF #1

MATERIALS:

- Orange cotton material, 25" square
- Black seam binding
- 2 Iron-on Tiger Cub transfers

DIRECTIONS:

1. Cut the material, diagonally, making 2 triangles.
(Makes 2 neckerchieves)
2. Sew seam binding around all three sides.
3. Iron on Tiger Cub transfer to largest corner, as shown.



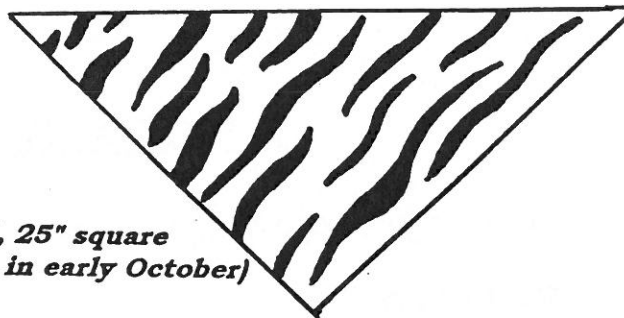
NECKERCHIEF #2

MATERIALS:

- Orange and black, tiger-striped material, 25" square
(This can often be found in fabric stores in early October)

DIRECTIONS:

1. Cut the material, diagonally, making 2 triangles.
2. Press under 1/4" around perimeter of triangle.
3. Stitch "hem" all around, preferably with a zig zag stitch to prevent raveling.



TIGER VISOR

MATERIALS:

- Orange plastic visor
- Black felt square
- Craft glue

DIRECTIONS:

1. Cut black felt square into wavy "stripes", 2" x 1/4".
2. Glue stripes haphazardly onto visor.



STUFF, Continued

TIGER CUB EARRINGS

MATERIALS:

- 2 Orange pom poms
- 1 Set, earring posts
- Craft glue
- 2 Puffy "Tigger" stickers

DIRECTIONS:

1. Remove backing from "Tigger" sticker and adhere 1 to each pom pom.
2. Glue flat surface of earring post to opposite side of pom pom.



SIDE VIEW



FRONT VIEW

NECKERCHIEF SLIDERS

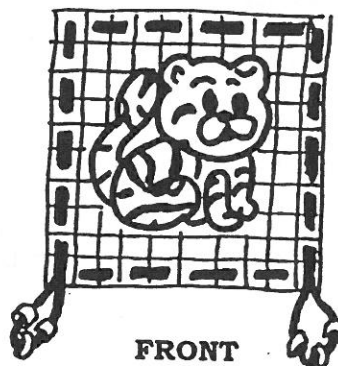
PLASTIC CANVAS SLIDE:

MATERIALS:

- White plastic canvas
- Orange satin ribbon, 1/8"
- Orange, black & white "pony" beads, 2 each color
- White yarn
- Hot glue
- Puffy "Tigger" sticker



SIDE



FRONT

DIRECTIONS:

1. Cut 2 pieces of canvas: 1-1/2" square, 3" x 1/2" rectangle.
2. Cut ribbon into one 10" length and two 6" lengths
3. Starting at 1 corner of square canvas, from back, weave 10" length of ribbon in and out of square holes around the perimeter of canvas. Tie with double knot at beginning corner. Trim excess ribbon.
4. Thread 1 end of one 6" ribbon through 1 each of the orange, black & white beads. Bring ends of ribbon together and insert, from front, through one corner of canvas. With two ends together, tie a double knot on back of canvas.
5. With rectangle canvas, bring ends together and sew together with yarn, forming a ring. Using the same piece of yarn (do not cut!), sew ring onto center of square canvas back.
6. Apply hot glue to yarn on inside of ring. Allow to cool.
7. Remove backing from "Tigger" sticker and adhere to front of square canvas, covering up the yarn that holds the ring on.

TIGER CUB CANDLE (great for ceremonies)

MATERIALS:

- 1 White candle, 2-1/2" diameter
- 8 Tiger Cub stickers



DIRECTIONS:

Place stickers on candle: 2 on two opposite "sides", approximately 1/2" from top and bottom, 1 on each of the other "sides", centered, and 2 on opposite sides of top.

NOTE:

Makes a very quick and simple centerpiece if base is nested in orange and black foil or mylar strips that have been crumpled together OR surrounded by pyramids of Tiger Cub Blocks (see below)!!

TIGER CUB BLOCKS



MATERIALS:

- 1-1/2" square blocks of wood, 3
- Tiger Cub stickers
- Orange, black & white paint

DIRECTIONS:

1. Paint blocks of wood, each with a different color, and let dry.
2. Apply stickers to painted blocks.

TIGER CUB ORNAMENT

MATERIALS:

- 1 Clear plastic round ornament, 2-1/2" diameter (the kind that comes apart into 2 halves and has a small ring on top)
- Oranged shredded paper, foil or mylar
- White and black satin ribbon, 1/8"
- Hot glue



DIRECTIONS:

1. Open ornament, fill loosely with a wad of shredded material, and close again.
2. Using hot glue, attach 7-1/2" length of white ribbon to seam, starting at the ring on top. Repeat, using another 7-1/2" length of white ribbon, starting at the ring, perpendicular to the first ribbon.
3. With black ribbon, form a bow by making four to five 2-1/4" loops (start at one side, end at the opposite side. Join at the center with another small piece of black ribbon.
4. Using a small drop of hot glue, attach bow adjacent to the small ring on the ornament.
5. Cut an 8" length of black ribbon. Thread 1 end through ring on ornament, join ends and tie a single knot, forming a loop to hang ornament.
6. Attach 1 Tiger sticker to each of 2 sides of ornament over white ribbon, centered.

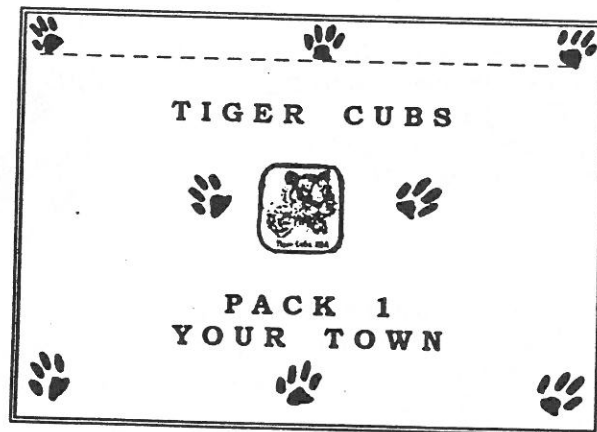
TIGER CUB BANNER

MATERIALS:

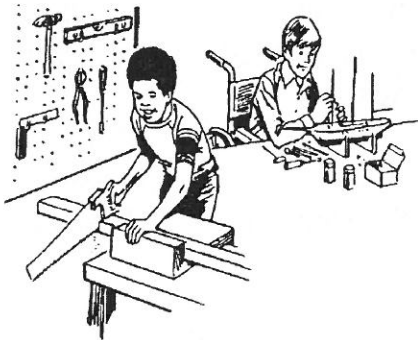
- 1 Piece, orange felt, 28" x 25"
- 1 Square, white felt
- 1 - 2 Square, black felt
- 1 Tiger Cub iron-on transfer with 8 "paws"
- Scissors
- Craft glue

DIRECTIONS:

1. Press under 3" of orange felt (on the 28" length). Stitch 3/8" from fold and 2 5/8" from fold, forming a placket about 2" wide at top of banner.
2. Iron on Tiger Cub emblem to white felt. Trim to 5" square with rounded corners. Sew white felt onto front of banner, 7-1/2" from top (9" from bottom) and centered from side to side.
3. Iron on "paws": 1 each, top & bottom left, top & bottom center, top & bottom right (top row of "paws" will be on the right side of placket) and 1 each, centered, and about 2" from the left and right of white felt.
4. Using black felt, cut out 2" block letters to form the words, "TIGER CUBS" plus "PACK" and your number, and your town. Place and then glue "TIGER CUBS" about 4" from top of banner, centered from side to side. Repeat for "PACK ____", placing it about 1" below the white felt. Repeat for your town name and place about 1" below that.
5. Insert yard stick or any stick through the placket. Attach a piece of cording to each end of the stick and mount your banner!



DEN MEETING PLANNING



PLANNING THE CUB SCOUT DEN MEETING

A Cub Scout den leader is not expected to find and develop all of the ideas and materials needed to run the den meeting each. The Cubmaster and/or den leader coach works with the den leaders to develop den meeting programs. Nearly all of the planning for your den and the whole pack is done at four meetings. They are

- (1) **The pack's annual program planning conference.** This is designed to establish the year's program based on 12 monthly themes and Webelos Activity Badges, along with special activities, all tailored to the pack needs. Usually held in July or August.
- (2) **Pack leaders meeting.** Held once a month 1 week before this month's pack and 5 weeks before next month's pack meeting. This is used to plan the details of the next den and pack meetings and to finalize plans for this pack meeting.
- (3) **Den leader-den leader coach meeting.** Also held once a month during the pack leaders meeting or a day or two after. Should be held after the monthly roundtable so that ideas can be shared. This is to plan the details of the den meetings for next month and to finalize den plans for this month's pack meeting.
- (4) **Den Leader-Den Chief Meeting.** An *informal* planning meeting to share information on den and pack plans, make assignments, and do coaching in skills. This is held just before the start of a new month, following the pack leaders' meeting.

Each month Cub Scout and Webelos Scout program Helps provides four den meeting outlines on the Monthly Theme. These are available bound with the whole years theme related ideas or two month's worth in your Scouting Magazine. Most leaders use these outlines as a guide for planning. Feel free to incorporate your own ideas in the den meeting plan.

Remember that sometimes a den trip or other special activity may take the place of a regular den meeting. These usually will require planning so that everything goes well, even though the regular den meeting pattern is not used.

The den leader is responsible for seeing that the weekly den meetings are planned and conducted. The basic outline for den meeting is planned at the den leader-den leader coach meeting (or the monthly pack leaders' meeting. A wise den leader will involve the other members of the den leadership team (assistant den leader and den chief) in the planning.

Den meetings are for the boys. They are attended by the Cub Scouts, the den leader, assistant den leader, and the den chief. On occasion, a parent or other family member may be asked to help at a specific meeting, but parents do not normally attend den meetings.

If the den meeting program is good, the boys will be more likely to attend. If there is something more interesting going on somewhere else, they probably will go to it. So the most important single factor in getting good attendance at den meetings is a good program.

Cub Scout den meetings are usually held once a week. A regularly scheduled meeting day and time will result in better attendance. Some dens meet after school, some meet in the early evening, and others meet on Saturday. The den leader selects a suitable meeting day and time after talking with all den families.

Most den meetings do not last longer than 1 or 1-1/4 hours. It's a lot better to have a short meeting and keep it moving than to have a longer one and let it drag. It's better to send the boys away wishing the meeting had been longer than to keep them so long they wish it would end.

Most dens meet in the leader's home. Meetings are usually held in the same room: however, they can be held in a basement, garage, backyard, or other practical place. Many dens in large cities meet in apartment houses, small parks, or squares nearby. Some dens in rural areas meet in a school classroom because of distances involved in traveling to someone's home.

It's good for the boys to feel that one place is their den's home. And it's nice if the den has a place it can fix up as its own headquarters. The boys can make their own furniture from scrap lumber and decorate the walls with pictures, charts, and their exhibits. Adult family members can be called upon to help clean up and paint a corner of the basement for a den meeting place.

SEVEN STEPS TO A GOOD DEN MEETING

The typical den meeting should have seven parts. All new leaders should follow this pattern. Each part has a purpose and the meetings will be more successful if you use these seven steps when planning your den meetings.

1. **Before the meeting starts.** This gives the den leadership team a chance to make whatever last-minute preparations. Have your assistant den leader, and den chief, den aid or denner assists you in making sure everything is ready for your den meeting.
2. **While the Cub Scouts Gather.** As soon as that first Cub scout arrives at the door, have something for him to do. Have a gathering time project for boys to do before the meeting gets started. This could be working a puzzle, playing a game, teaching them a new rope trick or magic trick. This can be done by any one of the den leadership team. This time can also be used to collect dues and review and sign the boys books.
3. **Opening.** This is the signal to the boys that the meeting has begun. This should be informal. Most of the time it includes the Pledge of Allegiance, song, yell, Cub Scout Promise, Law of the Pack. This is also a good time for a uniform inspection.
4. **Business Items.** This time can be used to discussed upcoming events, and the dens part in the monthly pack meeting. This should be kept short. There is usually not much business to conduct.
5. **Activities.** This can include but is not limited tricks & puzzles if they were not part of the preopening activity, a crafts that is started and taken home to finish and most of the time should include at least one game. Often den meeting activities result in the boys completing some advancement requirements. These should be initialed by the den leader and signed by the parent later.
6. **Closing.** This is usually a more serious or quiet time of the meeting. This can include a closing thought and any last minute reminders. If you plan to do a closing ceremony include all of the boys in your den.
7. **After the Meeting.** All boys leave. The denner can stay and straighten up the meeting place. The den leader team should use this time to review next week's den meeting.

ELEMENTS OF A GOOD DEN MEETING

1. Meeting lasts no longer than 1-1/4 hours.
2. Meeting includes all of the elements of planning mentioned earlier.
3. conducted by trained den leader: assisted by assistant den leader and den chief.
4. Specific leadership assignments understood before the meeting the meeting begins.
5. All equipment and materials on hand before the meeting begins.
6. Meeting begins and ends on time.
7. A well-planned, written program.
8. Activities related to the monthly theme and the next pack meeting.
9. Projects started, to be finished at home with families help.
10. Opportunities for self-expression through songs, games, tricks, puzzles, crafts.
11. Meeting allows for a change in pace-alternating loud and quiet activities, giving boys a chance to let off steam.
12. Boy behavior controlled by leaders. Boys show proper respect for leaders and den chief.
13. Den records kept up to date.
14. Boys bring handbooks to each meeting.
15. Cub Scouts having fun.
16. Cub Scout ideals emphasized.
17. Inspiration and motivation through ceremonies and discussion of theme projects.
18. Properly uniformed Cub Scouts and leaders.

PLANNING TIPS

Remember these tips when planning you Cub Scout Den Meetings:

* The basic den meeting outline is planned at the monthly pack leaders' meeting (or den leader-den leader coach meeting.) Use the Weekly Den Meeting Program sheets to outline the basic plan. Fill the details with the help of the assistant den leader and den chief. Furnish each member of the den leadership team with a copy of the written plan so everyone knows what is expected.

* Periodically review "Elements of a Good Scout Den Meeting," to see how your den measure up.

* Make good use of all available resources.

* Use the den chief as a leader. Allow him to help lead, rather than participate in activities with the younger boys.

RESOURCES FOR DEN MEETING PLANNING

CUB SCOUT & WEBELOS SCOUT PROGRAM HELPS
CUB SCOUT LEADER HOW TO BOOK
CUB SCOUT LEADER BOOK
WOLF CUB SCOUT BOOK
BIG BEAR CUB SCOUT BOOK
SCOUTING MAGAZINE
BOY'S LIFE MAGAZINE
PARENT AND FAMILY TALENT SURVEY SHEETS
GROUP MEETING SPARKLERS
CUB SCOUT FUN BOOK
CUB SCOUT SONG BOOK
STAGING DEN AND PACK CEREMONIES
DEN CHIEF HANDBOOK
CUB SCOUT LEADER'S PROGRAM NOTEBOOK

TRAINING FOR THE DEN LEADER

CUB SCOUT LEADER FAST START
CUB SCOUT LEADER BASIS TRAINING
SUPPLEMENTAL TRAINING FOR CUB SCOUT LEADERS
DISTRICT ROUNDTABLE
COUNCIL POW WOW

ADDITIONAL RESOURCES FOR PACK LIBRARY

BSA FAMILY BOOK
CUB SCOUT & WEBELOS SCOUT UNIFORM INSPECTION SHEETS
PACK RECORD BOOK
CUB SCOUT ACADEMICS & SPORTS BOOKLETS
FIRST MONTH'S CUB SCOUT DEN MEETINGS
THE PACK'S FIRST TWO MONTHS

It is important to keep informed of any changes in the scouting program. These updates and changes can be found in your scouting magazines and also in the "BSA today". All registered leaders should receive copies of these publications monthly. If you are not receiving them check with your pack committee.

You can keep yourself up to date on district & council events through your monthly roundtable. This is an invaluable resource for program planning.

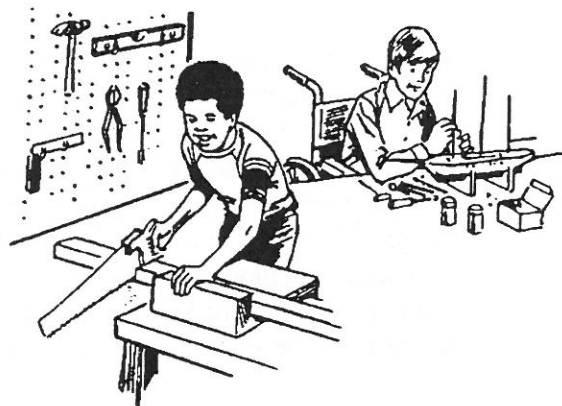
CRAFTS AND IDEAS

Crafts are an effective means of teaching the Cub Scout how to use his hand to make something and thus improve his manual dexterity, self-expression, imagination, creativity and self esteem. As far as he's concerned, it's just FUN!

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 Scout literature is full of them, roundtable's provide them and various magazine and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed with working with Cub Scouts on crafts:

- Keep crafts simple and low cost.
- Crafts should be practical and if possible fit the theme. A project that has been made for Mother's Day along with learning a skill will go along way to doing their best.
- Crafts should teach a skill. Cub Scouts like hands-on activities. They enjoy using a saw, hammer, painting, and working with leather.
- Crafts should be progressively more challenging. Try not to repeat a craft unless it is something they really want to.
- A variety of materials and methods should be introduced through craft projects. Wood and leather scraps turn into something special when a creative Scout gets busy!
- Crafts should be completed in two weeks or less. Otherwise it loses its appeal and becomes a chore. Crafts can go home to be finished and returned for a Pack meeting. Good way to get it done.
- Be sure that the craft is not hazardous to a Scout's health (Den Leaders too!). Spray paints and smelly paints should be done outside and a garage used for the messy crafts.
- Crafts are boy's works. In some cases, leaders will find it necessary to pre-cut or pre-assemble certain parts of craft which may be too difficult or time-consuming for the boys. Remember, boys need to be able to say, "I made it."



CRAFT TIPS

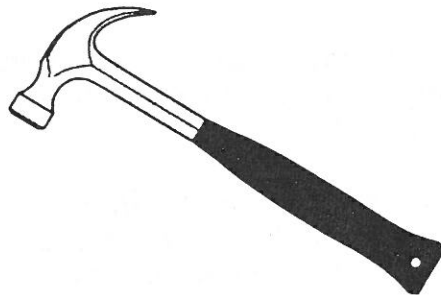
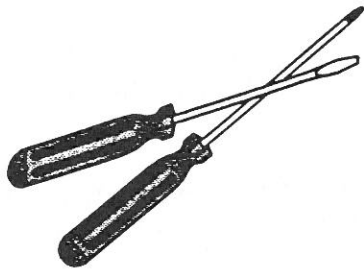
GLUE - To save money, buy glue in a large container and pour it into small containers for each boy. The best glue for plastic milk cartons and bottles is clear silicone. Contact cement is good for wood and paper. Tacky glue is best for Styrofoam. To make a heavy duty glue, mix cornstarch with regular glue until the mixture is as thick as desired.

PLASTIC - To cut plastic milk cartons, use a coping saw or jigsaw to cut the thick portions. Use a nail to punch holes in plastic. Sand plastic lightly to facilitate decorating with markers or paints. After decorating, spray lightly with hair spray to seal.

TIN - Rub the edges of tin cans with steel wool after cutting and the boys will be less likely to cut their fingers on the sharp edges. Any tin work must be supervised carefully.

SCRAP MATERIAL - Many scrap materials can be obtained at little or no cost. Lumber companies often provide scrap wood for projects. They are also a resource for sawdust. Look for home construction and you will find piles of scrap. Ask first before you take! Telephone and cable TV companies have empty cable spools and colorful scrap wire. Ice cream stores have empty 3-gallon containers that can be made into helmets. Carpet stores can provide discontinued samples for tile, linoleum and carpet. Appliance stores and moving companies have large cardboard boxes. Fast photo stores recycle the film canisters, many will share with Scouters. Don't be afraid to ask fabric, craft, and camping stores for a discount. Have your registration card handy!

Wear your uniform when soliciting scrap materials. Don't forget to say "Thank you" and have the boys write a note. Share your surplus with other Scouters. Remember people won't hunt you down to give you things - you have to ask. The worst they can do is say no. Thank them just as sincerely as those who give you everything you ask for - they may donate the next time!



RESOURCE LIST FOR CRAFT SUPPLIES

Paper - rolls of newsprint paper about 30" wide and at least 150 feet long. Local newspaper offices.

Sawdust - Chilkoot Charlies will give you a bucket full when you tell them you're with Cub Scouts! Also cabinet shops, millwork factories or sawmills.

Wood scraps - hardcore plywood, cabinet shops, Reino Kitchen Cabinets, off Dowling on Frontage Road; Reds' Cabinetry, Springer Avenue, off 36th between Arctic and C Street.

Wood Scraps - Solid wood, mostly narrow like 2x4's etc. Some wide pieces. Millwork shops and any lumber yard.

PVC pipe - Plumbing company or your friendly plumber.

Cans, #10 - Most restaurants and daycare centers.

Plastic Bleach Bottles - Trash cans of self-service laundromats.

Corrugated Cardboard, large boxes - Furniture stores, appliance stores. Great to cut and paint for scenery.

Leather and fur scraps - most places charge but you can always check and see. Upholstery shops for vinyl and upholstery fabric.

Styrofoam pieces- Large pieces from motorcycle dealerships. Smaller pieces from drug and hardware stores. Bottles and appliances are packed in it.

Wire - Thin and flexible - Anchorage Telephone Warehouse at 38th Street across from The University Center. Very thin plastic coated wire. It comes sheathed within a metal and plastic case.

VERY IMPORTANT NOTE: Don't hesitate to call and ask first. It can save you a lot of time. If you are specific about what and how much you want, most places will be willing to save scraps for you.

MONTHLY THEMES AND
WEBELOS ACTIVITY BADGES

NOVEMBER 1997 TO DECEMBER 1998
(WEBELOS SHOWN IN ITALICS)

NOVEMBER '97	FAMILY CIRCUS <i>CRAFTSMAN **</i> <i>CITIZEN **</i>
DECEMBER '97	THE GOLDEN RULE <i>CRAFTSMAN **</i> <i>CITIZEN **</i>
JANUARY '98	GENIUS NIGHT PINEWOOD DERBY <i>FITNESS</i> <i>READYMAN</i>
FEBRUARY '98	LET'S CELEBRATE SCOUTING (PACK BLUE & GOLD BANQUET) <i>SCHOLAR</i> <i>ENGINEER **</i>
MARCH '98	CUB SCOUT SAFARI <i>HANDYMAN</i> <i>ENGINEER**</i>
APRIL '98	CLIFF DWELLERS OF THE SOUTHWEST <i>SPORTSMAN</i> <i>ATHLETE</i>
MAY '98	KITCHEN CHEMISTRY <i>OUTDOORSMAN</i> <i>FAMILY MEMBER</i>

**** ACTIVITY BADGE CONTINUES FOR TWO MONTHS**

JUNE '98	ADVENTURE IN THE SKY (SPACE DERBY) <i>TRAVELER</i> <i>ARTIST</i>
JULY '98	SEE WHAT YOU CAN SEA RAINGUTTER REGATTA <i>AQUANAUT</i> <i>GEOLOGIST</i>
AUGUST '98	RODEO TRAIL <i>NATURALIST</i> <i>FORESTER</i>
SEPTEMBER '98*	BE A DETECTIVE <i>COMMUNICATOR</i> <i>SCIENTIST **</i>
OCTOBER '98	IMAGINE THAT! <i>SHOWMAN</i> <i>SCIENTIST **</i>
NOVEMBER '98	STOP THE PRESSES <i>CRAFTSMAN **</i> <i>CITIZEN **</i>
DECEMBER '98	LET'S CELEBRATE <i>CRAFTSMAN **</i> <i>CITIZEN **</i>

* *ANNUAL SEPTEMBER PARENTS MEETING*

** *ACTIVITY BADGE CONTINUES FOR TWO MONTHS*

This allows time for leaders to make the best use of available resources and obtain the help needed in conducting a quality program.

Cub Scouting is a year round program. Remember to include the summer months in your activities, most district offer activities for the packs to participate in during the summer months. this not only helps keep the pack together, but it also provides opportunities for some of the easiest and most fun activities, such as: HIKES, PICNICS, SWIMMING, CUBMOBILE, BIKE RODEO, FISHING DERBY, FAMILY CAMPING.

DEN & PACK ACTIVITIES

Scouting means doing. Activities in the CUB SCOUT program are designed to have the boys doing things. Each activity should fulfill the aims and purposes of the Cub Scout Program.

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

**PINEWOOD DERBY
BLUE AND GOLD BANQUET
RAINGUTTER REGATTA
KITE DERBY
AND SPECIAL PROJECTS**

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

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

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

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

Webelos dens do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "The Golden Rule" and "Citizen," -- "Adventures in the Sky" and "Traveler" or "See What You Can Sea" and "Aquanaut."

Each year, Cub Scout Program Helps suggests 2 monthly themes for Cub Scouts and provides program ideas on those themes. Boy's Life magazine also features program ideas each month on the recommended theme and the District Roundtable meetings provide program ideas o these same themes.

Your pack is not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the purposes of Cub Scouting. They are the subject on which the most program material will be available.

The Cub Scout program is flexible, and if another theme better suits your pack, it is your option to change to another theme. These things should be kept in mind when selecting a theme.

1. It must have strong appeal for Cub Scout-age boys.
2. It should be a wide subject what provides variety so that each boy can do things he likes to do.
3. It should instill the deeper, more lasting values of Cub Scouting.

IDEAS FOR DEN ACTIVITIES

1. Make gifts for parents
2. Make gifts for the handicapped.
3. Collect articles for Goodwill Industries.
4. Put on a skit for a Day Care Center or Pre-School.
5. Learn sign language.
6. Attend church together on Scout Sunday.
7. Learn about the history of Scouting.
8. Make items for Blue & gold Banquet.
9. Make kits.
10. Prepare for Scout-O-Rama.
11. Learn a magic trick.
12. Make insect cage.
13. Visit a park and hold meetings outdoors.
14. Make anti-litter posters and post in schools.
15. Grow seeds.
16. Make terrariums.
17. Earn Zoo Trail patch.
18. Make leaf prints.
19. Treat moms to lunch.
20. Make Mother's and Father's Day items
21. Get bikes in shape for inspection
22. Learn about the US Flag.
23. Play miniature golf.
24. Spend day at an amusement park.
25. Make litter bags.
26. Go bird watching (can be done a back yard)
27. Learn basic first aid.
28. Go bowling.
29. Visit a dairy.
30. Visit newspaper office.
31. Invite younger boys to meeting.
32. Visit a fire station.
33. Conduct home fire safety inspection
34. Learn about fire hazards and how to prevent them.
35. Have boys draw a fire escape plan for home.
36. Have a den uniform inspection
37. Visit a Scout troop.
38. Visit a museum.
39. Visit Police Department.
40. Collect aluminum can or other recyclable items from the neighborhood.



BOBCAT REQUIREMENTS



The first rank a boy must earn when joining Cub Scouts, no matter what his age, is Bobcat. To be a Bobcat Cub Scout, a boy must learn five requirements they are on this page. When he knows them and has passed them to his parent or guardian, he should then ask them to sign his book. He then takes his book to his den leader to be approved. He is then a real Bobcat

1. LEARN AND TAKE THE CUB SCOUT PROMISE

Here is the Cub Scout Promise --

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

In the Cub Scout Promise you say you will try very hard to do what your church tells you to do. You say you will stand up for our country. You say you will be honest and fair to everyone. And you say you will obey the Law of the Pack.

Now study the Law of the Pack in requirement #2.

2. REPEAT AND EXPLAIN THE LAW OF THE PACK

Here is 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.

"Akela" means "good leader" to a Cub Scout. In the Law of the Pack, you say you will follow Akela. This means you will follow people like your Cub Scout Leaders. You also say you will help the pack go. You will go to your Cub Scout meetings. If you do that, the Cub Scout leaders will help you learn new things. You will learn games and tricks and make things. The last part of the Law of the Pack says, "The Cub Scout gives goodwill." This means you will try to help other people all you can.

3. EXPLAIN THE MEANING OF WEBELOS

WEBELOS: Say Wee-buh-lows.

- a. Webelos has a secret meaning for Cub Scouts. It means:
WE"ll BE LOyal Scouts.
Loyal means that you will keep your Cub Scout Promise.
- b. The Arrow of Light award is the highest rank in the Cub Scout program. When you are 10 yr old or have reached 4th grade, you can earn the Arrow of Light award

4. SHOW AND EXPLAIN THE CUB SCOUT SIGN AND HANDSHAKE.

Make the sign with your right hand high over your shoulder. The two fingers stand for two parts of the Cub Scout Promise—"help other people" and "obey the Law of the Pack."



Use the handshake when you shake hands with other Cub Scouts. Place the two fingers of the right hand on the wrist of the other boy.

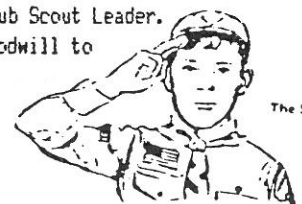
5. EXPLAIN AND GIVE THE CUB SCOUT MOTTO AND SALUTE

A motto is a rule for living. The Cub Scout motto asks you to do the best you can always. You may not be the best. You may not be able to do something as well as another boy. Just try to do as well as you can.



The Cub Scout Motto

Hold the first two fingers of your right hand close together. Touch them to the corner of your eye or brim of your Cub Scout cap. Use this salute when you greet a Cub Scout Leader. You can also use it to show goodwill to another Cub Scout.



The Salute

PLANNING DEN AND PACK TRIPS

Good planning contributes to fun-filled and worthwhile den and pack trips. Both boys and leaders should be properly prepared. There are certain guidelines which should be followed:

1. File local Tour Permits Application with the council office two (2) weeks prior to any Pack or Den trip less than 500 miles to provide clearance. Webelos dens should file tour permits for Webelos parent-son overnight campouts.
2. Short in-town den trips during the den meeting hours do not require tour permits, however, it is recommended that permission slips be obtained. This is a must for all excursions - **NO PERMISSION SLIP. NO GO!** The pack should be informed about den trips. Den families should be notified any time the den is away from the regular meeting place. file the Tour permit application for longer den trips. Check with the Council Service center for policy on trips. Phone (610) 688-6900 or (215) 988-9811
3. Secure adequate, responsible, and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or station wagons, making certain that boys and adults use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in trucks is not permitted. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. Ask families to provide transportation for den and pack trips.
4. Cub scouts and leaders should be in proper uniform.
5. Good behavior is important so other Scout groups will be welcome later.
6. Provide plenty of adult supervision. Enlist the help of adults family members.
7. Consider distance -- how much travel time is involved?
8. Make arrangements in advance with the place you plan to visit. Be on time.
9. Tell the boys in advance the highlights of what they expect to see and do.
10. Coach the boys so they are attentive, courteous, and observe all necessary rules.

Den & pack activities

11. Establish the buddy system before starting the trip. Explain that boys remain together at all times.
12. Locate restrooms immediately upon your arrival.
13. Decide on rendezvous points, gathering times and plans for eating.
14. Know where emergency care can be obtained.
15. See that each boy has enough money for an emergency phone call.
16. Know how many boys are with you, and have a list of them. Be sure each has an identification card.
17. Upon your return, have the boys write your hosts to thank them for a pleasant visit

For more help on Planning Den & Pack trips and any other information, refer to your Cub Scout Leader Book. This will answer any questions you may have on the Cub Scout Program.

BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO. _____ DATE ISSUED _____

This application must be filed with local council service center 2 weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more one way or outside the U.S.A. (local council

camp excepted), use National Tour Permit Application, No. 34419. If backcountry trip, be sure to know BSA Wilderness Use Policy.

_____ No. _____ Town _____ District _____ hereby applies
 Type of unit _____
 for a permit and submits plans herewith for a trip from _____, 19____, to _____, 19____.
 Date Date

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

Type of trip: One day Touring camp Short-term camp Long-term camp (Furnish copy of program and menus.)

Where swimming or boating is included in the program, Safe Swim Defense, No. 34368, and/or Safety Afloat, No. 34368, standards are to be followed.

Person in charge: _____ Aquatic certification: _____ Expiration date: _____ or
 use of assistants so qualified: Aquatic certification: _____ Expiration date: _____

Mode of transportation: Car RV Van Bus Boat Canoe Train Hiking Truck Other _____
 (The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include _____ youth and _____ adults. Have parents' approvals been secured? _____

It is the tour leader's and unit committee member's understanding that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application. The Boy Scouts of America policy requires two adult leaders on all camping trips and tours. Tour leader in charge must be at least 21 years of age.

Tour leader's name _____ Age _____ Phone _____
 Print or type

Address _____

Assistant tour leader's name _____ Age _____ Phone _____

Address _____

Signed by member of unit committee

Signed by tour leader

RETAIN IN COUNCIL SERVICE CENTER

COMPLETE AND RETURN TO UNIT

OFFICIAL LOCAL TOUR OR
 CAMP PERMIT BOY SCOUTS OF AMERICA

This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Permit issued to _____ No. _____ Town _____
 Type of unit _____

Name of tour leader _____ Age _____ Address _____

Assistant Tour Leader _____ Age _____ Address _____

Permit covers all travel between _____ and _____

Dates of trip from _____, 19____, to _____, 19____

Total youth _____ Total adults _____

This group has given the local council every assurance that they will conduct themselves according to the best standards of Scouting and observe all rules of health, safety, and sanitation as prescribed by the Boy Scouts of America and as stated in the Pledge of Performance on the reverse side of this permit.

These spaces are for the signatures and comments of officials where the group camps or stays for 1 night or more. Signatures indicate that the cooperation and conduct of the Cub Scout, Boy Scout, Varsity Scout, or Explorer group were satisfactory in every way.

Date	Place	Signature	Comment

Local Permit No. _____
 Date Issued _____
 Council Stamp

Not official unless council stamp appears here.

 Council name and address

 Council phone no.

 Signed for the council

INSURANCE

All vehicles **MUST** be covered by a public liability and property damage liability insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least \$50,000/\$100,000/\$50,000.) Any vehicle carrying ten (10) or more passengers is *required* to have limits of \$100,000/\$300,000/\$100,000. In the case of rented vehicles the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle. All vehicles used in travel outside the United States must carry a public liability and property damage liability insurance policy that complies with or exceeds the requirements of that country.

KIND YEAR AND MAKE OF VEHICLE	NUMBER OF PASSENGERS	OWNER'S NAME	DRIVER'S LICENSE NUMBER	WILL EVERYONE WEAR A SEATBELT?	PUBLIC LIABILITY INSURANCE COVERAGE		
					PUBLIC LIABILITY		PROPERTY DAMAGE
					Each Person	Each Accident	
					\$	\$	\$

TRANSPORTATION

- You will enforce reasonable travel speed in accordance with state and local laws in all motor vehicles.
- If by motor vehicle:
 - Driver Qualifications:* All drivers must have a valid driver's license and be at least 18 years of age. **Youth Member Exception:** When traveling to an area, regional, or national Boy Scout activity or any Explorer event under the leadership of an adult (21+) tour leader, a youth member at least 16 years of age may be a driver, subject to the following conditions: (1) Six months' driving experience as a licensed driver (time on a learner's permit or equivalent is not to be counted); (2) no record of accidents or moving violations; (3) parental permission has been granted to leader, driver, and riders; (4) a 21-year-old licensed driver must be a passenger in the vehicle.

- If the vehicle to be used is designed to carry more than fifteen persons (including driver) the driver must have a commercial driver's license (CDL).
Name: _____
C.D.L. expiration date _____
- Driving time is limited to a maximum of 12 hours and must be interrupted by frequent rest, food, and recreation stops.
- Seat belts are provided, and must be used, by all passengers and driver. Exception: A school or commercial bus.
- Passengers will ride only in the cab if trucks are used.

OUR PLEDGE OF PERFORMANCE

- We will use the Safe Swim Defense in any water activity.
- We will use trucks only for transporting equipment—no passengers except in the cab. All passenger cars, station wagons, recreational vehicles, and cabs of trucks will have a seat belt for each passenger.
- We agree to enforce reasonable travel speed (in accordance with national, state, and local laws) and use only vehicles that are in safe mechanical condition.
- We will be certain that fires are attended at all times.
- We will apply for a fire permit from local authorities in all areas where it is required.
- We will at all times be a credit to the Boy Scouts of America and will not tolerate rowdiness or un-Scoutlike conduct, keeping a constant check on all members of our group.
- We will maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
- We will not litter or bury any trash, garbage, or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal or all the way home, if necessary.
- We will not deface trees, restrooms, or other objects with initials or writing.
- We will respect the property of others and will not trespass.
- We will not cut standing trees or shrubs without specific permission from the landowner or manager.
- We will collect only souvenirs that are gifts to us or that we purchase.
- We will pay our own way and not expect concessions or entertainment from any individual or group.
- We will provide every member of our party an opportunity to attend religious services on the Sabbath.
- We will observe the courtesy to write thank-you notes to persons who assisted us on our trip.
- We will, in case of backcountry expedition, read and abide by the Wilderness Use Policy of the BSA.
- We will notify, in case of serious trouble, our local council service center, our parents, or other local contact.
- If more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.

LOCAL TOUR PERMIT APPLICATION APPROVALS

Dear Unit Leader:

Through recent incidents it has been made clear that the policies set forth by the Camping Department for approval of tour permit applications have not been clearly understood. Therefore, we will reiterate the criteria for tour permit approval.

- 1) **DROP-OFFS:** If you do not trust the U.S. Postal System, you may drop off your tour permits for approval at either the Philadelphia or Valley Forge Resource Center; they may be picked up 5 to 7 working days after the permit is submitted. **UNDER NO CIRCUMSTANCES CAN TOUR PERMITS BE APPROVED WHILE YOU ARE WAITING OR LATER ON IN THE SAME DAY.** The Camping Department is extremely busy, particularly during the summer months, and it is impossible to drop everything to accommodate those who cannot plan ahead properly.
- 2) **FAXED PERMITS:** From now on, permits cannot be submitted or approved via the fax machine. Permits must be received by us **AND** by the organization you intend to visit with your **ORIGINAL** signatures. If anything is faxed, your signatures are considered copied rather than in original ink.
- 3) **TWO WEEKS NOTICE:** Incoming mail must go through the internal mailing system before reaching the Camping Department, therefore delaying the approval process. Permits generally get approved and mailed 2-3 days after they reach the Camping Department. If you do not receive your permit 4 days before your departure, please call the Camping Department where the status of the permit can be checked in our tour permit log. If there is an error on your part, we will remedy the problem so you will still be able to go. Many permits come to the department **WITHOUT** full address, necessary signatures, insurance and driver information, etc., further delaying the process. Please remember to fully complete all requested information on your application.

Our apologies for mistakes made in the past with submitted tour permits. However, in order for the Camping Department to run as effectively as possible to meet everyone's needs, we ask that you adhere to the policies set forth.



NATURE CRAFTS

SESSION DIRECTORS

JOYCE A. BLUNT
CHARLOTTE VOGEL

SOURCES:

Good Earth Art, Mary Ann F. Kohl & Cindy Gainer
The Kids' Summer Handbook, Jane Drake & Ann Love
Nature Crafts for Kids, Gwen Diehn & Terry Krautwurst
Sticks & Stones & Ice Cream Cones, Phyllis Fiarotta
Family Fun Magazines
Pow Wow Books from other districts.

HANGING CARROT BASKET:

Materials: 1 Large Carrot With Leaves
Knife
4 Push Pins
4 12" Pieces of Yarn



Cut 2" off the bottom of a large carrot. Take off the feathery leaves, do not remove the stems from the top of the carrot. Carefully scoop a hollow in the cut end of the carrot. Press four push pines into the side of the carrot. Tie one together. Hang the carrot from a hook in a sunny window. Keep the hollow filled with water. After a while new leaves will sprout and you will have a beautiful plant.

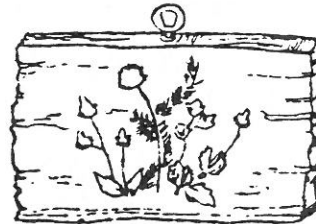
GOURD RATTLE:

Materials: Gourd With Long Stem End (Buy gourds in the fall or grow your own. Hang and let dry).
Small Rocks
Yarn or Leather Strings
Paint/Feathers

After drying gourd, cut a ½" hole in the top. Save the piece you cut out. Put three small stones in the hole; cover the hole with the piece you cut out and glue in place. Paint designs on gourd and tie strings with feathers on the long stem.

WALL HANGINGS:

Materials:	Weather Wood	Dried Flowers
	Nuts	Seeds
	Seed Pods	Feathers
	Glue	Picture Hanger



Place natural materials on the wood the way you want them. Glue the pieces to the wood. Add a picture hanger.

FAMILY TREE:

Make a real family "tree". Look for a branch that has lots of sturdy stems coming out of it. Your "tree" should be 2-3 feet high. Plant your tree in a coffee can using casting plaster to hold it in place. Glue pictures of your family to butter tub lids and tie them to the branches. You now have a real family tree!

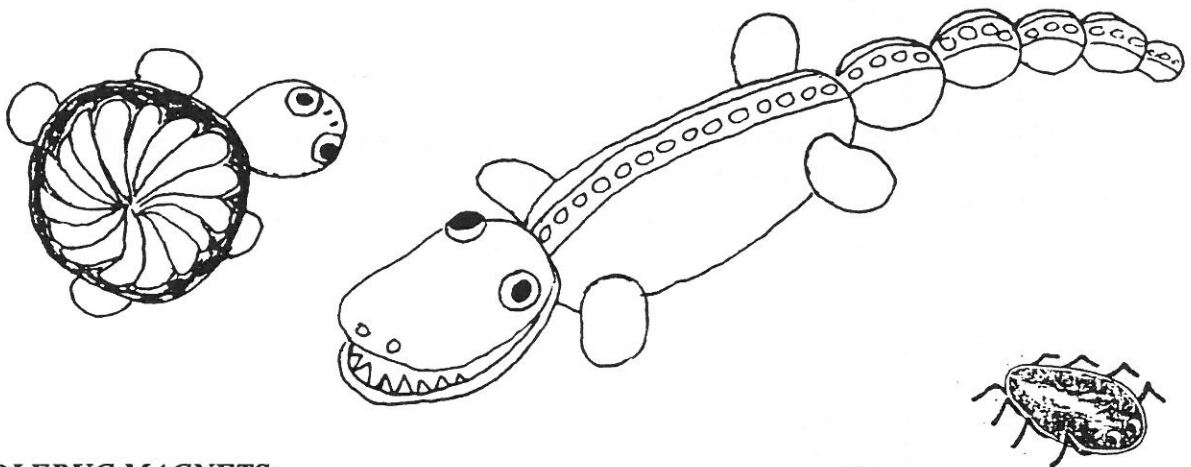
ROCKS

Smooth, flat stones can be obtained along a river bank. Dirt and foreign matter should be removed by washing the rocks in detergent. Be sure they are completely dry before you begin to decorate them. If the rocks are to be different colors, it is best to paint them before assembly. If the entire figure is one color, the rocks may be glued together first, then painted. Acrylic paint works best. Use contact cement to glue the rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do. After pieces are glued together it's a good idea to run a "collar" of white glue or household cement around all the joints to make a firm, lasting bond. Use your imagination in adding features, such as yarn, broom straws, wiggly eyes, felt, etc.

STONE SCULPTURE:

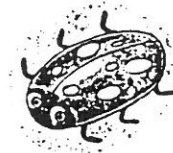
Materials: Contact Cement (clear drying-fast drying is not recommended)
Clay (non-hardening modeling clay-use for holding stones together while gluing)
Paint (acrylic)
Varnish (use of varnish is optional-the color of a varnished stone will look as fresh as if it were under water)

Collect as many different stones and pebbles as possible. It is wise to look for 2, 4 or 6 similar pebbles so that you can match them later for accent pieces like nose, ears and feet.



DOODLEBUG MAGNETS:

Materials: Small Pebbles
Magnetic Tape
Paint
Felt, sequins, pipe cleaners, etc.



This is a project in which an active imagination will be more useful than exact measurements. Glue a small piece of magnetic tape to a pebble and paint the pebble. Then doodle a design on the pebble; decorate it with felt, beads or sequins for features; cut hairpins or pipe cleaners and bend and glue between and on pebbles to form legs and antenna.

DRYING LEAVES AND FLOWERS:

Many of the interesting plants you find on nature walks and in your yard can be saved by drying and/or pressing them. When you dry a flower or leaf, you are removing the natural moisture that all plants have in their petals, leaves, and stems. As the moisture leaves, you may notice some changes. Sometimes the petals shrivel up and turn brown. Other times the petals get a bit smaller and turn a lighter color.

Flowers can be preserved by "hang-drying". Arrange the flowers you have picked in small bundles of three to five stems. Tie each bundle together around the stems with string and hang them upside down in a dry, dark place until thoroughly dried.

Pressed flowers and/or leaves can be used in a lot of craft projects and are very easy to do. The easiest way to press materials is to lay them on a paper towel, cover them with another paper towel, and stack a heavy book on top. If you leave them for several days to a week, they should emerge dry and flat-ready to decorate lots of different things.

WILD FLOWER CANDLES:

Materials: Paraffin
Fat White Candles
Pressed Flowers
An Old Tin Can (label removed)
Old Soft Paintbrush
Pot of Water
Old Newspapers



Collect some flowers and press them. Melt the paraffin (place paraffin in the old tin can, place in a pot of water and melt). Place a flower on the candle, dip the paintbrush in the melted paraffin and quickly, but carefully brush a thin layer of paraffin over the flower to glue it to the side of the candle. If your paintbrush hardens, dip it in the warm paraffin. Continue placing the flowers and painting them down. The paraffin will cool quickly and will harden as it cools.

CORN HUSK FLOWERS

Materials: Corn Husks
Dye (fabric or natural--this is optional)
Flexible Wire
Heavy Wire for Stem
Floral Tape

Peel the husks off several ears of corn and spread the husks in the sun to dry, turning them every few hours. Husks look good left their natural color, but you can also dye them bright colors. Dissolve half a package of fabric dye in half a gallon of water and heat to boiling. Put the dry husks in the hot dye, remove the dye from the heat, and let the husks soak overnight or until they are the color you want.

Tear your dried/colored husks lengthwise into strips. You'll need five good strips about 1 3/4 inches wide for the petals.

Use your less attractive husks to make the center of the flower. Roll the husks into a roll about 3/4 inch wide and wrap flexible wire around them about an inch from one end. Cut off the wire ends and the extra husk.

Fold a petal in half, and position it against the center. Wrap a piece of wire around the center and the petal, twist the ends together, and trim off the wire ends. Then add the other petals around the center in the same way. Cut off the extra husks on the bottom of the flower cutting the bottom into a point.

Cut a piece of heavy wire about 18 inches long and bend a "fish hook" into one end. Insert the other end into the center of the flower and pull it all the way until the fish hook disappears into the flower.

Wrap floral tape around the base of the flower and all the way down the stem.

DO-IT-YOURSELF LAMINATING

Look in your local office supply store for a product called "Clear-Adheer" Do-It-Yourself Laminating Sheets. Fifty 9" x 12" sheets come to a box and costs about \$10.00. This product is easy and fun to use. No heat or special tools are necessary!

Not only can you laminate your membership cards but this is a great product for crafts! I have used this to make unique placemats for the Blue & Gold Banquet (I had the Cubs design their own placemats and cover the placemat with the laminating sheets). We also pressed leaves and dried flowers, glued the leaves and/or flowers to parchment paper, covered the same with the laminating sheets and made beautiful bookmarks, gift tags, names tags, etc.

COLLECTING SEEDS FOR PLANTING NEXT YEAR:

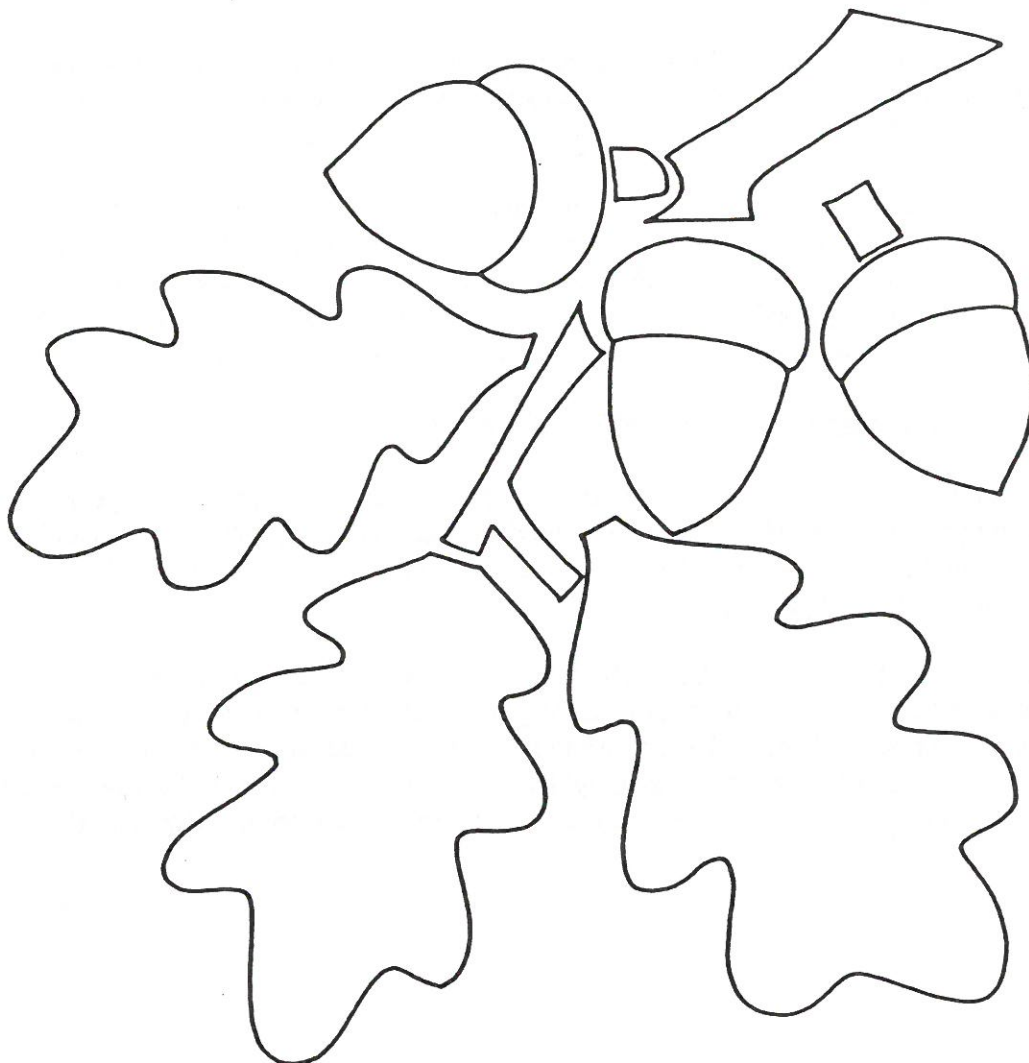
You can easily collect seeds from wildflowers or vegetables from your garden one year and be all set for planting next year! The seeds of most wild northern plants dry out and freeze before they start to grow in the spring. So you'll have to simulate both an autumn and winter spent in the ground to get the seeds ready for planting.

Place each variety of seed that you have collected on a separate sheet of newspaper to dry in the sun. Store the seeds inside in yogurt cups until late August. (Make sure you mark your containers with the name of the plant!) Place each seed variety in its own labeled jar and cover with a handful of slightly damp peat moss. Screw the lids on tightly. Place the jars in a shed or basement where it's cool and out of the way. The seeds will hibernate and be ready to plant in early spring!

SEED PAINTING:

Materials: Dried Watermelon, Cantaloupe and/or Honeydew Melon Seeds
Poppy Seeds, Caraway and/or Mustard Seeds (whatever you have at home)
White Glue
1 Small Paper Cup/Paint Brush
Cardboard, Poster Board (any heavy paper or plywood)

Draw your design in pencil on the cardboard. (Outline your design with black marker if you would like.) Put glue in a small paper cup. Brush glue on one area of the design to be filled in with seeds. Arrange the large seeds (watermelon or cantaloupe seeds) along the outline of the glued area first and then work them inward until the whole space is filled. To work with the smaller seeds, merely sprinkle seeds on the glued area and blow away any that do not stick. Proceed to glue and fill all areas in the way that pleases you most.





TWIG AND CONE WREATH:

Materials: A Wire Coat Hanger
Lots of Twigs (all approximately the same length)
Flexible Wire (Floral Wire is good)
Shears or Heavy Scissors
Pinecones
Berries
Tacky Glue

Untwist the handle of the coat hanger and bend the coat hanger to make a circle. Retwist the ends closed. Take a handful of twigs and form them into a bunch. Wrap a piece of wire around the bunch at one end, and twist the ends of the wire together so the twigs stay together. When you have several bunches made, start the wreath. Hold a bunch against the coat hanger circle and wire it on with another piece of wire. Wire on a second bunch of twigs, overlapping the wired ends of the first. Keep adding bunches of twigs until the coat hanger is covered. Glue on pinecones, berries, etc. on to wreath.

NATURE GATHERING:

This is my favorite nature craft project to do with Cub Scouts. First, take your Cub Scouts on a “nature hike”. As your hiking, gather pinecones, acorns, rocks, leaves, pieces of bark, twigs, etc., whatever is available. You may want to do several different hikes over a period of time and have the scouts store their objects until you have enough to complete your project.

Once you have gathered your materials, choose a slice of a log (if available) or a scrap piece of wood as your base for your sculpture. Let your Cub Scouts imagination complete the sculpture! Pinecones can become trees and branches glued together to make a deer. Add some white glitter--and you have a nice snow scene.

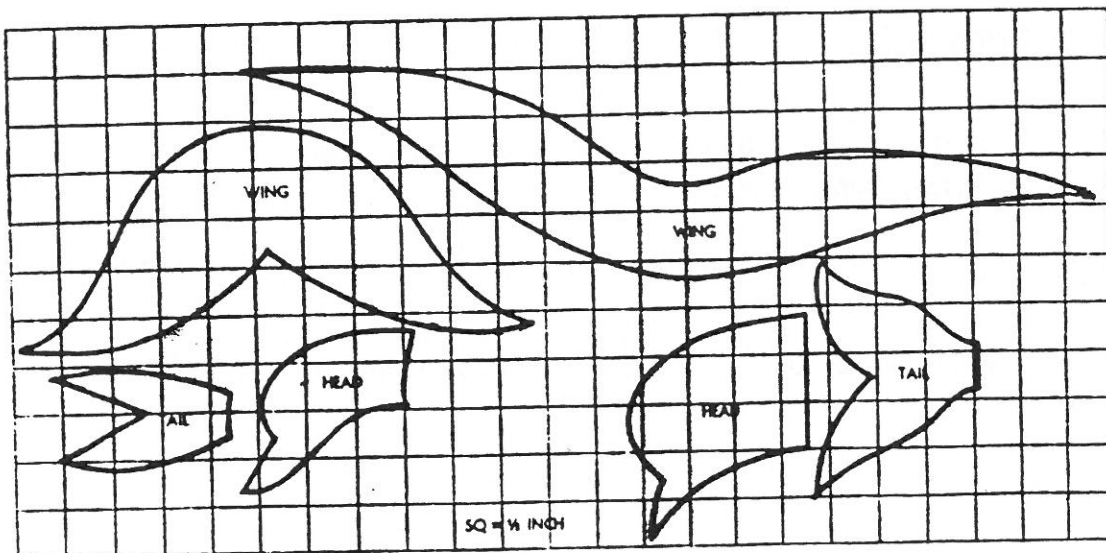
[NOTE: I like to use wood glue when making a deer out of twigs but it does take extra time to dry. However, I find that the glue holds up better after it has dried.]



PINE CONE BIRDS:

For materials you need only lightweight balsa wood, pine cones, colored pipe cleaners, artificial holly berries, a single-edge razor blade, and model cement.

To make, trace wing, tail and head pieces on balsa. Cut out with single-edge razor blade. Using metallic gold paint, spray paint cone and the balsa pieces. Glue pieces in place. Add pipe cleaner legs and berry in mouth. Hang bird with a thread.



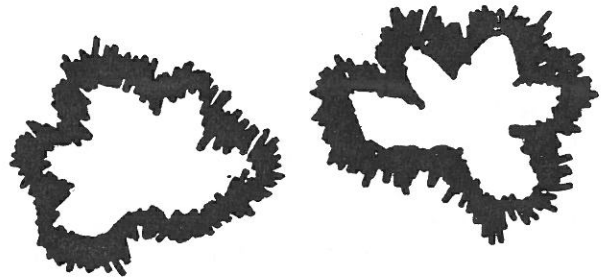
NATURE RUBBINGS:

Materials: Newspaper
Crayons (with paper peeled off)
Fresh Green Leaves or Wildflowers (or try other things from nature such as bark, weeds, reeds, etc.)
Paper

Spread the newspaper onto your work surface. Place leaves or wildflowers on the newspaper. Place paper on top of the leaves or wildflowers. Hold a crayon sideways and rub over the leaves or wildflowers.

LEAF BURSTS:

Materials: Newspaper
Paper
Tempera Paints and Brushes
Container with Water
Rag
Fresh Green Leaves



Cover table with newspaper. Place paper on newspaper. Put the leaf on paper (hold the leaf still with one hand and use the other hand to paint on the leaf, brushing in an outward direction). Move leaf to another part of the paper and repeat painting. Use another leaf to create more leaf burst designs.

[Variation: Add pressed leaves to your design.]

NATURE MOBILE:

Materials: Branch or Stick
Collected Objects: Pine Cones, Nuts, Twigs, Stones, etc.
String, Twin or Thread

Tie collected nature objects to branch or stick with twin, string, or thread. Tie twine onto a branch to hang.

[Try a theme mobile: feather mobile, pine cone mobile, woods mobile, autumn mobile, "My Nature Walk" mobile.]

LOG TOTEM POLE:

Materials: Log (strip bark off)
 Acrylic Paint
 Paintbrushes
 Rags

Have your cubs sketch different sections for the totem pole. Remove the bark from a log. Make sure the log is dry and free of dirt and bugs. Decide the order of the sections for the totem pole and sketch your designs onto the log. Use a different face or design in each section from the top to the bottom. Paint. Display your totem pole in a standing position.



NATURE WREATH:

Materials: 2 Sheets Heavy Cardboard
 String/Scissors
 Pine Cones
 Acorns, Walnuts, etc.
 Seed Pods
 Seeds
 Dried Leaves
 Ribbon

Cut cardboard into a wreath shape by tracing a large plate and a smaller plate. Glue two wreath shapes together for extra strength. Punch a small hole with scissors in the cardboard for hanging.

Glue nature items to the cardboard. Use plenty of glue. (Older scouts may use a glue gun with adult supervision). Fill wreath shapes completely with nature items. Allow the wreaths to dry overnight.

The wreath makes a nice centerpiece at Thanksgiving with a candle in the center.

You can make recycled paper!

Have you ever wondered how the newspapers, paper grocery bags and other used paper you recycle actually gets recycled by paper mills into new paper products? Just follow these easy steps developed by the Paper Grocery Bag Council and you can learn how this process of making new paper from old is done. You can make writing paper for a birthday card or even notes to your friends. Here's how:

Here is what you will need:

- Paper to be recycled, such as an old newspaper or brown paper grocery bags (use one full page of newspaper or 1/4 of the bag for each person).
- A big pan to hold water
- An electric blender
- A piece of fine wire mesh screen (like the screen that covers a window) or a plastic screen (you can find this at an art supply store)
- Three pieces of white blotting paper (this is spongy paper that you can also get at an art supply store)
- A rolling pin
- Assistance from your teacher or parent



Get started:

1. Tear your paper into tiny pieces and put into the blender. Add two cups of water. Put the top on the blender and turn the blender on high for about 30 seconds. (Your adult assistant can help you with this to make sure the top is on tight, etc.)
2. Your blender now contains a very watery mush - this is called pulp. Put the wire screen into the tub and pour in your pulp mixture. Check and make sure that there are no big lumps of paper left - if so, you will want to remove these.



3. Move the pulp mixture around with your fingers until the pulp covers the screen. (If you want to decorate your paper, you can add a few drops of food coloring, color tissue paper, flower pedals, etc. to the water at this time.)

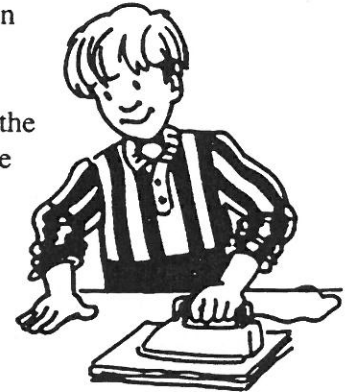
4. Lift the screen out of the water - easy does it - and let any extra water drip out from your screen. If you are using the plastic screen, you can place a second screen on top of your pulp and squeeze out excess water.

5. Set the screen on top of a piece of blotting paper. Carefully place another piece of blotting paper on top of the screen. Turn the screen upside down and tap your screen so the sheet falls out onto the bottom piece of blotting paper. Remove the screen.

You'll see your wet sheet of paper! Put another piece of dry blotting paper on top of the sheet and roll it a few times with a rolling pin — this will help to squeeze out any excess water.



6. Now let your paper dry. You can let your paper dry over night, or if you have the help of an adult assistant, you can speed the process along by “ironing” your paper: Put the iron on a medium setting (do not use the “steam” setting). Gently iron your sheet that is still between the blotting paper. (Simply pat the iron on the top of the blotting paper - DO NOT move the iron from side to side or your sheet will tear). When the sheet seems dry, gently peel it from the blotting paper.



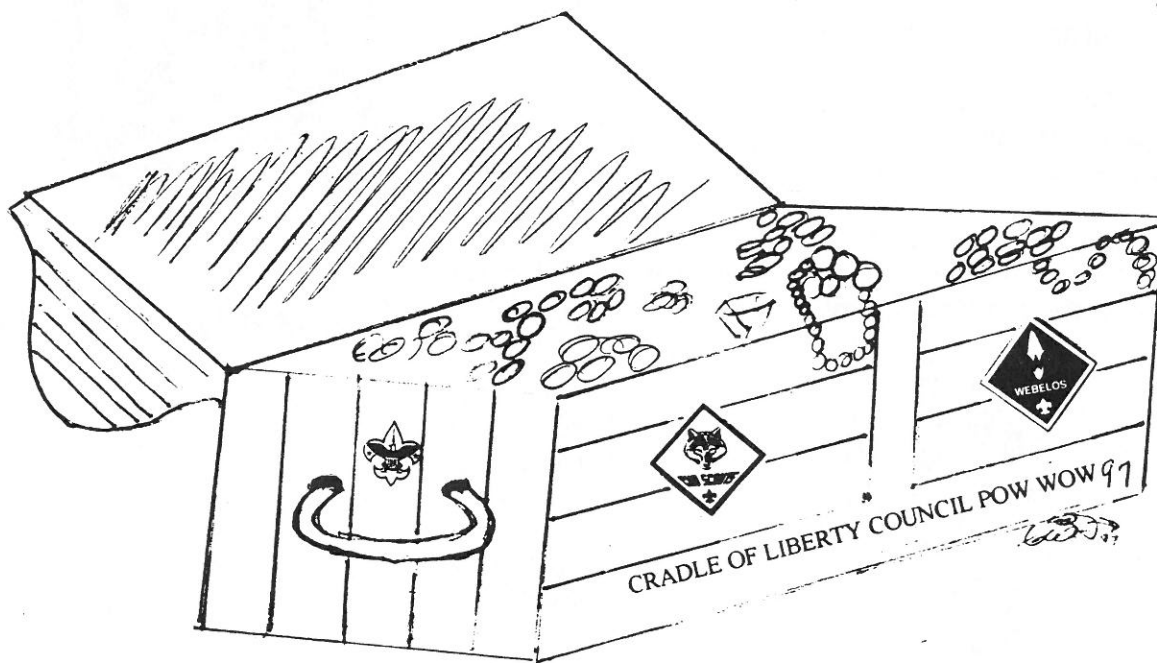
7. Your hand-made recycled paper is now ready to be turned into a greeting card or stationary!



Now you've made your own recycled paper and best of all you have discovered just how a paper mill recycles used paper to make new paper! Be sure to do your part to help reduce the landfill waste stream by recycling at home and school. As part of the Billion Bags Campaign, the people who make paper grocery bags are encouraging more than 7,000 communities to start recycling paper grocery bags. If each family in these communities set out just one paper grocery bag a week for recycling, Americans would recycle more than a billion bags a year.



Fraser



CONNIE HOWARTH
BADEN POWELL DISTRICT C.O.L.

SUE M^oGUIRE
NUTMEG DISTRICT
FAIRFIELD COUNTY COUNCIL

The Look-Around Clown

You will need:
plastic drinking cup (colored)
plastic foam ball
ice cream stick
felt, rickrack
chenille sticks
glue and scissors

1. Dip an ice cream stick in glue and push it into the center of a plastic foam ball.
2. Poke a hole in the center of the bottom of the drinking cup, large enough so the stick can turn around.
3. Decorate the head and body with pieces of felt, rickrack, and chenille sticks.
4. Put the ice cream stick into the cup through the hole. By holding the stick with your hand inside the cup, you can move the clown's head up, down, and around.

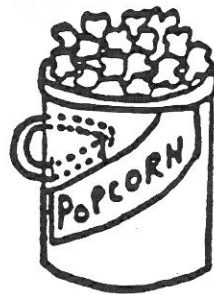


Cookie Cutter Craft

You will need: (Paper version)

animal cookie cutters
construction paper
scissors and glue

1. Trace around cookie cutters.
2. Cut strips of black or brown paper to make cage and wheels.
3. Glue them on top of animal .



Popcorn Neckerchief Slide

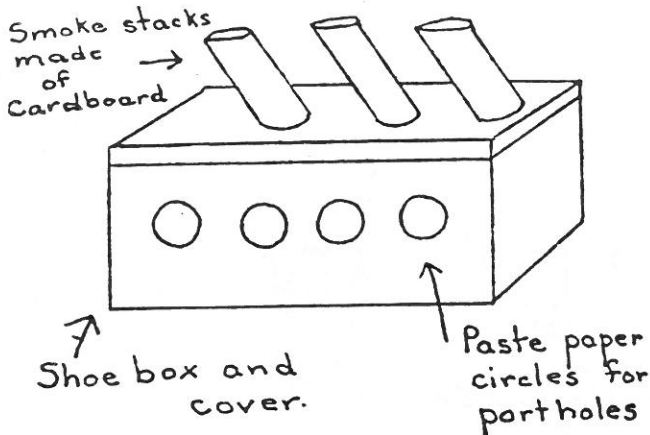
You will need:
film canister
pipe cleaners
red or white adhesive vinyl
marker
cotton balls
plaster
popped corn
clear acrylic spray

1. Cover the film canister with red or white adhesive vinyl.
2. Make two small cuts in the back to insert a pipe cleaner ring.
3. Make a sign "POPCORN" and tape to front of can.
4. Put one or two cotton balls in can and pour a small amount of plaster over them for weight. Let dry.
5. When dry, glue popped corn in the top part of the can. (Use enough to make sure popcorn will stick.)
6. When dry, spray with clear acrylic spray.

A BOX

You will need:

- A shoe box
- A sheet of thin cardboard
- A pair of scissors
- A sheet of white paper
- Paste
- Paint

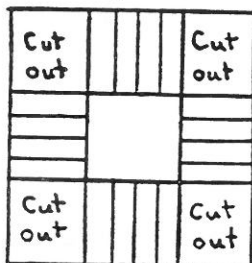


KEEP THE COVER on the box. Make three holes in the cover in a straight line along the center. Cut three pieces of cardboard, roll them into small enough rolls to fit into the holes. These are the stacks or chimneys on the ship. Slant them a little, all in the same direction. Around the sides of the box, along the middle, paste white paper circles for portholes, after you have painted your ship. Use a round small glass to trace the circles. Paint the ship blue or gray. If you want to make your ship more interesting, paint it various colors to camouflage it. Make a fleet of ships to play with on a rainy day.

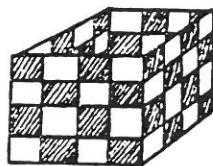
WOVEN PAPER BASKET

- A sheet of drawing paper about 9 inches by 12 inches, or smaller
- A sheet of colored paper
- Paste
- A ruler
- A pair of scissors
- A pencil

Cut strips on four sides.

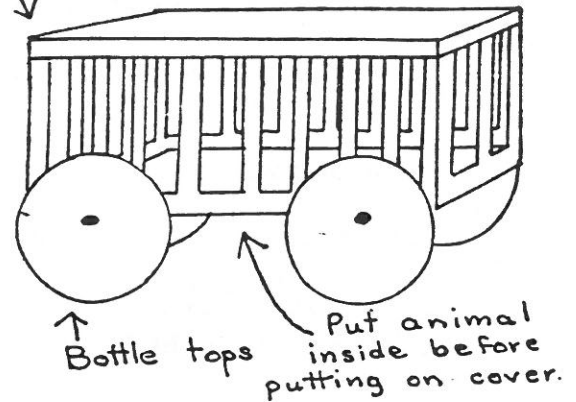


Fold up sides.



Weave colored strips through sides.

Shoe box and cover



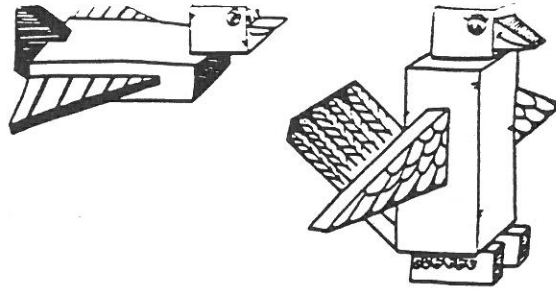
66. ANIMAL CAGE

REMOVE THE COVER from the box. Cut narrow bars down from the edge of the box almost to the bottom of the box. Carefully cut away every other strip so that you have bars left as in a cage. Try not to bend the bars as you do this. Attach the milk bottle tops to the corners of the box with the paper fasteners, to represent wheels. If you are using spools, then glue the spools to the corners of the box. Cut an animal out of magazine if you like, paste it on cardboard to stand up, slip into the slit top of a cork to make it stand, and put this animal in the center of the box. Now put the cover of the box on and if you want it to be on permanently fasten the cover down with cellophane tape or pasting paper. Paint the box the color you like. If you prefer you may paint the box before you put the wheels on. Make a few of these and put a different animal in each cage and you will have your own circus.

DO EACH STEP carefully and slowly, and watch it grow under your fingers. Measure 4 inches from each edge of the paper. Draw a line where you have measured. You will have 4 square boxes at each corner, made by the crossed lines. Cut these boxes out. The 4 pieces that will now be sticking out are the pieces you will work with. Cut into these pieces of paper from the outer edge to the line you have drawn 4 inches in, making the cuts an inch apart. You will then have 4 strips of paper on each side, attached to a center piece. Fold these strips up to form the sides of the basket. Now you are going to weave on these strips. Cut strips of the colored paper one inch wide and about 17 inches long. If necessary paste two strips together to make them long enough. Beginning at the bottom corner of the basket, weave in and out with the paper strips, and paste the ends together when you get to the start of your weaving. Do this around the basket 4 times, until you have reached the top. Make the weaving have a box effect by putting the second row under the strips where you have put the first row over the strips. This is very attractive if you make the body of the basket blue and the weaving paper red.

You will need: (This is a great group project.)

- boxes (cake, shoe, toothpaste, band-aid etc.)
- glue and scissors
- markers
- construction paper

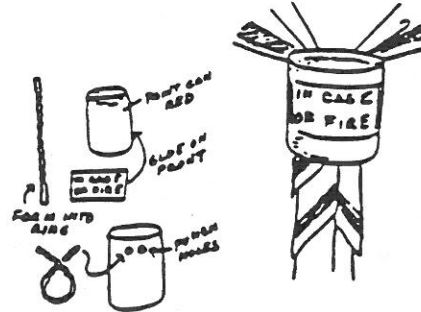


1. Cover different sized boxes with paper.
2. Glue them together.
3. Add features; eyes, mouth, feathers, etc.

Fire Bucket Neckerchief Slide

You will need:

- film canister
- pipe cleaners
- 3 cotton balls
- plaster
- water
- sand
- sign ("IN CASE OF FIRE")



1. Paint can red.
2. Tape sign to front of can.
3. Punch two holes in back of can, near top, 1" apart.
4. Insert pipe cleaners for slide, twist for loop.
5. Stuff with cotton balls.
6. Mix plaster with water to sour cream consistency. Pour thin layer over cotton balls to cover the holes and ends of the pipe cleaners.
7. While plaster is wet, sprinkle top with sand. Shake off excess. Let dry.

Litter Bags

You will need:

- paper bags
- markers



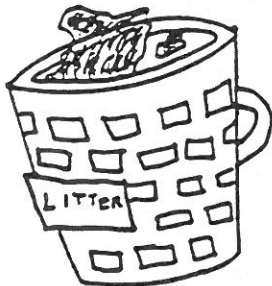
1. Invite each boy to write and illustrate an anti-litter slogan or message on a bag.
2. Go on a hike and pick up litter. Put the bag in the car to help keep the car picked up.



Litter Basket Neckerchief Slide

You will need:

- Jet Dry dishwasher basket, black plastic bag
- pipe cleaners, paper and glue

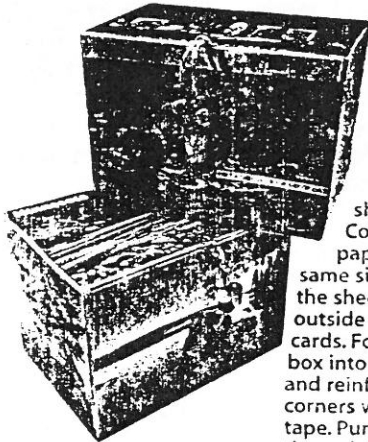


1. Thread the pipe cleaners through the basket to form a ring for the slide. Glue the black plastic into the basket to form a trash bag.
2. Make a sign that says "Litter" and glue the sign to the front of the basket.
3. Fill the basket with wadded paper scraps and glue in place.

magnets



Collect colorful leaves. Spread them between sheets of paper toweling, newspaper, or blotting paper. Place heavy books on top and let leaves dry for about a week. Lift the top sheet of paper carefully.

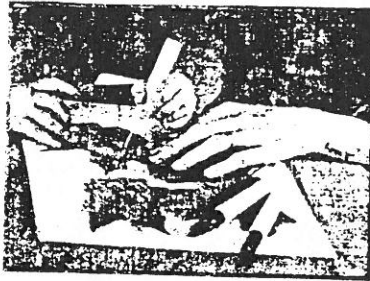
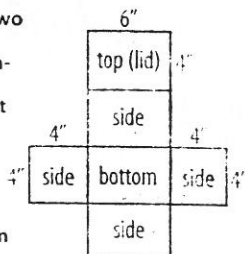


Make a treasure box using 12 standard-size souvenir postcards. Place them in six pairs, gluing backs together so that

sheet of Con-Tact paper of the same size. Trim the sheet along outside edges of cards. Fold the box into shape and reinforce the corners with clear tape. Punch a hole through the lid, about $\frac{3}{4}$ " from the edge. Loop and knot a 12" piece of beaded twine through the hole to make a handle.

Save your postcards

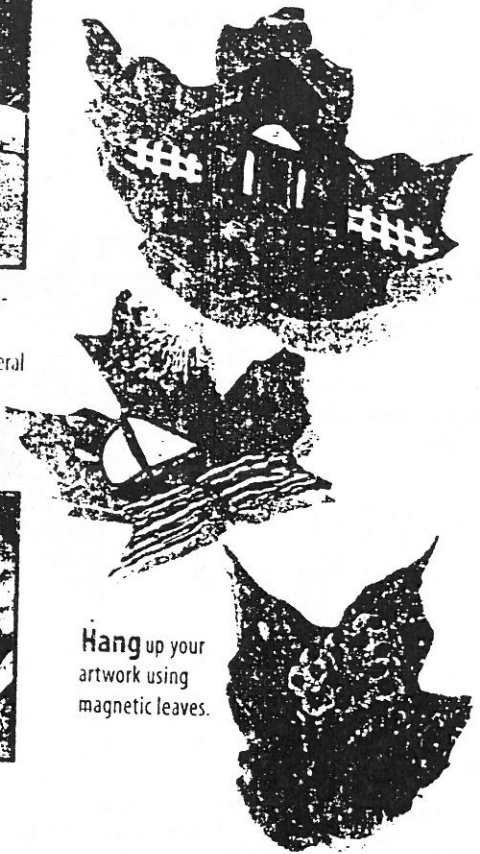
each pair has two pictures facing out. Use the diagram (right) to arrange and cut the cards on the sticky side of a $16\frac{1}{2}$ " x 14" sheet of clear Con-Tact paper. Top them with a second



Make designs on the leaves using nontoxic paint pens, acrylic paints, or permanent markers. When dry, paint the leaves with several coats of nontoxic varnish (an adult should do this). Cover one side at a time, allowing varnish to dry between coats.



Attach two 1"-long strips of self-sticking magnets to the back of each leaf.

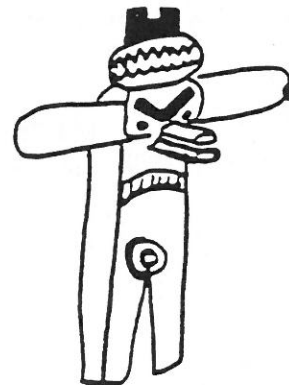


Hang up your artwork using magnetic leaves.

Totem Pole Slide

You will need:

- 1 wooden clothes pin
- 1 popsicle stick
- scraps of wood
- paint or markers
- glue
- PVC pipe or pipe cleaners



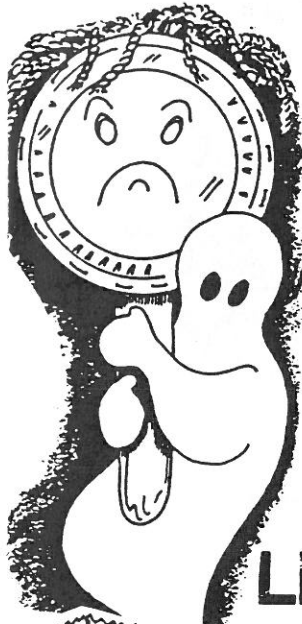
1. Glue popsicle stick to the clothes pin for wings.
2. Glue wood scraps to totem, as desired.
3. Decorate as desired with paint and markers.
4. Glue PVC pipe or pipe cleaners for slide.



Cut out one pulp egg cup. Invert the cup and place it on top of another. Draw on pumpkin face with felt tip marker, and poke a short pipe cleaner stem in top of pumpkin's head. Fill pumpkin with treats.

Balloon Goblin

Blow up two balloons; tie ends together. Cut spooky features from paper, and glue to front of balloons. For the body, tie several paper napkins onto the ends of the balloons. Tear the edges of the napkins so they look jagged.

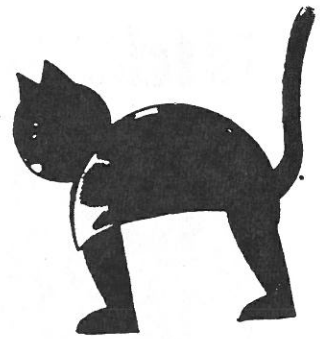


Use two tiny aluminum pie pans (from pot pies). Glue yarn to the rim of one pan for wild hair. On the edge opposite the hair, insert about 1-1/2" of an ice cream stick, and glue to hold.

Place small beads or stones inside one pan. Staple the two pans together, rim to rim. Glue on frightening paper features and rattle away!

Plastic Lid Cat

For the body, cut two plastic lids in half on a slight curve as pictured. Cut head, legs and tail from black paper, and glue in between lid halves. Punch a hole in the body of the cat, and tie on a string for hanging.



Corn Shocks and Pumpkin Lollipop

Fanfold two 5" x 5" pieces of yellow construction paper. Cut jagged edges at top and bottom. Crisscross and wrap half pipe cleaner around center.

For the pumpkin, invert an orange lollipop, and insert stem under the pipe cleaner. Glue paper leaf to the stem.



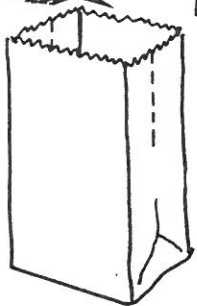
ACTUAL SIZE

Clothespin Ghost Nut Cup

Paint a clothespin white. With marker, draw on eyes and mouth. Cut two sleeves from white paper; glue to either side of clothespin. Glue a paper saying, "Boo," between sleeves. Place ghost on paper nut cup and fill with treats.



Little Bits O' Halloween



Ghost Treat Bags

Cut ghost head and arms from white cardboard. Open small white lunch bags, and slit as shown. Put arms of ghost in slits. Fill bags with candy, and staple shut.

Giant Ghost Candy Box

Draw a giant ghost shape on white, light weight cardboard. Cut out. Tape ghost to back of empty box. Fill box with Halloween treats.



FUNNY FACE JARS ... INDIAN & PILGRIM

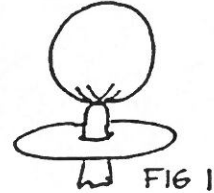
QUART JAR FILLED WITH CANDY CORN - TRAIL MIX OR HOLIDAY CANDY
 3" STYROFOAM BALL COVERED WITH A 8" SQUARE OF NYLON SOCK.
 GATHER IT TOGETHER AT THE NECK AND PUSH IT INTO A CENTER HOLE
 OF A 2½" CARDBOARD CIRCLE. SEE FIG. 1 GLUE ENDS TO THE BOTTOM
 OF THE CARDBOARD. GLUE CARDBOARD TO THE LID OF THE JAR.

USE BLACK HEADED PINS FOR EYES, PINK ONE FOR NOSE.
 MOUTH IS CUT FROM FELT. MAKE THE HAIR AND BRAIDS
 FROM BLACK YARN. (WRAP A 12" LENGTH OF CARDBOARD
 21 TIMES WITH YARN. CAREFULLY REMOVE IT AND STITCH IT
 TOGETHER DOWN THE CENTER. CUT THE ENDS, GLUE STITCHING
 AT THE CENTER PART AND BRAID ENDS (USING 7 STRINGS)).

MAKE THE DRESS FROM A 9X12" FELT SQUARE. GLUE
 RICK RACK ALONG THE 9" SIDES. WRAP AROUND THE
 JAR OVERLAPING IN FRONT AND TIE ON USING A CORD
 AT THE WAIST. USE TACKY GLUE FOR ALL GLUE WORK.
 MAKE A HEAD BAND FROM FELT AND RICK RACK.

* TRY A PILGRIM WITH YELLOW HAIR AND A BLUE DRESS.

TRY ANIMALS AND OTHER CHARACTERS TOO !



INDIAN CORN NECKERCHIEF SLIDE

Materials:

Brown pipe cleaner
 Tri-beads, 7 brown & 7 clear
 Scrap of brown paper bag
 Scissors, glue
 tri bead

1. Make a small loop at the bottom of the pipe cleaner.
2. Put on tri-bead, alternating color
3. Make a loop out of the pipe cleaner at the top of beads big enough to hold neckerchief, by twisting pipe cleaner.
4. Cut a scrap of the brown paper bag to resemble corn husk leaves. Glue to the top of the beads in front of the pipe cleaner.



CANDY TURKEY FAVOR

Make edible "glue" by mixing powdered sugar with water to make paste. Glue a red doughnut shaped candy in the center of a round cracker. Glue on candy corn tail feathers. Glue "red-hot" candy to center for turkey's head.

Macaroni shell wreath



You'll need: two paper plates, white glue, macaroni shells and noodles.



1. Cut out the centers of the plates. To make the wreath stronger, glue the plates together.
2. Glue the pasta onto the plate, starting with the large shells in the center and filling in the spaces in between with smaller ones.
3. Spray with green, gold or silver paint, or leave plain.
4. Attach a fancy bow.

Star of David Magnets

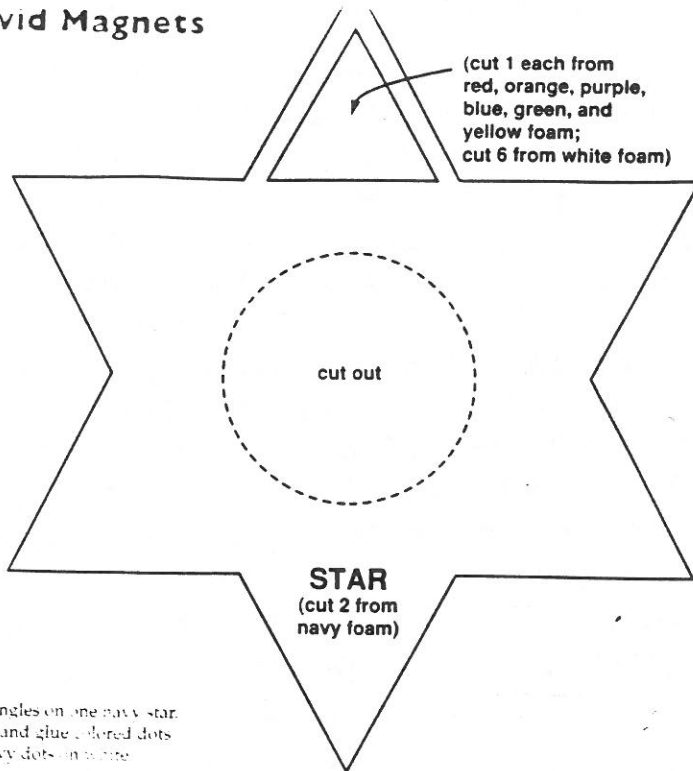


Materials

- 6 cut foam: blue, green, navy, orange, purple, red, white, yellow
- 3" length magnet strip
- Two photographs cropped to 2" square
- Tracing paper
- Thick craft glue
- Paper, pencil, hole punch, ruler, scissors

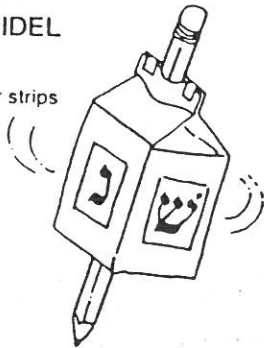
2 Make the dots. Use hole punch to make one dot each from red, blue, purple, green, orange, and yellow foam. Punch 6 dots from navy foam.

3 Make the designs. See photo. Glue colored triangles on one navy star. Glue white triangles on other navy star. Center and glue colored dots on colored triangles as shown. Center and glue navy dots on white triangles. Let dry.



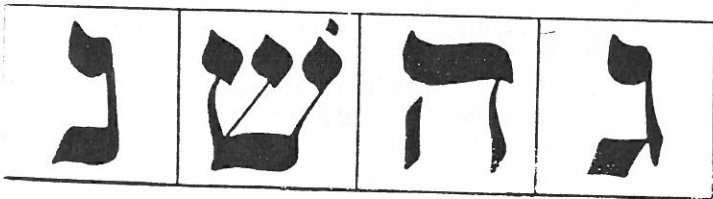
MAKE A DREIDEL

- You need:** 3" x 9½" construction-paper strips
empty half-pint milk cartons
tape
Hebrew letter cutouts
scissors
glue
sharp pencils



Steps:

1. Give each child a 3" x 9½" strip of construction paper and an empty milk carton. Demonstrate to the class how to wrap the strip of construction paper around the four sides of the empty milk carton; then tape the strip securely in place.
2. Reproduce the Hebrew letters on this page for each child. Children will cut them out and glue one letter onto each side of their milk cartons.
3. With the point of the scissors, the teacher will poke a hole in the bottom of each milk carton.
4. Have each child insert a sharp pencil through the top of the milk carton and through the hole in the bottom.
5. Assist children in closing the tops of the milk cartons and taping them securely around the pencils.
6. Now children are ready to use their dreidels to play a traditional Jewish game of chance.



DREIDEL GAME

- You need:** ten small objects (buttons, pennies, peanuts) for each player, and ten for the center pile dreidel

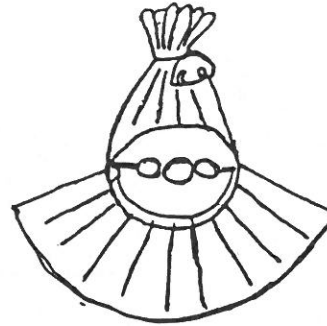
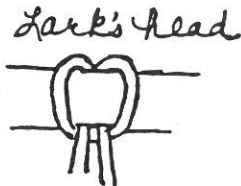
Steps:

1. Have a group of four to six children sit in a circle on the floor.
2. Give each child ten small objects, such as buttons, pennies, or peanuts. Then place ten more objects in a pile in the center of the circle.
3. Explain to the players that each Hebrew letter on the dreidel determines a player's action:
 - The letter נ (Nun) means to do nothing.
 - The letter ש (Shin) means to add two objects to the center pile.
 - The letter ה (He) means to take half of the objects in the center pile. (If the center pile contains an odd number of objects, children may take half of the next highest number. For example, if there are seven objects in the pile, the player will take four, or half of eight, objects.)
 - The letter ג (Gimel) means to take all the objects in the center pile.
4. The first player spins the dreidel on the point of the pencil. When the dreidel stops, the player acts according to which letter is facing up. The game continues clockwise, each child spinning the dreidel and adding objects to or taking them from the center pile.
5. When a player has no more objects, he or she is out of the game. When only one child has any objects left, he or she wins the game.



SANTA TIE SLIDE

- 1 plastic curtain ring
- 1 small bell (optional)
- 1 pipe cleaner
- 2 small black or blue beads
- 1 larger red bead
- red and white yarn



Center the beads on the pipe cleaner with red bead in the center. Place pipe cleaner across middle of curtain ring, wrapping around the ring once on each side. Twist pipe cleaner together in back to form neckerchief ring. Cut 15-20 pieces of both colors of yarn. About 4 to 4½" long. With each piece of yarn make a Lark's head knot, with the white on the bottom for the beard and red on top for the hat. Pull red yarn together and tie with another piece of red yarn, which may be used to attach bell.

GAMES TO MAKE

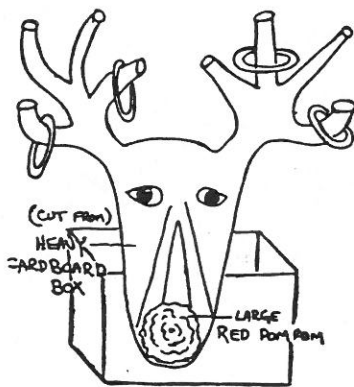
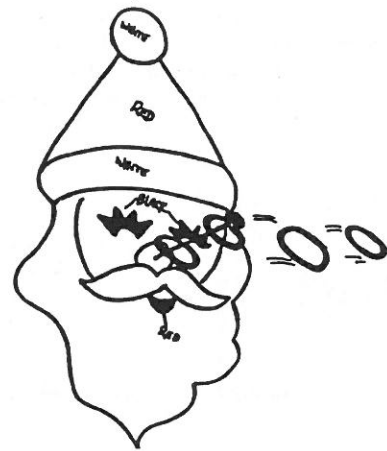
SANTA RING TOSS

Cut Santa from white poster board.

Paint features, cut styrofoam ball in half and glue on for nose.

Insert nail in ball, put some glue on the nail first, to help it hold in the ball.

Rings are cut from oleo tub lids, or any other type lid.



RUDOLPH RING TOSS & GOODWILL BOX

Cut Rudolph from heavy cardboard box.

Glue large pom pom on for nose.

Glue deer to a large box.

Rings are from any plastic lid such as margarine or cheese.

Fill with toys for poor family or hospital.

8

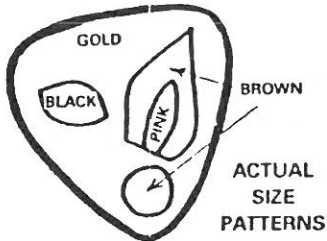
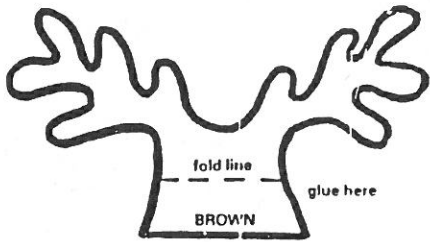


Wacky Reindeer Candy Jar
M Dishman
Chattanooga, TN

You'll need a clean baby food jar with lid, scraps of felt, brown construction paper, brown ribbon, tempera paint, paintbrush, glue and scissors.

Remove the lid from the jar. Paint the top and edges of lid with red. Let dry. Paint again if the printing still shows through.

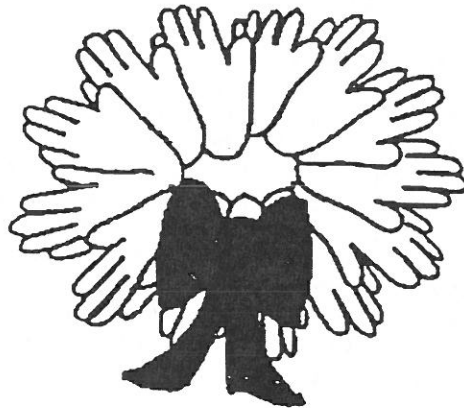
Trace and cut patterns from colored felt as shown. Glue face to front of jar. Glue eyes and nose to face. Glue inner ear to outer ear.



Glue one ear to either side of jar. Glue antlers to top of jar lid.

Fill the jar with colorful candies, and replace lid. Tie a red ribbon bow around the edge of lid.

HANDI-WREATH



Trace around each Cub's hand on heavy paper or light cardboard to use as a pattern. (The pattern will be more successful if an adult cuts it out.) Have boys use the pattern to trace 30 hands onto green paper. After all hands are cut out, glue them - one overlapping another into a wreath. To insure a circle either cut out cardboard rings to glue hands onto or use a plate as a guide. Spray a coat of clear acrylic paint to make wreath last longer. Add a bow.

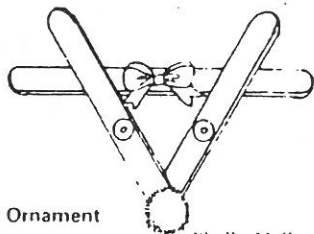
A hand from each boy in the pack makes a nice present for your Cubmaster!!

Let the boys take their pattern home - they can make a wreath for Grandma!!

Reindeer Round-up

Darlin' deer designs

Crafty Reindeer Ornament



Phyllis McIlhenny
Fort Smith, AR

For the head, glue three craft sticks together, as shown (like an upside down "A"). Glue a red pom-pom nose and moveable eyes to the front of the head. Tie a ribbon bow to the center of the top stick. Thread some yarn through the bow, to hang.

Standing Reindeer

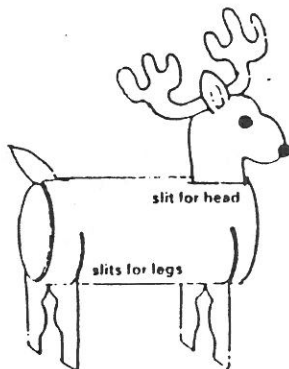
Laurie Wallendal
Des Moines, IA

For the body, cover a toilet tissue roll with brown paper (a paper bag works well). Cut two slits for the legs, as shown. Turn the roll over and on the top of the roll, make a slit for the head.

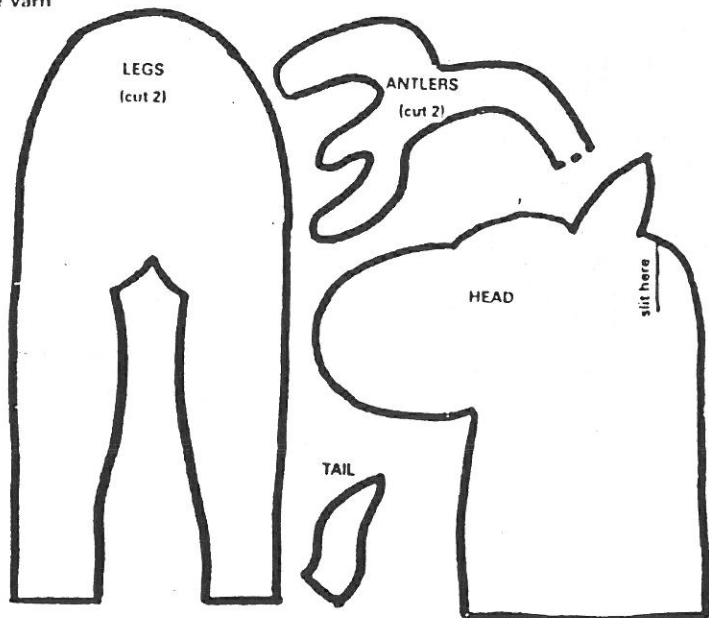
Trace and cut out all pattern pieces on cardboard that is the same thickness as toilet tissue roll.

Push the legs into the bottom slits, so that the reindeer will stand. Glue the tail to the back of the body.

Draw the face. Make a slit behind the ears. Push the head into the slit at the top of the roll. Push the



antlers into the slit behind the ears. Tie a pretty ribbon bow around the reindeer's neck.

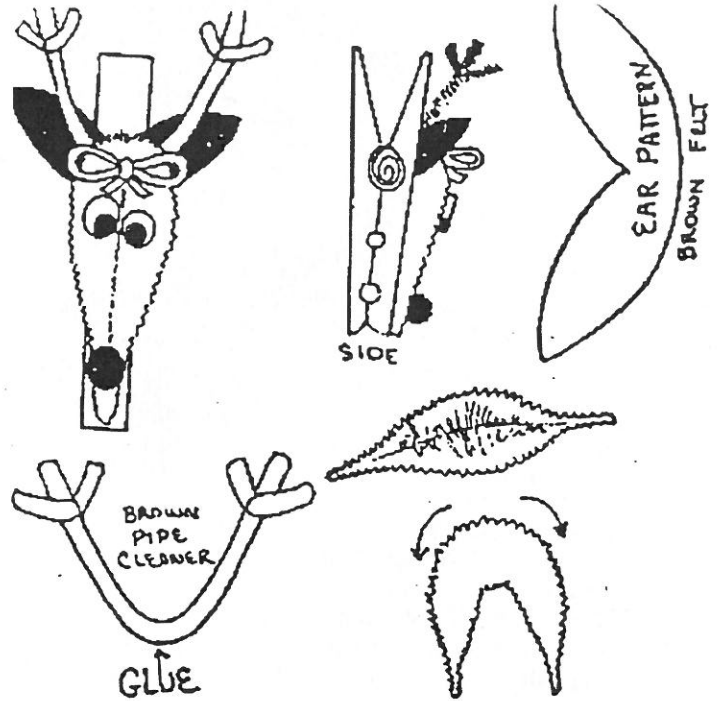


RUDOLPH TREE/PACKAGE ORNAMENT

Materials:

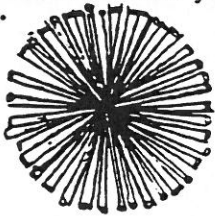
- 1 spring type clothespin (painted red or green)
- Piece of tan-colored bumpy chenille (only 1 bump needed)
- 1"x2" dark brown felt
- 3" piece of dark brown pipe cleaner
- 1 - small red pom pom
- 2 - small wiggly eyes
- Short piece, narrow red ribbon

1. Cut out ears, using pattern shown.
2. Glue ear unit to clothespin in position shown.
3. Using brown pipe cleaner, fashion antler, bend in half and glue on top of ear unit.
4. Take one bump of chenille (found in any craft store) and bend double. Hot glue this doubled-over bump to clothespin, ON TOP of the ear and antler pieces, as shown.
5. Glue on red pom pom nose and wiggly eyes. Finish by adding red ribbon bow to forehead.



STRAW STAR

Cut twelve colored drinking straws in half. Pinch each one in the middle. Tie them together with yarn. Spread out your star.

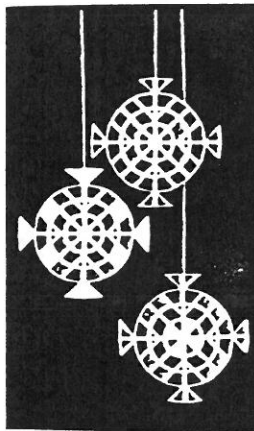


Starry Nighs

You will need:

- plastic berry basket (needs a design)
- white paper
- pencil and markers
- tape
- scissors and string

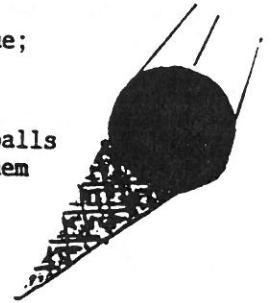
1. Cut out a design from the bottom of a plastic berry basket to use as a stencil.
2. Lay the stencil design on a piece of paper. Secure it there with small pieces of tape.
3. Use colored pencils or markers to color through the openings in the stencil, onto the paper.
4. When all opening have been colored in, untape the stencil and start another star.
5. After coloring two stars, cut them out and glue them back to back with one end of a 12" piece of string between them, let dry. Hang up!



ICE CREAM CONE ORNAMENTS

- Materials: Real ice cream cones; Glue; Small styrofoam balls; Spray paint

Spray cones gold and spray the balls any bright color. When dry, glue them together. Hang by fine wire.



PAPER LOLLIPOPS

Glue two tiny paper plates together with a popsicle stick between. Paint them to look like a lollipop, then cover with food wrap.





For each king, you will need:

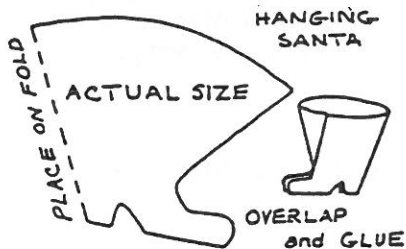
- 1 - 1" curtain ring
- 16 - 6" lengths of yarn
- 2 - small dark beads
- 1 - slightly smaller light bead
- Fine wire (or fish line)
- Gold foil from Christmas wrap

For beard, fold each length of yarn in half and attach it to the ring with a lark's head knot at shown. Use all of the yarn.

Wrap one end of the wire (or line) to the ring, next to the beard on one side. Thread one dark bead, then the light bead, then the other dark bead on the wire for eyes and nose. Wrap the other end of the wire around the opposite side of the ring 3 times and trim off excess.

Attach one long strand of yarn to the top of the ring for a hanger. Cut a crown from gold foil, and glue around top of the ring. With scissors, trim bead line fashionably.

HANGING SANTA

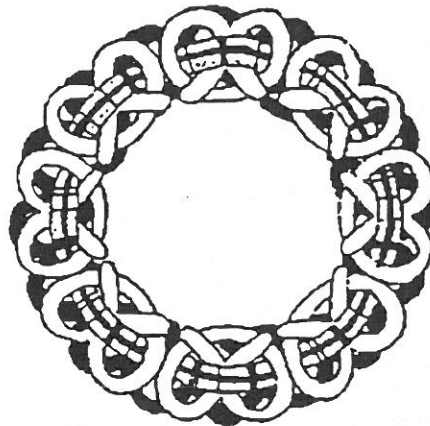


of face. For his hat, roll half a 3" red paper circle into a cone. Glue around string onto head. Add cotton trim to hat.

PRETZEL WREATH

Materials:

- 16 mini pretzels, glue, shellac,
- 14 inches of 3/4" red & green plaid ribbon



Glue eight of the pretzels, side by side to form a circle. Do the same with the remaining eight pretzels. (Work on wax paper). Let dry.

Lay one circle of pretzels upon the other staggering the top circle so that the middle of the pretzels (where it crisscross) is on top of the glued joint of the bottom ring. Glue the two rings together and let dry. Spray a clear coating of shellac over finished wreath (or try white spray paint) CAREFULLY!! Weave ribbon in and out through pretzels. Hang.

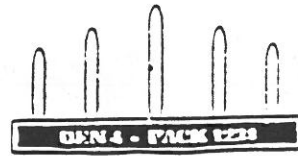
These cute little Santas could be hung anywhere - on the tree or in the hall. For the center, on which to assemble him, use the cardboard roll from a coat hanger, cut down to 7". For his body, cut 5 4 1/2" circles from paper plates; cut each in half and paint red. Fold 1/8" tabs along straight edge and glue tabs lengthwise, down the cardboard roll.

For Santa's head, cut 5 2 1/2" circles from plates. Paint them pink; then make tabs and assemble as for his body. Drop a string down thru the roll for hanging. Cover the bottom opening with a circle of red paper.

Cut mittens from black paper and glue to body. Cut two boots, using pattern, from black paper. Glue foot portion together; overlap and glue top portion. Glue cotton around tops and glue boots in place.

Glue on cotton hair, beard and buttons; add paper eyes and nose to front edges

Materials: shoe box lid
 blue foil paper
 cardboard rolls in graduated sizes
 gold foil paper
 red construction paper
 felt pen



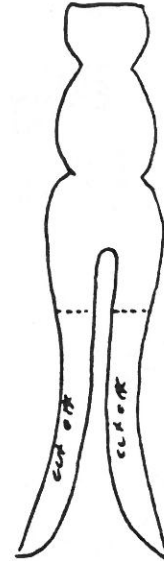
Cover lid with blue foil paper. Make five holes in top. Insert cardboard rolls covered with gold foil (to simulate candles). Use red construction paper for flames. Use felt marker for lettering.

Clothespin Horse Slide

You will need:
 wooden clothespins
 sandpaper
 pipe cleaners
 paint
 "google eyes"
 markers
 string or yarn



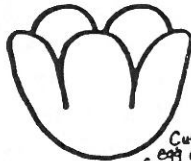
1. Cut clothespin and sand lightly.
2. Paint face brown, muzzle white.
3. Glue two 8mm moving eyes at first curve.
4. Glue string on back of horse and bring up front and glue (for mane).
5. Use marker to make nose and mouth.
6. Glue pipe cleaners or ring on back for slide.



Egg Carton Flowers

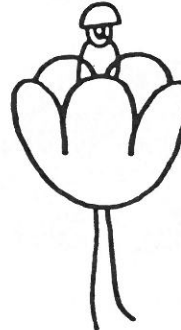
You will need:

cardboard egg carton
 wire 6" to 8"
 buttons
 small can or laundry bottle cap
 clay, soil, or plaster of paris
 gravel, small pebbles, or fluffy moss
 green tissue paper, floral tape, or
 green construction paper
 scrap of fabric or green paper
 glue and scissors



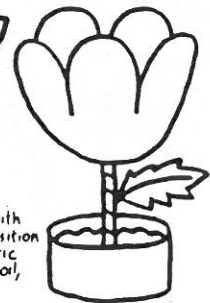
Cut one egg cup into a flower shape.

Thread a button to the center on a wire.

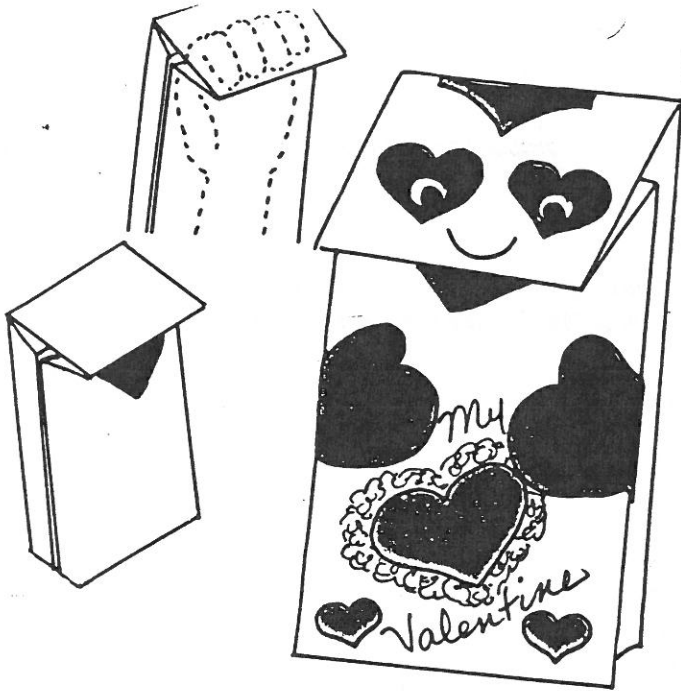


Cut a leaf from green paper. Glue to stem.

Wrap the wire with green paper. Position in a can or plastic cup with clay, soil, or plaster.



1. Cut the egg carton, trimming one egg cup into a flower shape. Cut the petals rounded or pointed. Poke two hole in the flower base.
2. Push the wire up through one hole, through the button, and down through the second hole, threading the button to become the flower's center.
3. Carefully twist the wire ends together, straightening them to make a nice sturdy stem.
4. Cut out paper or fabric leaves, and tape to the wire. Wrap strip of green tissue paper or floral tape around the wire, gluing the ends in place.
5. Set some clay or soil in the can to anchor the stem. Position the flower stem and sprinkle gravel or press moss into the surface of the clay.

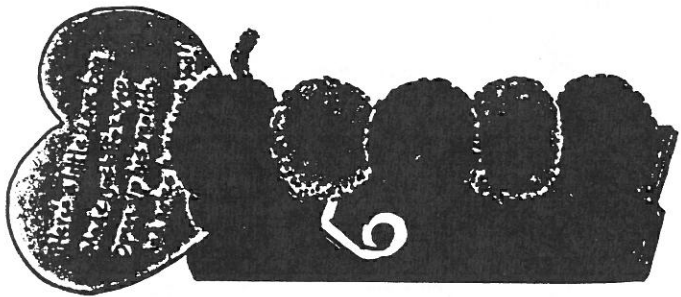


Puppet Love

You'll need a small paper sack, red paper, scissors, and glue. Cut out different-sized hearts. Glue to sack, as pictured.

For the mouth, cut one 3-1/2" heart. Write "I love you" on the heart. Glue the heart inside the fold of the bag, as shown.

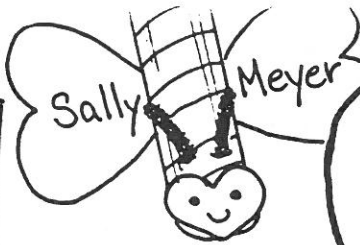
To work the puppet, put your hand inside, with fingers over fold in bottom, as shown. Open and close hands to make puppet talk.



Love Bugs

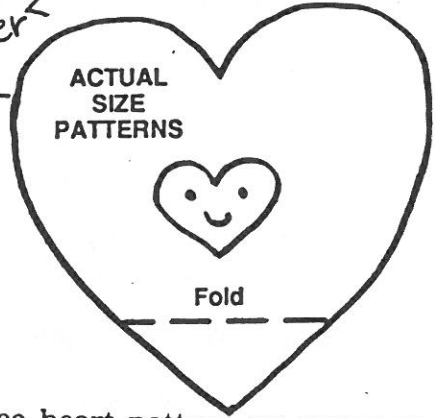
*Here's a little love bug.
Made him just for you.
Open up his little mouth
And notes he'll give to you!*

You'll need a spring clothespin, a magnetic strip, and five pom-poms. Glue the magnet to the back of the pin. Glue the pom-poms to the top of the pin. Glue wobble eyes to front pom-pom. For the antennae, bend a 2-1/2" piece of pipe cleaner in half, forming a "V." Glue between 1st and 2nd pom-pom. Cut a paper heart. Write the message on the heart. Clip heart to clothespin.



Favor/Place Card

ACTUAL SIZE PATTERNS

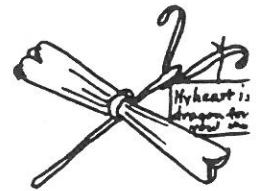


For the wings, trace heart pattern on paper and cut out. Fold wings along fold line. Tape the wings to a roll of hard candies, as shown. For the antennae cut two small pieces of pipe cleaner. Push one end of each antennae into the wrapper, just behind the second candy.

Trace face pattern on paper and cut out. Glue to roll. Write the name of the guest on the wings.

Dragonfly

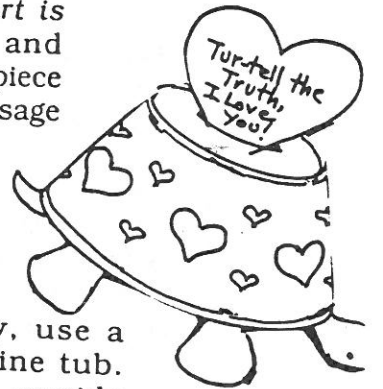
Cut out a row of hearts, as shown. Roll hearts together, forming a tube; tape. For the body, twist a pipe cleaner around center of tube. Twist a pipe cleaner around body to make the antennae.



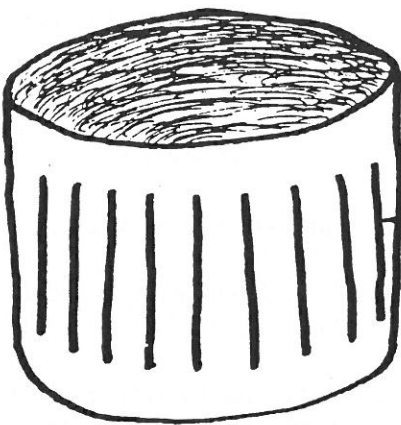
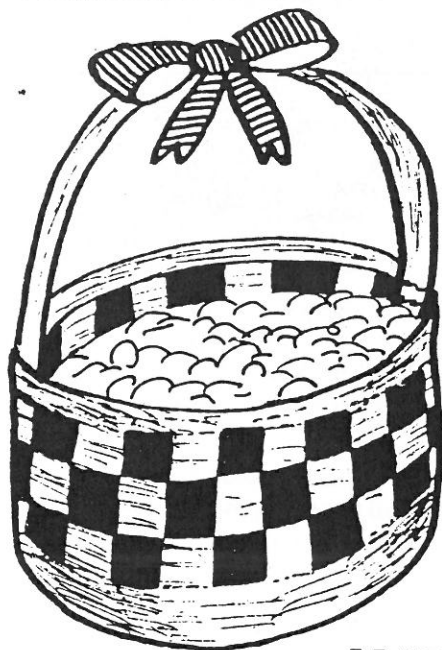
On a small separate piece of paper, write the message, "My heart is draggin' for you!" and your name. With a piece of yarn, tie the message to an antenna.

Tur-tell Valentine

For the body, use a plastic margarine tub. Turn the tub upside down. Trace and cut the patterns from paper or felt. Glue to body. Draw a large red heart. In the center of the heart, write the message "Tur-tell the truth, I love you!" Glue heart to turtle.

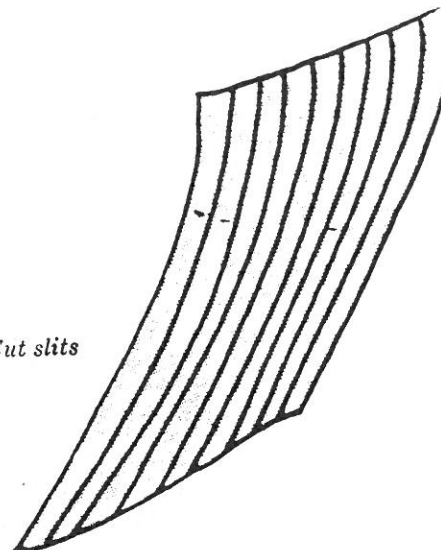


Bleach-Bottle Baskets



Weave in colored strips.

Cut slits



Cut a different color bottle into strips.

MATERIALS

1. Two 1-gallon plastic bleach bottles of different colors.
2. Ribbon or bow.
3. Scissors and stapler, masking tape, or white glue.

Cut the top off one of the bleach bottles and make slits down the sides to within 1 inch of the top and the bottom, as shown in figure 1. Cut the top and bottom off the other bottle, slit the cylinder that is left all the way up the side, and lay it out flat. Cut this piece into strips as shown in figure 2 and weave the strips in and out through the slits in the first bottle bottom. Use another strip for the handle. Fasten the handle into place with staples, tape, or glue. Now put a fancy bow on the handle and maybe on the side and you have a basket that can be used for Easter or for sewing materials.

Big Mouth Bunny

Each year as Easter approaches our family saves gallon-size plastic milk jugs to make our traditional Big Mouth Bunny Baskets. I draw a large circle in the front for the mouth and cut it out with scissors.

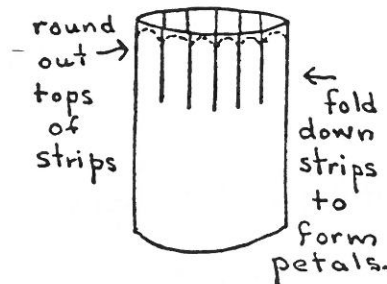


The children cover the entire outside of the container—except for the handle—with cotton balls dipped in glue. I draw ears, eyes, noses, whiskers and bows on paper and the children cut them out and glue them onto the bunnies. The girl bunnies wear their bow in their hair and the boy bunnies wear it as a bow tie. We leave the handles intact so even our youngest child can carry her own basket easily.

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PETAL BASKET

Cut strips in cereal box



Use a contrasting color inside of
Attach handle

- A round cereal box
- A pair of scissors
- Paint or colored paper

CUT OFF about one third of the box. Paint the outside and the inside of the box. To make it very interesting paint the box a different color on the inside. If you have no paint you could use colored paper pasted on the outside of the box. Draw a circle around the outside of the box, one third of the way down. Make lines from the top edge of the box to this circle you have drawn, $\frac{3}{4}$ of an inch apart. Cut these lines to the circle. Carefully bend back these strips you have made, until they look like petals on a flower. With your scissors round out the ends of each strip. If you like you may put a handle on this basket. If you don't want to use a handle, put it on the table and use it as a vase for flowers or just as a decoration.

Broken Crayon Creations

You will need:

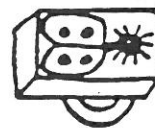
small crayon pieces
iron and ironing board
waxed paper
aluminum foil
construction paper
newspaper



1. Use small pencil sharpeners to shave broken crayons. Put each color in a separate egg-carton cup.
2. Lay heavy newspaper padding on top of an ironing board or other surface.
3. Cover the base of the flat iron with heavy foil, folding it up around the sides. Set at medium, steam off.
4. Have boys create a pattern with crayon shavings between two sheets of waxed paper.
5. An adult irons the creations until the shavings melt and blend and paper edges are sealed.
6. When cool, mount in construction paper frames.

Domino Slide

You will need: dominoes
PVC pipe or pipe cleaners
markers or paint
plastic eyes



1. Paint lines between dots for form a design.
2. Glue PVC pipe or pipe cleaners on back for slide.

Mother's Day Flower Vases and Coasters

You will need: (vases)

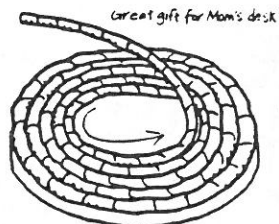
glass bottles or jars with interesting shapes
yarn, fabric
buttons, glue

1. Wash out bottles and let them dry.
2. Dip yarn in glue and wrap around bottle. Change colors often to add interest. Make circles and waves.
3. Glue on buttons and fabric to create pictures or flowers.



You will need: (coasters)

yarn
plastic snap-on lid from cans (coffee, shortening)
glue (white or colored)
scissors



1. Spread glue generously over the inside of the lid.
2. Lay yarn in the glue, working around and around from the outside to the middle. Change colors of yarn, if desired.
3. When the entire lid is filled, and you are at the center, trim the yarn and tuck under to hide it. Let dry.

2 lg. coffee cans
6'-8' of rope cut into 2 equal pieces
punch-type can opener



1. Remove the bottoms of the cans.
2. On the top, punch two holes in the sides just below the rim, directly across from each other.
3. Thread the rope through the holes and knot securely. Measure and cut the rope to fit the boys.
4. To use, stand on the end near the holes and hold the ropes in each hand. Try walking by lifting up each foot, one at a time.

“Dad’s Jar”

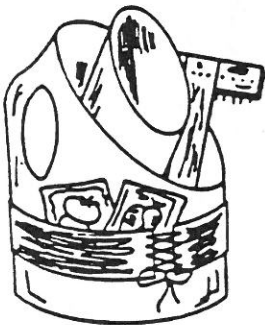
You will need: a clean, dry jar
old magazines
glue and scissors
brushes



1. Cut from old magazines words that remind you of your father or that describe him. (Coach, Great, Star, Helping, Fun, Laugh, Silly, etc.)
2. Glue the clippings around the jar. (Use a clear-drying glue that can be brushed on.) Let dry.
3. Pour some glue in a dish, mix with water to thin.
4. Seal all the “words” with the glue mixture. Let dry.
5. Then give your special gift to Dad as a vase, a pencil holder, a coin jar, etc.

You will need:

1g. plastic bottle (bleach is great)
scrap material (wrap around jug)
scissors and pen

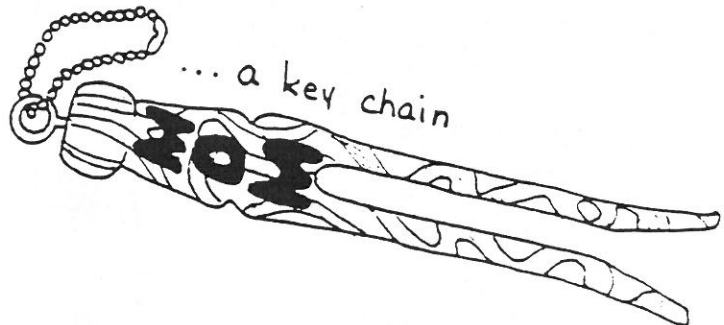


1. With a pen draw where to cut the bottle as guide. The handle of the bottle will become the handle of your tote.
2. Cut a piece of scrap material large enough to fit around the jug. Poke hole in the end so they can be laced together. Reinforce by gluing every 4"-6" leaving enough play so that seed packets could be held up by the cloth.
3. Decorate with markers. Add tools for gardening or play!

Mother’s Day Clothespin Key Chains

You will need:

wooden clothespins
paint or markers
bits of paper or fabric
glue
feathers
screw eyes and chain

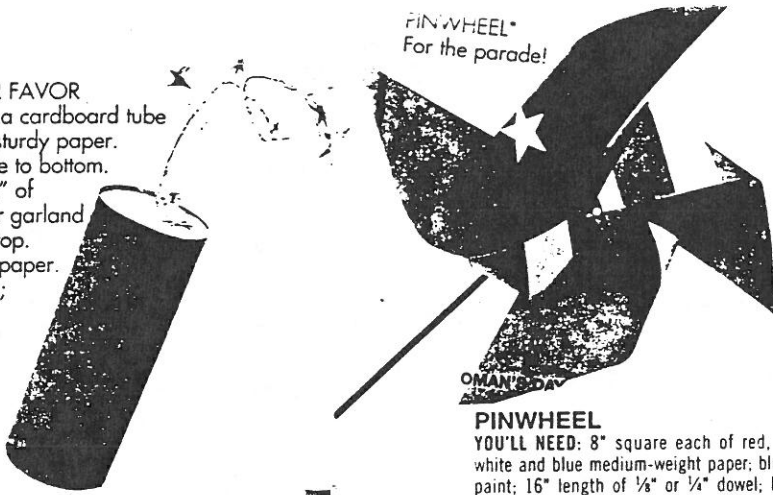


For key chain:

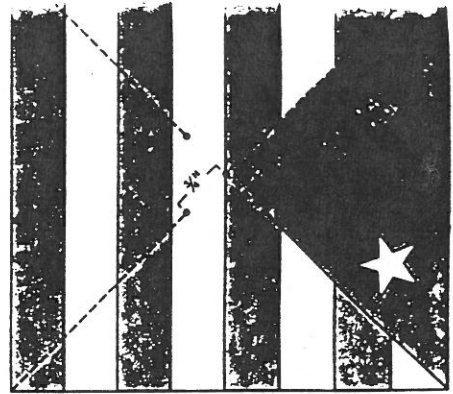
1. Color with paint or markers a pattern and the word MOM on the key chain.
2. Screw in small screw eyes on top of clothespins, attach chain.

FIRECRACKER FAVOR

Trace ends of a cardboard tube and cut from sturdy paper. Glue one circle to bottom. Glue 8" "wick" of purchased star garland into circle for top. Wrap tube in paper. Fill with candy; place top.



PINWHEEL*
For the parade!

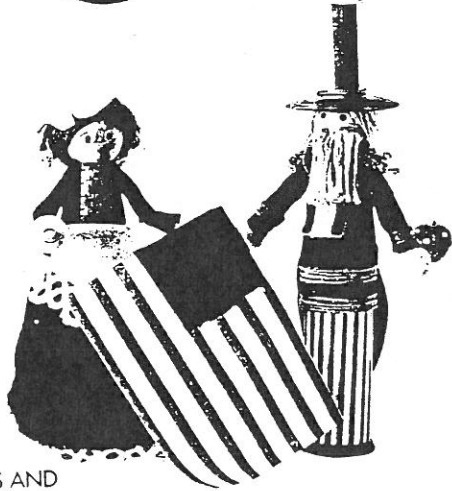


PINWHEEL

PINWHEEL

YOU'LL NEED: 8" square each of red, white and blue medium-weight paper; blue acrylic paint; 16" length of 1/8" or 1/4" dowel; ball-head straight pin; spray adhesive; white glue; craft knife; straightedge.
TO MAKE: 1. Mark diagonals on red paper, tightly with pencil, following diagram above right. 2. Cut away large right-hand triangle of red, but leave the 1/4"-wide red section at center right (X on diagram) so you can glue blue to it. 3. Cut blue to fit entire missing triangle. Fit blue in place and glue to red X

section with white glue; weight and let dry. 4. Paint dowel. 5. Cut four 1" x 9" strips white paper. Attach with spray adhesive, trimming to fit as shown. 6. Trace and cut star, printed over text. Glue in place. 7. Cut slit from red corners in ending 1/4" before center. 8. Place design facedown and mark center with a dot. Curl points to center and pierce with pin, then press pin through at dot and firmly into dowel. (Premake hole in dowel with a pushpin or a fine drill bit if necessary.)



BETSY ROSS AND UNCLE SAM*
A mighty clothespin-size pair.

BETSY ROSS AND UNCLE SAM

YOU'LL NEED: 2 wooden doll pins or clothespins (from crafts store); tan pipe cleaner or chenille stem (arms); four 3/4"-diam wooden beads (hands); scraps of blue, white and red-and-white-striped fabric and lace-edged hankie or napkin (clothes); 1/8"- and 1/4"-wide red ribbon and gold braid, blue and white medium-weight paper; rust and off-white embroidery floss (hair); scrap of thin silver wire (Betsy's glasses); 1"-diam flat black button (Sam's base); red and black fine-point permanent markers; blue acrylic paint; paintbrush; glue gun; craft knife; wire snips; needlenose pliers.

TO MAKE: 1. Paint body section of pins blue. Dot on eyes with black marker. Cut 2" x 4" white paper for stand. 2. **Uncle Sam:** Draw red stripes 1/4" apart across 2" width of paper. Roll with stripes vertical to fit doll-pin end, or around clothespin prongs; glue side closed; glue to pin. Glue button to base, trims and ribbon to waist. Cut 1 1/2" x 1 1/4" blue fabric; curve and slit end for coattails; glue to back. Glue 1/2" x 1" white fabric, edged with ribbon, to chest. 3. **Betsy Ross:** Attach white paper-tube stand. Glue 1" of 1/4"-wide ribbon to chest. Cut 2" x 7" blue and lace-edged fabrics for skirt and petticoat. Pin blue over white; baste and gather top to fit waist. Glue seam; glue top to waist. Glue triangular white apron around waist. 4. **Arms:** Cut four 1 1/2" pipe cleaners. Glue; bead to one end each; blue fabric around arms; arms to bodies. Glue gold-trim "epauletts" to Uncle Sam's shoul-

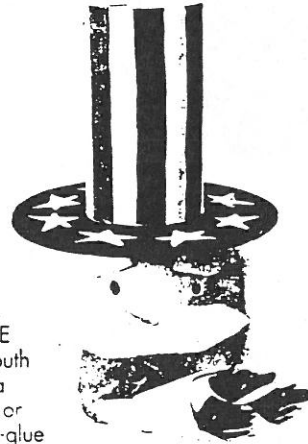
ders and ribbon around cuffs. 5. **Hair:** **Uncle Sam:** Cut 1" length from full skein off-white floss. Glue to head for hair and beard; trim. **Betsy Ross:** Cut 4" length from full skein of rust floss; Twist tightly and glue around head with ends at top. 6. **Hats:** **Uncle Sam:** Cut a 1 1/2"-diam circle from blue paper. Draw 1/2"-diam circle in center; cut 8 pie-wedge flaps in 1/2" circle; fold flaps up. Cut 1" x 2 1/2" white paper. Stripe 1" length with red marker. Roll 1/2"-diam tube with stripes vertical; trim excess. Glue brim flaps inside. Glue paper circle to top and hat to head. **Betsy Ross:** Baste and gather 2" circle of white fabric 1/2" from edge. Glue to head. With pliers, shape wire glasses; insert ends in hair. 7. **Flag:** Cut 2" x 2 1/4" red-and-white-striped fabric. Glue 1" square blue to upper left corner. Glue flag to Betsy's hand and skirt.

save
summer
memories



UNCLE SAM CENTERPIECE

Cut a big mouth (3" x 5") in a gallon water or milk jug. Hot-glue a 7" foam-core or cardboard disk and can or oatmeal box to top. Paint face and hat. Add batting for beard and brows.



Ellen Greene, our associate food editor, enjoys this craft with her two grandchildren.

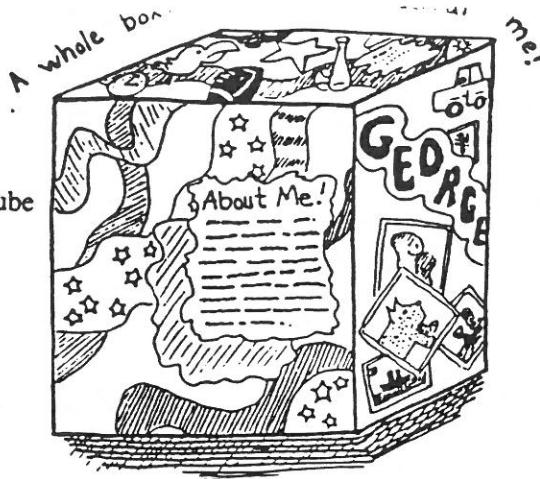
1 Dig a shallow square in sand at the beach or half-fill a 2"-deep aluminum pan with sand. 2 Press shells, rocks or other found objects 1/2" into sand, "best" sides down. 3 Mix plaster of paris with ocean or plain water until it is as thick as mayonnaise. 4 Pour it to cover objects by about 1". 5 If you'd like to be able to hang the casting, stick the ends of a piece of twine into wet plaster. 6 Let dry, lift out and rinse well with ocean or plain water.



Cub Cubes

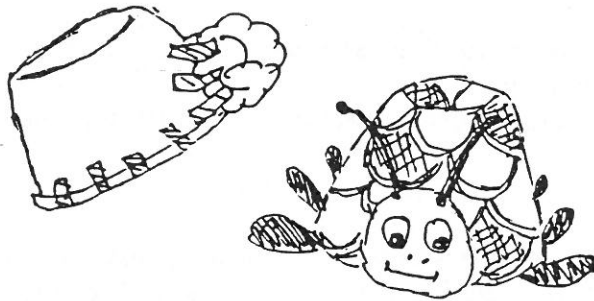
You will need:

- box, block of wood, or plastic cube
- paint or colored fabric
- magazine pictures
- photos
- crayons
- glue
- scissors



1. Paint the whole outside of the box or cover it with fabric. (Or do each side in a differently.)
2. Collect some things that tell about yourself. Attach them to all six sides of the box. You can use pictures or word cut from magazines, drawings, stories, poems, photos. (The cube could tell about your friends, likes, looks, ideas, secrets, plans, family, dislikes, feelings, dreams, experiences, etc.)

Insects, Insects, Insects



Materials:

- Sour Cream type container
- Tape
- Newspaper
- Wallpaper Paste and large bowl
- Paint and brushes
- Felt scraps
- Scissors
- Glue

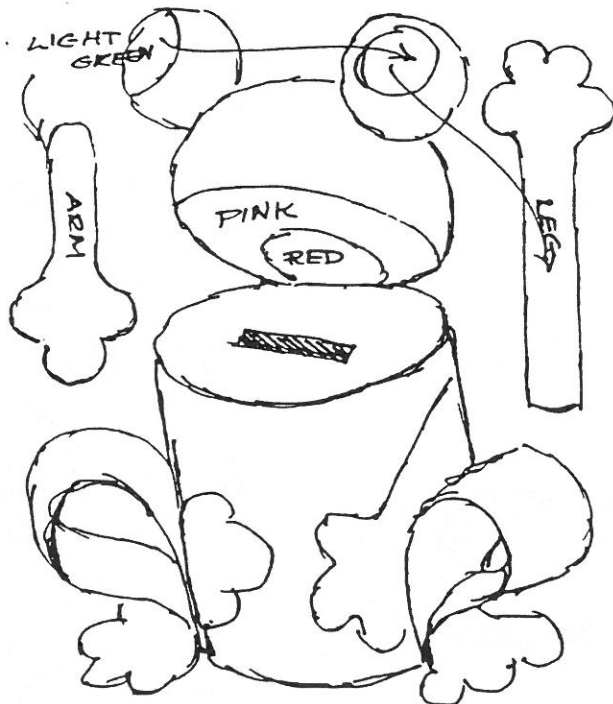
Tape lid to container for the body. Wad or roll newspaper pieces for head, eyes, legs, etc. and tape to body. Mix paste as directed. Tear strips of paper, dip in paste, and cover insect with two layers. When dry decorate with paint and glue on felt designs.

Froggy Bank

Materials:

- Potato Chip can
- Scissors
- Screwdriver and Hammer
- 1/2 of a 3" Foam Ball
- Dark Green Paint and brushes
- Felt: Light Green
- Pink
- Red
- 1 1/2" Foam Ball cut in half

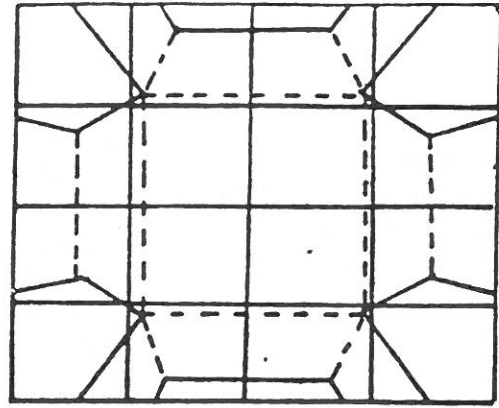
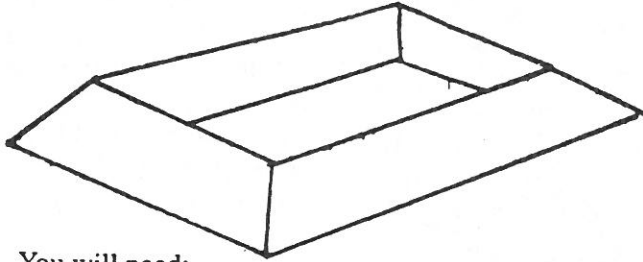
Cut can down to 3" and replace lid. Using screwdriver and hammer, cut out slot in bottom of can. Paint can and "dome" of 3" ball dark green. Cut a 3" circle with tab from pink felt; 1" circle from red felt, 2 arms, 2 legs, (as shown), and 2-1/2" circles from light green felt. Glue pink circle to bottom of foam ball, tab to back of can. Glue red circle to link where the tab meets the can. Add arms and legs as shown. Glue 1/2" of light green felt to small halves as shown and attach to head for eyes.



18

Square Favor Plate:

Trace pattern on heavy gold foil paper. Cut out. Follow dotted lines and fold to form this decoration.

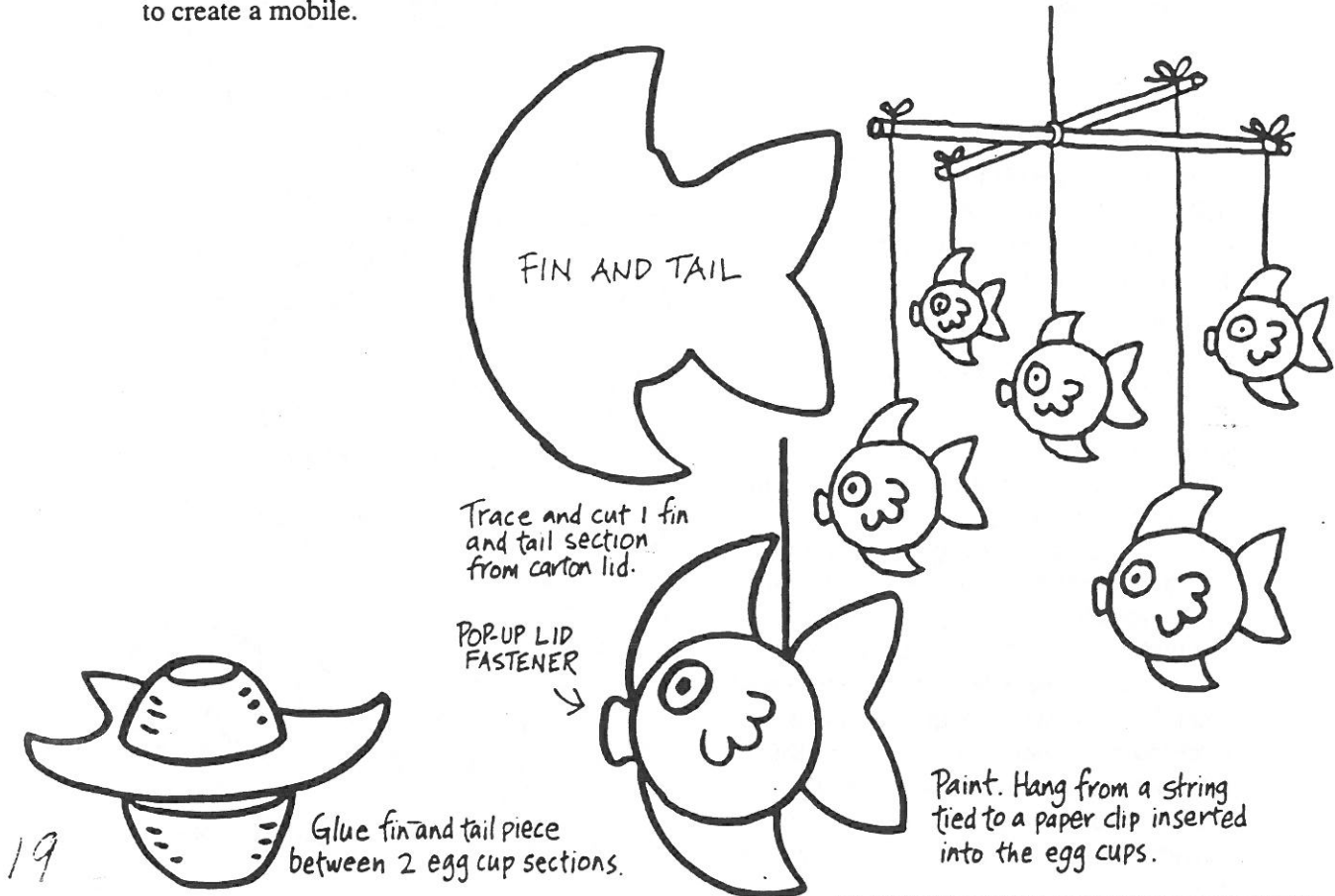


Fish

You will need:

- egg cartons
- glue and scissors
- tempera paint
- sticks and string

1. Cut 2 individual egg cartons apart; trim the rough edges evenly. (fish body)
2. Use the carton lid to cut a fin and tail section.
3. Glue the body sections to each side of the fin and tail sections. Hold a few minutes until the glue sticks.
4. To make a mouth, cut around one of the pop-up lid fasteners molded into the lower portion of the carton. Glue on body.
5. Paint with tempera paint. While wet, sprinkle with glitter to look like scales. Decorate with markers when the paint is dry. Hang several from lengths of old fishing line or string to create a mobile.



FOAM AIRPLANE INSTRUCTIONS:

Items Needed: plastic foam trays, felt markers, paper clips.

All patterns shown actual size. Elevator and wing patterns are same for all. Cut snug-fitting slots for elevator and wing. Easy to assemble. Decorate.



Paper Clip

"MAN-EATING CROCODILE"



Paper Clip

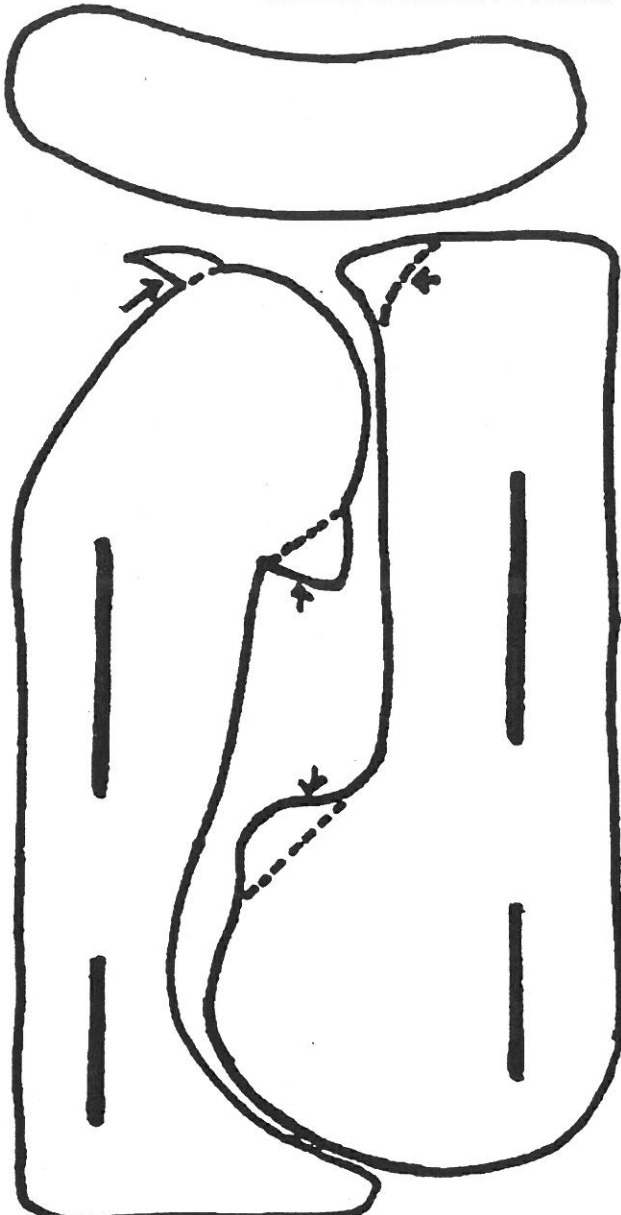
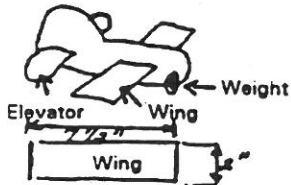
"SNOOZ'N SAM"



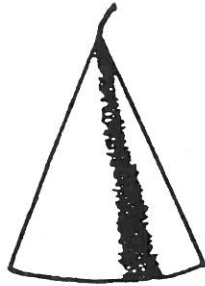
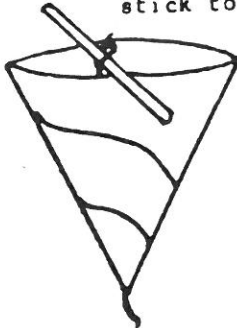
HUNGRY DOG



TWEETY BIRD



Use small stick to secure wick

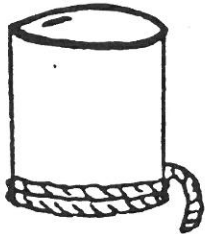


Teepee Candles:

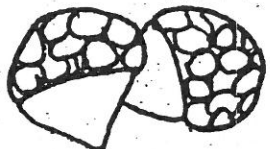
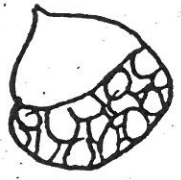
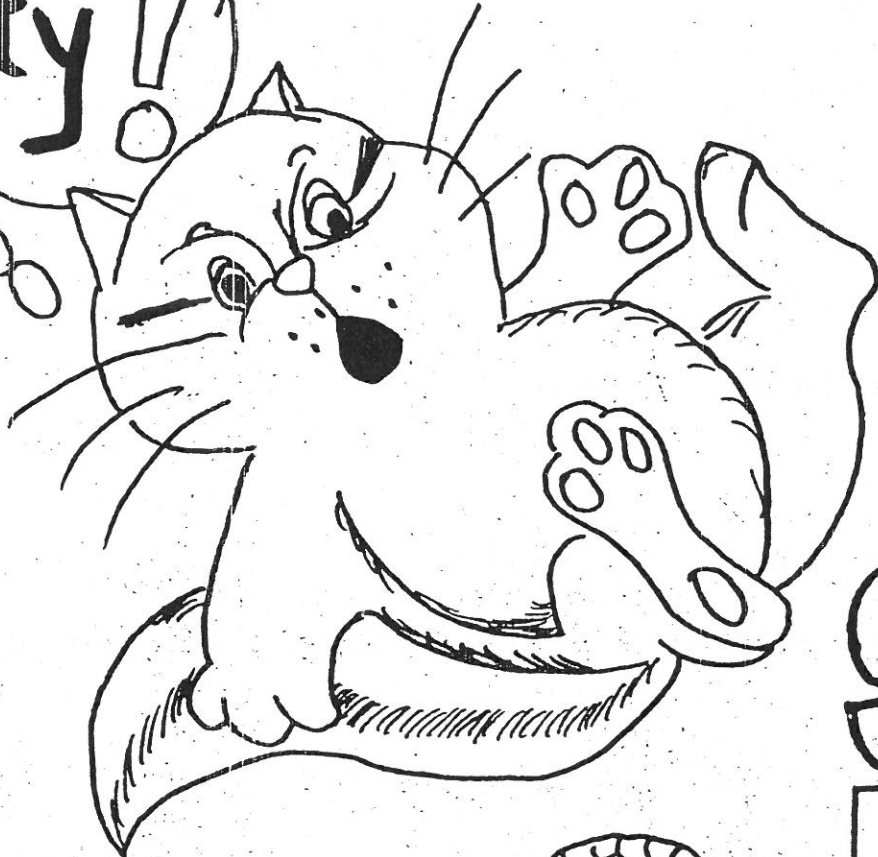
Make candles by pouring melted wax (use wax yellow crayons to color) into a cone-shaped paper cup. Keep wick in place as shown. Peel off cup to complete candle.

Favor Cup:

Favor cup can be made by gluing twisted, gold colored crepe paper to the surface of a tin can. You may use paper rope, colored twine, or cord.



Nutty!



SKITTLES

January 1998
Genius Night

The Inventor

Characters: Three or four boys (more can be added)

Setting: First boy is sitting on a chair (bed). Toys are scattered around the room. He is deep in thought. Several of his friends have come to see him. (Friends enter.)

All _____! What are you doing?

Boy 1: Just thinking.

Boy 2: Thinking about what?

Boy 1: My invention.

Boy 3: Are you inventing something?

Boy 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

Boy 4: What are you going to make? Maybe we can help.

Boy 1: Really? Do you all want to help?

All: Sure!

Boy 1: O.K. (getting up). First of all, I need a big box. There's one in my closet. (one of the boys goes off-stage to get box). Then I need two toy airplanes. (another boy picks it up, continuing until all toys are picked up off floor) Last I need some rags. We can use my clothes for that. (they all pick up clothes) Now, put everything in the box. (looks around room) Well, that just about takes care of it.

Boy 4: Takes care of what?

Boy 1: My invention. I just invented a way to get my room cleaned before my mom gets home!

Skits,

WEATHER OBSERVATIONS

THE SECRET WEATHER FORECASTER

This skit does not require elaborate costuming. The boy that plays the forecaster can wear a white lab coat or a large name tag that says "Weather Forecaster." The other scouts can wear their uniforms. The props should include a cardboard "Super Forecasting Computer" and perhaps other props as suggested by the script. A table with a sign that says "secret weather Forecaster" should be separate from the other props and on it will be a box or cloth that covers a rock tied to a string.

- Forecaster** Welcome Scouts to our National Weather Forecasting Laboratory. My name is Mr. Weather and I'm here to show you all of our sophisticated equipment.
- Scout 1** Gee, this looks real fancy.
- Scout 2** I bet you have to be a genius to work all that equipment.
- Scout 3** What does all this stuff do?
- Forecaster** I'm glad you asked...this is our "Super Forecasting Computer". We receive millions of reports each day about the weather all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.
- Scout 1** That must take a lot of time.
- Forecaster** Yes, but we don't stop there...we monitor the weather with satellites too. Each satellite sends us millions and millions of bits of information about the temperature, cloud formations precipitation.
- Scout 3** And you feed all that into the computer?
- Forecaster** Right...and then we formulate an accurate and descriptive forecast for the entire world from this office.
- Scout 2** Does that include our little town?
- Forecaster** No, no..we use a much more accurate system for our town...it's our secret forecaster.
- Scout 1** Show us, show us...we won't tell.
- Scout 2** We're good scouts...so we'll keep your secret.
- Forecaster** Okay, okay...(removes rock and string from table) this is how we tell the weather. What is and what will be..we stand outside and hold this rock out from our body at exactly 29.2 degrees magnetic. Then we count to one hundred and look at the rock. If it is moving back and forth, we know it is windy and that a weather change is on the way. If it hangs straight down and drips water, we know that it is raining. If it casts a shadow, we know that it is sunny. If it's white on top, we know it is snowing. If it hangs straight out to the side, we know we are having a terrible windstorm. And if it hangs straight down and does not cast a shadow at all...we know that it is night and we have worked overtime.
- Scout 3** Wow...now we know the inside story.

Skit 2

February 1998

Let's Celebrate Scouting

The Blue and Gold Banquet

Characters: Some cubs dressed as parents and seated at a table decorated as for a Blue and Gold banquet. One Cub Scout dressed as a Cub waiter with an apron and towel over his arm.

Narrator: It is the annual Blue and Gold banquet at pack #. Every year, the cub scouts at pack # serve as waiters and cooks for their parents. The boys try very hard to do a good job, but every year a few little things do go wrong. Let's see what is happening this year....

Parent #1: Excuse me, Jonny. Is this coffee or tea? It tasted like kerosene.

Cub Waiter: Then it's coffee. The tea tastes like gasoline.

Parent #2: I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.

Cub Waiter: Then you've come to the right place!

Parent #3: Why do you have your fingers on top of my food?

Cub Waiter: (serving plate with his hand all over it) So it won't fall on the floor again.

Parent #4: Why are you stomping on my steak?

Cub Waiter: (stomping something on floor) Because when you told me to bring you your food, you said to "step on it".

Parent #5: I'm afraid there's a fly in my soup.

Cub Waiter: Don't worry. There's no extra charge.

Parent #5: There really is a fly in my soup.

Cub Waiter: What did you expect at a Blue and Gold banquet---a humming bird?

Narrator: Ah, yes. Another Blue and Gold banquet at Pack #. Good eating, everyone.

Act 3

GEORGE WASHINGTON

George Washington--Forward!
Soldier--Yes, Sir!
Icy Delaware--Brrrr!

Wooden Teeth--Clunk!, Clunk!
Boat--Heave Ho!

As everyone knows **GEORGE WASHINGTON**--was the first President of the United States. **GEORGE WASHINGTON**--was also supposed to have **WOODEN TEETH**--. **GEORGE WASHINGTON**'s--**WOODEN TEETH**--were almost lost while crossing the **ICY DELAWARE**--. It seems that a **SOLDIER**--who could not swim would not get into the **BOAT**--to cross the **ICY DELAWARE**--. **GEORGE WASHINGTON** -- ordered this **SOLDIER**-- to climb into the **BOAT**--. But, **GEORGE WASHINGTON**'S--**WOODEN TEETH**-- kept slipping out of his mouth. All that came out was "Theed into the thoad." Now the **SOLDIER**--did not want to disobey **GEORGE WASHINGTON**--, but in getting into the **BOAT**-- his arm accidentally hit **GEORGE WASHINGTON**'S--mouth, knocking out his **WOODEN TEETH**--. They fell into the **ICY DELAWARE**--. Another **SOLDIER**-- in the **BOAT**-- caught **GEORGE WASHINGTON**'S--**WOODEN TEETH**--before they could float away in the **ICY DELAWARE**--. So besides being "Father of our Country", **GEORGE WASHINGTON**--was the last President to have teeth that float.

March 1998
Cub Scout Safari

The Great Cub Scout Alaskan Safari

Separate into Two Groups:

One Group *INHALES* (takes a deep breath when you hear the word "I")
Second Group *EXHALES* (lets out a deep breath when you hear the word "I")

I've just returned from a great Cub Scout Alaskan Safari. While there, I hunted the polar bear. Let me tell you what happened.

I got up bright and early one morning, you see one must rise very early to see a polar bear, and I left the igloo. I walked for hours but saw nothing. Then suddenly off in the distance I spied something moving! Yes, yes! It was a polar bear! You see, it is very difficult to see a polar bear -- they are white and with all that snow it is very difficult, you must concentrate to find the pupils of the beast. I began stealthily to approach him and before long he spotted me and also began a cautious approach. We were now within a mile of each other. Closer and closer, we had to be very near each other or I could never kill him. Finally we were about half a mile from each other. The bear was no longer approaching cautiously, rather it seemed he was in a great hurry. So I unslung my weapon and pulled the powder horn from my chest. I filled the barrel of my mighty musket and tapped it down well with the tapping rod. I then reached into my right pocket for the buckshot...(pause)... Then I reached into my left pocket for the buckshot.... Then into my shirt pocket and my back pockets but there was no buckshot. You see, I had left it in the igloo. The bear was now approaching at a rapid rate, but I was not afraid, and fearlessly raised my musket to my shoulder. I knew that I would think of something. The bear in the meantime had come within several hundred yards, but I remained calm, I was not afraid. For some strange reason little beads of sweat formed on my forehead, and in that cold Arctic air those little beads of sweat turned into tiny crystalline balls of ice. Perfect, I thought! I wiped those tiny crystalline balls of sweat from my forehead and packed them into the barrel of my mighty musket. Once again I shouldered my musket and took a firm stance; I was not afraid. The bear was only a hundred feet away now so I took careful aim. As he reared up on his hind legs I pulled the trigger. The heat of the blast melted those tiny crystalline balls and a gigantic gush of water shot out of the barrel. But in that cold Arctic air that gigantic gush of water turned into an immense icicle. It hit the bear right between the eyes, penetrating his skull. But the heat of the polar bear's body melted that immense icicle, and the bear dies of water on the brain.

Saint Patrick The Cub Scout

A little boy rushed by a policeman named Sgt. O'Grady. Five minutes later he dashed by again. After he had raced by several times, Sgt. O'Grady stopped him. "What's the idea, Patrick?" asked Sgt. O'Grady. "Where are you going?" Patrick looked up and said, "I'm running away from home." Sgt. O'Grady said, "If you are running away from home, how come you've gone around the block so many times?" Patrick said, "It's the best I can do," as he sped off again. "My Mother won't let me cross the street."

Teacher and Sam

Teacher: What comes after "G"?

Sam: Whiz?

Teacher: No. Let's try again. What comes after "T"?

Sam: V?

Teacher: Sam, I'll give you just one more chance. What comes after "O"?

Sam: Boy!

Skits

May 1998
Kitchen Chemistry

TOO MUCH SALT IN THE SOUP SKIT

Characters: Ma, Pa, Aunt Emma, Lizzie, Tillie, Henry, Hiram, & Announcer

Scene: Takes place in the kitchen and living rooms of farm shack. A stove made from a large carton, stands in the kitchen, with a large pot with a spoon in it. Next to the stove is a small table with a container of salt with a plastic cup and spoon next to it. In the living room area is a rocking chair with knitting next to it. Ma dresses in an old fashioned dress, shawl, and cane nearby. Others should dress in country wear. All actors are backstage as the curtain opens except for Ma who is sitting in rocking chair working on her knitting.

MA: (Yells out loud.) Lizzie, Come put salt in the soup. Aunt Emma's coming to supper.

LIZZIE: (Yells from out back.) I can't, I'm washing, you do it.

MA: (Yells Back.) I can't, I'm knitting. Hiram?! Come put salt in the soup. Aunt Emma's coming to supper.

HIRUM: (Yells from back) I can't. I'm hoeing, you do it.

MA: (Yells back.) I can't, I'm knitting. Tillie?! Come put salt in the soup. Aunt Emma's coming to supper.

TILLIE: (Yells from back) I can't. I'm feeding the chickens, you do it.

MA: (Yells back) I can't, I'm knitting. Henry?! Come put salt in the soup. Aunt Emma's coming to supper.

HENRY: (Yells from back) I can't. I'm shaving, you do it.

MA: (Gets up, gets cane, walks stooped over to stove. Puts salt in the pot, stirs the pot with the spoon.) I guess I'd better put the salt in the soup, if Aunt Emma's coming to supper. (Ma exits stage)

HIRUM: (Enters stage.) Guess I'd better put salt in the soup, if Aunt Emma's coming to supper. (Stirs and exits stage.)

TILLIE: (Enters stage) Guess I'd better put salt in the soup, if Aunt Emma's coming to supper. (Stirs and exits stage)

LIZZIE: (Enters stage) Guess I'd better put salt in the soup, if Aunt Emma's coming to supper. (Stirs and exits stage)

HENRY: (Enters stage) Guess I'd better put salt in the soup, if Aunt Emma's coming to supper. (Stirs and exits stage)

AUNT EMMA: (Enters stage) Hello? Hello? Lizzie? Hiram? Tillie? Henry? Guess I'd better make myself at home. (Puts down purse, starts to look around at everything, even at knitting) (She starts to sniff the air, making sniffing sounds) Hmmmmm, it smells like soup. (Sniffs at pot) I do like soup. It IS soup! Bet this soup needs some salt. (Adds salt and stirs.) I might as well have some before the folks come in. (Spoons out some in the cup, sips a little, then drops the cup and spoon.) UGH, UGH., UGH, (Chokes, coughs, bleks, etc.)

ALL ENTER: (In unison) What's wrong?

PA: What's wrong Aunt Emma?

(Everyone is talking and yelling at once.)

PA: (Yells) Wait a minute. (Yells louder) Wait a minute. (Yells loudest) Wait a minute.

(All gets quiet)

MA: I know what to do. (Ma scoops up some soup in the cup and takes it over to Aunt Emma.) Aunt Emma? You need some soup? (Ma hands her the cup.)

AUNT EMMA: (Gasps!! Then faints.)

Skits 1

The Picnic

Characters: Mom, Dad, Two Uncles and Billy (someone should introduce characters.)

Costumes: Everyone is in summer wear and ready for a picnic.

Props: Picnic basket, blanket spread out on ground, plates, cups, etc. and Billy with a ball.

Scene: Mom, Dad and the two Uncles are sitting around the blanket. Billy is bouncing a ball.

Billy: Mom, when do we eat?

Mom: As soon as your Aunts arrive, Billy.

Dad: This is a great day for a picnic!

1st Uncle: The weatherman said we're going to have sunshine all day and the weatherman is always right! (sound effects of thunder and lighting)

2nd Uncle: Almost always right!

Billy: Mom, when are we going to eat?

Mom: As soon as your aunts arrive, Billy!

Dad: Anyone here want to go to the Tiger baseball game with me next Saturday?

2nd Uncle: I will, we should have a roaring good time!

1st Uncle: You ain't just ly-in (lion)! That would be a PAW-Fect day.

Billy: Mom, when are we going to eat?

Mom: As soon as your aunts arrive, Billy. (Billy, leaves with disgust, but comes back quickly with some "ants". A large ant made from cardboard on a string and put it in front of his mother's face. Mom screams)

Dad: What's the meaning of this, Billy!

Billy: I'm hungry!! Mom said we'll eat as soon as my aunts are here!

Great Cook

Several boys come hiking in. "All right, guys, let's break for lunch. We'll take 30 minutes, unpack your lunches."

Everyone sit down and unwraps sandwiches from their own paper bags. One has ham, another tuna, and so on. The last guy has peanut butter. He protest loudly, "Yuk! I hate peanut butter." He opens another, then another. Each time, its another peanut butter sandwich. "Yuk, I hate peanut butter!", He shouts.

Then one of the other boys speaks up. "We go through this same thing every trip. If you don't like peanut butter, why don't you tell your Mom to fix something different next time?"

Our perplexed hiker answers, "You leave my Mom out of this. I fix my own sandwiches for these hikes."

flits 8

June 1998

Adventures in the Sky

Mission Control To Astronauts

Characters: One, or more, persons as Mission Control; five Astronauts.

Setting: Mission Control is in one location-talking to Astronauts, in Space Capsule.

1st Astronaut: Mission Control! Mission Control! Do you read me?

M. Control: This is Mission Control. We are ready to give you the new orders for today.

2nd Astronaut: We read you loud and clear. What are the orders?

M. Control: Telemetry is green for all systems. You are approaching us over the coast of California. Your speed is 17,500 miles per hour.

3rd Astronaut: WE read you, Mission Control.

M. Control: You will need to adjust your trajectory 10 degrees.

4th Astronaut: L.K. Mission Control. At 2100 hours we will adjust 10 degrees.

M. Control: The rear camera is getting too much light. Can you adjust the shade over it?

5th Astronaut: Roger. We will see what we can do. Any other orders?

M. Control: Yes, today is the day you change your underwear. Conrad, you change with Bean. Bean, you change with Shepard, Shepard with Erwin. Erwin, you change with Armstrong. Armstrong, you change with Conrad.

(Curtain)

PEARLY GATES

St. Peter is standing in front of the Pearly Gates, flanked by two angels. A Cub Scout approaches and asks to enter Heaven. St. Peter asks why do you deserve to enter. He explains he was a Denner in his Den a received alot of awards. "Is that all?" asks St. Peter. The Cub Scout continues by telling of the pack meetings he was a Denner for and what his responsibilities were, what good turns he had done too. "It's not enough," exclaims St. Peter. "You go down there," as he points. The two angels escort him off. Another Cub Scout enters with a similar story, and he too is sent down below. Finally, a small young Cub Scout enters shyly. When St. Peter asks his qualifications, he explains that he almost made Arrow of Light, but he got sick and couldn't finish it. "What else?" asks St. Peter. "Well I also went to Camp Hart and Camp Belmont when I was with my pack. "Then come on in", says St. Peter. "You've Sufferend Long Enough!"

Skto 10

July
See What You Can Sea

How Did You Get Here? (skit)

Den Chief introduces the skit by saying "Transportation played a very important part in the settling of America - How did you get here?" Any number of Cubs can participate by dividing the lines accordingly.

Cub #1: If the Pilgrims came over on the Mayflower, how did the Cub Scouts get here?

Cub #2: I don't know. How?

Cub #1: On Handy Crafts. (As he says this, a Cub comes on stage with a sample of a handicraft project and a sign identifying it.)

Cub #3: If the Pilgrims came on the Mayflower and the Cub Scouts came on Handy Crafts, how did the doctors get here?

Cub #4: I don't know. How?

Cub #3: On Blood Vessels. (Cub dressed as doctor enters.)

Cub #1: How did the students get here?

Cub #2: On Scholar Ships. (Cub enters carrying a load of books)

Cub #3: How did all the ordinary people get here?

Cub #4: On Citizen Ships. (Cub enters carrying a "Don't Forget To Vote" sign)

Cub #1: I know how the barbers got here.

Cub #2: How?

Cub #1: On Clipper Ships (Cub enters dressed as barber, with towel, razor.)

Cub #3: How did all the movie stars get here?

Cub #4: On a Show Boat (Cub enters well dressed, wearing sunglasses)

Cub #2: I'll bet you can guess how all the hot heads got here. (Cub runs on stage shaking his fist and pretending to quarrel with every one)

ALL: On Steam Ships, of Course! (They bow as curtain closes.)

skit 11

Why Are Fire Engines Red

Personal: 7 Cub Scouts

Equipment: A picture of a fire engine for each to hold.

1st: Why are fire engines red?

Well, roses are red too.

2nd: And two and two are four.

Four and eight are twelve.

3rd: There are not twelve inches in a ruler.

Now Queen Mary was a ruler.

4th: Queen Mary was also a ship.

Ships sail on the sea.

5th: Fish swim in the sea.

Fish have fins.

6th: The Finns fought the Russians.

Russians are red.

7th: Fire engines are always rushin;

And that is why fire engines are red!

Skits 12

August
Rodeo Trail

The Endless Wagon Train

Divide the audience into seven groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Read the story.

Captain Smith---"Wagons Ho"
Pioneers---"Yahoo"
Indian Chief---"Me Big Chief"
Indians---Indian War Whoop
Horses---Hands Slapping Thighs
Covered Wagons---"Creek, creek, creek, creek"
Scout---pant, pant, "Danger"

It was back in the 1870's when CAPTAIN SMITH led a group of PIONEERS in several COVERED WAGONS pulled by HORSES through hostile INDIAN country in Northern Arizona. One day his trusted SCOUT rushed in on his HORSE to the COVERED WAGONS with frightening news. "CAPTAIN SMITH", the SCOUT panted, "INDIANS" ahead." The PIONEERS trembled with fear and even the HORSES pulling the COVERED WAGONS sensed the danger. CAPTAIN SMITH asked his SCOUT where the INDIANS were. He replied "The INDIANS and their CHIEF are waiting in ambush on the side of that hill just ahead. "I've got it!" shouted CAPTAIN SMITH, as he ordered the COVERED WAGONS forward.

The INDIANS saw the COVERED WAGONS approach around the bend. "We wait for last COVERED WAGON," said the CHIEF. As CAPTAIN SMITH led the first COVERED WAGONS out of sight of the INDIANS the PIONEERS raced their HORSES and wagons around the hill falling in behind the last COVERED WAGON. The procession of COVERED WAGONS, HORSES, and PIONEERS continued for hours. Finally the CHIEF grew tired of waiting. "Too many wagons, we go home," said the CHIEF and the INDIANS left. CAPTAIN SMITH, the SCOUT, and the PIONEERS in the COVERED WAGONS pulled by the HORSES were able to continue on their journey.

THEME: AMERICAN FOLKLORE

SKIT/GAME:

Sounds of the Prairie - Skit

This is an audience participations skit. The narrative can be spoken by one person with the rest of the den as leaders of their respective sounds:

Sounds:

Tom Toms - Boom boom boom boom
Boom boom boom boom

Prairie wind - whoosh, whoosh

Buffalo - (feet) tramp, tramp, tramp, tramp

Indians - (war whoops)

Coyote - (baying at the moon)

The Kansas/Missouri prairie has been the scene of much life over the years. The prairie wind _____ sweeping across the plains, over the hills and through the valleys has warmed and cooled many creatures such as the buffalo _____, the coyote _____, and of course, the plains Indians _____. The sound of Tom Toms _____ would also be carried on the prairie wind _____.

Take yourself back now, to the days of yesteryear, and the sounds of the prairie.

First imagine a hilltop, very near to the right here. There, a solitary coyote _____ paid homage to the moon and stars. Across the valley on another hill, an Indian _____ scout was observing a herd of buffalo _____. He signaled their location to his tribe with his Tom Tom _____, and hoped that the prairie wind _____ would carry his message.

The Indians _____ came quickly to the hunt, and stampeded the buffalo _____. The poor coyote _____ had to run for his life. And as we leave the faint sounds of the prairie wind _____ we can just hear the celebration Tom Toms _____.

Skit 14

November
Family Circus

The Shrinking Clown

Cast: 8 Boys, one small brother

Props: One large box (appliance, T.V.) painted to look like a computer.

Clown #1: What you got there, Jojo?

Jojo: A homemade shrinking machine, that's what!

Clown #2: Never heard of such a thing.

Clown #3: Come on Jojo, you're kidding.

Clown #4: Shrinking machine - baloney!

Jojo: (Annoyed) I'll show you! (Pulls a can of spray starch from his pocket and sprays himself) That's to put starch in me so I can't come out wrinkled. Well, guys, this is it. Farewell! (Shakes hands all around and then gets into the box.)

Clown#5: How's it inside there, Jojo?

Jojo: Fine...Fine...Fine. (His voice trails off then a series of loud noises comes from inside the box)

Clown #6: Hope he's O.K.

Clown #7: Here he comes out of the return slot. This really is a great shrinking machine!
(Small brother climbs out of carton dressed like Jojo.)

A TRIP TO THE JUDGE

Characters Judge
Policeman
4 boys (clowns)

(Scene opens in the courtroom)

The policeman brought 4 boys before the judge. "They were causing an awful lot of commotion at the circus, Your Honor," he said.

"Boys," said the judge ever so sternly. "I never like to hear reports of juvenile delinquency, now I want each one of you to tell me your name and what you were doing at the circus."

1ST CLOWN "My name is Derek and I threw peanuts to the elephant."

2ND CLOWN "My name is Jared and I threw peanuts to the elephant."

3RD CLOWN "My name is Brian and I threw peanuts to the elephant."

4TH CLOWN "My name is Peanuts".....

A CIRCUS TRIP

Section group into 4 parts

Lions---"Grrrrrrr"

Elephants---Swing and sway

Clowns---Ha-ha-ha

Circus---All noises at one time

I went to the **CIRCUS** to see the **LIONS** one bright and sunny day. What fun to watch the trainer as with them he did play. The **ELEPHANTS** were really great as each one swayed his trunk, while **CLOWNS** were making thrills as the **LIONS** roar so loud, that even the **ELEPHANTS** shiver and shook while the **CLOWNS** soothe the crowd. There's many acts for you to see when to the **CIRCUS** you do go, acrobats and trapeze artists, gee what a fantastic show!

Oh sure, the **ELEPHANTS** are great and the **CLOWNS** are funny, 'tis true, but the biggest thrill is the **LIONS** roar it seems he'll bite the trainer in two.

So when the **CIRCUS** comes to town, go and see all the shows; as each **CLOWN** and **ELEPHANT** does all the acts he knows. But there's nothing in a **CIRCUS** as frightening as the **LIONS** noisy roar; sending shivers down the spine as you look for the nearest door. Yes, **LIONS**, **ELEPHANTS**, and **CLOWNS** galore all make up a **CIRCUS** team. Teamwork is what makes the world go round helping others fulfill a dream.

Feb 16

THE HELPFUL CHRISTMAS MOUSE

This can be used as an audience participation story by dividing the audience into three groups and asking each group to respond with one of the sounds shown below each time that word is mentioned in the story.

This can also be used as a pantomime skit, using boys to play characters of Santa, mouse, Mom, Dad, and any number of children. A narrator reads the story while the boys act it out.

MOUSE: Squeek, squeek

NIGHT: Ho-Hum

SANTA: Ho, Ho, Ho

Twas the NIGHT before Christmas, and fast asleep in the house.
Was wonder of wonders, a little fat MOUSE.
A MOUSE sleeping at NIGHT; Oh, what a riot!
But the reason it happened - he was on a diet!
How the MOUSE's stomach began to hurt and growl,
But since he was dieting, at NIGHT he shouldn't prowl.
Mom was so thoughtful before she retired that NIGHT.
And for dear old SANTA, she had left a bite.
That NIGHT in his dreams, the MOUSE's nose did twitch,
As the smell of the food made him dream of a sandwich.
The more the MOUSE lay there and quietly slept,
The more the smell of food into his nostrils crept!
Soon the poor little MOUSE began to claw at his nose,
And he began to quiver from his head to his toes.
Though he was trying to sleep with all his might,
His sleep had been ruined for the rest of the NIGHT.
So up the MOUSE got, and with a great big yawn,
He peeked out the window and there on the lawn,
He saw something there...indeed a strange sight;
For there sat old SANTA in the cold, dark NIGHT.
He was holding his bag, as if ready to leave,
But great salty tears were bouncing off his sleeve!
The MOUSE just stood there, as if in fright,
Trying to imagine what was wrong that NIGHT.
Then he crept to the door, and threw it open wide,
And motioned for SANTA to come and join him inside.
So SANTA came in and sat down with the MOUSE.
And confessed that NIGHT he felt like a louse.
He had eaten so much during the holiday season,
That he couldn't go down the chimney - that was the reason.
So SANTA and the MOUSE made a contract that NIGHT.
That he would help SANTA make Christmas come out right.
Off they went together, old SANTA and that MOUSE,
To pay the yearly visit to each and every house.
The fat little MOUSE, so filled with delight,
Ate for old SANTA all the snacks left that NIGHT.
He had helped SANTA a Merry Christmas to give,
He'd just sacrifice...a fat MOUSE would live.

SKIT - CUBS EXCHANGE HANUKAH GIFTS

Players: Den Mother & 7 Cubs

D.M. ALL RIGHT BOYS, NOW WE'LL EXCHANGE OUR HANUKAH GIFTS. LET'IT PUT THEM ALL IN A PILE IN THE CENTER AND I WILL CALL OUT THE NAMES, JIM, HERE'S YOURS.

JIM GEE IT'S A BIG BOX, I WONDER WHAT'S IN IT?

JACK WELL OPEN IT UP STUDID AND WE'LL ALL KNOW.

JIM O.K. DON'T RUSH ME (OPENS BOX, UNWRAPPING LAYER UPON LAYER OF PAPER AND COME UP WITH A SMALL MEDICINE BOTTLE) WHAT KIND OF A GIFT IS A MEDICINE BOTTLE? WHO GAVE ME THIS?

JOE I DID, YOU ALWAYS SAID I MADE YOU SICK.

D.M. CARL, HERE'S YOURS. MY WHAT A PRETTY BOX.

EARL (OPENING HIS BOX AND FINDING A PAIR OF LADIES STOCKINGS) HOLY MACKEREL, WHAT'S THIS?

SAM OH MY G-D I MADE A MISTAKE AND GAVE YOU MY SISTER'S GIFT.

JACK I BETTER GET MINE AND SEE IF I GOT SOMETHING GOOD. (OPENS HIS PACKAGE, VERY POORLY WRAPPED (CONTAINS THREE SOGGY LATKES) THESE PRESENTS ARE GETTING WORSE AS WE GO ALONG.

JOE WOW, WHAT ARE THEY?

JIM LATKES, WHAT ELSE? THIS IS HANUKA ISN'T IT?

BILL LET'S GET MRS. SMITH'S PRESENT NOW. HERE MRS SMITH OPEN IT.

D.M. BOYS, I REALLY THANK YOU. BUT YOU REALLY DIDN'T HAVE TO GET ME A GIFT. THIS HANUKAH WAS FOR THE BOYS ONLY.

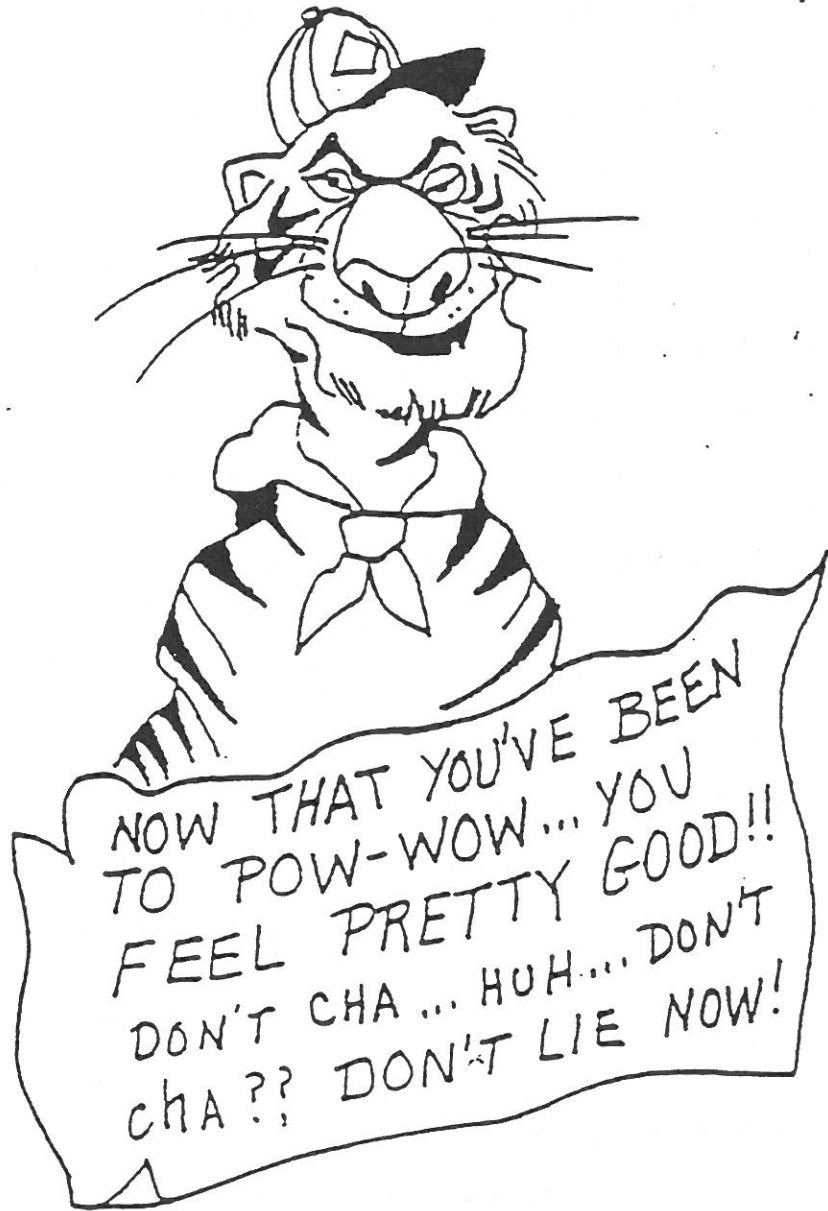
ED WE KNOW MRS SMITH BUT WE WANTED TO GET YOU SOMETHING TOO SO WE ALL PITCHED IN.

STEVE STOP TALKING AND LET HER OPEN IT (DEN MOTHER OPENS PACKAGE AND REVEALS BOTTLE OF SLEEPING PILLS)

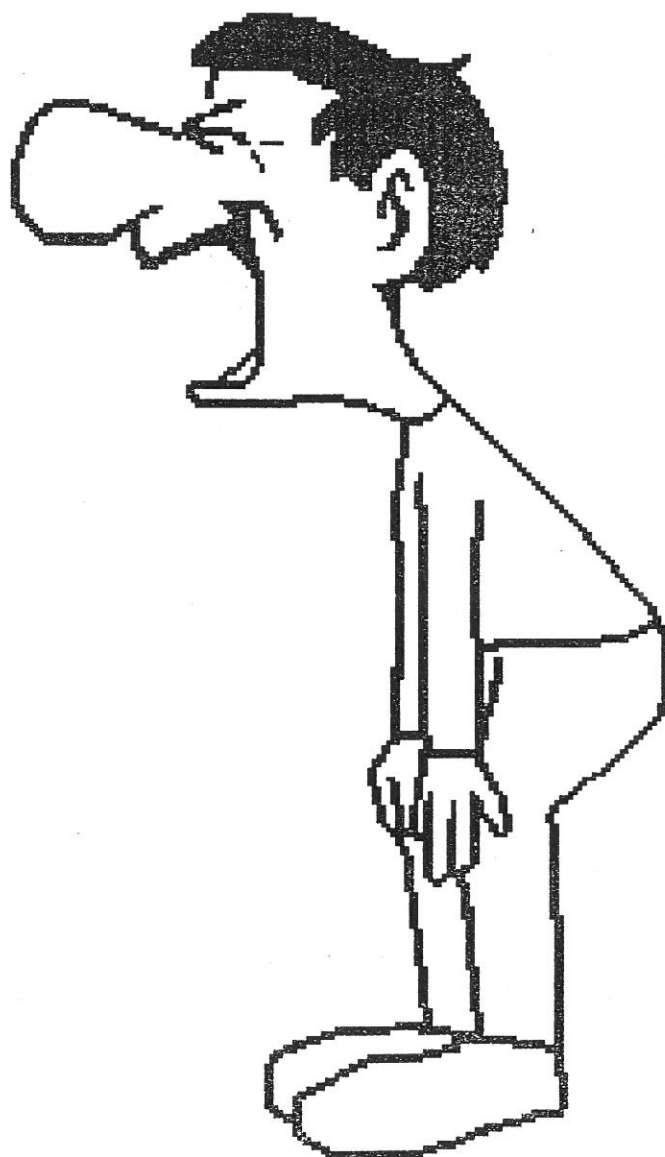
D.M. WHY THANK YOU BOYS, BUT WHERE DID YOU GET THE IDEA TO GET ME A BOTTLE OF SLEEPING PILLS?

JOE WELL MRS SMITH, WE ONCE HEARD YOU SAY THAT AFTER A DEN MEETING YOU WERE READY FOR BED BUT KNEW YOU WOULD NEVER FALL ASLEEP.

Skits 18



**1997 POW WOW
GAMES
AND
PUZZLES**



INTRODUCTION:

Welcome to the games session of the Cradle of Liberty 1997 Pow-Wow. This is where the FUN begins! Here are some question about games ask:

1- What is the purpose of a game?

The first purpose of a game is FUN, FUN, FUN! It is also used to teach Teamwork, Sportsmanship, self-confidence, and how to follow instructions.

2- What about the competitiveness of the games?

As the leader you must keep the competitiveness out of the games. Everyone who competes in the game is a winner. Remember the Cub Scout Motto, "TO DO YOUR BEST".

So remember to compete is also to come together or gather.

SECRET SHOES"

Divide the den into two teams. Have all players take off their shoes and put them under an old sheet or other cover in a corner of the room. Scramble the shoes under the sheet. Teams line up in relay fashion on the opposite side of the room. On signal, the first boy on each team runs to the cover and gropes under it for his shoes, without looking under it. When he finds his shoes, he puts them on and races back to touch off the next player. And so on until all have raced. First team back at the starting line with all players wearing their own shoes wins.

"WEAVE A STORY"

Even bashful kids will get caught up in this game. The group forms a circle, and the first speaker holding the end of a ball of yarn begins a conversation on a subject of interest to everyone(Are action figures actually dolls?). As others join in, the ball is passed and the yarn unwinds. KEEP IN MIND: EVERYONE MUST TALK! Eventually, the unraveling strand of yarn forms a web. Once the web is woven, the groups gets a new challenge (but don't let the players know this is coming). They to unweave the web, letting the growing ball of yarn determine who speaks next. For a challenge, try collaborating to tell a story as you weave your web; as you untangle it, tell another "YARN".

"THROUGH THE HOOP"

The rules of this game are simple: players hold hands in a circle and, without breaking the chain, try to wriggle a hoola-hoop around the human ring(And you thought swinging one around your hips was tough!). you just can't do this alone. You and your fellow players using your elbows, knees, and whatever else is available have to work together to get the hoop past the various legs, arms, heads, and torsos.

"BOUNCE LIKE A BALL"

Here is a good way for children to be wild and active without being uncontrolled. Invite the children to pretend they are various inanimate objects that you have at hand. Start with a rubberband, wiggle it, stretch it, shoot it in the air, and let it drop, ask the children to imitate the rubberband. Follow perhaps with a Jack-in-the-Box, a Rubber ball, a slinly, or a coil of rope. If they still have energy let them suggest somethings, Rocket, Robot, Snowballs. or shooting Stars.

"BRITISH BULLDOG"

"It" stands in the middle of the playing area. He is called "British Bulldog" and the rest of the players run through the playing area to the opposite side. "It" catches one player and says 1,2,3,British Bulldog. This person remains with and helps "It" catch the others. Play continues until all but one player is caught. This player is the winner.

"RED ROVER"

"It" stands in the middle of the playing area. All other players stand on the side. "It" calls out "Red Rover,Red Rover, if you have green on come over". Any player wearing green runs to the other side of the playing area trying not to be tagged by "It". If they are tagged they sit out until the next round. When all players are on the opposite side of the playing area those who were tagged out may come in to help "It". The last player not tagged is the winner

"RUNAWAY CARS GAME"

This is a tag game. "it" is the locomotive and all other players are runaway cars. When the locomotive tags a car, the boy tagged hooks onto the locomotive by grabbing his belt. The next one tagged hooks onto the last car in line and so on until the train is completed.

HOME FIRE SCAVENGER HUNT

ENCOURAGE BOYS TO INSPECT THEIR HOMES FOR FIRE HAZARDS BY MAKING A CONTEST OF IT AT A DEN MEETING. PREPARE BY CREATING SEVERAL OBVIOUS FIRE HAZARDS IN YOUR HOME OR MEETING ROOM-- MATCHES LEFT CARELESSLY WITHIN REACH OF CHILDREN, CAN MARKED "GASOLINE" PLACED NEAR A STOVE, AN OUTSIDE DOOR BLOCKED BY A CHAIR, ETC. HAVE THE BOYS TRY TO SPOT AS MANY HAZARDS AS THEY CAN WITHIN 5 MINUTES.

FIREMAN SAVE MY CHILD! (A PACK MEETING GAME)

ONE DEN MEMBER (THE "CHILD") SITS ON A NEWSPAPER ABOUT 15 FEET FROM THE OTHERS. EACH OF THE OTHER DEN MEMBERS IS GIVEN A 4-FOOT LENGTH OF ROPE OR CLOTHESLINE. ON SIGNAL, THE BOYS TIE THEIR ROPES TOGETHER, USING SQUARE KNOTS, TO FORM A RESCUE ROPE. WHEN ALL ARE CONNECTED, ONE CUB SCOUT THROWS IT TO THE "CHILD" AND PULLS HIM TO SAFETY. THE DEN THAT TIES ALL KNOTS CORRECTLY AND PULLS THE CHILD TO SAFETY WINS.

A STAMP HUNT

THE CUB SCOUTS GATHER AROUND THE DEN LEADER. THE LEADER SAYS, "I WILL HIDE THIS STAMP IN SIGHT BY STICKING IT ON SOMEONE'S CLOTHING. WHEN I TELL YOU TO OPEN YOUR EYES, START THE HUNT. AS SOON AS YOU SPY THE SEAL, SAY NOT A WORD, JUST QUIETLY SIT DOWN." THE FIRST BOY TO SIT HIDES IT NEXT TIME.

COMING HOME - - AIRPORT RELAY

A TAPE LINE IS DRAWN FROM SIDE TO SIDE IN FRONT OF EACH DEN, WITH A CIRCLE ABOUT ONE FOOT DIAMETER OPPOSITE EACH DEN AT THE OTHER END OF THE ROOM. EACH SCOUT IN TURN, HAS TO FAN WITH A PIECE OF CARD, A SMALL PAPER PLANE FROM THE CHALK-LINE ALONG THE GROUND TO THE CIRCLE. AT NO TIME CAN ANYTHING TOUCH THE PLANE. THE PLANE HAS TO COME TO REST COMPLETELY WITHIN THE CIRCLE. OBSTACLES ARISE AFTER THE SECOND PLANE HAS BEEN FANNED IN, BECAUSE IT WILL BE FOUND THAT IN TRYING TO GET A PLANE IN, OTHERS ARE BEING FANNED OUT! ALL PLANES MUST BE IN THE CIRCLE EACH TIME BEFORE RETURNING TO TOUCH OFF THE NEXT MAN. THE FIRST DEN TO COMPLETE THE TASK WINS.

"GENIUS SCRAMBLE RELAY"

Divide the den into two equal teams. In front of each team place six sheets of paper, each with one letter of the word Genius. on signal, the first player on each team runs to his pile and writes on one of the sheets a word beginning with the letter on that sheet. (EXAMPLE: G -Gold) He runs back to touch off the next player. if a player cannot think of a word for the letter on one of the sheets that has not been used, he may write a word on one of the sheets already used. First team to have at least one word on each sheet wins.

'SLITHERING SNAKE'

DIVIDE THE DEN INTO TWO TEAMS. HAVE EACH TEAM LIE ON THEIR STOMACHS, SIDE BY SIDE, WITH THE FIRST BOY LYING ON THE STARTING LINE. THE OTHER TEAM MEMBERS ARE PACKED TIGHTLY TOGETHER. ON SIGNAL , THE LAST PLAYER ROLLS OVER THE OTHERS UNTIL HE IS FIRST IN LINE. THEN THE PLAYER WHO IS NOW LAST FOLLOWS, AND SO FORTH. THE SNAKE CONTINUES TO SLITHER UNTIL ALL MEMBERS CROSS THE FINISH 20 FEET AWAY.

'BOOT BRIGADE'

You need two pails and one old boot for each team. Fill one of the pails nearly full of water for each team. Place the other pail some distance away. The boys each take off one shoe and sock. On signal, the first player on each team puts on the boot, runs to the pail with water, and plunges his booted foot in. He then runs to his teams empty pai, takes off the boot, empties the water in it, and runs back to give the boot to the next player. And so on, until the formerly empty pail is half-full. The winner is the team that does it first.

LITTER LOAD-UP"

While on a nature remble, divide the den into two teams and give each team a trash bag. the object of the game is to see which team can collect the most trash. The winner is everyone.

"MUDER IN THE DARK"

This game can be intriguing for a group of 5 or more. Print the words "Detective", "Victim", and "Murder" on sheets of paper that are folded. Add the same size folded sheets with no words so as each person in the group can pick a sheet. The "detective" leaves the room, turning off the light as he goes. All the character millaround, and the "Victim" QUICKLY falls to the floor while the "Murderer" gives no indication of their crime. The detective returns turns on the light and through questions, observations of body language and facial expression has 5 minutes to guess who the Murderer is. Keep playing until each person has been a detive at least once.

"LEMON WALK"

Set up a container 10 feet in front of each team. The first player on each team puts a lemon between their knees, and runs to the container dropping the lemon into it. Then the player picks up the lemon, runs back to the start and gives it to the next player. (this is the only time you can touch the lemon with your hands) If the player drops the lemon or tips the container over, he must return to the starting line and begin again. The first team to finish wins.

"KOOKY RACES"

Challenge your group to a set of unusual races. For instance they can have an elephant race, (they stomp their feet, and swing their arms like trunks), or a Kangaroo race, a turtlr race, a backward race, or a two at a time race. Let the boys come up with their own imaginative ideas.

"PASS THE UNIVERSE"

Boys are seated on chairs faving the audience. Object of the game is to place the ball on shins with feet turned up keeping the ball from rollong off. First boy swings legs over legs of next player and tries to let ball slip between hsi legs onto team members legs so it does not drop off. If ball fall off , team must start over from opposite end. first team who finished wins.

"RINGLEADER"

Den seated in circle. It leaves the room. While he is out, Scout select a ringleader. Scout make same motions as ringleader whilw "It" tries to determine which Scout is the leader. Leader must change motions at least every 15 seconds. Ringleader may clap hands, rub head, leg, arm, stomach, pat knee, etc. If "it" can identify the ringleader in three guesses he can stay "it" for next round. If he fails, the ringleader becomes "it".

"FREE LIFT"

Boys move around at will within aspecified area. On signal, each boy tries to lift another boy so that both his feet are off the ground. Once lifted, a scout is out of the game. The last boy left is the winner.

"CLAP BALL"

Equal number of boys in two rows approximately ten feet apart facing each other. A player is selected to make the first toss. The ball can be thrown to any player on the other side of the line. The ball is kept in play by tossing it from one row to the other. each time it is caught, the other players clap and stamp their feet. If the ball is dropped (don't worry your not out), the one who tossed it gets to throw again. This game is most exciting if the players try to decrease the time between tosses, and the rhythem becomes faster.

"BIG SNAKE TAG"

Set boundaries wherethe other players can't go. One player is designated the snake and a home base is found. The othe players run, when the snake tags a player, they join hands becoming part of the snake. As more are tagged snake becomes longer. Any player that is part of the snake can tag a runner. The "pieces" of the snake must remain together. If they separate, they must return home where the snake is reformedand chase begins again. The object is to form ane big snake.

" HAUNTED HOUSE"

Block off a corner of the meeting room with a blanket, behind which certain sounds effects are produced, such as: Pull cork out of bottle, drop key on floor, turn pages in a book, turn pages of newspaper, unwrap cellophane wrapper, strike match. etc. After boys have listened have dens come together and make a list of noises identified in order of appearance.

"SUBMARINES AND MINE FIELDS"

Divide den into two teams. One team is blindfolded and line up across the room with their feet touching the next team member, hand at side. Other team form line, one behind the other, facing the blindfolded group. on signal, boy from first team attempt to go under or between the blindfolded team without being heard. If a mine hears a sub he tries to blow him up by touching him. A blown up sub is out of the game. A sub safely through the line scores a point for his team. Each "mine" has two shots in his hands. If he tags and misses, this shoot is used, and he must place hand on knee to indicate a miss. he can no longer use this hand. if he tags and hits this does not immobilize the tagging hand. if a "mine" misses twice, he can no longer tag; but neither can "subs" pass through this unprotected area.

"TREE LORE"

Twenty leaves of local trees are placed before each den. Den has 5 minutes in which to write down the names of the trees. den naming most trees wins.

CHARIOT RACE"

Form teams of 3 boys. First two boys link arms. They are the horses. Third boy is the driver who grasps the belts of the horse. the driver has a piece of cloth tucked under his belt in the back. Object of the game is for horses to collect tails from other teams without losing their driver's tail. When team loses a tail they run to leader who issues another tail. Team with largest collection of tails in a given time wins.

FIRE:

This game can be played at Den Meeting or Pack meeting. By dens or individually, have Cub Scouts remove caps, neckerchiefs, and shoes: stack them neatly and have boys lie down...On call of "Fire", all get up and dress. First Cub or Den dressed best is the winner.

HALLOWEEN TENPINS:

Ten apples, each speared on a tripod of 3 toothpicks are set up in triangular formation. the players form a line about ten feet from the apples, and each player gets three tries at knocking all of the apples over by rolling a small round pumpkin. Player with best score wins.

PUMPKINHEAD RACE:

Players line up in teams of two behind a starting line. Each team receives a small pumpkin which they place between their foreheads. On signal, all teams try to cross the room and return without dropping the pumpkin. They may not use their hands, except to replace pumpkin between their foreheads. First team to complete round trip wins.

MAKING A HALLOWEEN COSTUME:

Make up two teams. Give each team a 5 foot piece of brown wrapping paper. One member of team lies flat in paper and his team members trace the outline of his body on the paper. Each team is given glue, crepe paper, scissors, yarn, etc. to decorate the costume. All team members work together to make a Halloween costume..... Team prizes of candy or gum could be given to both teams for "most unusual", "scariest", etc.

SNAKE EATING CONTEST:

Perhaps your Cub Scouts might like a safari to deepest Africa for a Snake Eating Contest! Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion 'Snake-Eaters'.

GAME OLD FASHIONED SNOWBALL FIGHT.

Have 2 cartons decorated like a snowball fort. 2 Teams 6 players each.
OBJECT: Crossfire marshmallow snowballs trying to get as many as possible into opponets fort. Team with most snowballs in opponents fort wins.

GAME HOLIDAY HANDSHAKE

Call the Cub Scouts to attention and give to each five Christmas Seals. On signal, each boy is to introduce himself to five parents other than his own. Each time he must leave a Christmas Seal with them. (Parents do not accept it until introduction is complete and boy can repeat the parent's name.) The first den to complete project assembles as a den and comes to Cub Scout around denner or Den Chief. Give them a cheer or two.

GAME HOLIDAY SURPRISE

Prepare the holiday surprise by freezing water in small milk carton. Fill half container and allow to freeze, place surprise in center then fill rest of container and allow to freeze. To start the fun, give the "ice cube" to the first person and his is to be passed on to next and next and so on until ice is melted and the holder has recovered the "surprise" from the center. Form a circle with as many players as wanted.

GAME HANUKKAH PEANUT HUNT.

Secure a quantity of peanuts. On four peanuts write in ink the letter K on four write the letter H
On four others write the letter N
On four others write the letter U
On four others write the letter A
The peanuts that are letter red and a number not letter red are hidden throughout a room: At a signal the hunt begins. At the end of 15 minutes a signal is given to stop the hunt. 10 points are given for greatest number of peanuts 5 points are given for each lettered peanut
20 Points are given to Cub finding enough peanuts to spell out Hanukkah. Cub having the most points wins prize. This game may be played with teams compeating.

GAME HIDE THE DRIEDLE

One Cub leaves the rom and the other cubs hide a dreidle. The cub returns and trys to find it. When the cub comes near the other cubs yell hot or cold.

STUNT FEED SANTA

Draw a Santa Claus head on a paper plate. Cut a large hole for the mouth. Hang the Santa from a doorway and give each Cub Scout a supply of snowballs (Marshmallows) object is to toss the snowballs into Santa's mouth. Most wins.

'HUNKER DOWN BATTLE'

You need two small pedestals from 6 to 12 inches high placed about 6 feet apart. The pedestals could be wood blocks, tree stump, or upside down 5-gallon cans or buckets. Two player hunker down on the pedestals, and each is given one end of a 15 foot rope. on signal, they begin reeling in the rope. The object is to try to unbalance the opponent by tightening and slackening the rope until he falls off the pedestal.

"MARBLE GOLF"

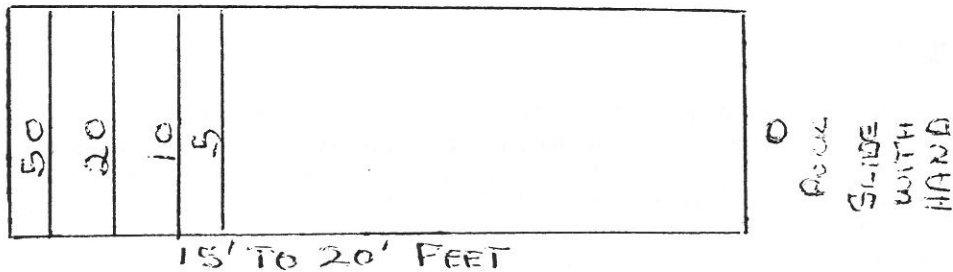
For the holes, bury baby food jars to the rim. Flags are paper triangles glued to popsicle sticks. Add water hazards and sand traps as you wish. The "golf shots" are made in the approved knuckle-down wat for playing regular marbles.

"TWO FRIENDS"

Players line up in pairs, with one person chosen as "IT" standing at the head of the double rows. "It" announces, "I am looking for a friend," and claps his hands. The pair at the end of the row runs forward on either side, As soon as they get passed "it", "It" runs after them, trying to catch one before the pair meets up again. If the pair meets, they stand at the front of the rows and "It" tries again. If "It" catches one, they Become the pair who stands at the front of the rows, withthe remaining player becoming "it". The game continues until each pair has had a chance to run.

"HOCKEY SLIDE"

Each boy is given three chances to come up with the most points.



JUMBLED CIRCUS/CARNIVAL CARDS

NOTE: (THESE CAN BE PLACED AROUND THE ROOM)
GIVE EACH BOY A PENCIL AND PAPER WHEN HE COMES IN -
SEE WHO CAN COMPLETE THESE JUMBLED WORDS FIRST.

N O L W C	(CLOWN)
T O H D G O S	(HOT DOGS)
H S O W	(SHOW)
T E L P N E H A	(ELEPHANT)
U M I S C	(MUSIC)
L O B O L N A	(BALLOON)
Z R E S I P	(PRIZES)
P R N O P C O	(POPCORN)
E T N T	(TENT)
D Y N A C	(CANDY)
T T C O O N N A C Y D	(COTTON CANDY)

BROOMSTICK RELAY:

Each boy is furnished a broom and a blown-up balloon. At the signal, they begin sweeping their balloons across the room. First boy to reach the finish line wins. If a balloon breaks, the boy is disqualified.

PUMPKIN ROLL:

Make two straight chalk lines the length of the floor. Place a pumpkin on each line at the starting point. Give each of two contestants a stick. The one who succeeds in rolling his pumpkin the length of the line, without letting it leave the line or touching it with his hands, wins. This could also be worked as a relay for a group.

BLACK CAT:

Paste a black cat cut out on an aluminum pie plate. One player spins the pie plate straight up in the air, calling out the name of another player. The one called tries to catch the black cat before it falls to the ground. If he fails to catch the plate, he is eliminated from the game. If he is successful, he takes a turn tossing the plate in the air.

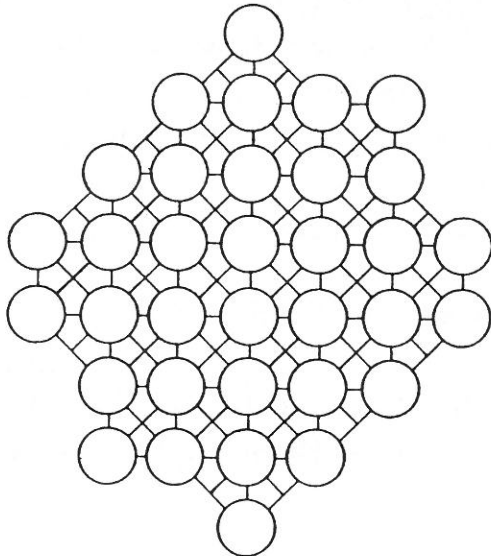
SKULL BALL:

Boys sit in a circle. One of the players is the witch and stands in the center. someone in the circle has a ball painted to look like a skull. At signal, the skull is passed around or across the circle rapidly. If the boy in the center catches the ball while it is in the air, the person who threw it becomes the witch. If the witch can touch the skull while it is still in some player's hand, that player becomes the witch.

TWISTY CATCHING:

Before the Cub Scouts arrive, glue two disposable hot drink cups together, bottom-to-bottom. Decorate the cups to carry out the Halloween theme. Have a small ball handy...or use marshmallows.

The object of the game is to toss the ball from one cup and catch it in the other. Hold the cups in one hand with ball in the top cup. Toss the ball in the air and with a twist of the wrist, catch it in the other cup. THE person making the most catches without missing wins. This .MAY also be used as a relay game.



KWATRO. Played like tic-tac-toe, except that the winner must get four markers in a row horizontally, vertically, or diagonally. Enlarge the board on an 8½" x 11" sheet of paper. For markers, use buttons of two colors.

"KNOTTY GAME"

This game is for any group of six or more boys. The players stand in a tight circle, facing in. They join hands with any two people, but not their immediate neighbors. On signal, all players try to untangle themselves without letting go of hands.

"DIP, DRIP, AND DROP"

This is a family relay game for any large group. Divide group into equal-size teams. In front of each team, place a bucket full of water and two small plastic cups, each with a small nail hole (Two, Three, or Four is better). Place two small-mouth bottles (soda bottles) about twenty feet away. The first player on each team dips the plastic cups into the water, runs to the soda bottle, and dumps any remaining water from the cups into the bottles. and hands the cups to the next player. continue until both soda bottles are filled to a certain level. the team to reach the level first wins.

"INDIAN GIVEAWAY"

The Comanche game starts with the chief drawing a large circle on the ground. All boys step inside. The chief throws small sticks into the circle, one at a time, and each player tries to get them. The player with the most sticks wins. This game was designed to teach braves to be alert and quick.

"ROPEWALKING GAME"

This was a popular in colonial Virginia. Lay a 20 foot clothesline or other rope across the floor. Cub Scouts are blindfolded and try to walk the rope, either with or without shoes.

SEWING SCISSORS CROSSED OR UNCROSSED

PEOPLE OF ALL AGES LIKE TO PLAY THIS FOOLISH GAME. YOU ONLY NEED A PAIR OF SCISSORS AND CHAIRS TO SIT ON. NO ONE BUT THE LEADER KNOWS THE RULES UNTIL AFTER THE GAME HAS STARTED. THE LEADER STARTS BY SAYING "I AM GOING TO PASS YOU THE SCISSORS CROSSED OR UNCROSSED". THE LEADER MAKES A SHOW OF OPENING AND SHUTTING THE SCISSORS. FINALLY HE PASSES THEM ON OPEN OR SHUT. AT THE SAME TIME, HE SAYS EITHER, "I PASS THEM CROSSED", OR, "I PASS THEM UNCROSSED". IT MAKES NO DIFFERENCE WHICH HE SAYS, BECAUSE HIS FEET ARE WHATS CROSSED OR UNCROSSED. IT SHOULD TAKE SOME TIME FOR EACH PLAYER TO FIGURE THIS OUT. MEANWHILE, THE PLAYER HE HANDS THE SCISSORS TO TRIES TO SOLVE THE PROBLEM BY CROSSING OR UNCROSSING THE SCISSORS AND PASSING THEM ON WITH THE CORRECT STATEMENT. THOSE WHO SEE THROUGH THE TRICK WILL HELP THE LEADER BAFFLE THE OTHERS AS LONG AS POSSIBLE.

I TOOK A TRIP

THE PLAYERS FORM A CIRCLE, AND THE FIRST PLAYER SAY, "I TOOK A TRIP AND I BOUGHT AN UMBRELLA". INSTEAD OF UMBRELLA HE CAN NAME ANYTHING ELSE. THE NEXT PLAYER MUST REPEAT WHAT THE FIRST PLAYER SAID AND ADD SOMETHING TO IT, THE THIRD REPEATS WHAT PLAYER ONE AND TWO SAID AND ADD SOMETHING TO IT, AND SO IT GOES AROUND THE CIRCLE , EACH PLAYER REPEATING THE WHOLE SENTENCE AND ADDING SOME THING TO IT. IF A PLAYER OMITTS ANY ITEM OR GETS THE ORDER WRONG, HE IS OUT. THE PLAYER WHO STAYS IN THE GAME THE LONGEST IS THE WINNER.

THE FISH GAME

THE PLAYERS ARE DIVIDED INTO PAIRS. ONE PAIR IS CHOSEN AS THE WHALES. EACH OF THE OTHER PAIRS SECRETLY SELECTS THE NAME OF A FISH. THESE PAIRS GET CHAIRS FOR THEMSELVES AND SIT IN PAIRS AROUND THE ROOM. THE WHALES WALK AROUND THE ROOM CALLING THE NAMES OF FISH. WHENEVER THE NAME OF A FISH CHOSEN BY A PAIR IS CALLED OUT, THAT PAIR MUST RISE FROM THIER SEATS & FOLLOW THE WHALES. THE WHALES CALL OUT AS MANY NAMES OF FISH AS THEY KNOW, THEN THEY SAY "THE OCEAN IS CALM" ALL PLAYERS MUST RISE AND FOLLOW THE WHALES AS THEY WEAVE IN AND OUT OF THE CHAIRS. SUDDENLY THE WHALES CALL OUT, "THE OCEAN IS STORMY!" ALL THE PLAYERS RUN IN PAIRS TO GET A SEAT. THE PAIR LEFT STANDING BECOME THE WHALES FOR THE NEXT GAME.

FEED THE ANIMALS

HAVE BOYS SPLIT UP INTO PAIRS STANDING 3 FEET APART & FACING ONE ANOTHER. ONE IS THE ANIMAL & THE OTHER IS THE FEEDER. EACH FEEDER IS GIVEN 5 MINI-MARSHMALLOWS, THE ANIMAL OPENS HIS MOUTH AS WIDE AS HE CAN. THE FEEDER TRYs TO GET AS MANY IN THE ANIMALS MOUTH AS HE CAN, THEN THE FEEDER GETS TO BECOME THE ANIMAL. THE PAIR THAT CATCHES THE MOST MARSHMALLOWS IN THEIR MOUTHS COMBINED ARE THE WINNERS.

MONKEY SEE MONKEY DO

IN THIS FUNNY GAME NONE OF THE PLAYERS IS ALLOWED TO LAUGH. ALL THE PLAYERS SIT CLOSE TOGETHER IN A CIRCLE. ONE OF THEM STARTS THE GAME BY TURNING TO THE RIGHT-HAND NEIGHBOR AND DOING SOMETHING. WHATEVER THAT PLAYER DOES, THE NEIGHBOR MUST DO IT TO THE NEXT PLAYER ON THE RIGHT, AND THAT PLAYER MUST DO THE SAME TO THE NEXT NEIGHBOR. THIS GOES ALL AROUND THE CIRCLE UNTIL IT GETS BACK TO THE FIRST PLAYER. ANYONE WHO LAUGHS IS OUT OF THE GAME. THE PLAYER TO THE RIGHT OF THE FIRST PLAYER THEN HAS A CHANCE TO DO SOMETHING DIFFERENT WITH THE NEXT PERSON & THE GAME GOES ON. (NOTE: THIS GAME WORKS BEST WITH SMALL GROUPS IF YOU HAVE A LARGE GROUP FORM CIRCLES OF TEN.)

ANIMAL TRAINER

ARRANGE CUBS IN A CIRCLE STAND IN THE CENTER AND NAME A STUNT OR MOVEMENT TO BE PERFORMED BY EVERYONE. FOR EXAMPLE: BARK LIKE A DOG, WALK LIKE AN ELEPHANT, HOP LIKE A KANGAROO ETC... HAVE BOYS TAKE TURNS CALLING OUT STUNTS.

THEME FOR FEB. 1995- GREAT EVENTS OF SCOUTING

SCOUT RANKS SEEK-A-WORD

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

BOBCAT
 WOLF
 BEAR
 WEBELOS
 ARROW OF LIGHT

SCOUT
 TENDERFOOT
 SECOND CLASS
 FIRST CLASS
 STAR
 LIFE
 EAGLE

PANTYHOSE PENDULUMS

EACH DEN LINES UP RELAY FASHION. AN ORANGE IS PLACED IN THE LEG OF A PAIR OF OLD PANTYHOSE AND THEN TIED AROUND THE BOYS WAIST SO THAT THE ORANGE HANGS BETWEEN HIS FEET. ANOTHER ORANGE IS PLACED ON THE FLOOR AND DRIVEN TOWARDS A GOAL A DISTANCE AWAY AND BACK BY SWINGING THE ORANGE IN THE PANTY HOSE AT IT (NO HANDS ALLOWED). EACH PLAYER REPEATS THE SAME TILL ALL HAVE GONE. FIRST ONE FINISHED WINS.

LOSING YOUR MARBLES

EACH PLAYER HAS SIX MARBLES IN A SAUCER AND TWO STRAWS WHICH HE USES LIKE CHOP STICKS TO MOVE HIS MARBLES TO ANOTHER SAUCER FIVE INCHES AWAY. IF A MARBLE DROPS TO THE FLOOR THE PLAYER HAS THE CHOICE OF GOING AFTER IT OR CONTINUING WITH THE MARBLES IN PLAY HOPING THAT THE OTHERS ARE DOING WORSE. FIRST ONE TO MOVE HIS SIX MARBLES WINS.

THE CIRCLE TEST

THE PLAYERS FORM A CIRCLE, LINKING ELBOWS. THEN ALL THE PLAYERS STEP BACK AND PULL AS HARD AS THEY CAN. THE OBJECT IS TO GET THE OTHERS TO BREAK THE CIRCLE. WHEN IT FINALLY BREAKS THE TWO PLAYERS WHOSE ARMS UNLINKED ARE OUT, AND THE CIRCLE FORMS AGAIN, SMALLER THIS TIME, BUT JUST AS TIGHT. NO STOPPING IS ALLOWED, EXCEPT WHEN A BREAK OCCURS. IF THE CIRCLE SEEMS INVINCIBLE, AND IT DOESN'T LOOK AS IF IT WILL BREAK, TELL EVERYONE TO TAKE THREE STEPS TO THE MIDDLE OF THE CIRCLE (WHICH RELAXES IT) AND THEN QUICKLY TO TAKE THREE STEPS BACK. THIS SNAP WILL OFTEN CREATE ANOTHER BREAK.

CUBSCOUT RELAY

PROVIDE A SET OF CARDS WITH THE WORDS TO THE PROMISE AND THE LAW OF THE PACK ON THEM TO EACH TEAM. SCATTER EACH SET ON THE FLOOR IN FRONT OF EACH TEAM. THE FIRST CUB IN EACH TEAM RUNS TO THE WORDS, SELECTS THE FIRST WORD OF THE CUB SCOUT PROMISE, SETS IT ASIDE, & RETURN TO HIS TEAM WHERE HE TAGS THE SECOND CUB. HE RUNS FORWARD TO FIND THE SECOND WORD AND ADDS IT TO THE FIRST. THE GAME CONTINUES UNTIL THE TEAMS HAVE SPELLED OUT THE ENTIRE CUB SCOUT PROMISE AND LAW OF THE PACK. THE FIRST TEAM FINISHED WINS.

NOTES:

NOTES:

SONGS, CHEERS, Etc.

The golden rule is KISMIF!!

The following pages are full of songs, cheers, applauses, interruptions and more. Remember to keep things simple and enjoy them. Use movement and simple props and lots of imagination. Have FUN!

When you are leading a song, let the audience see by your face that you are having a good time. Speak and sing clearly. If necessary, briefly review the tune and get your audience interested. Don't worry if you sing a little off key or you stumble over a word. If you are conveying a good time to your audience, they won't mind.

Be a good strong confident leader. If you start in a key that's too low, adjust it. If you skip a verse, don't worry about it. Do you see what I mean?

Singing the songs on the following pages can be pure joy. The interruptions are so silly. Cheers are loud and louder and loudest! Applauses are as goofy as can be. So what place do these joyful, silly, loud, goofy things have in den and pack meetings? They can serve to calm the crowd down or rile them up. They can get you from one activity to another. They can give you time to set up another activity. Songs, cheers, etc. can do all these things.

To successfully lead in these songs, cheers, etc, remember the Cub Scout "golden rule" - **KISMIF**.

Loretta Yaller
Marty O'Connor

INTERRUPTIONS (Or RUN-ONS)

Since most people like to eat dessert first, let's start off an ETC. Besides songs and cheers...there are Interruptions, also called run-ons. What's a run-on you ask? Run-ons are similar to skits, but are generally shorter and require one or two actors. Interspersed between songs, skits and other parts of the campfire or pack meeting, run-ons can be used to fill dead time and enliven the program. Frequently they are introduced as a comical interruption of the program. Most important - is run-ons give the boys a chance to be the focus of attention.

A frantic figure runs onstage.

"They're after me! They're after me!"

"Who's after you?"

"The Squirrels -- they think I'm nuts."

A dejected figure walks towards his friend.

"It just doesn't work. It just doesn't work."

"What doesn't work?"

"A dead horse."

A desperate fellow runs out on to the stage.

"It's all around me. It's all around me."

"What's all around you?"

"My belt!"

Man crawls onstage crying "Water! Water!" A second fellow comes running with a glass of water. First man thanks him, takes the glass of water, pulls out a comb and uses the water to comb his hair.

Boy enters, dragging a rope across the stage.

"Why are you dragging that rope?"

"Have you ever tried pushing one?"

Boy enters, pushing a rope that has been secured to a stick or wire.

"What on earth are you doing?"

"Why, pushing the rope, of course."

Man points to the sky.

"Is that the sun or the moon up there?"

"I dunno, I'm a stranger here too."

"The other day a girl rolled her eyes at me."

"Really? What'd you do?"

"Well, I picked them up and rolled them right back."

Singing "Soap..Soap..Soap!"

"What're you doing?"

"Oh, just singing a couple of bars."

Man picks up a ringing telephone.

"You don't say...you don't say...you don't say."

"Who was that?"

"I dunno. He didn't say."

I've been seeing spots before my eyes.

"Have you seen a doctor?"

"No, just spots."

Announcer: "We interrupt this program for a spot announcement."

Offstage: "Arf! Arf! Arf!"

Announcer: "Thank you, Spot."

"What's your occupation?"

"I used to be an organist."

"Why'd you quit?"

"The monkey died."

Man walks onstage, faces audience, and in a dignified voice says: "Poem by Henry Gibson. 'Ecology.' I shot an arrow into the sky...it stuck."

"It's an udder disaster! An udder disaster!"

"What's an udder disaster?"

"The cow went dry."

Man has been beaten up and is sitting on the ground rubbing his jaw.

"Can you describe the man who hit you?"

"Are you kidding? That's what I was doing when he hit me."

"Did you hear of the optometrist who slipped and fell into his grinding machine and made a spectacle of himself?"

Two men enter, find some tracks on the ground and argue over whether they are bear tracks or raccoon tracks. The argument gets heated and is ended when both get run over by a train. (Train is simulated by several boys moving in a chain with the first boy holding a flashlight.)

Man enters, carrying a case. "I'm taking my case to court!" Enters again, carrying a ladder. "I'm taking my case to a higher court." A stranger runs through carrying a clothes hanger saying: "I've lost my suit." At entry, man is peeling a banana or orange. "I'm appealing my suit."

Two silent figures run across stage, one chasing the other with an upraised club. Repeat several times getting slower and slower. Finally the first man stumbles, followed by the second man, who crawls forward on his hands and knees, panting, and raises the club to hit the first man, who cowers helplessly. The first man taps the second quickly and lightly with the club, yells "You're it!" and runs off at top speed, followed closely by the second.

Man runs onstage, bends over and makes hoeing motions.

"What're you doing?"

"Hoeing."

"What're you hoeing?"

"Corn."

"Where'd you get the corn?"

"From that last joke?"

Now, how will you know you performed these run-ons correctly? By the loud groans and pained facial expressions coming from the audience!

Where do you find all this wonderfully silly stuff, you ask? There are Cub Scout songbooks, meeting Sparkler books, Pow Wow books from previous years and, of course, other people. The list of songs, cheers, applauses, run-ons, etc. are as endless as the imagination. Below are some applauses, cheers followed by songs.

Applauses

Applauses (cheers and yells too!) are group "reactions" to something that has happened. These applauses can be meant as a reaction to something, a thank you or comment. The only consistency is that they are always silly.

Bee Applause: Put arms straight out and pretend to fly while saying "Bzzzzzz!"

Pack Applause: "Clap your hands!" (Clap hand five times). "Stomp your feet!" (Stomp feet five times.) "Pack _____ can't be beat!"

Mosquito Applause: With hands slap yourself on neck, arms, legs while saying "Ohh. Ahh. Ahh."

Volcano Applause: Twirl hands while making rumbling sound in throat. At end, throw up hands and say "BAROOM."

Ketchup Applause: Pretend to pound on bottom of bottle six times, saying "Pop. Pop. Pop. Pop. Pop. Pop." Say "Squish, up..oh, too much.!"

Big Rain Applause: Tap fingertips together very fast.

Round of Applause: Clap hands while moving hands in a circle.

Watermelon Applause: Make motions of taking several quick bites, turn head, and give the raspberry sound of spitting out seeds.

Flea Applause: Flick middle fingernail and thumbnail together.

Leaky Tire Applause: HISSSSS!

Oil Cheer: Crude! Crude! Crude!

Surely from the short list above, you can find an appropriate (or perhaps an inappropriate) reaction to create more fun in your gathering!

SONGS

Remember whenever possible, add movement to your songs. Repeating verses where you make variations is a fun way to enliven the song without having so many verses of words to remember!

The Grand Old Duke of York

Tune: A Hunting We Will Go

The grand ole Duke of York
He had ten thousand men
He marched them up the hill (Stand)
And marched them down again (Sit)
And when you're up, you're up (Stand)
And when you're down, you're down (Sit)
And when you're only halfway up (Halfway)
You're neither up (Stand) nor down (Sit)
Repeat the song two more times,
singing faster each time!

Fried Ham

Fried ham, fried ham, cheese and bologna
And after the macaroni
We'll have onions, pickles, pretzels
And then we'll have some more fried ham
fried ham.
Same song, 2nd, 3rd,verse
_____ accent whole lot worse.

Repeat subsequent verses with different accents:

Baby	Valley Girl
Operator	English
Cowboy	Opera, etc.

A Cub Scout Went A-Yodeling

Once a cub scout went a-yodeling
On a mountain so high
When along came a (cuckoo bird)
Interrupting his cry

Chorus :

Oh. Oh. Oh. Oh. Lee-ah. Kee-Kee Ah
Oh Lee ah Cuckoo Cuckoo (New Sounds
are added here)
Oh Lee-ah. Kee-Kee Ah
Oh Lee ah Cuckoo Cuckoo
Oh Lee ah Kee Kee Ah
Oh Lee Ah Cuckoo Cuckoo
Oh Lee Ah Kee Kee Ah Oh!

2nd: A saint Bernard (panting sounds)

3rd: Grizzly Bear (Growl)

4th: An avalanche (Swish)

5th: Girl Scout (Buy some cookies?)

6th: Boy Scout (Yabba Dabba Doo)

The Wrong End

Tune: My Bonnie

Oh, rabbits have bright shiny noses
I'm telling you this as a friend.
The reason their noses are shiny
The powder puff's on the wrong end!

Chorus:

Wrong end, wrong end
The powder puff's on the wrong end.
Wrong end, wrong end
The powder puff's on the wrong end.

Taps

Day is gone, Gone the sun
From the lake, from the hills, from the sky
All is calm, safely rest, God is nigh. 6

Happy Wanderer

I love to go awandering
Along the mountain track
I love to go awandering
A knapsack on my back.

Valde ri, valde ra, valde ri
Valde ra ha ha ha ha ha.
Valde ri, valde ra
My knapsack on my back

I love to wander by the stream
That dances in the sun
So joyously it calls to me
Come join the happy fun.

Valde....

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!

If You're Happy and You Know It

If you're happy and you know it
Clap your hands (Clap. Clap)
If you're happy and you know it
Clap your hands (Clap. Clap)
If you're happy and you know it
Then you really ought to show it
If you're happy and you know it
Clap your hands (Clap. Clap)

2nd verse: If you're happy and you know it,
Stomp your feet. (Stomp. Stomp)

3rd verse: If you're happy and you know it
Shout "Amen." (Amen)

4th verse: If you're happy and you know it.
Do all three!
(Clap. Clap. Stomp. Stomp. Amen.)

Hercules

Tune: from the Old TV show *Hercules*

Hercules, loser of ancient glory
Hercules, you're gonna love this story
Fighting for his life with a rubber knife.
Hercules is here,
Give a BOOing cheer.
To the sight of Hercules!

Billboard Song

As I was walking down the street
One dark and gloomy day.
I came upon a billboard
And much to my dismay.
The sign was torn and tattered
From the rain the night before.
The wind and rain had done its job
And this is what I saw.

Smoke Coca-cola cigarettes
Chew Wrigley Spearmint beer.
Kennel Ration dogfood
Makes your complexion clear.
Simonize your baby
With a Hershey's candy bar.
Texaco's the beauty cream
That's used by all the stars.

So take your next vacation
In a brand new Frigidaire.
Learn to play piano
In you winter underwear.
Doctors say that babies
Should smoke until they're three
People over 65 should bathe in Lipton Tea
...in flow-thru tea bags.

My Name Is Joe

Hi! My name is Joe
And I work in a button factory.
I got a dog and a cat and a family.
One day, the boss comes up to me
He says, "Hey Joe, are ya busy?"
I said, "Nahh." He said,
"Push the button with your **right hand**.
(Push forward with your right hand.
Repeat the verse adding the
following body parts - Left hand, left
foot, butt, head, nose, hips,
knees..when you've reached the limit
of body parts , end the song with the
following.)

Hi! My name is Joe
And I work in a button factory
I got a dog and a cat and a family.
One day, the boss comes up to me
He says, "Joe, are ya busy?"
I said, "YESSSS!"

Underwear

Tune: *Over There*

Underwear, underwear
How I itch in my woolly underwater.
How I wish I'd gotten a pair of cotton
So it wouldn't itch everywhere.

B.V.D.'s make me sneeze
When the breeze, from the tree's hit my
knees.

Coming over, I'm coming over,
In my gosh darn ding dong woolly
underwear!

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 in the road?
Oh Tom the toad, oh Tom the toad,
Why are you lying in the road?
You did not see the car ahead
And you were flattened by the tread.
Oh Tom the toad, oh Tom the toad,
Why are you lying in the road?

Oh Sue the skunk, Oh Sue the Skunk
Why did you make my tires klunk?
Oh Sue the skunk, Oh Sue the Skunk
Why did you make my tires 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 did you make my tires 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 Possom Pete, Oh Possum Pete
There's nothing left but hair and feet.
Oh Possom Pete, Oh Possum Pete
There's nothing left but hair and feet.
You thought you beat the bus across
Now you look like a pile of moss.
Oh Possom Pete, Oh Possum Pete
There's nothing left but hair and feet.

Head and Shoulders Knees and Toes

Head and shoulders, knees and toes
Knees and toes.
Head and shoulders, knees and toes
Knees and toes.
Eyes and ears and mouth and nose.
Head and shoulders, knees and toes.

Ravioli Song

Tune: *Alouette*

Ravioli, I like ravioli
Ravioli, it's the best to me!
Do you like it on your nose?
Yes, I like it on my nose.
On my nose, oh oh oh oh.

Start 2nd verse and add other places ravioli could be, like on my shirt, on my shoe, in my hair. When there is finally enough movement to demonstrate ravioli in all these places, end the song with

Ravioli, I like ravioli
Ravioli, it's the best to me!

Birds in the Wilderness

Tune: *Old Gray Mare*

Here we sit like birds in the wilderness,
Birds in the wilderness
Birds in the wilderness.
Here we sit like birds in the wilderness,
waiting to be fed.

They fed us great green gobs of
Greasy grimy gopher guts
Mutilated monkey meat,
Chopped up baby parakeets.
French fried eye balls
Swimming in a pool of blood
And I forgot my spoon.

And I forgot my spoon
Yes I forgot my spoon
Great green globs of
Greasy grimy gopher guts
And I forgot my spoon.

So I'll use a straw!

Rain Vesper

Tune: *O Christmas Tree*

Softly falls the rain today,
As our campfire floats away.
Silently each Scout should ask
Did I close my tent flaps?
Did I bring my poncho?
Should I stay or should I go?
Did the weatherman say
Anything 'bout rain today?

Worms

Nobody likes me everybody hates me
So I'm gonna eat worms
Long ones, short ones
Fat ones, skinny ones
Oh how the slimey things squirm.

First you bite their heads off
Then you suck the juice out
Then you throw the skins away
Oh how I love to eat my worms
Three times a day
How I love worms!

Be Kind To Your Web-Footed Friends

Tune: *Stars and Stripes Forever*

Be kind to your web-footed friends
For a duck may be somebody's mother.
Be kind to your friends in the swamp.
Where the weather's always damp.
You may think that this is the end.
Well it is!

Boa Constrictor

I'm being eaten by a boa constrictor,
Boa constrictor, boa constrictor.
I'm being eaten by a boa constrictor
And I don't like it one bit.
Oh no, he's got my toe.
Oh gee, he's at my knee.
Oh fiddle, he's got my middle.
Oh heck, he's at my neck
Oh dread, he's got my head
GULP!!

Bug Juice

Tune: *On Top of Old Smokey*

At camp with the cub scouts
They gave us a drink
We thought it was Kool-Aid
Because it was pink.

But the drink that they gave us
Would have grossed out a moose.
For the good tasting pink drink
Was really Bug Juice!

It looks fresh and fruity
Like tasty Kool-Aide.
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's just getting even
'Cause you swallowed his Dad!

The Bear Song

The other day (group repeats)
I met a bear (group repeats)
Up in the woods (group repeats)
A away up there (group repeats)
The other day I met a bear
Up in the woods away up there!

Continue in similar manner

He said to me, Why don't you run?
Because you ain't, Got a gun?

And so I ran, Away from there
But right behind me, Was that bear.

Ahead of me, I saw a tree
A great big tree, Oh glory be!

The nearest branch, Was ten feet up
I'd have to jump, And trust my luck.

And so I jumped, Into the air
I missed the branch, Away up there

Now don't you fret, Now don't you frown
I caught that branch, On the way back down

That's all there is, There ain't no more
So what the heck, Are you singing for?

Hi! There, Tiger Cubs

Tune: *Hail, Hail, The Gang's All Here*

Hi! Hi! There Tiger Cubs.
We are glad to meet you.
We are glad to meet you.
Hi! Hi! There Tiger Cubs.
You are welcome to our Pack.

The Cat Came Back

Old man Johnson had troubles of his own.
Had a little cat that wouldn't leave him alone.
He tried and tried to give him away.
He gave him to a man going far, far away.

Chorus: (repeat after each verse)

But the cat came back the very next day.
But the cat came back, they thought he was
a goner.
But the cat came back
He just couldn't stay away, away, away.

He gave it to a man going up in a balloon.
Told him to give it to the man in the moon.
The balloon came down about 20 miles
away.
And where that man is we just can't say.

He gave it to a boy with a dollar note.
Told him to take it up the river on a boat.
Tied a rock around its neck
Must have weighed a hundred pounds.
And now they're dredging the river
For the little boy who drowned.

He gave him to a man going way, way out
west.
Told him to give it to the one he favored
best.
First the train jumped the track
Then it hit the rail.
And no one is alive today to tell the
gruesome tale.

Old man Johnson said he'd shoot that cat on
sight.
So he loaded up his shot gun with nails and
dynamite.
He waited and waited for that cat to come
around.
But ninety-seven pieces of the man were all
they found.

The H-bomb fell, just the other day.
The A-bomb fell in the very same way.
Russia went, China went and the U.S.A.
The human race was destroyed without a
chance to pray.

Pinewood Derby Song

Tune: *Camptown Races*

Cub Scouts all join in the song.
Doo-dah, doo-dah.
Pine car truck is mighty long
Oh, doo-dah day!

Chorus: (repeat after each verse)

Going to run so fast,
Going to get ahead.
Bet my money on a blue pine car.
'Somebody bet on the red.

Red cars, blue cars, green and gray
Doo-dah, doo-dah.
Running on the track today,
Oh, doo-dah day!

Pinewood cars have lots of class,
Doo-dah, doo-dah.
Even though they don't use gas.
Oh, doo-dah day!

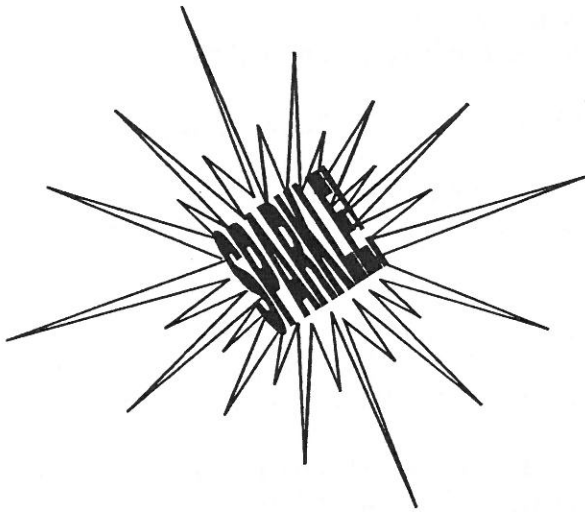
They're the pride of all the lads,
Doo-dah, doo-dah.
Built by Cub Scouts and their Dads.
Oh, doo-dah day!

Recognition Song

Tune: *Farmer in the Dell*

Our honored guests are here.
Our honored guests are here.
Stand up now and take a bow.
Our honored guests are here.

CEREMONIES AND PROPS



CEREMONIES AND PROPS

Why have ceremonies? The following are just a few of the reasons, but the most important reason is recognition of accomplishments, achievements, and hard work. This is important not only for the boys, but also for any adult who has given of his/her time and talents to help make the Scouting program better for the boys.

1. To establish a regular plan to present awards promptly, as soon as possible after they are earned.
2. To provide high points in the advancement plan.
3. To focus attention on the accomplishments of Cub Scouts and Webelos Scouts.
4. To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
5. To honor Pack leaders by recognizing the Den Chiefs, Den Leaders, Cubmasters, Assistants, Den Leader Coaches, Webelos Den Leaders, and Pack Committee members.
6. To make visitors and guests welcome by making them a part of the Pack program.
7. To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized, but also to those watching.
8. To promote parent participation by helping explain the parent's role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.
9. To improve the meeting program by marking a beginning and end to both Den and Pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.
10. To help develop the theme of the month.

Ceremonies should-

1. **Be Simple-** not too long nor too involved.
2. **Be Serious-** they usually mark some significant event.
3. **Provide for boy participation-** boys should take part.
4. **Be based on the idea of progress.**
5. **Have something of obligation in the progress.**
6. **Involve Cub symbolism.**
7. **Be respected by the adults themselves.**

CEREMONIES (cont'd)

Elements of good ceremonies

Your ceremonies will be good and impressive if you:

1. Present them in a dignified atmosphere.
2. Make sure they are well rehearsed.
3. Use props and costumes when necessary and keep them simple.
4. Make people to be recognized the center of attention.
5. Make sure that everyone can see, as the ceremony has a message for them too.
6. Use symbolism as an appeal to the imagination.
7. Include plenty of action.

Stumbling blocks

1. Long ceremonies soak up time on the program. Do not forget other important elements
2. Long speeches and fancy language distract the attention of the audience. The dramatic effect may be lost along with the audience. Keep speeches short.
3. Be sure speakers can be heard. An individual does not have to repeat the part word-for-word, but simply get the general idea across.
4. Call for adequate rehearsal. The longer the ceremony the more rehearsal is needed.
5. Variety is essential. A good ceremony turns bad if repeated too often. Plan ceremonies for the year as you plan your themes.
6. Avoid situations that create laughs. Set and retain a serious mood.
7. If the audience is to participate by applauding, singing, or responding, have a clear plan to cue them.

Ingredients for successful ceremonies

- Mood** Set the stage. Use music, lighting, or props to introduce the ceremony. Never just begin. Tell the audience what is happening. Wait for quiet.
- Action** Use as many people as possible and have them use props. A person holding something feels better, and it is also a good place to hide scripts!
- Symbolism** A large part of the Scouting tradition is based on the use of symbols (candles, flags, etc.). Used properly they can give deeper meaning to a ceremony.
- Imagination** Use the showmanship that most of us have. If need be, use other leaders or parents.

CEREMONIES (cont'd)

- Improvisation** Use easily found materials. Keep costs low by borrowing or reusing materials, symbols, and equipment.
- Staging** Always face the audience. Use a stage or create one by arranging furniture carefully. Make sure everyone can hear and see. Use lighting and sound equipment if possible.
- Dignity** Always keep respect for your ceremonies and what they represent. Do Not allow horseplay or other actions which will detract from the dignity of the occasion.
- Variety** Avoid repeating a ceremony, even if it is a very good one. Try new ways and involve new people. Don't be afraid to pull in people from your sponsoring organization and community. They'll enjoy it and it will strengthen your program.
- Inspiration And Ideals** Help the participants and audience to understand the spirit of Cub Scouting. This is essential to successful ceremonies.
- Coordination** Plan ahead. Take nothing for granted. Back it up with a back up plan. Carefully explain the WHO, WHAT, AND WHEN of the ceremony to the players.
- Brevity** Good ceremonies are powerful, clear and BRIEF (even a good thing overdone goes bad).

Types of Ceremonies

1. OPENINGS
 - A. Simple Flag Ceremonies
 - B. Patriotic Ceremonies
 - C. Monthly Theme Ceremonies

2. AWARDS
 - A. Rank Advancements
 1. Tiger Cub
 2. Bobcat
 3. Wolf
 4. Bear
 5. Webelos
 - B. Arrow Points and Activity Pins
 - C. Special Awards (pack, district, etc.)
 - D. Arrow of Light Ceremony (this one should be the best)
 - E. Graduations (Tiger, Wolf, Bear, Webelos, Webelos to Scout)

CEREMONIES (cont'd)

3. CLOSINGS
 - A. General
 - B. Indian Lore
 - C. Patriotic
 - D. Inspirational
 - E. Special Themes

Ceremonial Props

A few attractive props help set the scene for an impressive Pack meeting. A little “showmanship” shows the boys and their parents that your Pack really cares that they came to the meeting, and that you have prepared for it.

Many props can be made from scrap materials. They need not be expensive to be impressive. The following are just a few ideas that your pack may want to have available for use.

- a *blue, gold, or blue and gold tablecloth*: This will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth out of felt, a flat sheet, or material that is trimmed with binding. Using washable fabric makes cleaning much easier.
- *Electric or battery operated candles*: Candle light adds mood, and electric or battery operated candles are safer than the real thing. Battery operated candles are especially good to use if the boys need to hold a “candle”.
- *Candles*: Candle ceremonies are impressive. The color of the candles can have special significance. Logs, log slices, and holders made from wood, plaster, metal, etc. can be used to hold the candles.
- *Indian headdress*: These are sometimes difficult and time-consuming to make (or expensive to buy), but most Cubmasters think it is worth the effort. With careful storage most headdresses will last for years. Transferring the headdress from the outgoing Cubmaster to the incoming Cubmaster is an impressive ceremony. The headdress can be worn with just the Scout uniform, or other Indian costumes can be made.
- *Campfire*: A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange, or red cellophane. Use a lightbulb underneath to illuminate the fire. Be careful to keep the cellophane as far away from the lightbulb as possible.
- *Bridge to Scouting*: A Bridge can be built from logs or scrap lumber. Graduating Cub Scouts look forward to crossing the Bridge and meeting the Scoutmaster of the Troop they are joining. Build the Bridge so that it can be taken apart and stored easily.
- *Arrow of Light*: This can be cut from scrap plywood, painted yellow and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

CEREMONIES (cont'd)

- *Costumes*: Wearing costumes that fit the theme of the month adds excitement. You won't want to do this every month, but Cub Scouts will enjoy receiving their awards from King Arthur, "Mountain Man Jack", an Indian Chief, Santa Claus, etc.
- *Cub Scouts*: Have the Cub Scouts become part of the ceremony (by lighting candles, enacting a part, etc.). One move-up ceremony has the Cub Scouts doing the entire ceremony themselves!

Ceremonies you might want to try- remember that ceremonies can be altered to fit your particular Pack's needs (that's how many new ceremonies are born!).

Opening Ceremonies

- **Four Winds Opening Ceremony**

Props:

4 boys dressed in Indian costume, carrying torches.
Artificial campfire which can be lighted by connecting an electrical cord

Cubmaster: (Dressed as Indian Chief carrying a rattle)

Let the North Wind enter (Cubmaster shakes rattle each time).

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

North Wind:

The North Wind, with its cold breath of winter that teaches us endurance.

Cubmaster:

South Wind, enter.

South Wind:

The South Wind, from the land of warm sunshine that gives us courage and hope.

Cubmaster:

East Wind, enter.

East Wind:

The East Wind, which comes from the land of the rising sun and carries morning light over plains and mountains.

Cubmaster:

West Wind, enter.

West Wind:

The West Wind, from the land of the tall mountains that provide us with water and game to hunt.

Cubmaster:

The Four Winds will light our Council fire. (The four boys touch their artificial torches to the fire at the same time. At this moment, the light in the artificial campfire is turned on.)

I now declare this Council fire open! Let the ceremonies begin-

CEREMONIES (cont'd)

- Campfire/Candle opening

Equipment: Artificial campfire, electric candle.

Setting: Fire is dark as Akela enters and 'lights' candle

Akela: We will light our Council fire tonight with this candle that represents the Spirit of Cub Scouting, and the Cub Scout's promise to do his best. This light is a symbol of a Cub Scout's promise to do his duty to God and his country. This light is a symbol of a Cub Scout's promise to help other people. This light is a symbol of a Cub Scout's promise to obey the Law of the Pack.

(Akela stops, touches the 'campfire' with the 'candle'. Someone else can turn the 'campfire' on secretly)

Akela: I now declare this Council fire open. Let the ceremonies begin!

- Patriotic Introductions

Unless some thought is given to it, the Pledge of Allegiance can become rote and boring. Here are some short introductions to make the ceremony different and meaningful each time.

Thomas Jefferson said, "The God who gave us Life, gave us Liberty at the same time." As we repeat the Pledge of Allegiance, let us remember that our flag is a symbol of this precious Liberty.

We have Good Government only when We the People of the United States of America, play an active part in making it good. Let us say our Pledge with that in mind.

The greatest Public Document of the American People is the Constitution of the United States. Our Flag represents our Constitution in action. Let us now Pledge our Allegiance to that Flag.

13 Stripes and 50 Stars . . . This phrase can only refer to our American Flag. Let us remember the history behind those stars and stripes as we say the Pledge of Allegiance.

The Flag flies before our eyes as a Bright Gleam of Color and a Symbol of Ourselves. Let us join in the Pledge of Allegiance to the United States of America.

The Red in our flag stands for Courage and Bravery. Today as we salute our Flag, let's remember our men and women in the Armed Forces who are serving us and our country.

For the opportunities our Country offers to the Youth of America, let us now say our Pledge to the Flag, the emblem of our nation.

CEREMONIES (cont'd)

- Leader Induction Ceremony

Props: Candle board with five candles in it. Den Leaders and Committee Chair.

Committee Chair:

Before you is a ceremony board that has five candles on it. The top two, like the alert ears of a wolf, represent the two upright fingers of the Cub Scout sign. They mean to Obey, and To Help Other People. (Committee Chair lights the two candles.)

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three secret letters of our Law- F – H – G. These letters mean Follows, Helps, Gives. They also mean Fair, Happy, Games. And finally they can remind us of something each Cub Scout respects, Freedom, Home, and God.

(Committee Chair lights the last three candles.)

Will all the Den and Tiger Leaders please come forward?

(They should assemble facing the audience)

Please repeat after me:

I (your name) promise to do my best to help the Cub Scouts in my den and in my pack to do their best to help other people. and to do their duty to God and their country and to obey the Law of the Pack.

As Chairman (woman/person) of this Pack, I take pleasure in personally welcoming you into active leadership in Cub Scouting. May the days ahead be happy, game-filled and fair. Let's give our leaders a round of applause!

CEREMONIES (cont'd)

- **Flag Ceremony**

Props: A stage set with a large kettle. Inside the kettle and against one side is a folded flag out of sight of the audience. Red paper, blue paper, white paper, and silver stars.

1st boy: *Tonight we're going to fix for you a treat that's really grand and make for you a recipe – the Grandest in the Land!*

2nd boy: *In first we'll put a heaping cup of red for courage true.*
(pours in container of red paper cut in small pieces.)

3rd boy: *And then we'll add for loyalty, a dash of heavenly blue.*
(pours in container of blue paper cut in small pieces.)

4th boy: *For purity, we'll now sift in a layer of snowy white.* (pours in container of white paper cut in small pieces.)

5th boy: *We'll sprinkle a pinch of stars to make it come out right.*
(pours in a small container of silver stars.)

6th boy: *We'll stir and stir and you will see that what we've made is Old Glory!* (pulls out flag and holds it up.)

7th boy: *Our flag is the most beautiful flag in the world. Let's always be loyal to it. Will everyone please stand and give the Pledge of Allegiance to the Flag?*

Rank Advancement Ceremonies

- **Painted Tiger Graduation Ceremony**

Props: Akela (Cubmaster), Baloo (Assistant Cubmaster), Bagheera (Tiger Cub Group Coach), Drummer (Den Chief)

Washable orange paint (or orange frosting), yellow Cub Scout neckerchief (already rolled), neckerchief slide.

(Drummer begins slow, rhythmic beat.)

Akela: *Would the following Tiger Cubs and their parents please come forward . . .*

(Bagheera reads the names of the Tiger Cubs. They assemble in a line with the Tiger Cub in front, parents behind holding the boy's neckerchief and slide.)

CEREMONIES (cont'd)

(Painted Tiger Cub Graduation Ceremony cont'd)

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

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

(With orange paint, Baloo draws foot prints on right cheek of Tiger Cub.)

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

(With orange paint, Baloo draws an open hand on the left cheek.)

Akela: Now it is time to move along the Scouting Trail. In Cub Scouting, your family is important, just as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. On behalf of our pack, I would like to welcome you into the next step of Scouting with your Cub Scout neckerchief and slide.

(Parents place the yellow neckerchief around each Scout's neck, and Bagheera puts the neckerchief slide in place.)

(Akela, Baloo, and Bagheera then shake each Tiger Cub's and his parent's hand.)

- Painted Bobcat Ceremony

Props: Akela (Cubmaster), Baloo (Assistant Cubmaster), Drummer (Den Chief)

Blue, yellow, white, red, and green washable paints (or the same colored cake icing), Bobcat badges and certificates, safety pins.

(Drummer begins slow, rhythmic beat.)

Akela: Tonight our pack has some Scouts who have worked hard since joining Cub Scouts. Will the following Scouts and their parents please come forward to take on the colors and spirit of Scouting.

CEREMONIES (cont'd)

(Painted Bobcat Ceremony cont'd)

(Baloo reads the names of the Bobcat candidates. They assemble in a line with the Scout in front and parents behind.)

(While Akela recites the following, Baloo paints a blue paw on each Scout's forehead.)

Akela: Blue is from the sky. The paw print of the bobcat on your forehead is the spirit of the bobcat. This reminds you to Do Your Best on the Cub Scout Trail.

(Baloo then paints yellow under both eyes of each Cub Scout.)

Akela: Yellow is from the sun. The marks under your eyes will help you see the light of the Cub Scout Trail. They also symbolize the bright spirit of Cub Scouting.

(Baloo then paints a white line on each Scout's nose.)

Akela: White is for purity. The mark on your nose helps you know right from wrong as you go along the Cub Scout Trail.

(Baloo paints a red zig-zag on each Scout's chin.)

Akela: Red is for courage. The mark on your chin reminds you to always speak the truth.

(Baloo paints green triangles on both cheeks.)

Akela: Green stands for the spirit of nature. The marks on each cheek will guide you to live in harmony with the great outdoors.)

Remember your markings of this night, new Cub Scouts and have fun along the Cub Scout trail.

(Baloo presents the Bobcat badges to the parents, who will pin the badges, upside down, onto the boy's uniforms.)

Akela: Parents, when your new Bobcat does his first Good Turn, you may sew his badge onto his uniform right side up.

(Akela and Baloo then shakes each Scout's and each parent's hand.)

CEREMONIES (cont'd)

- Howling Bobcat

Props: "Campfire", Indian Costume (optional)

Setting- Campfire is turned on, other lights are dimmed. New Bobcats are outside the room with Assistant Cubmaster. They give the howl of the Bobcat, a long drawn-out wail.

Cubmaster: *I hear the calling from beyond our Pack council. It sounds like a Bobcat! Shall we answer with the call of the Wolf Pack? (Pack howls like wolves. This is "Acm's" cue to enter with the Bobcats.)*

Cubmaster: *Who comes here?*

Acm: *Boys, hunting for the fun and companionship of Cub Scouting.*

Cubmaster: *But whom do you seek?*

Acm: *Akela, the great spirit of Cub Scouting.*

Cubmaster: *Are these boys wise in the ways of the Bobcat?*

Acm: *They are, Akela.*

Cubmaster: *Show me.*

Acm: *Show Akela what you have already learned. Raise your arm in the Cub Scout sign and say the Cub Scout Promise. (They do.)*

Cubmaster: *I can now call you Cub Scouts because you have completed the requirements necessary for your participation in this great Brotherhood we call Cub Scouting. Tonight you have repeated before me the Cub Scout Promise. You have assumed a very important responsibility. You have agreed to "do your best" and to "do your duty to God and your country", "to help other people" and "to obey the Law of the Pack". These are things which are not always easy, but I think you will enjoy them. All that we ask is that you do your best. Do you agree to do your best? (Wait for a response) Good! Parents, please pin the Bobcat badge on to your boy's uniform.*

CEREMONIES (cont'd)

- Painted Wolf Ceremony

Props: Akela (Cubmaster), Baloo (Assistant Cubmaster), Drummer (den chief), black washable paint (or black cake icing), Wolf badges and certificates, safety pins.

(Drummer begins slow, rhythmic beat.)

Akela: When a boy joins our pack, he earns the badge of the Bobcat and starts on the upward trail. This trail leads him through the footsteps of the wolf, the bear, and the webeles brave, and on his way to the highest honor of Cub Scouting, the Arrow of Light. Tonight we honor those Scouts who have made a significant advancement along this journey. Would the following scout s and their parents please come forward . . .

(Baloo reads the names of the Wolf candidates. They assemble in a line with the Scout in front and the parent behind)

Akela: Do you seek to wear the sign of the wolf? If you do, please say "Yes."

Cubs: *Yes.*

Akela: I can see by the achievements that you have completed that you have worked hard along with your parents and Den Leader. These achievements are very important as they have helped you gain a deeper appreciation of many things. You are now ready to wear the sign of the Wolf Cub. The first toe of the wolf paw is for your growth through feats of skill and having fun with your family.

(Baloo draws a wolf toe on each scout's forehead while Akela speaks.)

Akela: The second toe of the wolf paw represents what you have learned about your home, community, and country, as well as your religious beliefs.

(Baloo draws a second wolf toe on each Scout's forehead while Akela is speaking.)

Akela: The third toe of the wolf paw stands for the skills you have gained in handling tools, tying things, using books, and making collections.

(Baloo draws a third wolf toe on each Scout's forehead.)

Akela: The fourth toe of the wolf represents your new appreciation for conservation as well as safety in home and traffic.

CEREMONIES (cont'd)

(Painted wolf ceremony cont'd)

(Baloo draws a fourth toe on each Scout's forehead.)

Akela: *The pad of the wolf paw represents your growth as a Cub Scout, and the increased responsibility you are now capable of handling.*

(Baloo draws the wolf pad on each Scout's forehead.)

Akela: *Wolf Cubs, remember the inscription of this paw. It shows you are ready to move along the upward trail of Scouting.*

(Baloo presents the Wolf badges to the parents, who pin it onto their boy's uniform.)

Akela: *Congratulations to you and your family on arriving on this part of the Cub Scout trail.*

(Akela and Baloo shake each boy's and parent's hand.)

- Wolf Headdress Ceremony

Props: wolf headdress

Akela: *This is the ceremonial Wolf headdress. It represents the origin of Cub Scouting as told in the story of Mowgli in the Jungle Book. The Wolf Pack adopted the "Man Cub" and taught him the ways of the Pack. So have we done to each of the members of our Pack.*

The erect ears of the wolf are symbolized by the Cub Scout sign. In some tribes, the Indian Scout was called a wolf, and wore the skin or head of the wolf when beginning a scouting expedition.

Tonight, we have _____ Cub Scouts who have earned the rank of the Wolf. Will they and their parents please come forward. (Read names and wait until all are present.) You have earned the rank of Wolf. To your parents I present the Wolf badge. They may present it to you as the Wolf skin that marks you as a member of the Wolf Pack.

(Wait until all parents have given the badge to their boys.)

Please give these boys and their parents a round of applause!

CEREMONIES (cont'd)

- Bear Hunt

Props: Woodsman costume (nice, but optional), Cubmaster, and Assistant Cubmaster, Bear badges and certificates.

Setting- This ceremony works best if it seems spontaneous. Have the Assistant Cubmaster come into the room dressed in the woodsman costume and act as if he is searching high and low for something. Pick a time in the pack meeting when the Assistant Cubmaster can easily "interrupt" announcements, or other information giving times.

Cubmaster: *Mr./Mrs. (Assistant Cubmaster's name), what are you doing!?*

ACM: *I'm going on a Bear Hunt.*

Cubmaster: *For a big bear?*

ACM: *No, not in size, but big in ideals.*

Cubmaster: *Can I go along?*

ACM: *Yes, but I'm looking for a few cubs. So you may have to help me with their parents.*

Cubmaster: *Okay, but are they dangerous?*

ACM: *No, but they are smart.*

Cubmaster: *Why is that?*

ACM: *Well you see, they have taught the Cubs many things.*

Cubmaster: *Oh, you mean they are wise.*

ACM: *Yes. I think I see them now. Yes, that's them. I'll get the Cubs; you get the parents.*

Cubmaster: *Wait a minute. These aren't wild animals.*

(At this point, the Cubmaster and ACM should be near where the boys are who are going to receive their bear badges.)

ACM: *I never said I was going after wild animals. This is . . .and they have completed twelve very exciting achievements.*

(The ACM should make sure to point out the boys to everyone.)

Cubmaster: *Congratulations (names of boys who are receiving their badges), I see you have done a fine job.*

CEREMONIES (cont'd)

(Bear Hunt Ceremony cont'd)

(At this point, bring both the boys and their parents up to the front of the room and make sure everyone faces the audience.)

ACM: *Yes, they have done a fine job, but they had help at home from their families. Before we give . . . their badges, I would like to say thanks to their parents for helping them grow.*

Cubmaster: *Parents, would you please present your sons with their Bear Badges?*

ACM: (Names of the boys receiving Bear badges) . . . , *you are indeed like Bears. You have shown yourselves to be keen of eye and spirit. Go forth and continue to grow. Let's all give these new Bears a round of applause.*

- Painted Bear Ceremony

Props: Akela (Cubmaster), Baloo (assistant Cubmaster), Drummer (Den Chief), brown and green washable paint (or brown and green cake icing), Bear badges and certificates, safety pins.

(Drummer begins slow, rhythmic beat.)

Akela: *Tonight we are honoring some Cub Scouts who have reached a new rank. They have worked hard to take on the sign of the Bear. Will the following Scouts and their parents please come forward.*

(Baloo reads the names of the Bear candidates. They assemble in a line with the Scouts in front and the parents behind.)

Akela: *You are well onto the Cub Scout trail to reach the honor of the Arrow of Light in Cub Scouting. To help you continue your journey, we will now inscribe you with the sign of the Bear.*

(While Akela talks, Baloo paints two round eyes on each Scout's forehead, above his eyes.)

Akela: *To help you see along the trail, I am giving you the eyes of the Bear. When the achievements become hard, these eyes will guide you over the rough spots.*

(Baloo then paints a line down each Scout's nose.)

CEREMONIES (cont'd)

(Painted Bear Ceremony cont'd)

Akela: *The nose of the Bear. Imagine for a minute with me. Let us walk in the forest. Smell the fresh air, the dirt, the trees. Smell the smoke from the campfire, dinner cooking outside. All these new adventures are waiting for you in the final part of the Cub Scout trail and along the Boy Scout trail, too.*

(Baloo then paints rounded bear ears on the cheeks of each Scout.)

Akela: *The ears of the Bear. Others may try to mislead you and cause you to stray from the trail. Do not hear them. Listen only to the call of the eagle.*

(Baloo paints a curved mouth on the chin of each Scout.)

Akela: *The mouth of the Bear. Bears know good from bad and so do you by now. The Cub Scout Promise has taught you to do your duty to God, and to your country, and to others.*

(Baloo paints green triangles on both cheeks.)

Akela: *The trail is getting steeper and harder. Not everyone will finish. Follow this guideline so no harm will come to you along the trail.*

(Baloo presents the Bear badges to each Scout's parent and the parent pins it on the Scout's uniform.)

Akela: *Congratulations to you and your family for your hard work!*

(Akela and Baloo shake each Scout's and parent's hand.)

- Webelos Three Candles Ceremony

Props: Webelos Badges and certificates, Webelos Colors, a green candle, a red candle, and a yellow candle.

Cubmaster: *Will the following Cub Scout's and their parents please come forward? (Read names) Tonight you are to receive the Webelos rank. This rank is the next to last step in Cub Scouting. It requires that a boy begin to learn skills of the adult world. You have begun to learn about Boy Scouting and have agreed to live by its Promise and law. Your parents have continued to support you in this effort.*

CEREMONIES (cont'd)

(Webelos Three candle Ceremony cont'd)

Cubmaster: *The rank of Webelos entitles you to wear the Webelos Colors. These three ribbons are green, red, and yellow. To symbolize your achievement in earning this rank, we have three candles here tonight.*

(Choose three parents to stand behind the candles and light them as each color is explained.)

Green indicates knowledge of the Scout Oath and Law and signifies the learning of manhood skills.

Red signifies the achievement of three activity badges.

Yellow indicates you have been an active Cub Scout for at least three months in your Webelos den, and you have performed many good turns, helping your den, pack, and family.

Now parents, you may pin the Webelos badge on your son's uniform. Congratulations new Webelos Scouts! Thank you parents for your help to your son. Continue to help him as he completes the last step of his Cub Scout trail. Let's welcome these new Webelos with a Grand Howl.

-Webelos Feather "W" Ceremony

Props: Native American headdress for each boy, using three blue feathers alternated with 2 yellow feathers. Fan the feathers so that the blue ones look like a "W". Use velcro to hold band around the head. Campfire and Native American music.

Cubmaster: *Tonight we have ----- Scouts who have earned the Webelos Badge. Will (read names) and their parents please come forward and stand around the campfire with parents behind their son.*

I have here a Native American headdress that was designed especially for the legendary Webelos Scout who completed each of his five major tests of endurance. Notice how the blue feathers form a "W". Each of the five feathers has a special meaning.

Feather #1 represents the meaning of the Webelos badge and Uniform. The blue "W" on the Webelos badge shows you are moving from Cub Scouting into Boy Scouting.

Feather #2 represents the three activity pins you must earn, of which one has to be Fitness. A Warrior Scout also had to pass a fitness test along with many others.

CEREMONIES (cont'd)

(Webelos Feather "W" Ceremony)

Feather #3 shows you have led your den in a flag ceremony that you planned yourself.

Feather #4 stands for the requirements of Boy Scouting, which you have learned along with the Boy Scout Oath, the Scout Law, the Salute, sign and handshake.

Feather #5 represents your efforts to serve God and live up to your religious beliefs.

*I shall now place this headdress on your head. (Do so to each boy.)
Wear it proudly, Webelos Scout! You've earned it! I present this badge to your parents to present to you. Let's give these new Webelos Scouts a big round of applause!*

-Arrow of Light Ceremony

Props: Arrow of Light badges and certificates, safety pins.

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 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.

Assistant CM: Tonight we have (number) Webelos Scouts who have earned Cub Scouting's highest award. Will the following boys and their parents please come forward?

(read the names of the boys earning the Arrow of Light)

Cubmaster: You've completed all the requirements for your Arrow of Light badge and have completed the Cub Scout trail. It is our great 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.

CEREMONIES (cont'd)

(Arrow of Light Ceremony cont'd)

(Webelos Den Leader presents the parents with the Arrow of Light certificates and badges and asks the parents to pin the badge onto their son's uniform. Cubmaster and Assistant CM shake hands with the boys and their parents.)

Cubmaster: *The Arrow of Light is a significant achievement. You have achieved the highest rank in Cub Scouts. You have shown what you are capable of doing. 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.*

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.*

Parents, fellow pack members, and guests, would you please join me in giving these boys a standing ovation for achieving the highest award in Cub Scouting?

(If the boys are also going to be crossing over to Boy Scouts, another ceremony can be added on here to complete that event.)

CEREMONIES (cont'd)

-Rope Arrow of Light Ceremony

Props: One three foot length of rope for each Webelos Scout crossing over, Arrow of Light awards and certificates, safety pins

Asst. CM: *Will the following Cub Scouts and their parents please join their Webelos Den Leaders up at the front of the room with me? (List the names of the Scouts receiving the Arrow of Light.)*

Our Cub Scouts are guided to Cub Scouting's highest rank by the Arrow of Light. The seven rays of the Arrow of Light represent wisdom, courage, self-control, justice, faith, hope, and love. (The Webelos leader leads each Scout one by one with his parents to the Cubmaster.)

Webelos Den Leader: *(Scout's name) has earned the Arrow of Light Award. (Cubmaster and Asst. CM welcome each boy with a Cub Scout handshake)*

Cubmaster: *The Arrow of Light is important. It's the only Cub Scout badge that can be worn on the Boy Scout uniform. But, more important than the badge itself is what you have learned, the work you have done to help others and the fun you have had earning it.*

(Hand the Arrow of Light award to the parents.)

Please place the Arrow of Light on your son's uniform. (After all parents are done. . .)

The parents may now be seated.

Asst. CM: *(name), can you tell me a memorable event or activity you participated in as a Cub Scout, or do you have some advice for the younger scouts?*

(After each boy replies, tie his rope to the rope of the boy before him.

The first boy will tie his rope to the last boy's rope to make a circle.

The Arrow of Light Webelos should be standing on the outside of it.)

Cubmaster: *This circle represents the circle of brotherhood which is Scouting. Will the first year Webelos please come join us now?*

First year Webelos, please stand on the inside of the circle holding onto the rope.

Congratulations! Second year Webelos, you have now completed your journey in our Pack. As you continue on your journey toward Boy Scouting, strive to serve as the shining example that your Arrow of Light represents. Second year Webelos, you may now return to your dens.

CEREMONIES (cont'd)

Ceremonies can be altered to fit your particular Pack's needs. For more ideas on ceremonies check out the following:

Your district Roundtable – other Scouters often have variations of ceremonies or ceremonies they have created on their own. Ask!

If you are connected to the Internet try:

www.usscouts.scouter.com/ceremony

or

www.macscouter.com/Ceremony/CubScoutCeremonies

Your Scout Shop also sells a very good resource book, Staging Den and Pack Ceremonies.

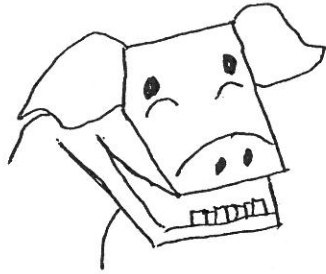
It is our sincere hope that the information we have gathered will help you make ceremonies for your Pack special.

Should you have any questions, you may call us at (610) 409-1113.

Yours in Scouting –

Joan and Chuck Curtis

#06



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N

#06 Puppets

Session Leader: Genevieve Davis
Staff: Jane Varian

Sources of Information

Making Easy Puppets by Shari Lewis
Complete Book of Puppets & Puppeteering
by R. T. Hanford

Making Puppets Come Alive
by Larry Engler & Carol Fijah

Puppets for Beginners by Maritz Jagendorf

Finger Puppets - Easy to Make, Fun to Use
by Laura Ross

Hand Puppets - How to Make & Use Them

Scrap Puppets - How to Make & Move Them

Puppet Party by Goldie Taub Chernoff

Cub Scout Program Helps

Pow Wow Books

Cub Scout Leader How-To Book

Boys Life Magazine

Scouting Magazine

Akela Calls Material

WHY WE USE PUPPETS

Puppetry can help Cub Scouts to:

- Improve enunciation and voice projection
- Develop coordination and sense of timing
- Gain self-confidence and personal satisfaction
- Release fears and frustrations in an acceptable way
- Recognize the importance of teamwork and cooperation.
- Develop Creativity
- Improve listening habits
- Learn the lessons of everyday living, good health habits, getting along with others, and good sportsmanship.
- Learn and appreciate the effects of light, sound and movement
- Experience the enjoyment of entertaining others.

OUTLINE FOR PUPPETRY SESSION

- I. General information and background on puppets
- II. Show and talk about different types of puppets
- III. Have Participants make puppets
- IV. Have Participants individually operate his/her puppets

Puppets can be made from many things such as:

- Balloons
- Cardboard
- Cardboard Boxes
- Construction Paper
- Cylinders
- Egg Cartons
- Envelopes
- Fabric
- Foam cups
- Gloves
- Mittens
- News papers
- Paper bags
- Paper plates
- Socks
- Spools
- Spoons
- Vegetables

Puppetry teaches cooperation & responsibility. It builds self-confidence and it is Fun!

ANIMAL PUPPETS

Use a gelatin box for lower jaw and a pudding box for upper head. Leave one end of each box open and uncovered. Cover rest with heavy paper. With tape, hinge together open ends of boxes. Line mouth with a single piece of red paper to reinforce hinge. Add features to suggest a pig, cow, lamb, etc.

To operate puppet, slide a sock over your hand, insert fingers into opening of top box and thumb into lower box.

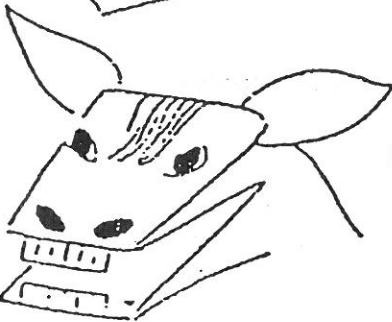
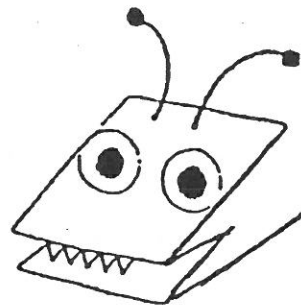
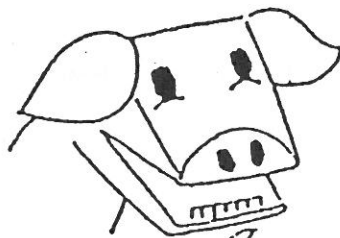
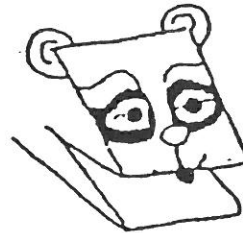
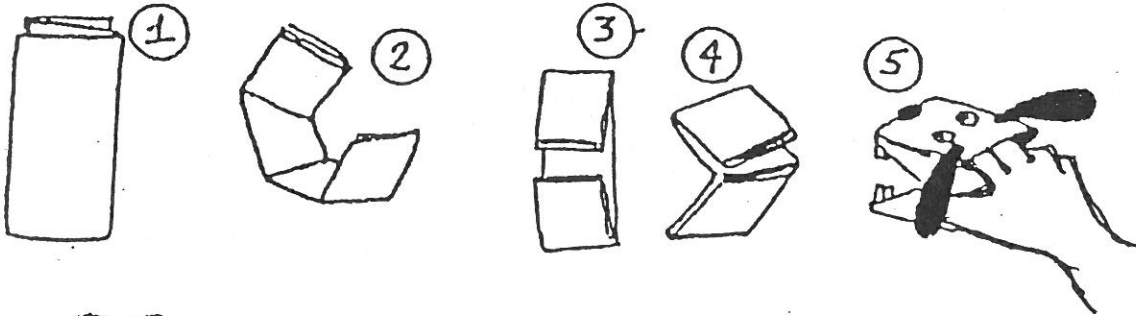
CLOTHES PIN PUPPETS

Cut elongated oval of construction paper approximately 7" by 3" - 3 1/2" for head. Fold about 3", 4" and 5" from one end for mouth. Draw, glue or whatever features. Glue clip clothes pin to backside to operate mouth.

Complete puppet by adding body cut from construction paper.

FOLD-UP PAPER PUPPET

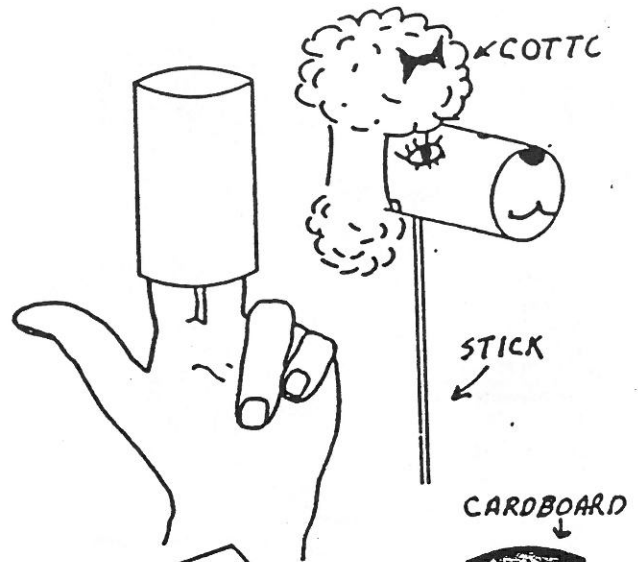
- 1) Fold a sheet of construction paper into thirds lengthwise.
 - 2&3) Then fold into quarters with top and bottom meeting in the middle.
 - 4) Fold again in half with opening on outside.
 - 5) Slip thumb and finger into slots to make the puppet talk.
- Trim with contrasting construction paper, felt, marking pen, yarn, etc.



CARDBOARD CYLINDER PUPPETS

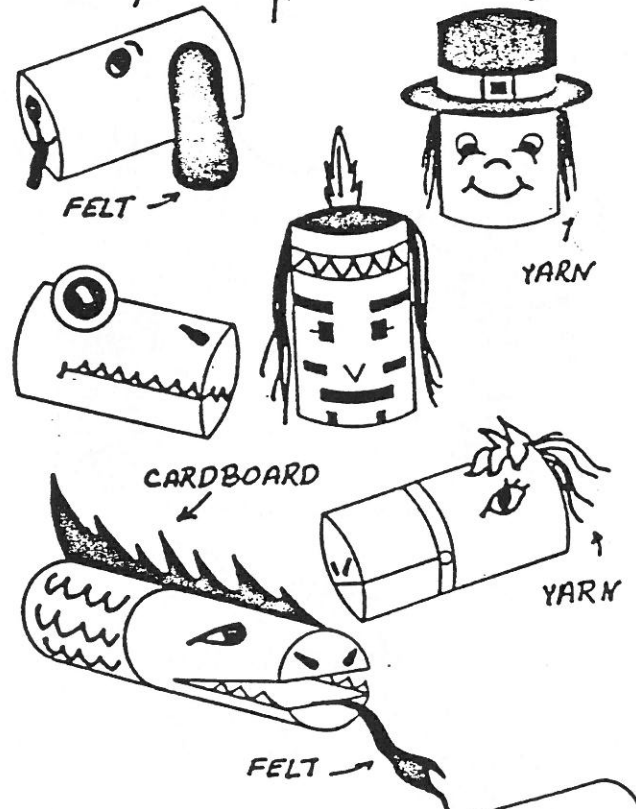
These small puppets, made from cardboard rolls, are best suited to a table model theater.

1. Cut roll to desired length. Cover top with construction paper or crepe paper.
2. The entire roll can be covered with colored paper or painted as desired.
3. Add features made from construction paper, yarn, buttons, etc. Or paint on features.
4. Glue on a fabric skirt or costume to cover the puppeteer's hand.
5. To operate, insert two fingers in bottom of roll, or tape a stick on back of puppet to be held by the operator.



EGG CARTON PUPPETS

1. Use large scissors to cut an egg carton into thirds, as shown. Each third becomes a puppet mouth. Reinforce the hinge with masking tape to make a durable puppet.
2. Decide whether the puppet character needs the bump side up or down. The holes controlling the puppet will be placed in whatever is the top half of the puppet.
3. The egg carton flaps can be cut off or turned into teeth or lips.
4. Poke finger holes in the top back part of the puppet, directly above the hinge. Finger holes made in this way will last longer than ones that are carefully cut.
5. Add features and decorate as desired.
6. Staple or glue a cloth body to the back underside of the puppet head so the puppeteer's hand will be hidden.



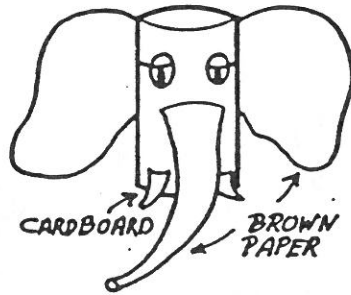
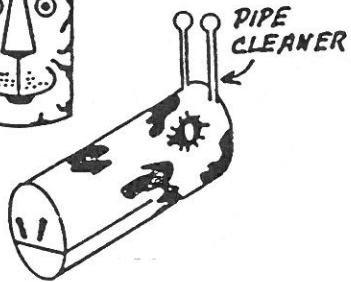
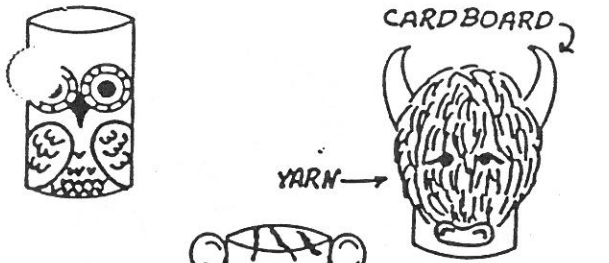
STYROFOAM CUP PUPPETS

These small puppets are best suited to table-model stages.

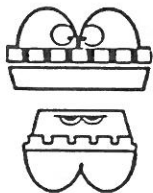
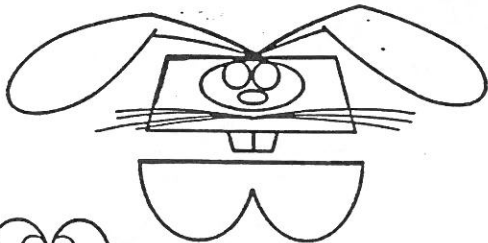
1. Use a whole cup to make the puppet head. Cut the cup lengthwise to make the upper and lower parts of the head. The upper section should be bigger than the lower section.
2. Cut mouth linings to fit from cardboard and glue in



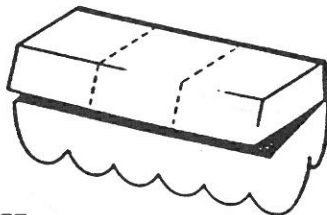
CARDBOARD CYLINDER PUPPETS



MORE CYLINDER PUPPETS

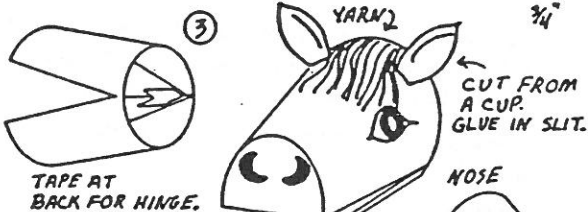
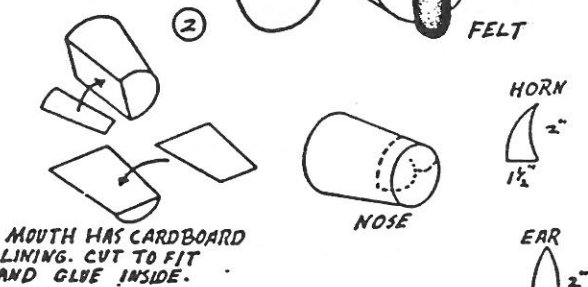


EGG CARTON PUPPET



place, as shown. (Tape will hold these in place until the glue dries.)

3. Tape the upper and lower parts together at the back, making a hinge.
4. Paint as desired.
5. For body, cut a hole in the center of a paper napkin or square of fabric. Slip the napkin or fabric over the hand and forearm, then put the puppet head on the hand.
6. To operate, insert fingers in top of head and thumb in bottom part.



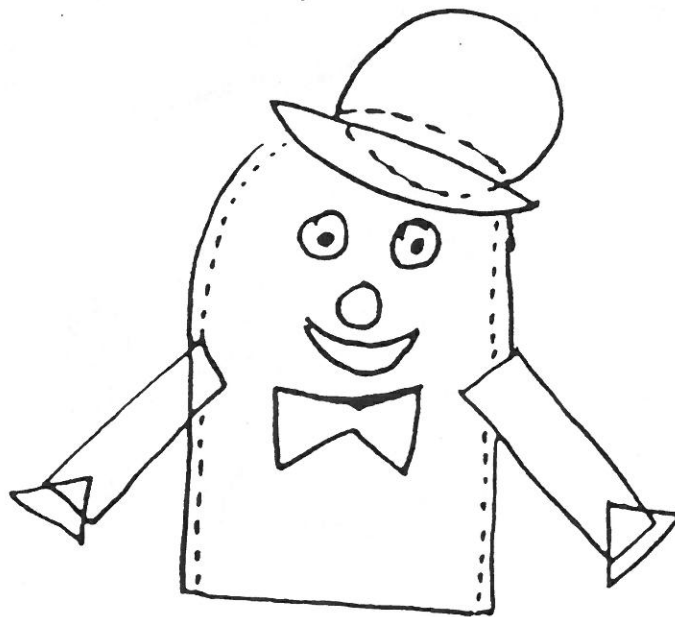
STYROFOAM CUP PUPPETS

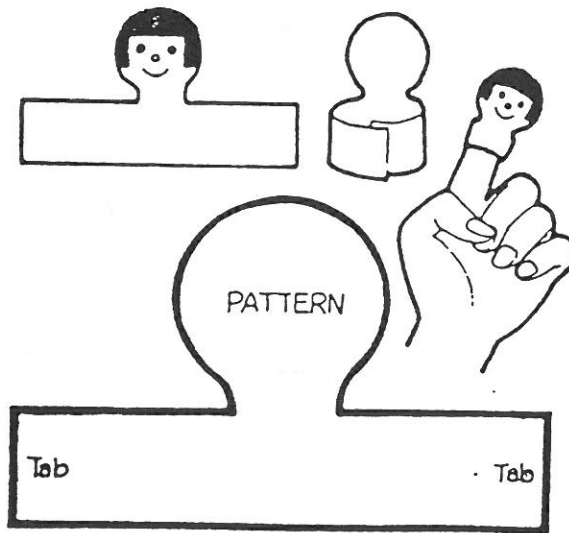
FINGER PUPPETS

Puppets come in all shapes and sizes. From the large body costume puppets, like Big Bird, to the tiny finger puppets, puppets are used to entertain the world over.

There is a variety of finger puppets to explore and enjoy. They are not really useful for big productions, but scouts love to make them and they are easy to manipulate. They are fun for small den skits and make great gifts for little brothers and sisters.

Below is a pattern for simple felt finger puppets. The outline can be either sewn by machine, or else by the boys with a basic running stitch. With the basic shape, scraps of felt, wiggly eyes, glue, and some imagination, finger puppets will soon come to life! Other types of finger puppets are also illustrated.





THE DISPOSABLES (plastic bottle puppets)



some plastic bottle and plastic container shapes illustrated above

PUPPET HEADS and BODIES:

Empty plastic bottles from liquid soap and laundry detergents, fabric softeners, bleach, hair shampoo, conditioners, hand cream, milk, combs, etc. The colors and shapes are endless! AVOID CLEAR PLASTIC BOTTLES OR CONTAINERS WITH PRINTING DIRECTLY ON THE SURFACE. THESE CAN SOMETIME BE COVERED WITH FABRIC OR PAPER BUT MAY NOT BE WORTH THE EFFORT FOR SMALL CHILDREN.

Containers should be washed inside and out. Soak in water overnight to remove paper labels. Turn bottles upside down or sideways for puppet head shape. FEATURES are cut from scraps of construction paper or magazine illustrations. OR draw with PERMANENT felt markers.

Yarn scraps, fake-fur scraps, construction paper fringed and curled, feathers or felt can be used for HAIR

COSTUMES:

A scrap of material about the size of a handkerchief or scarf with 3 holes cut in it will become a costume for most hand puppets. OLD CLOTHING can be cut apart and salvaged for costuming. LARGER plastic bottle puppet heads can be costumed with discarded childrens clothing.

TRIMMINGS:

Buttons broken, jewelry, fake flowers, pipe cleaners, bits of colorful plastic-coated wire, fabric trimmings, old hats, etc. can be gathered into a large cardboard box to add to the CREATIVITY

NEWSPAPER:

rolled into a tight tube makes a good handle for large puppets like the gallon milk c. puppet head. (see pirate illustration) ... WOOD STICKS CAN BE USED FOR HANDLES.

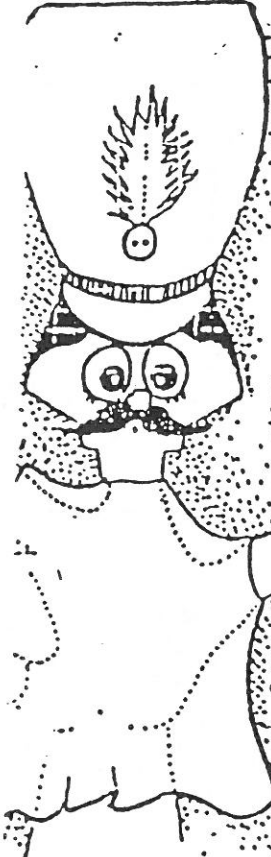
HATS:

cottage cheese and margarine containers can be turned into hats adding bits of trim.

THE PLASTIC BOTTLE PUPPETS ARE MEANT TO BE A QUICK AND FAIRLY SIMPLE INTRODUCTION TO MAKING PUPPETS. QUICK RESULTS CAN BE ACHIEVED IN THE CLASSROOM WITH JUST A LITTLE PLANNING. THE COLORS AND SIZES OF CONTAINERS THAT ARE THROWN AWAY IS ALMOST ENDLESS ... PLUS EVEN THE LARGEST CONTAINER IS LIGHTWEIGHT AND UNBREAKABLE.

notes:

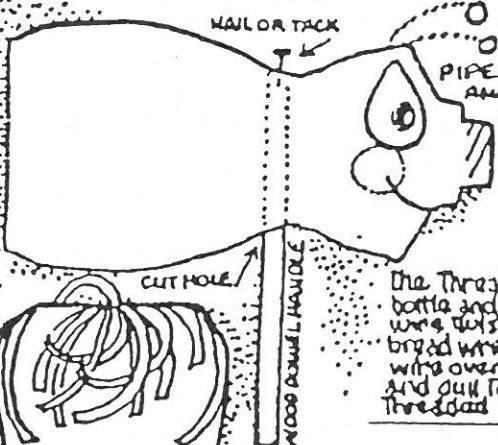
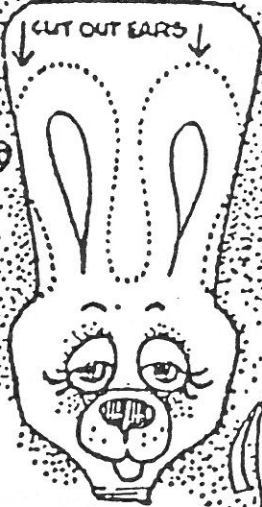
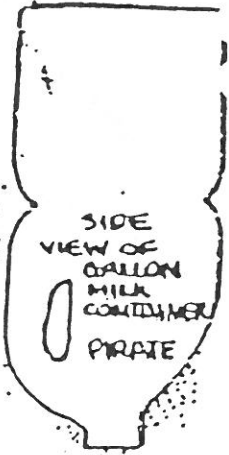
lastic bottle puppets : continued.....



THE SOLDIER on the left was made from a detergent bottle. A mask of colored paper or felt scraps covers the lower portion of the bottle which is upside down. A WHISK BOTTLE WAS USED. FEATHER glued to "hat".
 Scrap of fabric with 3 holes cut into it becomes the costume. Felt or paper mitten hands can be made to cover the fingers.

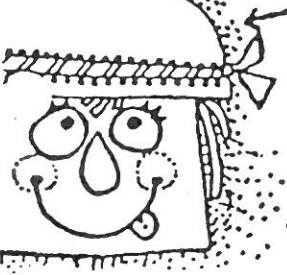
THE PIRATE pictured right is a large gallon milk container. Fabric wrapped around head and tied to only size for bandana, head band. Add eye patch, mustache and eyebrows, and earring. TIGHT roll of newspaper jammed into bottle neck for a handle. Large scrap of material for costume or use a small child's discarded shirt.

The pirate has one live hand which may be gloved. This becomes a twohanded puppet to manipulate!

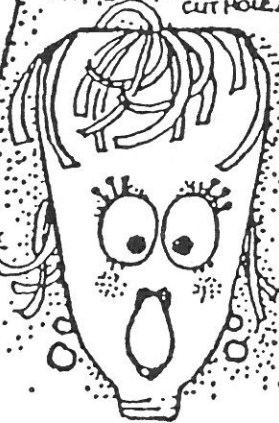


PIPE CLEANERS AND BUTTON ANTENNA

COSTUMES can be secured by pulling fabric over the threaded neck of bottle and securing with wire twist from bread wirebar. Wrap wire over the fabric and pull tightly into threaded groove.



MARGARINE TUB HAT ATOP COTTAGE CHEESE CONTAINER DOWEL FOR HANDLE SECURED WITH NAIL THROUGH THE TOP



SINGER : Bottle used was "RAIN BARREL" FABRIC SOFTNER. CUT OUT HANDLE DESIGN OF COTTAGE MAKE'S A GREAT OPEN MOUTH.

Envelope Bird

This envelope bird puppet is worth writing home about.

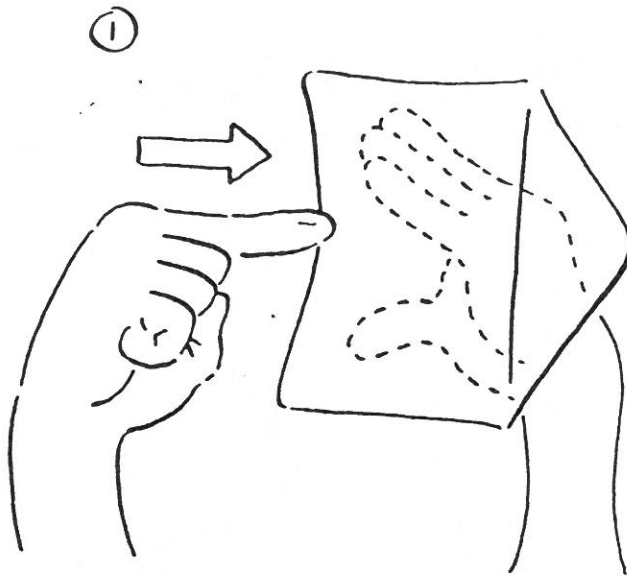
You will need:

An envelope

A crayon

HERE'S HOW: Place your hand into an envelope. Pick one that is the right size, so you can tuck your fingers into the corners. At the arrow, press in with the fingers of your other hand. Now as you open and close your hand inside the envelope, your bird will open and close its beak. Complete your bird by coloring in an eye. Your talking envelope bird is sure to win the stamp of approval!

To get your puppet to cling to your hand, lick the sticky stuff on the flap of the envelope, and you and your new bird friend will be inseparable.



②



Circle Shape Puppet

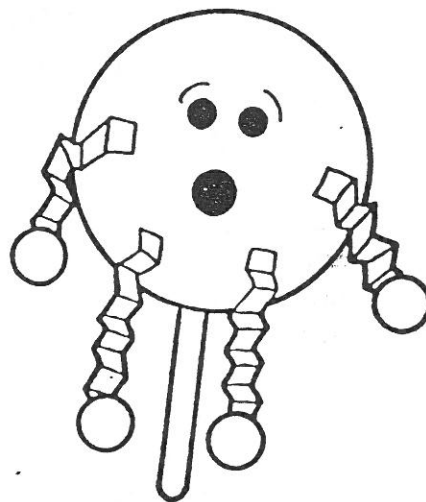
Circle Puppet, Circle Puppet

Circle Puppet, Circle Puppet, jump up high,
Circle Puppet, Circle Puppet, fly, fly, fly.

Circle Puppet, Circle Puppet, bend down low,
Circle Puppet, Circle Puppet, there you go.

Circle Puppet, Circle Puppet, twirl around,
Circle Puppet, Circle Puppet, touch the ground.

Circle Puppet, Circle Puppet, hop, hop, hop,
Circle Puppet, Circle Puppet, now you stop.

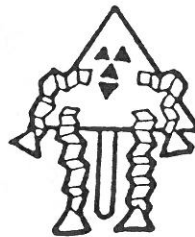
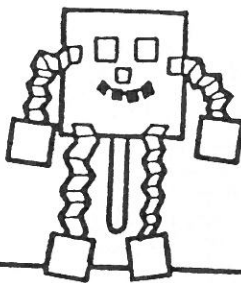


Adapted Traditional

Materials: Construction paper; felt-tip markers; Popsicle stick; glue; pair of scissors.

Making the Puppet: Cut one large circle and four small circles out of a piece of construction paper. Then cut two 6-inch and two 4-inch strips out of construction paper. Fold the strips accordion-style. Glue the shorter pieces to the large circle for arms and the longer pieces to the circle for legs. Attach the small circles to the ends of the folded paper strips for hands and feet. Glue a Popsicle stick handle to the back of the large circle. Add facial features with felt tip markers.

Variations:

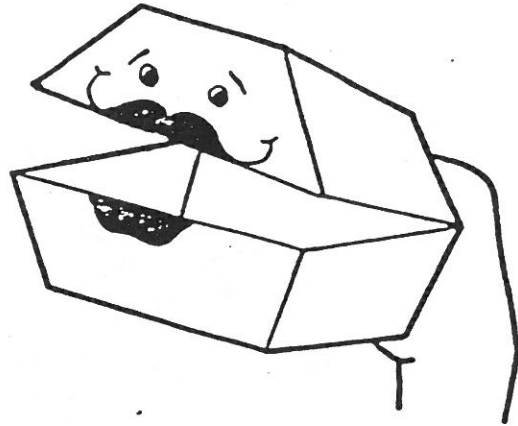


MacBurger Puppet

Old MacBurger

Sung to: "Old MacDonald Had a Farm"

Old MacBurger had a mouth,
E-I-E-I-O.
And in this mouth he put some food,
E-I-E-I-O.
With a munch, munch here,
And a munch, munch there,
Here a munch, there a munch,
Everywhere a munch, munch.
Old MacBurger had a mouth,
E-I-E-I-O.

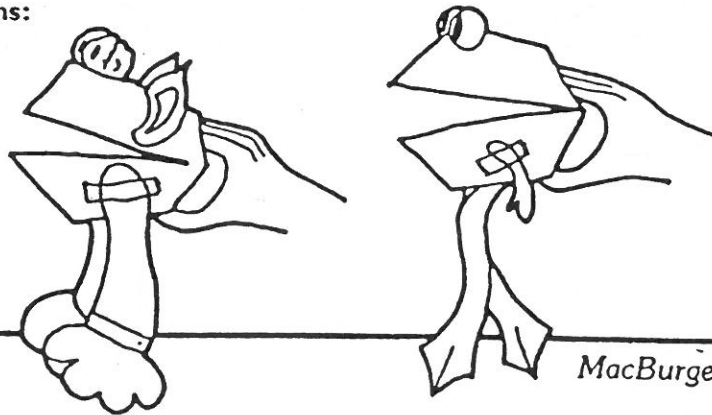


Jean Warren

Materials: Styrofoam or cardboard hamburger holder; plastic moving eyes; black felt-tip marker; glue; pair of scissors.

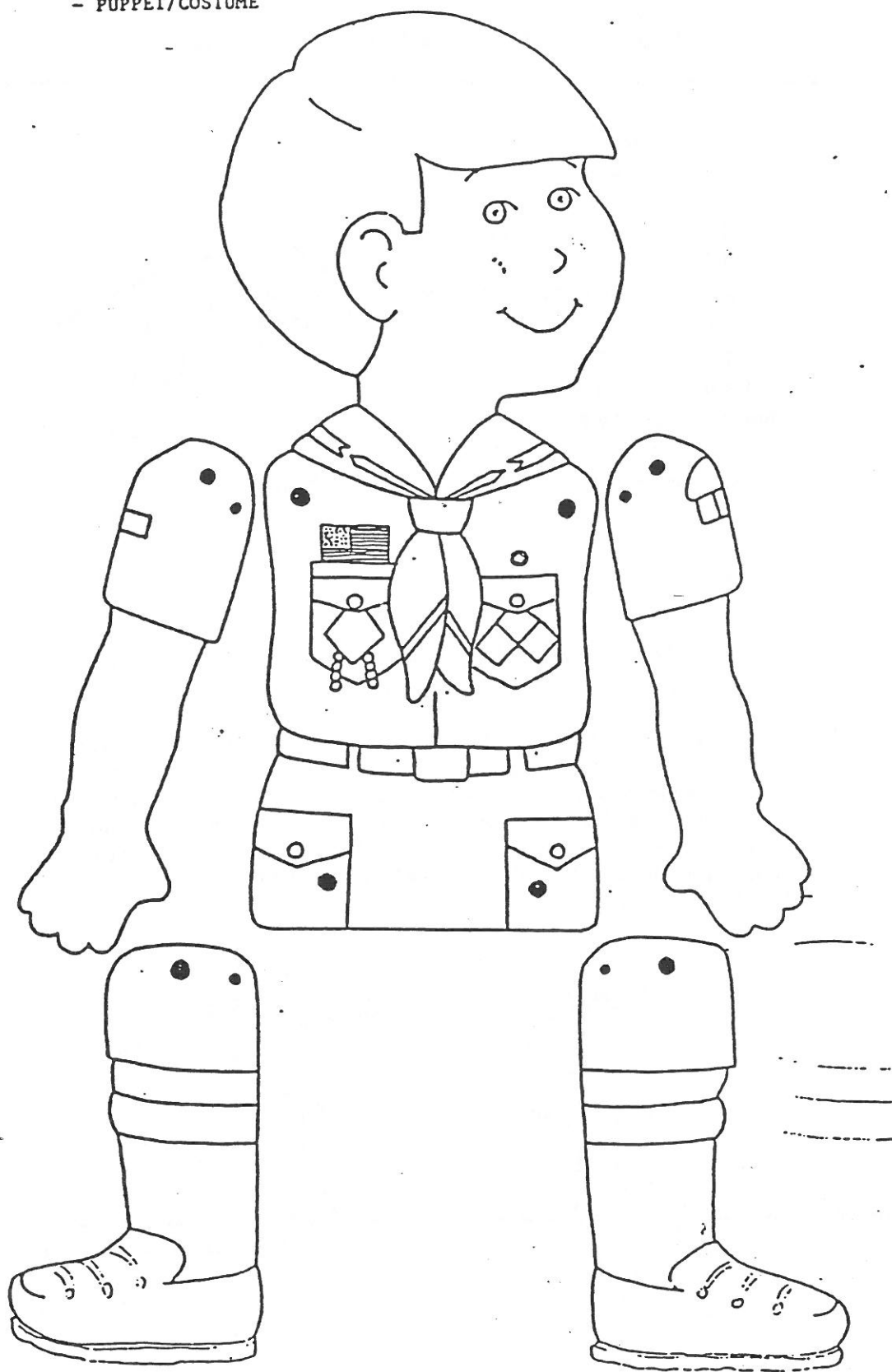
Making the Puppet: Cut the fastener tabs off a Styrofoam or cardboard hamburger holder. Glue two plastic moving eyes on the front of the holder and add a mouth with a black felt-tip marker. Carefully poke a hole in the back of the lid and another hole near the back in the bottom of the holder. To use the puppet, put your index finger through the hole in the lid and your thumb through the hole in the bottom. Then move your finger and thumb up and down.

Variations:



MacBurger Puppet 55

- PUPPET/COSTUME



Ladder of Success

1. Movement - puppet speaks best through movement. Must relate to what puppet says or does. Should be able to understand without words. Practice in front of mirror!
2. Simplicity - Try to use simple puppets to tell simple stories.
3. Humor - puppet is an exaggeration & that is humorous.
4. Identity - puppet has an identity: person, animal, object, vice, virtue. It projects identity through abstract movement, visual design, voice, if necessary.
5. Finally, puppet ties easily. Likes short speeches, to be on stage short time, in short plays.

Biggest Mistakes of Beginning Puppeteers

1. Sinking
2. Breaking character
3. Weak voice projection
4. Irregular characterization
5. Poor eye contact
6. Out of sync motion
7. Wordy scripts
8. Complicated plots
9. Scene changes: too long, too many
10. Poor finales
11. Voices too similar
12. Bad sound

Remember

1. Exaggerate
2. Be emphatic
3. Be brief

Extra Notes on Puppets

**RECOGNIZING
YOU & ME**



101 Ways to Recognize Volunteers

Recognition is a means of encouraging Scouting volunteers and sustaining their morale. Recognition is one way of having them want to remain with the Scouting program. Listed below are several possibilities for recognition, encouragement, and support; maybe one of these suggestions will give you a new idea or stimulate you to think of other ways to recognize a Scouting volunteer on your own.

1. Smile.
 2. Honor each of their preferences.
 3. Post a roundtable "Honor Roll."
 4. Take them to lunch.
 5. Provide good preservice training.
 6. Hold rap sessions.
 7. Introduce them to others.
 8. Create pleasant surroundings.
 9. Take time to talk.
 10. Surprise them with coffee and cake.
 11. Treat them to a soda.
 12. Send a birthday card.
 13. Respect their wishes.
 14. Greet them by name.
 15. Encourage self-confidence.
 16. Give them additional responsibility.
 17. Respect their feelings.
 18. Take them to breakfast.
 19. Make good plans.
 20. Give a special recognition—a pin or a button.
 21. Reimburse assignment-related expenses.
 22. Be pleasant.
 23. Challenge them.
 24. Send a holiday card.
 25. Take time to explain fully.
 26. Afford participation in team planning.
 27. Enable them to grow on the job.
 28. Help with training.
 29. Make thorough prearrangements.
 30. Send flowers.
31. Look through the BSA Supply Catalog for recognition ideas. There are many items available. What you use will depend on the amount budgeted for your "thank you."
- | | | |
|--------------------------|--|---------------------------------|
| Key ring | Certificates of appreciation | Casting molds |
| Paperweight | Plaques | Patches mounted on wood plaques |
| Cub Scout pen and pencil | Norman Rockwell plates, prints, and statuary | Trophies and statuettes |
| Thanks pin | Mugs | BSA name plate |
32. Look for thank-you ideas using miniatures from craft and hobby shops. Small inexpensive toy items will work well; e.g., small wooden car—"You're always driving us in the right direction"; train Christmas ornaments—"Thanks for being on board"; doll-size cowboy boots—"Thanks for kicking in"; miniature tools from a hobby shop for someone who helped build a set for a skit; mini-kite—"For those high-flying ideals," etc. These items could be hot-glued to a felt backing and then glued to a wooden curtain ring with a magnet on the back, made into a neckerchief slide, or glued to a small piece of paneling for a wall plaque. Try to find small items symbolic of the occasion or items that express your enthusiasm for their effort.
33. Consider the following: Most of the miniatures mentioned in item 32 can be used in many ways to say thank-you to your team members as well as to Scouters who do special things for the district.
- | | | |
|---------------------|---------------------|-------------|
| Neckerchief slides | Wall hanging | Paperweight |
| Refrigerator magnet | Mounted on bookends | Statulette |
34. Visit a local trophy shop. Some shops are equipped with stamping machines that can stamp BSA program logos—for instance, place the Cub Scout logo on a bookmark or plate mounted on a wooden plaque, or make your own plaque by woodburning a design.
35. Ask the trophy shop about metallic Cub Scout logo stickers. They may be found as a 5/8" disk and as a 2" disk. These can be stuck to tankards, key rings, desk sets, etc.
36. Watch for unique items, such as the "I ♥ Scouting" bumper sticker.
37. Use candy molds (from cake and candy-making shops) to make plaster of paris forms to spray gold and hot glue to a finished plaque. Some shops carry Cub Scout logo molds. Look for molds to suit your needs—e.g., a ribbon-type badge with "I" on it.
38. Make a "warm fuzzy" by gluing wiggle eyes on a large blue pompon. Make a Cub Scout hat from yellow and blue felt and glue it on. Then glue the blue pompon to poster board feet. Give whenever you want to make someone feel good about something they have done for the program.
39. Use ceramic tile. Clean a plain 4" square tile with window cleaner. Rub on a decal (picture and/or rub-on lettering for your message), or use paint markers for a message. (Check with a ceramic shop to see if a decal could be fired on, making the design permanent.) Art fixative spray will also make them more permanent.
40. Give a potted plant. Incorporate the colors gold and blue to symbolize Cub Scouting. Relate to whatever it was they did to help the roundtable grow.
41. Woodburn a plaque. (Some hobby-craft shops will loan woodburners to a den—inquire!) Choose a design suited to the occasion. Children's coloring books, pen and ink drawings, and books on woodburning (library and craft shop) provide many design sources. A plain bass wood plaque is the easiest to woodburn. Use colored pencils, if you wish, to color your design or woodburn the design onto a prestained board. Seal with many coats of polyurethane. You can add on a metal plate saying "Thank You" and the person's name. This does not need to be expensive. A little practice with an etcher and you'll be ready to do it yourself. Besides, it's not the finished product, but the thought that counts.
42. Sew your message in cross stitch. See counted cross stitch instructional magazines for pattern ideas.

43. Give a "Pat on the Back." Use a real hand for the pattern; cut from plywood paneling or heavy cardboard and paint, stain, or leave plain. Print "A Pat on the Back" on front side of hand. When presenting it, hang it from a cord on recipient's back. (Smaller version—glue magnet to back for a refrigerator magnet.)
44. Give a "Thanks a Whole Lot" plaque. Cut a shoe sole from an old shoe, from leather or from cardboard. Cut or drill hole bottom and print "Thanks a Whole Lot." (Look for the BSA "boot sole" neckerchief slide; drill hole through plastic sole.)
45. Make an "Official BSA 13-Hour Clock." Make a clock face with 13 hours; print "Official BSA" under pin that fastens the hands to the clock. Inscribe a message on the back of the clock; e.g., "For the person who is very busy and still finds an extra hour to get the job done."
46. Nuts about Scouting Award: Drill holes in back of a real peanut and run pipe cleaner or twist-tie through to form slide. Glue on wiggle eyes and a shock of fake fur hair on top. (Glue a large nut to a plaque, or on a piece of 2 x 4 as a paperweight.)
47. Silk Screen or Stencil: Design or message on tee shirt, tote bag, neckerchief, etc.
48. Campaign buttons: Check directory for person making and selling or make your own by covering an old button with contact paper. Use purchased stickers and rub-on lettering for your message. Cover with clear contact paper.
49. Spark Plug: Paint an old spark plug (auto repair shop freebie) gold; glue to paneling for a plaque. Award to anyone who "sparks" up your meetings.
50. Bright Idea Award: Spray light bulb gold or leave plain and glue onto a plaque. Award to someone who is always sharing their bright ideas.
51. Link to Scouting: Glue a few chain links onto a plaque. Award to Webelos leader session leader or Scout roundtable commissioner after the joint Webelos to Scout roundtable.
52. Life Saver. Glue a roll of Life Savers onto a plaque; give to someone who "saved" the program, plans, etc.
53. Golden Pear Award: Glue a plastic fruit pear sprayed gold onto a plaque; give to couple (pair) who have done much for the roundtable.
54. Transportation Award: Glue a toy car onto a plaque; give to the person who got you to basic training, workshop, or conference.
55. Promise Award: Type or letter the Cub Scout promise and glue onto a plaque with name and date; give to adult who most exemplified the promise in roundtable activities.
56. Wet Sponge Award: This is good for the new team member to soak up all the ideas and energies of other leaders.
57. Good Egg Award: Cut white from white felt; cut yolk from yellow felt. Glue to paneling plaque (double yolk if given to a couple). Give to someone who always helps.
58. Bounce Award: Give Bounce fabric softener to a team member who puts lots of bounce into their presentation.
59. Big Heart Award: Glue a red felt heart to wood; or buy a folk art wooden heart, paint it red, and mount it on a stained board or attach it to a cord. Award to someone who gives a lot of time to Scouting.
60. Golden Knot Award: Using sizable cord or rope, tie a square knot—loosely. Spray it gold and hot glue to a board. Award to anyone who helped tie the program together.
61. Say "Thank You" in a foreign language. (Have a calligrapher pen the text on parchment. Tie it with a ribbon and present as a scroll.)

Portuguese	Obrigato	French	Merci	Tongan	Malo
Spanish	Gracias	Dutch	Dank u	Danish	Tak
Italian	Grazie	German	Danke	Japanese	Aragato
62. Make tin-punch gifts. (Use any design that will fit the occasion. Tin punch metals are available at craft shops, or use a plain canning jar lid. Coloring books provide good patterns. Trace a pattern using dots evenly spaced. Cut in a circle to fit inside lid. Rubber cement pattern to lid. Lay lid on an old magazine. Use 1½" wire brad to punch holes. Pull pattern off and rub off glue. Frame with colored plastic jar ring (craft shop) or glue gathered eyelet around outer edge.
63. Send thank-you notes.
64. Match team member with job.
65. Send a valentine.
66. Say, "We missed you."
67. Say, "See you next month."
68. Inform them about Scouting's purpose.
69. Present a certificate of appreciation.
70. Call to express your appreciation.
71. Run an ad in the paper.
72. Tell them they are special.
73. Give them homemade cookies.
74. Shake their hand.
75. Celebrate outstanding achievements.
76. Praise them to their friends.
77. Say, "Thank you."
78. Accept their individuality.
79. Say, "We count on you," and mean it.
80. Send a Christmas card.
81. Treat everyone to a soft drink.
82. Say, "It was good to have your help tonight."
83. Wish a happy day with a cable ad.
84. Send a singing telegram.
85. Document for training awards.
86. Send a box of candy.
87. Mention in council/district newsletter.
88. Provide supplemental on-the-job training.
89. Plan roundtable team social event.
90. Send impromptu fun cards.
91. Adequately orient.
92. Give a movie pass.
93. Make something special for them.
94. Give them their picture, framed.
95. Introduce to a friend.
96. Send a balloon-a-gram.
97. Display a banner.
98. Put up a suggestion box.
99. Give them gift certificates for burgers and fries.
100. Be familiar with the details of their assignments.
101. SMILE!

SIMPLE RECOGNITIONS

People like to be recognized for their achievements and involvement. It gives them a sense of worth as an individual and helps give them ownership in the success of any program.

The chart below may help you get started.

WHO do we recognize?

Cub Scouts	Leaders	Chartered Organization
Parents	Supporters	Community leaders

WHY do we recognize?

Special achievement	Job well done	Service over and beyond duty
---------------------	---------------	------------------------------

WHERE do we recognize?

Pack meetings	Committee meeting	Chartered organization meeting
Telephone calls	News media	Community programs

HOW do we recognize?

Serious awards:

BSA supplies

Plaques

Medals

Certificates

Trophies, pins

Not-so-serious awards:

Ribbons

Stickers

Homemade items

Puns and fun:

Use materials on hand

Funny items

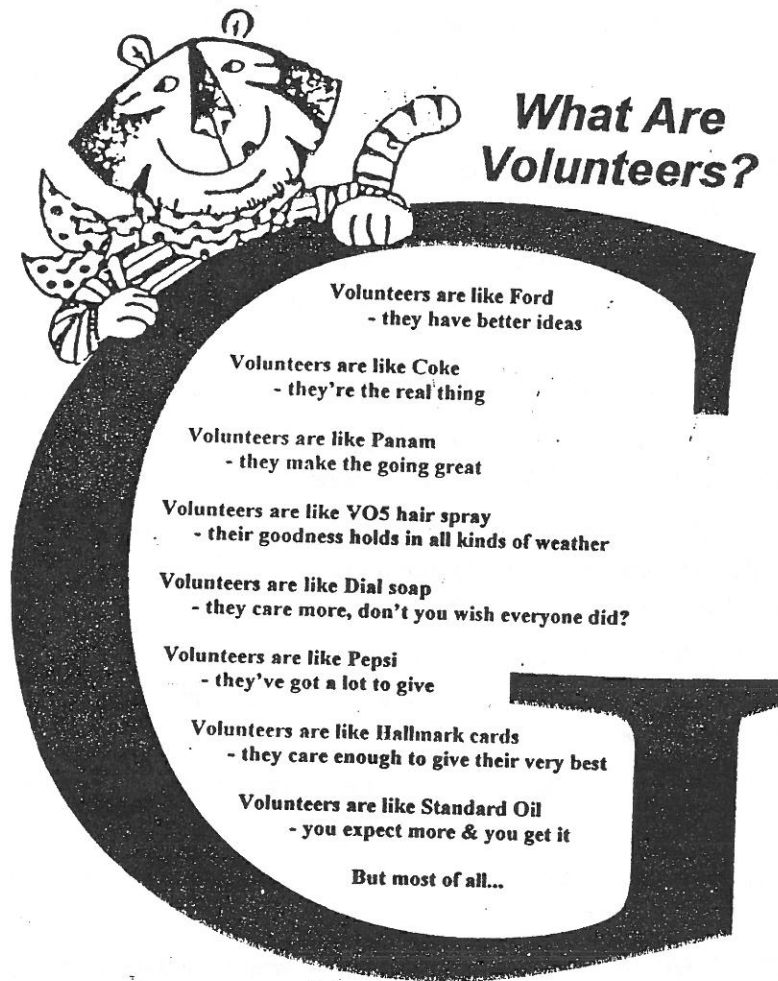
Play on words

◆ Puns and Fun

1. SUPER CLEANER AWARD - for the person who always sticks around to clean up (a tattered washcloth + bar of soap with a Scout decal painted on with acrylic or a monogrammed broom painted blue & gold)
2. STICKY AWARD - for the person that always gets you out of sticky situations (a cactus plant in blue & gold pot or a package of bubble gum)
3. TIMER AWARD - for the referees or timers for races (mounted egg timer, magnifying glass or a pair of neck ties for those "neck-in-neck ties")
4. PEAR AWARD - for a great "pair" (mount a plastic pear on base) a present to "team"
5. CUBBY AWARD - for outstanding performance (like an EMMY, cut out a Cub Scout's head or wolf decal and mount on a base)
6. TOP AWARD - for the person who is "TOPS" (use small toy tops)

-
7. HORN BLOWER'S AWARD - for the person who does a great job, but never blows his own horn (use a toy horn made from plastic or cut a horn from poster board)
 8. CRUTCH AWARD - for the person on whom you can always lean on (mount small crutch on base)
 9. KEY TO SUCCESSFUL SCOUTING - for the people who are the key to success of a program (cut out a giant key)
 10. GOOD EGG AWARD - for a person who comes through or doesn't crack under pressure (spray a Legg's egg)
 11. MEASURE UP - for the person whose performance set the standard (6" ruler)
 12. ORDER OF THE BEAR - for the person who did a "beary" good job, making things "bear"able or for the "beary" best (any type of bear)
 13. HELPFUL PAW - for those who lent a "paw" (use ink and mark pay prints on a leather rounder)
 14. WHALE AWARD - for the person who does a whale of a good job (can be a toy or cut out of a whale)
 15. DO-RE-MI AWARD - for the person who leads a song (cut out a large musical note from poster board, if it is someone who sings well, put the note in a bucket so he can "carry a tune" in a bucket)
 16. LOLLIPOP AWARD - for the person who "ain't been licked yet" (give a giant lollipop)
 17. HOP TO IT AWARD - for a "hopping good job" or someone who "hopped" to it and got it done (mount a plastic frog or frog sticker)
 18. RINGY DINGY AWARD - for the person who does a lot of calling (use an old pair of ear muffs; you could use two frozen juice cans tied together with strings for a person whose "phone is always busy".)
 19. FIRECRACKER AWARD or DYNA- MITE AWARD - for the person who did a "bang up" job (small firecracker made of chenille sticks in red, white and blue with ribbon or mount a fire cracker)
 20. SHOVEL AWARD - for the person who really digs in to help (spray paint a plastic shovel)
 21. WHISK AWARD - for the person who is un "beat"able at "whisking" our troubles away (small whisk broom)
 22. HELPING HAND AWARD - for the person who is willing to lend you his (mount small hand on a spring on a base)

-
23. WRITE ON AWARD - for the person who is on the "right" trail (pencil with ribbon pennant put on top)
 24. APPLE AWARD - for the person with great "appeal" (real or plastic apple)
 25. CONE AWARD - for the person who can lick any job (mount ice cream cone on base)
 26. BIG BAND AID AWARD - for some one who can fix anything or has always cured problems (cut a giant band aid from paper, paint the appropriate color) This could also go to the person who is unhandy and always hurting himself on crafts projects.



Volunteers are like Frosted Flakes - they're GRRRRRREAT!

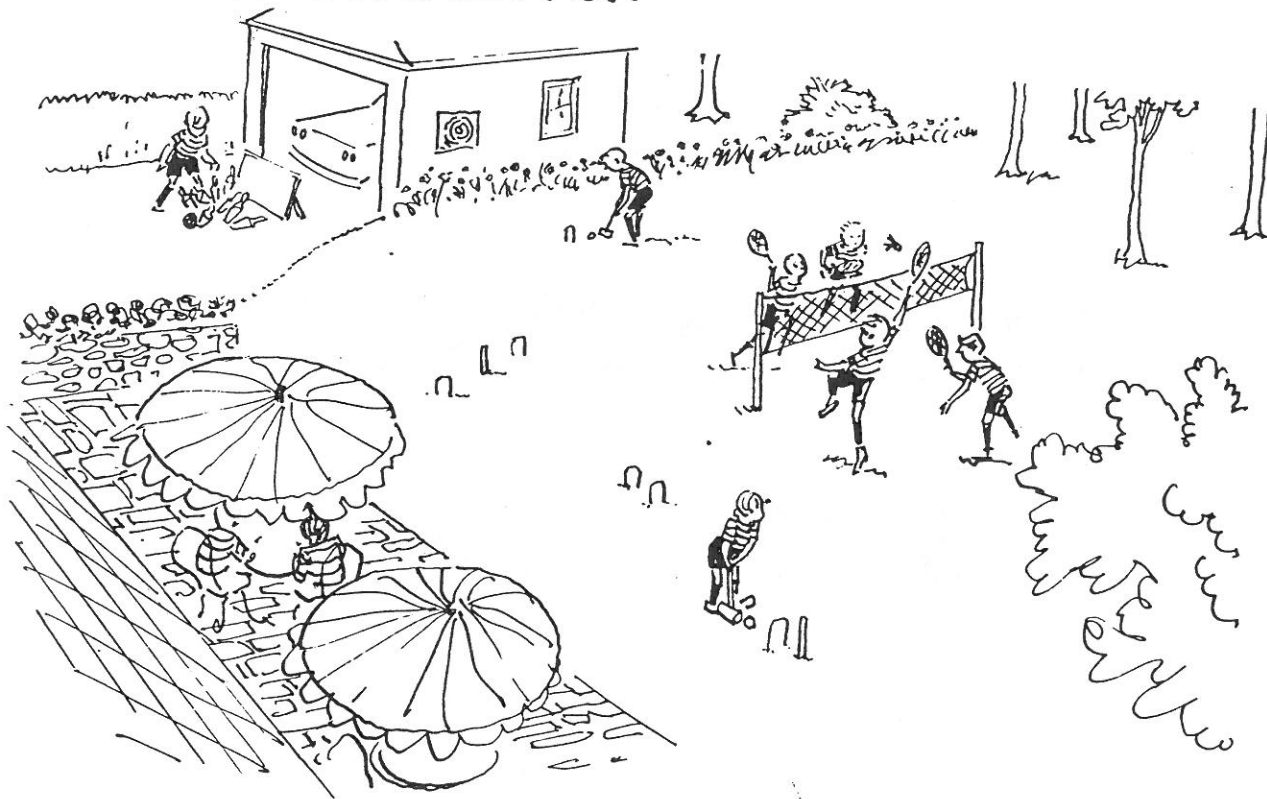
39 Ways to Get and Keep Volunteers

1. Smile.
2. Put up a volunteer suggestion box.
3. Treat them to a soda.
4. Send a birthday card.
5. Have fellowship time after meetings.
6. Plan annual ceremonial recognition.
7. Recognize personal needs and problems.
8. Be pleasant.
9. Provide baby sitters.
10. Post a Volunteer Honor Roll.
11. Respect their wishes and views.
12. Give purely social get togethers.
13. Keep challenging them.
14. Send holiday cards to the family.
15. Greet by name.
16. Provide good training.
17. Help develop self-confidence.
18. Award plaques to sponsoring group.
19. Take time to explain fully.
20. Hold rap sessions.
21. Let volunteers participate in planning.
22. Allow them to say "no."
23. Send newsworthy information to the media.
24. Honor their preferences.
25. Create pleasant surroundings.
26. Take time to talk.
27. Make thorough pre-arrangements.
28. Write them thank-you notes.
29. Nominate for volunteer awards.
30. Carefully match volunteer with job.
31. Praise them to their friends.
32. Be a real person.
33. Accept their individuality.
34. Maintain good records.
35. Promote a "Volunteer of the Month" award.
36. Send letter of appreciation to employer.
37. Have a picnic.
38. Say "Thank You."
39. Smile.

pack summertime activities



IDEAS FOR SUMMER FUN



All right, so your backyard isn't as impressive as this. Maybe you don't have a backyard at all. So adapt a few of these ideas to your situation, perhaps using a neighboring park or a vacant lot (after a father-and-son work project). If you have a level, paved driveway, you'll find it ideal for giant checkers, giant ticktacktoe, shuffleboard, and other games.

Following is an assortment of simple outdoor games that can be made at little cost for den and family use.

LAWN BOWLING

Very reasonably priced sets of wooden pins and balls may be purchased at most department stores. If regular pins are not available, short sections of 2- by 2-inch wood can be used. The bowling may be done either on the lawn or the driveway, and the scoring may be the same as in regular bowling, or one point can be given for each pin knocked down. This is a fine game for the family or the den.

BADMINTON

This is an excellent game for the backyard and may be played with surprisingly inexpensive equipment. You can buy a complete badminton set, but this is not necessary. A rope or a tennis net will serve and rackets can be made of wood, with strips of inner tubing on the back, through which the hand may be fitted. The game may be played

the same as tennis, using the same rules for scoring. A feathered shuttlecock is used instead of a ball. This may be purchased at any sporting goods store. This game, of course, will be popular with the entire den, but it can be played by the whole family—including mother and dad. It would be great fun for dad and son to play against mother and sister.

QUOITS

The average backyard will not have a place for horseshoes as this game tears up the ground too much. However, there are simple variations of this game that provide about the same amount of fun without the disadvantages. The stakes can either be made on wooden standards, or a wood stake can be pounded into the ground. For horseshoes that cannot do any damage, cut thin slices off an ordinary rubber tire. They'll be shaped almost exactly like horseshoes, and yet they will not tear up the ground.

DARTS

When this game is played on a family basis, much of the hazard that might be experienced in a den use of the game is removed. Darts should not be played by Cub Scouts without supervision. There are many variations of the game. Darts may be bought or they can be made by dad and son.

Visit to a Farm.—City boys can learn a lot.



Tree Planting.—Check your state forestry or conservation department. Your boys can check the progress of their trees in a year or so and be proud of contributing to natural beauty.

Bus Hike.—Take a bus to the end of the line and hike from there.



Watermelon Hike.—A den dad is at the hike's destination with a big watermelon.

Mystery Hike.—Destination unknown until the den arrives there. Could be a zoo, ice-cream plant, cookie bakery, Coca-Cola plant, a park, or a baseball game.



Wiener and Marshmallow Roasts.—Always popular with boys.

Color Hike.—Den is divided into two groups. Each group selects a color and then tries to find as many items of that color as possible on a hike. Each keeps a notebook and compares items afterward.



Corn Roast.—When the corn is ripe, don't miss scheduling a roast.

DEN COOKOUT



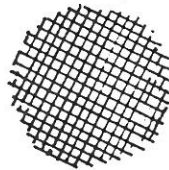
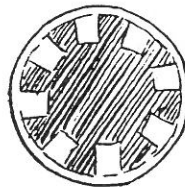
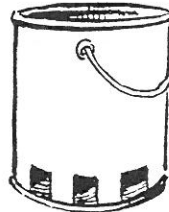
The lowly hot dog and hamburger take on the aroma and taste of costly delicacies when they are cooked outside—especially if a Cub Scout has a hand in the cooking.

And so a den cookout for the boys and their families is a fine evening activity during the summer. It might be held in a backyard or at a public park where cooking is permitted.

Charcoal grills and outdoor fireplaces are fine, but if no one in the den has one, don't be deterred. Instead, make the simple stove shown here. It's easy and will give your den outings a more Scout-like atmosphere than a regular grill.

Caution: Don't use liquid fuels to start a charcoal fire. They can be dangerous, and your Cub Scouts may not be able to resist the temptation to make the charcoal fire blaze up with possible disastrous results.

After the cookout, play a few den games.

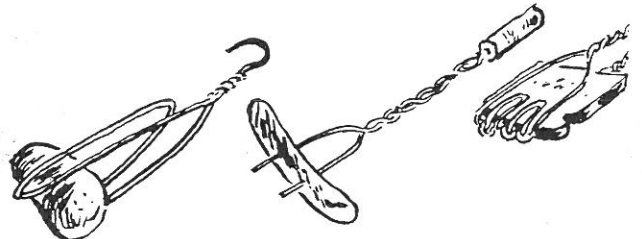
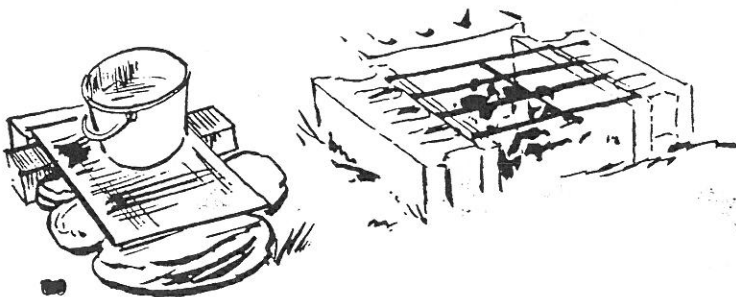
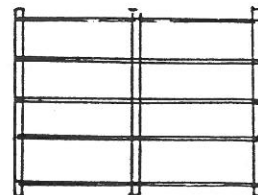


A SIMPLE BACKYARD STOVE

Get a No. 10 can and cut out air holes near the bottom. Fold the pieces in as shown.

Cut a piece of heavy screen to fit inside of pail. Build fire on this.

For top of stove an old oven rack serves nicely to hold pots or pans.



FIELD DAY

The pack Field Day should be planned as an afternoon of fun for both Cub Scouts and their families. Include races and contests for the boys, their parents, and brothers and sisters.

In preparing for the Field Day, the pack committee must consider such things as location, promotion, signmaking, events and instructions, equipment, marking game areas, scoreboards, and deco-

rations. Be sure to have a final checkup a few days before the Field Day to make sure plans are progressing smoothly.

When the big day arrives, the committees come early, and the area soon takes on a gaily decorated air. Large signs inform families of the events and where to deposit their picnic suppers.



PARENT COMMITTEES AND FIELD DAY OFFICIALS

Field Day Director _____

Physical Arrangements Committee
(signs, permits, equipment setup)

Chairman _____

Awards Committee

Chairman _____

Program Committee

Chairman _____

While-They-Gather Activities

Chairman _____

Controller

(calls contestants to ready area)
Den Leaders and Webelos den leaders
provide him with a list of entrants for
each event.

Starter _____

Scorekeeper _____

Judges _____

Refreshment Committee

(provides beverages, special treats)

Chairman _____



Sample Field Day Schedule

2-3 p.m.—While-They-Gather Activities
Informal games such as box hockey,
beanbag tossing at targets, tether-
ball, tin-can golf course (see page
34), baseball catapult (see page 61)

3-4 p.m.—Field Events

- | | • Leader |
|--|----------|
| 1. 30-Yard Dash for Cub Scouts . . | _____ |
| 2. Crab Race for Cub Scouts | _____ |
| 3. Nail-Driving Contest for mothers | _____ |
| 4. Three-Legged Race (fathers and
sons) | _____ |
| 5. Barefoot Marble Race for Cub
Scouts | _____ |
| 6. Shoe-Kicking Contest for dis-
tance (sisters only) | _____ |
| 7. Hopping Race for Cub Scouts . . | _____ |
| 8. Sack Race for Cub Scouts | _____ |
| 9. Dutch-Shoe Race (mothers and
sisters) | _____ |
| 10. Bottle Filling Race for Cub
Scouts | _____ |
| 11. Clothespin Race for fathers | _____ |

Note: Probably it will be necessary to run each event in heats unless 15 or fewer are competing. If so, two heats may be run at the same time to speed up the event. Finalists then compete for pack championship.

4-4:30 p.m.—Den Contests

1. Tunnel Relay _____
2. Balloon-Batting Relay _____
3. Other den relay game _____

4:30-5 p.m.—Informal Period—wash up

5-5:15 p.m.—Recognitions

5:15 p.m.—Eat up, clean up



FIELD DAY EVENTS

Crab Race.—Cub Scouts line up sitting on the ground, backs to starting line. Their hands rest on the starting line. On signal, Cub Scouts walk like a crab, backward on hands and feet.



Barefoot Marble Race.—Cub Scouts remove shoes and stockings. Place two marbles on the starting line in front of each. On signal, each boy grasps a marble with the toes of each foot and walks to the finish line. If he drops a marble, he must pick it up with his toes before continuing.



Nail-Driving Contest.—Start the nails in the board so the ladies won't hammer fingers. The idea is to see which mother can pound two nails into a board first.



Shoe-Kicking Contest.—Just what its name implies. Cub Scouts' sisters loosen their shoes, stand at a line, and see how far they can propel the shoes by kicking.



Three-Legged Race.—Dad's left leg is tied to son's right. On signal, they make their stumbling way toward the turning line and return to the starting line.



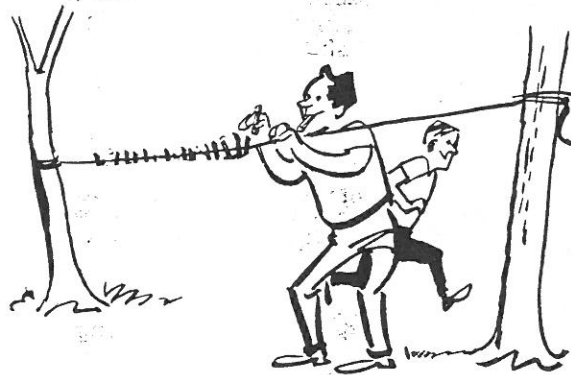
Hopping Race.—Cub Scouts line up at a starting line. On signal, they hop out on the left foot to a turning line and hop back to the starting line on the right foot.



Sack Race.—Onion or potato sacks of 50-pound capacity are needed. On signal, each Cub Scout picks up a sack and pulls it over his feet and legs. Holding it with both hands, he jumps from the starting line to a turning line and returns.



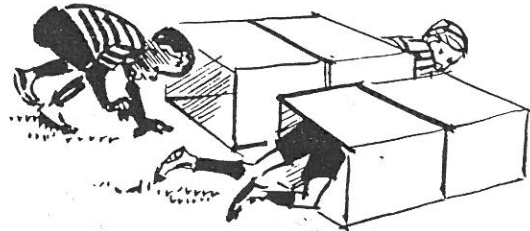
Clothespin Race.—String a clothesline between two trees and mark off a starting point. On signal, each dad must race to the clothesline, attach 12 clothespins, take them off, and race back to the starting point.



Dutch-Shoe Race.—Each mother and sister is given two shoeboxes. With these on her feet, she must race by sliding the "shoes" along the ground from starting line to turning line and back.



Tunnel Relay.—Get four fiberboard boxes about 20 inches square and 3 feet high and reinforce them at the corners. Fold in the top and bottom of each box and lay them on the ground end to end to form two tunnels. Two dens compete to see which can wiggle all boys through the tunnel first. The tunnels can also be used as part of an obstacle course.



Bottle-Filling Race.—Each Cub Scout has a cup. An empty soda bottle is placed 20 yards in front of him and a can of water is behind him. On signal, each boy must fill his cup with water, run to the soda bottle, and pour in the water. He runs back and forth between can and bottle until the bottle is full.



Balloon-Batting Relay.—Have an inflated balloon 6 to 8 inches in diameter for each den. Divide the den into two equal groups about 15 feet apart. On signal, number-one boy bats the balloon with either hand toward teammate in the other group, who bats it back toward the starting group, and so forth until all boys have had a chance. Winning den is the first one completing. If the balloon touches the ground, the participants return to the line and start over.



PLANNING SUMMERTIME ACTIVITIES

TO: THE PACK COMMITTEE

Plan to give the members of your pack a quality Cub Scout program in the summer months and earn the National Summertime Pack Award, too. A boy registers for a year and deserves a full year of Cub Scout fun and activities. Having a summer program keeps a pack healthy, parents interested, and Cub Scouts eager to register for another year. *Your pack must qualify before dens and individual Cub Scouts may be recognized.*

The Requirements

All the pack has to do is plan and conduct a monthly pack activity for June, July, and August. The whole idea is to keep your pack together and doing things during the summer when boys have the most free time.

Recognition

A pack committee member should keep the record of activities, participation of dens, and attendance of Cub Scouts. Submit the application form on page 2 to the local council service center as soon after your August activity as possible. An appropriate pack meeting ceremony should be planned for the presentation of the awards, which are:

For the pack

A full-color certificate suitable for framing and an attractive streamer for the pack flag.

For the dens of the award-earning pack

A den ribbon for each den that has 50 percent or more of its boys participating in each of the three activities.

For the boys of the award-earning pack

A pin for each boy who takes part in all of the summer months' activities.

HOW TO PLAN

- Use the planning chart as a place to record your proposed and completed pack's activities (page 4).
- Planning for summertime activities should be a part of the annual program planning conference. At that conference, leaders accept the challenge to earn the National Summertime Pack Award. The pack committee should make suggestions for activities. Check themes in *Cub Scout Program Helps*, and, if desired, appoint a task force to give leadership to the summer program.
- At the April pack leader meeting, this task force should have specific recommendations to make. Parents and families should be involved from the beginning, but make this an item on the agenda for the April pack meeting.
- Schedule your plans around family vacation times. Get ideas at roundtables. Secure a list of community events as well as district and council events in which your pack can participate. Avoid date conflicts. Do not schedule a pack activity at the same time as a major community event that the families may want to take part in. However, some pack meetings may coincide with and be a part of some major events.
- Check with members of your chartered organization to get their full support for your plans and to be sure that there is no conflict with events they have scheduled.

- Use the summertime program as a way to bring more boys into the Cub Scout family. Graduate Tiger Cubs in May so they can participate as new Cub Scouts. Invite Cub Scout-age boys and their families to take part as guests. It is a great opportunity for them to see firsthand the fun of Cub Scouting. Form new dens as needed.
- Webelos den leaders can use summertime activities to support activity badges. Plan trips, tours, and sports events around the badges on which the boys are working.
- Use parents as organizers and leaders of activities. Involve all family members—grandparents, brothers, sisters. Any family member who may have been too busy to be active during fall and spring should be asked to help with the summer program.
- Promote the summertime program as being great for those families who will not be going away on vacation. Make your plans sound like an at-home vacation.

Where to Go and What to Do

Summertime is definitely a time when Cub Scouts want to have fun, fun, fun! It is also a good time for leisure family activities. Use your *Cub Scout Leader How-To Book* for ideas. Here are some suggestions:

Seeing Things Made

Manufacturing plants such as aircraft, automotive, appliance, or electronics; chemical, paper, plastic, paint, furniture, or toy plants; handicrafts, or other small industries.

How Your City Runs

Power, light, water, gas, sewage treatment plants; police and fire stations, city hall, courthouse, telephone company, post office, hospitals; newspaper publisher, and radio and television stations.

How Your City Is Fed

Truck farms and dairy farms; dairies, flour mills, bakeries; food processing, canning, and bottling plants; stockyards and meat- or poultry-packing houses; beverage, candy, and ice-cream firms; city markets; restaurants and pizzerias; food distributors.

How Your City Travels

Bus, boat, truck, railroad, subway, airplane, ferry, and shipping terminals and facilities.

Learn About Your Heritage

Art galleries, museums, and memorials; celebrated old homes, forts, historic areas, monuments, and other historical sites; houses of worship, civic centers, important local buildings, summer theaters and band concerts; special local historical celebrations; and local activities.

Let's Go Outdoors

Parks, forests, arboretums, botanical gardens, cemeteries, fish hatcheries, game preserves, or wild-bird sanctuaries; hiking and nature trails; ball games, field meets, and other athletic events; pools, lakes, rivers, and beaches for swimming, fishing, and boating; zoos, circuses, and amusement parks; special outdoor displays and exhibits; nearby military installations; and recreational areas suitable for family picnics, cookouts, and games.

Use the yellow pages in your telephone directory or call the tourist information person at your chamber of commerce office for information.

TIPS FOR SUMMER TRIPS

The annual Cub Scout Program Helps will present some suggested themes and a variety of summer activities from which you can select your summer fun. If you cannot find suitable ideas for your pack activities, try picnics, field days, and short trips in the community or to nearby beaches, swimming pools, and zoos.

Trips provide a welcome change from the routine of pack meetings during the school year and will be eagerly anticipated by the Cub Scouts. Where to go and what to do are questions for the pack committee, the Cub Scouts, and the parents. Check your local council for ideas: Scouters there may be able to provide a list of attractions for your pack to visit in your area.

The following destinations might be considered for a summer trip. Note that there is a point to each visit in addition to the overall aim of summer fun.

Seeing Things Made

Manufacturing plants such as aircraft, automotive, appliance, or electronics firms; chemical, paper, plastic, paint, furniture, or toy plants; hand-crafts or other small-crafts industries.

How Your City Runs

Power, light, water, gas, sewage plants; police and fire stations, city hall, courthouse; telephone building, post office, hospitals; newspaper plants, radio and TV stations.

How Your City Is Fed

Truck and dairy farms; dairies, flour mills, bakeries; food-processing, canning, and bottling plants; stockyards and meat or poultry packing houses; beverage, candy, and ice-cream firms; city markets; food distributors.

How Your City Travels

Bus, boat, truck, railroad, subway, airplane, ferry, and shipping terminals and facilities.

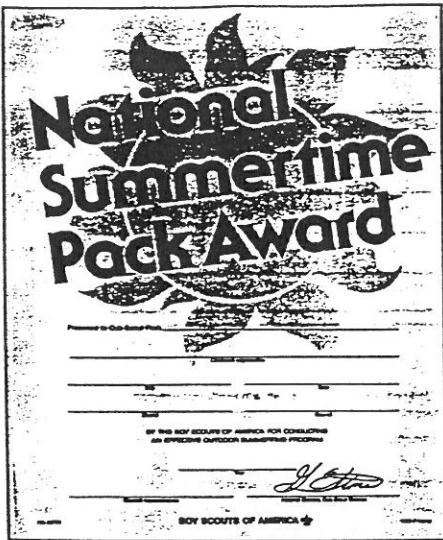
Learn About Your Heritage

Art galleries, museums, cemeteries, and memorials; celebrated old homes, quaint old sections, monuments, and other historic sites; houses of worship, civic centers, important local buildings; summer theaters and band concerts; special local historic celebrations and parades.

Let's Go Outdoors

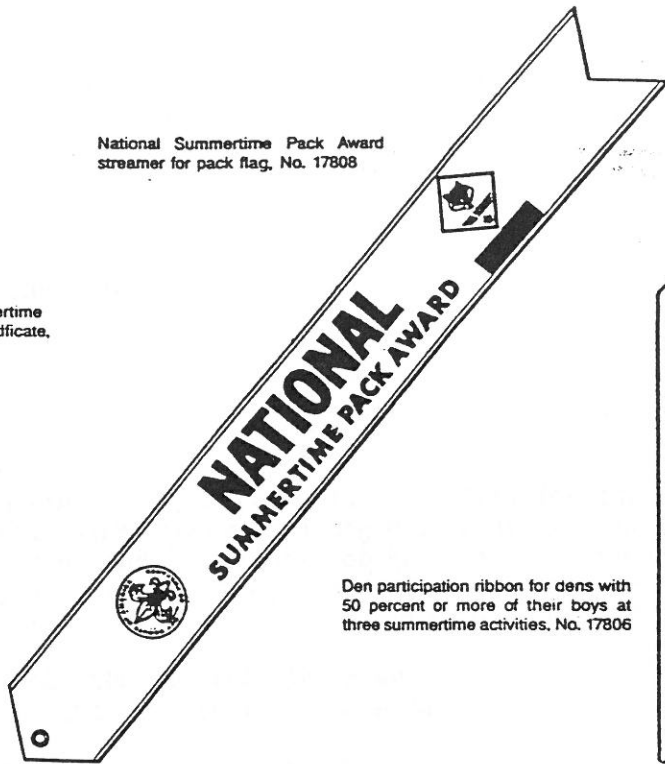
Parks, forests, arboretums, botanical gardens, cemeteries; fish hatcheries, game preserves, or wild-bird sanctuaries; hiking and nature trails; ball games, field meets, and other athletic events; pools, lakes, rivers, and beaches for swimming, fishing, and boating; zoos, circuses, and amusement parks; special outdoor displays and exhibits; nearby military installations; and any recreational area suitable for family picnics, cookouts, and games.





National Summertime Pack Award certificate, No. 33731

National Summertime Pack Award streamer for pack flag, No. 17808



Den participation ribbon for dens with 50 percent or more of their boys at three summertime activities, No. 17806



National Summertime Award pin for boys who attend all three summertime pack activities, No. 00464



APPLICATION FOR NATIONAL SUMMERTIME PACK AWARD

Date _____

This is to certify that
Cub Scout Pack No. _____ of Chartered Organization _____
name

has qualified for this award by conducting a pack activity in the summer months of 19 _____

	JUNE	JULY	AUGUST
Type of pack activity	_____	_____	_____
Number of dens participating	_____	_____	_____
Number of dens qualifying (50 percent of Cub Scouts participating)	_____	_____	_____
Number of Cub Scouts participating	_____	_____	_____
Number of Webelos Scouts participating	_____	_____	_____
Number of parents/family members participating	_____	_____	_____

Please send us the following National Summertime Pack Award items:

- one Pack Award Certificate, No. 33731 _____ Den participation ribbons, No. 17806
- one Pack Award Streamer, No. 17808 _____ Cub Scout Summertime Award pins, No. 00464

Date needed _____
Cubmaster _____
For Pack Committee _____

(Please print.)
Send to _____
name street, city, ZIP

TO ASSURE PROMPT RECOGNITION, SUBMIT APPLICATION TO LOCAL COUNCIL SERVICE CENTER AS SOON AS POSSIBLE AFTER YOUR AUGUST ACTIVITY.

INTRODUCTION

The Philadelphia region is an area of history worth knowing and exploring. It's an area with great culture. There is probably more for groups, large or small, to see and do here than anywhere in the country. Whether your outing is going to be a short one, or you're going to make a day of it, here's a few tips to remember:

- . always call well in advance and give estimated group size and your group's age span.
- . be sure to specify you're a scout group. Sometimes special accommodations can be made to fit your needs... you'll never know if you don't ask.
- . unless otherwise indicated, all of the places described are in Philadelphia and/or free of charge.
- . ask about parking and picnic/lunch facilities.
- . look for other points or places of interest in the same vicinity.

There is so much that happens every day. One of the best sources of current and upcoming events is the Weekend section of the Philadelphia Inquirer, found in the Friday edition. If you're looking for special events pertaining to the particular season, make a point of reading this portion of the paper carefully each week.

Remember to always submit a Local Tour Permit to your Council office, when required.

Enjoy your outing and.....have fun!

Academy of Natural Sciences/19th Street and Benjamin Franklin Parkway

(299-1000) Weekdays 10:00 A.M. to 4:00 P.M.; weekends and holidays 10:00 A.M. to 5:00 P.M. Allow at least 2 hours. Groups can schedule any of the Academy's 25 natural history lessons (most of them including live animals) for a weekday. Adults \$3.50; 3 to 12 \$3.00; under 3, free. The Eatery has machines for beverages, sandwiches and desserts; or you can brown bag it. Reservations required for lunch facilities for groups. When you visit the Academy, you'll get a feeling of what its like to be in the animal world of Africa, Asia, and North America. Thirty-five groupings of stuffed animals from around the world are on display. The Academy was founded in 1812, and its the oldest natural history museum in America. Dinosaur Hall was unveiled in 1986. You'll meet the likes of a 15-foot tall, 40-foot long Tyrannosaurus Rex and a dozen other awesome creatures that roamed the earth long before man appeared. Discovering Dinosaurs is a fabulous, world-class, one of a kind exhibit. Don't miss it. Right within the Academy is a Children's Nature Museum called Outside In. Its a mini-museum created for youngsters 12 and under. There are live animals to touch, environments to sample, sounds to make and natural objects to examine. Reservations are required. Did you ever wonder what really happens when the lights go out at the Academy? Why not go on a Safari Overnight. Spend a night with your group in a fun and informative unique setting...the Academy's Natural History Museum. Call 299-1100 for details on a Safari Overnight Adventure.

Amish Country/Lancaster County, Pa.

(717-299-8901) Lancaster County Official Visitors Information Center. Call for information. The heart of Amish Country is about 1 1/2 hours west of Philadelphia on Route 30. It's the locale of towns such as Bird-In-Hand, Blue Ball, Intercourse, Lititz, Paradise and Smoketown, in some of America's most beautiful farm regions. You'll be enchanted by the Amish people, their dress, buggies, one-room school houses and colorful hex signs that adorn their barns. When you get there, be sure to stop by the Mennonite Information Center just off Route 30, or the Pennsylvania Dutch Tourist Bureau on Hemstead Road, for plenty of information. Also look under Dutch Wonderland.

Andalusia/State Road, Andalusia

(848-1777) By appointment only. National Historic Landmark on Delaware River. Example of 19th Century Greek Revival architecture and English style landscaping.

Batsto Historic Village/Batsto, New Jersey

(609-561-3262) On Route 542. From Atsion south on Route 206 to Route 30 east. Then pick up Route 542 east. Batsto Historic Village, founded in 1766 as an ironmaking settlement, is one of the biggest historical attractions in the Jersey Pine Barrens. You can tour the grounds and see craftsmen, such as a chair caner and woodcarver, working in some of the 39 buildings. A water powered sawmill operates on weekend afternoons and stagecoach rides are available on Saturdays and Sundays from 1:00 P.M. to 3:00 P.M.; 60¢. The nation's oldest operating post office is in the village of Batsto. Its known around the world for its hand-stamped commemorative postmarks. Batsto (on the map not too far from the Hammonton exit on the Atlantic City Expressway) is located in the Wharton State Forest, which is 108,000 acres or 2½ of the State of New Jersey. Make a day of it. Bring lunch and spend some time walking and enjoying the natural beauty of the Pine Barrens.

Bethlehem/Bethlehem, Pa.

(1-868-1513) Christmas Tour and Information Center. Call early November for December Calendar of Events. They call it "America's Christmas City", and Bethlehem certainly lives up to its name. The city offers a month-long round of Christmas cheer, focusing charmingly on the spiritual side of the holidays. You'll find plenty to do including a living Nativity scene featuring real sheep, donkeys and camels. Only 90 minutes north of Philadelphia, Bethlehem offers dozens of pageants, plays, films, tours, concerts and exhibits for the holiday. Christmas lights and other decorations brighten nearly every window in both business and residential areas. Join the over 30,000 people who visit Bethlehem each December.

Daniel Boone Homestead/Birdsboro, Pa.

(1-582-4900) Tuesday through Saturday, 9:00 P.M. to 5:00 P.M.; Sunday, noon to 5:00 P.M. Closed Mondays and holidays, except Memorial Day, July 4th and Labor Day. Adults - \$1.00, children 50¢. One mile north of U. S. 422 at Baumstown, Berks County is a museum at the birthplace of America's greatest frontiersman, Daniel Boone. For more than a century, the name Daniel Boone has symbolized to Americans the steady advance of settlement and civilization into the untamed frontier. Although identified with settlements to the west, Boone was born and raised in Pennsylvania. You'll visit a restored replica of the house Boone was born in. There is a Visitors Center, blacksmith shop and sawmill included in the seven 18th century structures situated on 579 acres of rolling countryside, along with a beautiful picnic and recreational area. Crystal Cave is only 30 minutes away.

Boy Scouts of America/22nd and Winter Streets

(988-9811) Weekdays 9:00 A.M. to 4:30 P.M. Allow 30 minutes. Call or write in advance to the Public Relations Office for a group tour. The Philadelphia Boy Scout Council was founded in 1910 and completed construction of its own headquarters building in 1930. The Italian Renaissance-style structure houses administrative offices for the camping, activities, training, advancement and specialized programs that include more than 38,000 youth members in about 900 Philadelphia Cub Scout, Boy Scout and Explorer units. Its the oldest continuously used Boy Scout office in America. Scouts and friends of scouting from around the world, take pride in this building. Its entrance is inscribed "Youth Prepared Safeguards the Nation...This house is dedicated to the training of boys for useful leadership." The building is covered inside and out with the many symbols of scouting. A life-sized bronze statue of "The Scout" looks out to the Benjamin Franklin Parkway as it greets you in front of the building.

Brandywine Battlefield State Park/Route 1, Chadds Ford, Pa.

(459-3342) The grounds are open weekdays, 8:00 A.M. to 5:00 P.M.; Saturday, 9:00 A.M. to 5:00 P.M.; Sunday 12:00 noon to 5:00 P.M. The houses are open June, July and August - daily except Monday 10:00 A.M. to 4:30 P.M., and weekends only the rest of the year. The Visitor Center is open daily, except Monday, 9:00 A.M. to 5:00 P.M. Closed some holidays. Guides are on duty at the houses to answer questions. Special arrangements can sometimes be made in advance for groups to visit out of season. Adults - \$1.00; children 6 to 17 - 50¢; under 6 free. This is where George Washington and the American Revolutionary troops suffered defeat at the hands of the British on September 11, 1777. Re-enactment Weekend is celebrated at the park annually on the weekend closest to that date in history. Call for exact dates. The Lafayette and Washington Headquarters are restored and furnished from the period. Picnic facilities are available throughout the 52 acre park.

Bushkill Falls/In the Poconos, Route 209, Bushkill, Pa.

(717-588-6682) "The Niagara of Pennsylvania". Open April through November. Groups should call for information on times and rates. High in the uplands of the Pocono Mountains, streams of crystal pure water bubble up through rifts of primeval rock. These are the headwaters of Bushkill Creek. As the waters begin their descent toward the Delaware River far below, they move ever faster toward Bushkill Falls, rushing over Pennell Falls, then between rocky walls through the Upper Canyon and Laurel Glen. Suddenly, the stream drops over the edge of a 100 foot cliff, the majestic Main Falls. From the deep pool at the bottom, the creek now drops another 70 feet through a long spectacular gorge stream with gigantic boulders. Trails and bridges face the area, affording splendid views from many angles. Bushkill Falls is perfect for group outings. Picnic areas are available with charcoal grills. You'll be able to see Wildlife Exhibits with more than 80 mounted animals and birds native to Pennsylvania, fish on Twin Lakes, play miniature golf or use the paddle boats. Shawnee Place Play and Water Park is only 4 miles away.

Historic Towne of Smithville/Route 9, 12 miles North of Atlantic City, N.J.

(609-652-7777) Call for information. Founded in 1787, Smithville today is a charming conglomeration of some 30 specialty and craft shops, a re-creation of the historic Old Village working community that was built around the country's first Quaker Meeting House, and the popular dining attraction of Smithville Inn.

Hopewell Furnace National Park/Elverson, Pennsylvania

(1-582-8773) Daily, 9:00 A.M. to 5:00 P.M. Closed Christmas and New Years. Guided tours are available if scheduled in advance. Hopewell Furnace, a National Historic Site is west of Philadelphia beyond Valley Forge and just a few miles south of Birdsboro on Route 345. (about an hour-and-a-half away). The village was founded in 1771 as an iron-making community to supply cannon and shot for the Revolutionary Forces. Today Hopewell Furnace looks as it did from 1820 to 1840. There are "living history" programs in July and August, so you can get a true picture of how you might have lived in such a community at the time. For details, call or write to the Hopewell Furnace National Park Service Superintendent, R. D. #1, Box 345, Elverson, Pennsylvania, 19520.

Horticultural Center/North Horticultural Drive, east of Belmont Avenue

(686-0096) May to September; Wednesday to Sunday, 9:00 A.M. to 3:00 P.M. October to April; weekdays 9:00 A.M. to 3:00 P.M.; weekends 9:00 A.M. to 12:00 noon. Allow at least 1 hour to see the Center and the arboretum. You're on your own, but groups of 10 or more should call a week in advance. \$1.00 donation is requested. Groups can schedule in advance to use picnic facilities or the conference room. Fairmount Park's Horticultural Center is on the grounds of the Centennial's Horticultural Hall which stood until 1955. It's the showcase of a 22-acre arboretum that includes the Japanese Exhibition House (see separate section on Japanese Exhibition House) and magnificent Asian and North American trees that were planted during the Centennial in 1876.

Plays and Players/1714 Delancey Street

(735-0630) The Childrens Theater of Plays and Players perform five original and/or classic plays that are presented from September to May, each on two consecutive Saturdays at 11:00 A.M. and 1:00 P.M. They're planned for an audience of pre-schoolers to 5th graders. \$2.00 for children; \$3.00 for adults. Find out what's coming up and give the kids a treat.

Police Academy/State Road & Ashburner Street

(686-3380) Weekdays 10:00 A.M. to 4:00 P.M. Closed holidays. Groups of no more than 30; at least 3rd grade. Write at least 2 weeks in advance (call first) to the Philadelphia Police Commissioner, Police Administration Building, 7th & Race Streets, Philadelphia, Pennsylvania, 19106. Tour of modern facility in which police cadets receive their 13 week training. See the gym and training areas and learn about the rigorous curriculum. Canine units also train here.

Police Harbor Patrol/Pier 11 North, Delaware Avenue and Race Street

(686-3380) Daily, anytime. Allow 30 minutes. Same procedures for scheduling and reservations as Policy Academy. See the Police Marine Unit and the city's fleet of four blue and yellow police boats that are moored here. The 52 man river patrol, and if you're lucky, one of the unit's five scuba diving police officers will demonstrate diving techniques. The Fireboat Station is on the same pier and Fireman's Hall is two blocks away.

Police Stables/Krewstown Road & Rising Sun Avenue

(673-7040) Weekdays 8:00 A.M. to 4:00 P.M. Allow 1 hour. 1 adult for every 10 children required. Call at least 1 week ahead. Mounted Training & Services Tours. An officer will give you a tour of stable, show how horses are saddled, how riders are trained and horses prepared for duty. There are also stables located: North end of Chamounix Drive in West Fairmount Park (686-0181) and 17th and Pattison Avenue (686-1797).

Philadelphia Inquirer/400 N. Broad Street

(854-5502) By appointment only. Weekdays 10:00 A.M. to noon. Allow one hour. Reservations are required. When you visit The Inquirer headquarters, you'll see the work that goes into putting out a major daily newspaper. You'll tour the newsroom and see reporters at work. From there, you'll see the production facilities and you'll learn what it means when they say: "Roll the presses."

Philadelphia International Airport/Industrial Highway West of Island Road

(492-3158) By reservation only. Call at least 2 weeks in advance. Allow 90 minutes. Tours begin with a 12-minute slide show on the history of aviation. You'll take a walk through the terminal to see the ticketing and check-in procedures, the concourse and the baggage claim area. A stop at a security check-point emphasizing the importance of airport security. And, finally, you'll take a mini-tour of the airfield and learn about landing and takeoff procedures and what it takes to get a plane ready for departure.

Philadelphia Museum of Art/26th & Benjamin Franklin Parkway

(787-5450) Tuesday to Sunday 10:00 A.M. to 5:00 P.M. Limited access to galleries on Tuesday. Closed holidays. Adults \$4.00; children \$2.00. Group rates for 20 or more: Adults \$3.50; children \$2.00. 45 to 60 minute tours can be scheduled for groups of 5 to 100 with 2 weeks advance notice. There is a cafeteria for groups with a scheduled tour bringing their own lunch. Admission is free on Sunday 10:00 A.M. to 1:00 P.M. Guided tours are not available on free admission. It doesn't matter how old or young you are, or what you like in art, because there are things to marvel at in the Philadelphia Museum of Art. In addition to art, there is an armor collection of weaponry and entire suits of metal. You can stay under one roof and walk through a 17th century Chinese Palace Hall, a 12th century French Cloister, a 16th century Indian Temple Hall, a Japanese Buddhist Temple and an authentic Tea House.

Philadelphia Naval Base/End of South Broad Street

(952-7626) 4 tours scheduled every Friday and Saturday at 9:00 A.M. and 11:00 A.M. Allow 1 hour. Arrange group tours well in advance. A bus that seats a maximum of 35 is provided on arrival or you can stay on your own bus. Everyone remains on the bus for the tour. The Philadelphia Naval Base is a city within a city, on 713 acres, where the Schuylkill River meets the Delaware River. A public affairs representative and a bus will meet your group at the base entrance. Your guide will point out the various ships, the ship building center, the drydocks and the land facilities.

Pennypack Environmental Center/Verree Road, South of Bloomfield Avenue

(671-0440) Park is open dawn to dusk. Center usually open daily 9:00 A.M. to 5:00 P.M. Call ahead to be sure. Groups of 10 to 50 can be scheduled for 90-minute indoor or outdoor nature programs. Call for advance reservations. The Environmental Center is in the heart of Pennypack Park and features indoor nature exhibits that complement this natural setting. Explore the park on your own or join a nature program; several programs happen each month and you can get the schedule up to two months' in advance. Also, special crafts, nature workshops and programs can be scheduled for groups. The Center also conducts tours, by reservation, of the Fox Chase Farm close by.

Perelman Antique Toy Museum/270 South 2nd Street

(922-1070) Daily 9:30 A.M. to 5:00 P.M. Closed Thanksgiving, Christmas and New Years. Allow one hour. Groups of 25 or more are requested to call ahead. Adults \$1.50; children under 14, 75¢. Groups of 25 more: adults \$1.00; children 55¢. Probably the largest collection of early American tin and cast iron toys in the world. A private collection made available for public view to which toys are still being added. Over 2,000 toys are on display on three floors. There are games, dolls, a rare collection of pistol caps, fire engines, stage coaches and much, much more.

Philadelphia Electric Company/2301 Market Street

(841-4121) A variety of programs, films and demonstrations are available for youth groups of all ages at several P. E. locations or "to go". Call or write for information on programs and films available from P. E.'s speakers bureau. Philadelphia Electric Company wants you to be informed about energy use and supply. They want you to know more about the energy situation we're all concerned about, and they want you to know the practical ways of conserving electricity. Many of the programs involve films, slide shows or demonstrations. They can be presented at your location or sometimes at a nearby P. E. facility. Since you consume electricity, you should find out about these programs Philadelphia Electric offers, in Spanish as well as English, and take advantage of them.

Valley Forge National Historical Park/Rt. 23 & North Gulph Rd, Valley Forge, Pa.

(783-1076 and 783-1077) Daily 8:30 A.M. to dusk. The Visitor Center and Washington's headquarters are open from 8:30 A. M. to 5:00 P.M. Allow at least 3 hours. There's plenty of picnic areas and a refreshment stand. George Washington and his 11,000 weary troops survived the cold winter of 1777-1778 here. Today, Valley Forge Park is a 3,000 acre scenic national park, filled with reminders of the American Revolution. Start your tour at the Visitor's Center. A 15-minute historic informational film is presented on the hour and half-hour from 9:00 A.M. to 4:30 P.M. A museum is also here. Also, visit Washington's headquarters, the Memorial Chapel, Bell Tower, and National Memorial Arch. What was once the soldier's winter encampment grounds are now hills dotted with cannons, trenches, forts, log cabins, reconstructed soldiers' huts, markers and monuments.

Wagner Free Institute of Science/17th Street and Montgomery Avenue

(763-6529) Tuesday to Friday, 10:00 A.M. to 4:00 P.M.; Sunday noon to 3:00 P.M. Allow 1 hour. (Before going on a hot summer day, consider that there's no air conditioning). Museum free; Discovery Room 35¢. A room is available, by reservation, for groups brown-bagging it. How museums used to be; one enormous exhibition hall, vintage 1865, neatly crammed with displays of over 21,000 specimens. The exhibits span the gamut of the animal kingdom, from protozoa to man, from the tiniest bug to a dinosaur's hip. There's worms, insects, corals, fishes, birds, minerals, mollusks, fossils, skulls, skeletons and you name it. The Discovery Room is a mini-museum that was created just for kids. Youngsters can touch, smell, rub and have fun learning about science.

Washington Crossing Historic Park/Routes 32 & 532 on the Delaware River, Washington Crossing, Pa.

(1-493-4076) Open daily 9:00 A.M. to sunset. Buildings are open 9:00 A.M. to 5:00 P.M. Monday to Saturday; Sunday noon to 5:00 P.M. Buildings are closed on holidays on an alternating basis. A 30-minute film "Washington Crossing the Delaware" is at 9:00, 10:30, 12:00, 1:30 and 3:00. A 45-minute tour follows at 9:30, 11:00, 12:30, 2:00 and 3:30. Groups should call at least two weeks in advance. Picnic tables and benches are throughout the Park. Picnic pavilions can be rented by groups when making reservations. This 500-acre state park is the site where George Washington crossed the Delaware River on December 25, 1776 to launch the Revolutionary attack on Trenton. A 100-acre wildflower preserve is at the Bowman's Hill section of the Park. You'll pass endless varieties of Pennsylvania trees, plants and flowers on its 22 miles of hiking trails. Call at least one month in advance to schedule a 1-hour tour. Canoes can be rented on the outskirts of the park; ice skating is allowed when conditions make it right. Each year on December 25th, there is re-enactment of that historic trip which occurred Christmas Day 1776.

Willow Grove Naval Air Station/Route 611, Horsham, Pa.

(443-1776) April through October, Thursday and Friday. By reservation only. When making reservations, arrangements can be made to buy moderately priced meal at the dining facility. Anyone who loves airplanes will love this tour. You'll get to board a military aircraft if one is available. Drop by the parachute loft and learn how jump equipment is packed for flight. Visit the base firehouse. No trip to Willow Grove Naval Air Station is complete without a ground inspection of the World War II aircraft on display.

Zoological Gardens (Philadelphia Zoo)/34th Street and Girard Avenue

(243-1100) Daily 9:30 A.M. to 5:00 P.M. During warmer months, the zoo is open until 6:00 P.M. Closed Thanksgiving, December 24th, Christmas Day, December 31st and New Years Day. Come for a whole day, any day, any weather. Group of 15 or more: Adults \$3.00; ages 12 to 18 \$2.50; under 12 \$2.00. Groups can buy for 50% less, at least 2 weeks in advance (call 243-1100 Ext. 224), a combination ticket that includes admission, the Jungle Bird Walk and Childrens Zoo. Free on Mondays (except holidays) November through February. There are picnic groves with tables and many refreshment stands. America's oldest zoo is a fun place to spend the day.

The Philadelphia Zoo is an all-weather attraction with 10 heated (or air-conditioned) buildings. The 42 acre zoo houses over 1,800 mammals, birds, reptiles and rare species from throughout the world. Take a Monorail Safari; an 18-minute mile-long aerial trip high above the tree tops. You'll hear descriptions about the buildings, the grounds and the animal collections. Within the Philadelphia Zoo is a two-acre Children's Zoo, where youngsters can touch and feed the animals and be right there when the zookeeper takes care of the creatures. Daily events (except in winter from January to March) include sea lion demonstrations, cow milking, sheep dog demonstrations, pony rides and an animal show. The Zoo Stop (open daily 11:00 A.M. to 3:00 P.M.) is a discovery room with animal exhibits that invite children to learn while having fun as they touch, sniff and listen to the likes of ants, bugs, a beehive and tarantulas. Another zoo, with a petting zoo for children, is Norristown's free Elmwood Park Zoo.

WEBELOS

SCOUTS



THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whoooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela; and awaited his final decree.

Now with the "Boom" of the big drum, all was quiet. The night was very still. The great ceremonial fire, when lighted, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, and ways to find food. Through dance and gesture he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How." The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The Webelos tribe pledge was given... "To live and help live"... was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.

UNDERSTANDING WEBELOS SCOUTS

A Webelos Scout thrives on praise and sometimes sulks on criticism. He is eager to please those he likes. He will follow a leader and participate in the program, as long as the leader is fair and makes reasonable requests of him.

This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness at the den meetings.

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of a program, and offers few chances for a boy to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, we must teach them the importance of self-discipline. Baden Powell, the founder of Scouting said, "You can only get discipline in the mass by discipline in the individual."

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are disinterested in what's going on. Here are some tips to help maintain good discipline:

Insist on attention while you are talking. Boys who want to get on with the activity will help quiet the noisy ones.

Don't shout or yell. Use the Scout sign to get attention.

Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once you have lost control it's hard to regain it.

Praise in public, criticize in private. No one likes to "lose face."

Make good use of the advancement program. Boys who are advancing usually don't cause as much trouble.

Keep den meetings going at a fast pace, with lots of activity and interesting things to do. Prevention is better than cure.

Give boys responsibility and expect them to meet it. When they have responsibility, they don't need to misbehave to get attention.

Get the boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.

Be impartial. Don't let one boy get away with something that you would not tolerate from another.

See Chapter 3, "Cub Scout Leader Book" for important information on understanding boys.

YOU, AS A WEBELOS LEADER

So now you are a Webelos den leader! You made the plunge; decided to commit one night a week to meetings at your home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in: "Where do I go from here?" The best thing you can do is prepare yourself!

Don't attempt to carry the load yourself. You have a group of fathers who should be included with you in the program. Help them realize that it is their program and then depend on them to lend expertise in aspects of the program. Invite them to attend by determining their interests and abilities and using them. Each father has something to contribute.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some of us have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their dads grow through the program. Help the boys understand their leadership role at pack meeting and at pack activities. There is a lot of material available to help you. One of your best resources is the monthly DISTRICT CUB LEADER ROUNDTABLE, where you can exchange ideas with other Webelos leaders.

The Webelos program attempts to prepare boys for Scouting. You should learn which troops are active in your area. Get acquainted with the Scoutmaster of these troops. Many times troops will be glad to have your Webelos den go along on a camping trip or other outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide before graduation time which troop they want to join; then at pack graduation ceremonies, ask the Scoutmaster to come and receive the boy into his troop. Everything you can do to lessen the boy's apprehension about going into Scouting will help. You should also consider moving into the Scout troop with your Webelos Scouts.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no "Pat Answers" to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along their way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have one of the best years of your lives.

See Chapter 4, "Cub Scout Leader Book" for more information on leadership.

THE WEBELOS

He's in between.
He's insecure.
He's still quite green
And immature.
He wants to fit in with his pals
In any way he can.
He doesn't care a bit for gals
Just wants to be a man.
I enjoy him every Wednesday night
And watch him as he grows.
He's a plural stick of dynamite.
He's in my den of WE-BE-LOS.

John Frederick Spalding

TEN NEEDS OF A BOY

1. To climb a mountain and to look afar.
2. To sit around and embered campfire with good friends.
3. To test his strength and his skill on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by easily understood and fair.
7. A chance to play hard just for the fun of it and to work hard for the thrill of it.
8. To have a chance to fail and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero and a vision to measure him by.

BSA Suggested Webelos Activity Badge 199 -9 Calendar			
Month	Cub Scout Theme	4th Grade	5th Grade
September		Communicator	Scientist
October		Showman	
November		Craftsman	Citizen
December			
January		Fitness	Readyman
February		Scholar	Engineer
March		Handyman	
April		Sportsman	Athlete
May		Outdoorsman	Family Member
June		Naturalist	Forester
July		Aquanaut	Geologist
August		Traveler	Artist

An Alternative 9 Month Activity Badge Plan			The AQUANAUT badge is best done either as a special program (e.g. 2-3 meetings at a pool) or throughout the year in conjunction with monthly swims with the Pack or Den. <i>Firstly</i> each boy must be able to swim, and that may require outside swimming lessons prior to starting the AQUANAUT badge.
Month	4th Grade	5th Grade	
September	Fitness	Naturalist	
October	Outdoorsman & Readyman	Forester	
November		Citizen	
December		Showman	
January	Scientist & Traveler	Artist	
February		Engineer	
March	Communicator or Family Member	Craftsman or Scholar	
April	Geologist	Handyman	
May	Sportsman/ Athlete	Arrow of Light Requirements	

Remember: It is neither necessary nor required for any Webelos Scout to earn all or nearly all twenty badges. Ideally every Scout should complete the badges required for the Arrow of Light. After that the important point is to have fun at the den meetings.

The Transition Plan

Every graduating Webelos Scout deserves the opportunity to continue his Scouting experience as a member of a Boy Scout troop. Your help can make a difference.

Here's a plan that bridges the gap between Webelos Scouting and Boy Scouting. It results in better prepared and more enthusiastic new members for the troop, a strong feeling of success for the pack, and—most important of all—an outstanding new Scouting experience for the boys.

Many Webelos Scouts go on to Boy Scouting with no help at all, but a lot of them need to know more about their opportunities for fun and adventure in the troop.

That's the purpose of the Webelos-to-Scout transition plan: to give every Webelos Scout a sampling of the troop program, troop leadership, advancement opportunities, and the fun and excitement of Boy Scouting. **We also must let him know that he is wanted.**

The boy's progress toward the Webelos badge and the Arrow of Light Award introduces him to some of the basic elements of Boy Scouting, and gives him an early taste of Scouting skills and the Boy Scout advancement program. He learns more about the troop through joint den/troop activities, which let him see boy leadership at work and sense his own potential as a leader. He becomes more confident and enthusiastic about his Scouting future as he becomes more familiar with the boys and adult leaders of the troop he will be joining.

Here's How It Works

The Webelos-to-Scout transition plan offers a clear path into Boy Scouting for every Webelos Scout, beginning early in his fifth-grade year. By linking his Webelos den and a Boy Scout troop in a transition partnership, he is provided an opportunity, through joint activities, to sample the fun of Boy Scouting. As his Webelos advancement plan helps him prepare for Boy Scout advancement, he might also learn more about Boy Scouting through council and district activities designed to support the transition plan.

In the early spring, after he has earned the Arrow of Light, he graduates with the other members of his den into the troop.

The Den/Troop Partnership

The key factor in the transition process is the establishment of a working partnership between the Webelos den and the Boy Scout troop that most of the Webelos Scouts will join. This partnership should be firmly in place by the start of the Webelos Scouts' fifth-grade year. Every fifth-grade Webelos den should be linked to a troop, and every troop should have one or more Webelos dens as partners.

Of course, in many cases these partnerships already exist, and have been effective for many years. But some Webelos dens are not linked to troops, and need help from their district in establishing a partnership. Similarly, troops with no "feeder" Webelos dens might need help.

No Webelos Scout should start his fifth-grade year without a clear path ahead of him that leads to a Boy Scout troop.

Joint Activities

The partner troop may provide Webelos den chiefs for the pack, as well as assistance in planning and conducting outdoor activities, but the most important result of the den/troop partnership is the experience of joint activities.

The fifth-grade Webelos den and the troop should hold several activities together, including one or two joint campouts. The den could also join the troop in a court of honor, campfire program, day hike, field trip, or joint Good Turn for the chartered organization or community. Visiting a camporee or other district or council Boy Scout event as guests of the troop might also be included.

Through these joint activities, Webelos Scouts not only learn of the fun of Boy Scouting, they also get acquainted with the individual Scouts in the troop. When the time comes to move into Boy Scouting, it is no longer a leap into the unknown, but a step into an already familiar and friendly situation.

Recommended Webelos Activity Badges

Month	Fourth-Graders	Fifth-Graders
June	Aquanaut	Geologist
July	Naturalist	Forester
August	Traveler	Artist
September	Communicator	Scientist*
October	Showman	Scientist*
November	Craftsman*	Citizen* ‡
December	Craftsman*	Citizen* ‡
January	Fitness†	Readyman‡
February	Scholar	Engineer
March	Handyman	Engineer
April	Sportsman	Athlete
May	Outdoorsman	Family Member

*2 consecutive months

†Required for Webelos badge

‡Required for Arrow of Light Award

Webelos Scout Advancement

The Webelos Scout advancement pattern has been developed to lead naturally to earning the Webelos badge in the fourth-grade year and the Arrow of Light Award in the fifth-grade year, but still allows boys who join the Webelos den as fifth-graders (or 10-year-olds) to earn both ranks. By following the pattern detailed in the *Webelos Scout Program Helps* (shown on the chart at the right), the Webelos den leader will ensure that most Webelos Scouts will earn the Webelos badge in January of their fourth-grade year and the Arrow of Light Award in January or February of the fifth-grade year.

Early Spring Graduation

Summer camp is a vital part of the Boy Scout experience, particularly for the new Scout. The expanded Webelos Scout program gives us a great opportunity to guarantee that graduating Webelos Scouts participate in summer camp by getting them into the troop in time to prepare for Boy Scout camp.

Webelos Scouts may become Boy Scouts as soon as they have earned the Arrow of Light Award. For most

Webelos Scouts, this happens in January or February of their fifth-grade year.

From Den to Patrol

Webelos Scouting and Boy Scouting have been designed to neatly dovetail together, and the Webelos den can move right into the troop as a new Scout patrol. When the whole den moves into Boy Scouting together, they continue to provide friendship and support to each other, which allows each boy to make a smooth transition with his friends into the troop.

Council and District Support

There are several ways that the council and district can help packs and troops with the Webelos-to-Scout transition process. Some of these follow:

Webelos tracking. Every district needs to have a system to identify and track each fifth-grade Webelos Scout to ensure that he has the opportunity to continue his Scouting experience as a Boy Scout. Follow-up should be planned to maintain contact with each boy until he is enrolled in a troop. This may be assigned as a responsibility of the commissioner staff or the membership committee.

Webelos Woods. Usually conducted on a councilwide basis, Webelos Woods is an outdoor program activity designed to introduce graduating Webelos Scouts and their parents to the fun and excitement of Boy Scouting. The best troops in the council are involved in the program, and it is held, where possible, in the early spring at the council camp. For more details, see *Webelos Woods*, No. 33838.

District ceremony. Many districts have found that a districtwide graduation ceremony for all Webelos Scouts who are joining Boy Scouting helps motivate the boys to move ahead. The ceremony may be held as a part of Webelos Woods or at some other event, such as a spring camporee. It is important, however, that the district graduation ceremony be held in addition to—not in place of—the pack graduation.

Joint roundtables. A joint roundtable, where Webelos den leaders and assistants, Webelos den leader coaches, and Cubmasters are invited to participate in a special Boy Scout roundtable event, is an excellent way to match up Webelos dens with troops in the transition partnership. Once a year is probably enough, although some districts do it twice, and October seems to be the best month.

In summary, the Webelos-to-Scout transition plan links fifth-grade Webelos dens and Boy Scout troops together, encourages joint activities, introduces Webelos Scouts to Boy Scouting, and ensures the graduation of the Webelos den into the troop in early spring. Our goal: Every Webelos Scout continues his Scouting experience as a Boy Scout.

Key Leaders in the Transition Plan

The **Webelos den leader** works with the Scoutmaster and the assistant Scoutmaster responsible for new boys to provide an introduction to Boy Scouting for every fifth-grade Webelos Scout. This is done through the Webelos advancement program, visits and joint activities with the troop, and an impressive graduation ceremony with the entire fifth-grade den moving into the troop as a new Scout patrol.

The **Webelos den chief** is a registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader. He should be skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games, and helping to prepare the Webelos Scouts for the troop experience ahead. By his example, he may be the single most important person in influencing Webelos Scouts to join the troop.

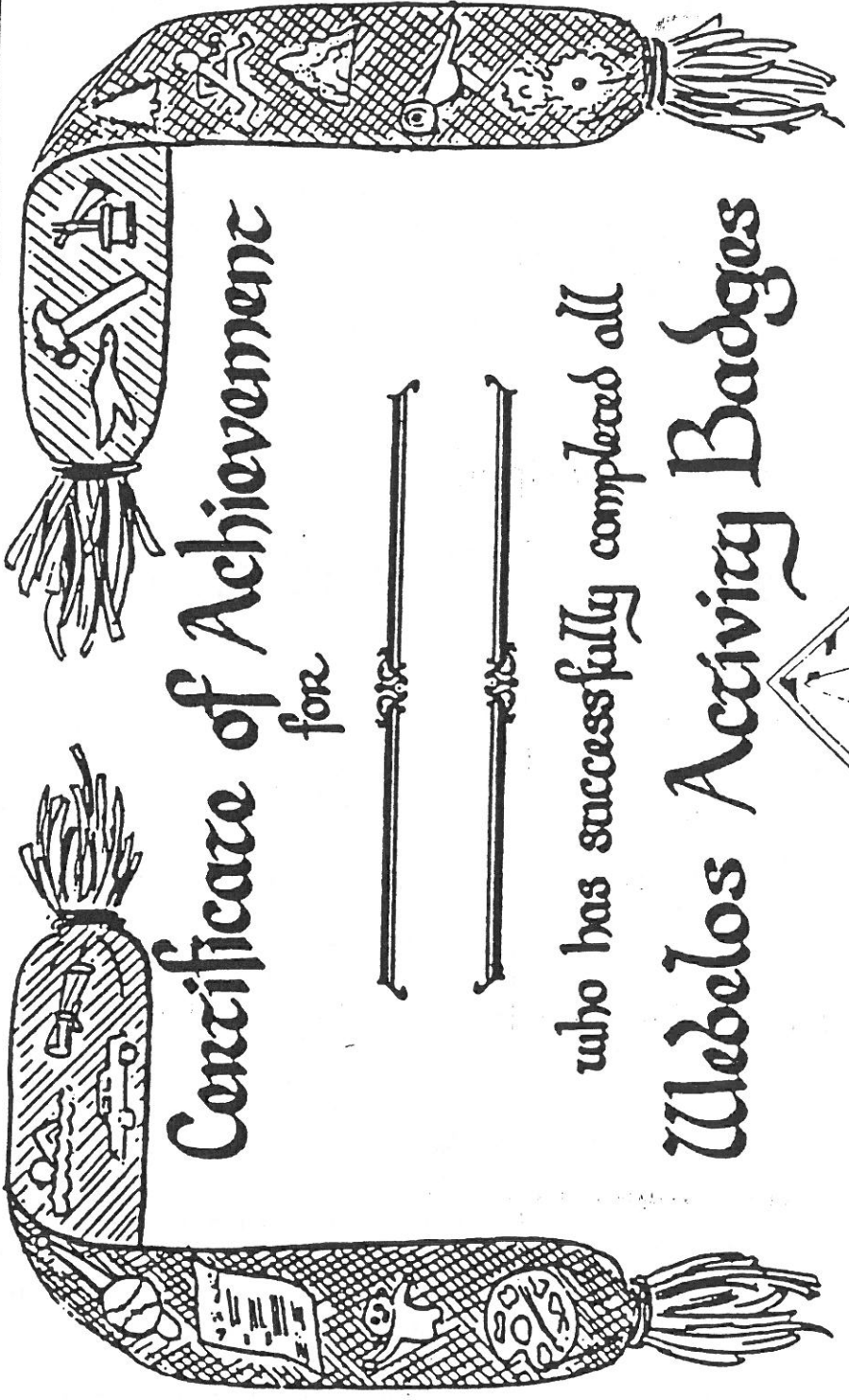
The **Scoutmaster**, as the primary leader of the troop, directs the establishment of a cooperative link between the troop and the pack. He or she selects and appoints the Webelos den chief. The Scoutmaster also

encourages joint activities and the graduation of Webelos Scouts into the troop. Through the troop's junior leaders, he or she sets the tone for welcoming new members.

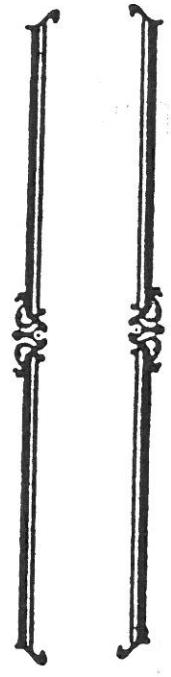
The **assistant Scoutmaster**, in addition to guiding the new Scout patrol in the troop, serves as liaison between the troop and Webelos den. He or she, along with the Webelos den leader, helps plan joint activities, including an exciting graduation ceremony. The assistant Scoutmaster also is principally responsible for the smooth transition of Webelos Scouts into the troop by working closely with the Webelos den chief, Webelos den leader, Webelos den leader coach, and the Scoutmaster.

The **unit commissioner** provides continuing program support to pack and troop, and helps establish working relationships between the troop and the fifth-grade Webelos dens of the pack. He or she also encourages and supports joint activities as well as graduation, and promotes participation in district and council transition activities such as Webelos Woods.





Certificate of Achievement for



who has successfully completed all

Webelos Activity Badges

_____ Date



_____ Cub Master

_____ Scout Leader

WEBELOS

OUTDOOR PROGRAM

FRONTIER DISTRICT

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,

and

Be conservation-minded.

OUTDOORSMAN ACTIVITY BADGE



Webelos Scouts look forward to the day when they can participate in Scout camping. The things that they do to earn the Outdoorsman Activity badge will help prepare them for that rich experience. A good way to explain the Outdoorsman is to read the following.

"An Outdoorsman!" What fun he finds in hiking into the woods. He tells North for South by the stars: or East from West by the shadows..... He knows the principal trees, birds, and animals he meets. he knows which are poisonous weeds or reptiles. He can find his way as did the Indians and pioneers before him... Another big thing and Outdoorsman enjoys is camping. There he find fun in game or swimming ... finds new friends in woods and other fellows ... and there among the trees, or under God's silent stars. or by the campfire's ruddy embers, he dreams of his great Tomorrow."

The outdoorsman activity area should give each Webelos Scout enough of the rudiments of outdoor living to make him comfortable on a Webelos parent/son overnight, with a small amount of equipment, and allow him to have an enjoyable experience without trespassing on the Scout camping program. since the Scout program emphasizes hiking and camping, it is important that a boy starts off right in his Webelos den.

Today our push-button age life is too easy from a physical standpoint. We must help a boy grow by giving him a chance through his own efforts, to live in the out-of-doors. It can give him a sense of pride in knowing that he can take care of himself.

Nothing is really learned in a life without effort or struggle. Through camping, we are giving our boys the greatest chance in the world to develop citizenship, character, and physical fitness. This is the reason we are in the business, and the reason that we camp. It's up to you as a Webelos Leader, with the help of parents, to make the experience an enjoyable one as your boys develop a sense of responsibility.

Den Activities:

- * Have a tent making project of a simple type- tarp tent which will provide adequate shelter for two boys. (See Webelos Scout Book.)
- * Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.
- * Build charcoal stoves from one gallon tin cans and vent them at top and bottom with a can opener and help your Webelos Scouts learn how to build a fire with them.
- * Show your boys how to make an improvised sleeping bed or bag. Make sure they are familiar with fire safety principles that include no flame lights in tents or liquid starters for charcoal fires.
- * Show the boys how to make a list of items they will need for camping in backyard or on the parent/son overnight. (Boy Scout Handbook)

BE SURE TO INCLUDE A PARENT AND SON CAMPOUT.

"Be Prepared" is the Scout motto and "Do Your Best" is the Cub Scout motto. These motto's should have meaning to our boys for the rest of their lives. It's more important for them to be prepared for an outdoor experience now that at some other time, for once they are out there in the big woods, they can't run back into town for something they forgot.

One of the things Webelos Scouts should be prepared for is an accident. Let's be sure to carry an adequate first aid kit for the Webelos den. Through the boys we can introduce every family to the first aid kit for family trips and camping.

There are a number of prepared kits on the market, but you may decide to develop your own kit as a den project. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items which are standard and can give the den a start in developing the kits.

Soap (cleanse, the cover)

Adhesive tape

Burn ointment

Safety pins

Ammonia inhalant capsules

Salt tablets

Poison ivy lotion

Box of adhesive dressings

Sterile gauze bandages

Small scissors

Tweezers

Chapstick

Snakebite kit

Here are some things Webelos Scouts should know about first aid to be of help in an emergency...

THE LIMITS OF FIRST AID TREATMENT

1. The need for getting adult help in case of an accident.
2. Danger of infection.
3. How to make a patient comfortable.
4. How to treat a cut and a wound.
5. How to stop nosebleeds.
6. How to treat a bruise.
7. How to treat an insect bite.
8. What to do for heat exhaustion.
9. How to treat a burn or scald.
10. How to use "direct pressure" to stop bleeding.
11. What to do if a person's clothes catch fire.

HOMEMADE TENT

If your family does not own a tent, you can make one that won't cost much money. You will need a sheet of heavy-duty builders plastic about 8 by 12 feet. Tie a rope between two trees or post. Use clove hitches or two half hitches.

Drape the plastic over the rope and spread it like a tent. Hammer four stakes in the ground near each edge. With twine tie small stones inside the plastic near the stakes and tie the ends of the twine to the stakes. Be sure to leave both ends open for ventilation.

Your tent may not look great, but it will be fine for an overnight campout with a friend.

ENVELOPE BED

You will sleep on the ground on the overnight with you buddy. Be comfortable. Feel the ground all around with your hands and remove all sticks and stones.

Spread your ground sheet, a piece of plastic that helps keep your bedding dry. An old shower curtain works fine.

If you have an air mattress, put in on the ground sheet. If you don't, use pieces of your clothing for padding under your head, The small of your back, and your knees.

To make your envelope bed, you need two blankets. Make it like this:

- 1. Lay the first blanket on the ground. Put the second blanket half on and half off the first one.**
- 2. Fold the first blanket over second. Leave half of the second showing.**
- 3. Fold the remaining half of the second blanket over the first. This gives you two thicknesss over and under you.**
- 4. Fold the botton of the blankets up.**
- 5. Fasten the blanket envelope with big blanket pins up both sides and on the bottom.**

SCAVENGE!

How Many? 12 or more people
How Old? 10 years or older
What Formation? Teams
What Do We Need? Pen and paper per team

How Do We Play: SCAVENGE!?

Divide the group into teams of six people. Assemble teams at a central starting location. Time limit for the game is 45 minutes; at the end of the game, teams re-assemble at the starting area.

The object of the game is to collect as many of the following items as possible within the 45 minute time limit. The purpose of the hunt is to have fun while expanding the players' knowledge of the environment.

THE LIST!!

1. An arrowhead
2. A live polliwog or frog
3. A blue
4. Kind of tree closest to a given building
5. The color of a starling's beak
6. A piece of sandstone
7. A hard
8. The present temperature in both Fahrenheit and Centigrade
9. The name and location of an edible plant growing in the area
10. A drawing of a raccoon's hind footprints
11. A bounce
12. A soft
13. A piece of granite
14. The present barometric reading
15. One identified insect larva
16. The number of toes on a ring-necked pheasant
17. The names of three weather instruments, and their purpose
18. A drawing of the Big Dipper
19. A written promise signed by everyone in the group showing who will return each item to its proper location after the game
20. Add your own - items specific to your area.

FORESTER ACTIVITY BADGE



A forester deals with the care and growing of trees, and a WEBELOS Scout working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood, as well as how they live and grow.

America is a land of trees. They grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees. The clothes we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were no trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making trees inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking off trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and love of the outdoors.

Den Activities:

- * Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- * Make a collection of leaf prints.
- * Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collection.
- * Check with a local conservationist for advice on planting projects and seedlings.
- * Plant a tree.
- * 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 others interesting things.
- * Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- * Teach boys how to measure tree diameter and heights.
- * Make a "window on the insect world" display for pack meeting. Make a tree exhibit "from roots to fruit" for pack meeting.

With a little work, fireplace logs or tree branches still show what a tree looks like from the inside out. A cut away view will show the path, heartwood, spring growth, cambium layer, and bark annual rings can be seen on a cross section: knots show where branches start: rough sawed wood can be compared with a finished and varnished section. Here's how:

1. Obtain small sections of various local trees. These may be obtained from trees being cut for lumber or for other purposes. If green allow to dry in warm place for several weeks. Note: Age of samples and if taken from branches or trunk, get permission from the owner before cutting any trees, either alive or dead!
2. Sections should be about 3 to 5 inches in diameter and about 12 inches long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down the center. Remove open pieces by sawing crosswise to the end of the lengthwise cut. Finally, saw a small diagonal piece off the top of the remaining half.
4. Sandpaper the top half of the cut-away-sections and apply a thin coat of varnish or shellac. Leave the bottom half as rough sawed wood.
5. Insert small screw eye at end of each block. Hang on a board of native lumber. Add brief descriptive matter about each part of the log sections-name of tree, it's range, fruit, leaves, and how it's wood is used.

More than 180 million American depend on 489 million acres of forest land for their wood supplies. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products they will need. Natural resources are precious resources. They should be carefully protected.

DIAMETER TAPE AND CRUISING STICK

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

To measure a tree diameter:

1. Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long.
2. Begin at one end of the paper strip and make ink marks 3.14" apart. Number these marks consecutively starting with #1 to left end of tape. 3.14 actual inches on your tape is equal to 1" in tree diameter.
3. To measure tree diameter wrap tape around tree at breast height, 4-1/2 feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

To measure tree height:

1. Glue a strip of hard paper or cardboard on one side of the yardstick.
2. Begin at one end and make marks 6.15 inches apart with black ink.
3. Label the first mark 1, the second 2 and so on.
4. To measure the tree, stand 66 feet from it; hold arm out horizontally and the stick vertically at arm's reach - 25 inches from eyes. Slide stick up or down. until tip of stick is in line with the top of tree. Without moving head, sight to bottom of tree, (be sure stick is still vertical) and see place on stick where line is sight crosses it. The nearest figure is the number of 16 - foot lengths in the tree. If the figure is 2, there are two 16 - foot lengths, and the tree is 32 feet high (2x16 feet = 32 feet.)

To practice forestry, forest landowners must know the amount, extent and condition of the timber resources. They can get this information through careful timber resource surveys.

JUNIOR FOREST RANGER QUIZ

(CIRCLE THE CORRECT ANSWER)

17 - 20 CORRECT
12 - 16 CORRECT
8 - 11 CORRECT
0 - 7 CORRECT

OFFICIAL JUNIOR FOREST RANGER
JUNIOR FOREST RANGER
JUNIOR RANGER
YOU NEED TO STUDY SOME MORE

1. **Campfire permits are required for:**
 - (a) indoor fireplaces, (b) outdoor areas, depending on local laws,
 - (c) lighting Halloween pumpkins
2. **The safest way to start a campfire is with**
 - (a) a pile of leaves, (b) gasoline, (c) small pieces of kindling wood.
3. **The best place to ask where forest campfires can be build is**
 - (a) sheriff's office, (b) sporting goods store, (c) ranger or fire warden station.
4. **When you see a bear in the forest, park, or zoo, you should**
 - (a) pull his fur, (b) chase him with a stick, (c) stay away from him. Do not pet or feed him. Bears are wild animals and considered dangerous at all times.
5. **When staying overnight in the forest, before going to bed you should**
 - (a) place heavy logs on the fire (b) put out your campfire, (c) arrange to get up every 2 hours to check the fire.
6. **To cook properly over campfire, you should**
 - (a) cook over the flames of a large fire, (b) build a small compact fire and cook over the hot embers (c) burn a lot of paper to make the fire hot.
7. **The best way to put out a campfire is**
 - (a) spread out embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, (c) let it alone and it will burn itself out.
8. **The best spot for a campfire is**
 - (a) inside a rotten log or stump, (b) under a green tree,
 - (c) in a cleared open space away from trees.
9. **For camping or burning trash, the following is the most important and practical tool to carry in a car**
 - (a) shovel, (b) bucket or water, (c) wet blanket.
10. **If a fire gets out of hand, you should**
 - (a) get parents and run to your car and drive away, (b) report it immediately to a forest ranger, (c) get other junior Forest Rangers to fight the fire.
11. **If your clothes happen to catch on fire you should**
 - (a) keep calm, do not run, roll a blank around you to smother flames, (b) run for help, (c) jump up and down real fast.

12. Camp matches should be
 - (a) kept in a metal container, (b) stored near outboard motor fuel, (c) placed in the hot sun.
13. The safest way for adults to light cigarettes is
 - (a) use a cigarette lighter, (b) strike match on a nearby rock, (c) use a paper book matches and throw into grass when finished.
14. A person who is careless and starts a forest fires
 - (a) is made honorary fire chief (b) receives a fire prevention award, (c) can be fined and sent to jail.
15. Well-managed forests give us
 - (a) Smokey Bear, (b) Wood, water, wildlife, grass, and out door fun, (c) just lumber, paper, and walnuts.
16. A match or cigarettes thrown from a car window
 - (a) is permissible if no one is looking, (b) is permissible is looks like it is gone out, (c) is never safe.
17. A windy day is a good time
 - (a) to burn trash, (b) to start a campfire, (c) not to start a fire.
18. A trash-burning incinerator should be
 - (a) equipped with a good spark arrester, (b) placed under a tree for shade, (c) used only on windy days.
19. Before lighting an open fire
 - (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, (c) drink three glasses of water.
20. Junior Forest Rangers
 - (a) put out forest fires, (b) start forest fires, (c) help prevent forest fires.

ANSWERS:

- | | | | |
|------|-------|-------|-------|
| 1. B | 6. B | 11. A | 16. C |
| 2. C | 7. A | 12. A | 17. C |
| 3. C | 8. C | 13. A | 18. A |
| 4. B | 9. A | 14. C | 19. B |
| 5. C | 10. B | 15. B | 20. C |

STANDARD FLAG CEREMONY

PERSONNEL: Flag bearers for American Flag and Pack Flag, Color guards for American Flag and Pack Flag: Speaker, (if there is an uneven number of Color Guards, the American Flag has precedence and should have the most guards.)

EQUIPMENT: American Flag, Pack Flag, Flag Holders, Recorded music if desired.

ARRANGEMENT: Flag holders are in place at front of room or on stage. Flag Bearers and Color Guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the speaker, advances to the front of the room.

SPEAKER: Attention! Will the audience please rise? (They do.) Color Guard, present the colors! (commands should be given sharply and loudly.)

(Color Guard advances from rear of room with flag bearers in front, followed by guards. The American Flag should always be on the Marching right in the procession. As procession begins, speaker gives his next command)

SPEAKER: Hand Salute! (he salutes and the audience does like wise. Speaker's eyes follow American Flag until it is in position in front of room.)

(Flag Bearers and Color Guards take position in front of room near flag stands. They stand at attention, facing the audience. The Flags are held vertically)

SPEAKER: Pledge of Allegiance, Repeat! (He begins pledge with audience joining in.)

(At this command, the Pack Flag is lowered slightly - take care that it does not touch the floor - and full attention is given to the American Flag. Flag Bearers and Color Guards do not salute or repeat pledge. When pledge is completed, the speaker gives the next command, which is the signal for audience's salutes to be dropped. The Pack Flag is raised to vertical position again.)

SPEAKER: Two! Color Guard, post the colors!

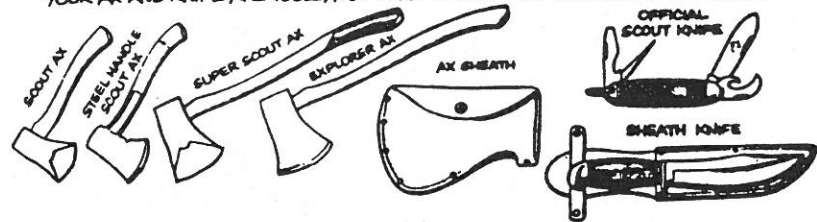
(The Pack Flag is placed in its stand, then Pack Flag Bearer and Color Guards salute it and step back into place. the American Flag is then posted; its bearer and guards salute it and step back into place.)

SPEAKER: Color Guard, Retire! (or 'Retreat')

(Flag bearers lead procession to back of room ... with speaker following last.)

THE CARE and USE OF YOUR AX and KNIFE

THE WAY YOU USE YOUR AX AND KNIFE AND THE WAY YOU TAKE CARE OF THEM SHOW HOW GOOD A WOODSMAN AND CRAFTSMAN YOU ARE. IT'S IMPORTANT TO KEEP THEM SHARP... A DULL TOOL IS ALWAYS DANGEROUS. KEEP YOUR AX HANDLE TIGHT... KEEP YOUR AX AND KNIFE OFF THE GROUND TO PREVENT RUSTING... DON'T USE YOUR AX FOR A HAMMER OR A WEDGE... KEEP YOUR KNIFE AWAY FROM FIRE (HEAT WILL SOFTEN THE STEEL.) REMEMBER, YOUR AX AND KNIFE ARE TOOLS, NOT TOYS—DON'T PLAY WITH THEM—USE THEM!



CARRY AN AX IN A SHEATH IN YOUR PACK OR LASHED TO THE OUTSIDE.



CARRY AN UNSHEATHED AX AT YOUR SIDE WITH THE EDGE TURNED OUTWARD.



WHEN YOU PASS YOUR AX TO ANOTHER PERSON, PASS IT BY THE HANDLE, WITH THE HEAD DOWN AND THE EDGE OUTWARD.

SHARPENING YOUR AX

FOR FILING, PLACE THE AXHEAD AGAINST A BLOCK ON A WORKBENCH, WHILE SOMEONE HOLDS THE HANDLE STEADY. PLACE THE FILE ON THE BLADE AND PUSH THE FILE OVER THE CUTTING EDGE OF THE BLADE. THE FILE CUTS INTO THE STEEL ON FORWARD STROKES MAKING A BRIGHT MARK ON THE BLADE. LIFT THE FILE TO SEE IF IT IS CUTTING INTO THE BLADE AT THE CORRECT ANGLE.

FOR HONING, HOLD THE HEAD OF THE AX IN ONE HAND IN SUCH A WAY THAT THE HANDLE POINTS UP AND AWAY FROM YOU AND RUB THE DRY STONE OVER THE BLADE FROM ONE END TO THE OTHER.

USING YOUR AX FOR FIRE MAKING

WHEN SPLITTING DEAD BRANCHES OR DRY BOARDS, USE THE CONTACT METHOD. PLACE THE EDGE OF THE AX AGAINST THE END OF THE WOOD, PARALLEL TO THE GRAIN. RAISE THE WOOD AND AX AND BRING THEM DOWN TOGETHER ON THE BLOCK.

IN CHOPPING ACROSS A STICK, SET THE BLADE ON A GLANT TO THE GRAIN. RAISE STICK AND AX AND BRING THEM DOWN TOGETHER ON THE BLOCK.

HOLD THE AX WITH A FIRM BUT NOT A TENSE GRIP. CONTROLLED STROKES WILL DO THE JOB EASIER AND MORE SAFELY THAN BRUTE STRENGTH.

DO NOT CUT MORE WOOD THAN YOU NEED. DON'T CUT LIVE WOOD... USE ONLY DEAD WOOD OR DOWNED TREES. SQUAW WOOD (DEAD BRANCHES) MAKES A GOOD FIRE AND IS EASY TO COLLECT, REQUIRES LITTLE CHOPPING.

USING YOUR KNIFE

ALWAYS WHITTLE AWAY FROM YOURSELF TO PREVENT INJURY. THIS APPLIES TO HEAVY CUTTING. WHEN DOING INTRICATE WHITTLING YOU'LL USE A VARIETY OF CUTS.

FLIZZ STICK CUTTING IS GOOD WHITTLING PRACTICE. LEAVE LONG, THIN SLIVERS ATTACHED TO THE STICK. FLIZZ STICKS ARE FINE FOR STARTING CAMPFIRES.

AS YOU ADVANCE IN WHITTLING SKILL YOU'LL BE ABLE TO FASHION MANY INTRICATE WOODEN THINGS.

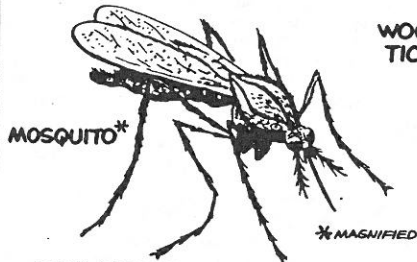
SHARPENING YOUR KNIFE

A SMALL RECTANGULAR SHARPENING STONE ABOUT FOUR INCHES LONG WITH A ROUGH AND FINE SIDE IS BEST. PUT A FEW DROPS OF OIL OR WATER ON IT FIRST.

TILT THE BLADE ON THE ROUGH SIDE OF THE STONE. DRAW THE EDGE OF THE BLADE ON THE STONE TOWARD YOU WITH ITS BACK SLIGHTLY RAISED. AFTER A FEW STROKES TURN THE BLADE OVER, AND PUSH EDGE AWAY FROM YOU A FEW STROKES. AS THE BLADE BEGINS TO BE SHARP, TURN THE STONE OVER AND USE THE FINE SIDE—ONE STROKE TOWARD YOU, ONE AWAY FROM YOU. FINISH BY STROPPING THE BLADE ON A PIECE OF LEATHER OR SOFTWOOD.

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OUTDOOR HAZARDS

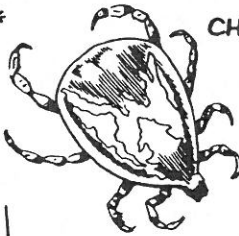


MOSQUITO*

*MAGNIFIED

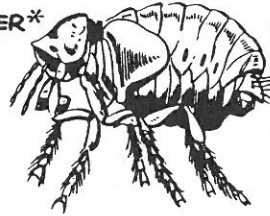
IF IT'S ANY CONSOLATION TO YOU WHEN YOU'RE SLAPPING AT THESE PESTS—REMEMBER, WHEN YOU BOP ONE IT'S BOUND TO BE A FEMALE BECAUSE ONLY "LADY" MOSQUITOES BUZZ AND BITE...SO FOR EACH ONE SOCKED, YOU'RE CUTTING DOWN THEIR UNWELCOME POPULATION.

WOOD*
TICK

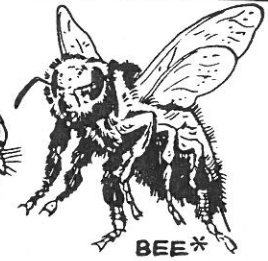


WATCH YOU DON'T CARRY A FEW BACK HOME AFTER A HIKE IN THE WOODS OR FIELDS.

CHIGGER*



ALSO CALLED A JIGGER, HARVEST MITE OR CHIGOE. BUT, BY WHATEVER NAME IT'S CALLED, IT'S A FLEA AND A PEST!



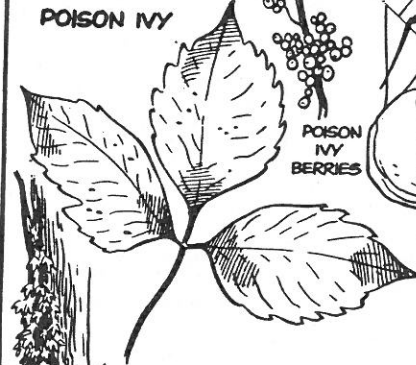
BEE*

A HARD WORKING, BUSY, LITTLE WORKER WHO DOESN'T LIKE TO BE DISTURBED OR ROBBED OF HIS PRODUCT. HONEY BEE OR BUMBLE BEE... LET 'EM ALONE AND THEY'LL LET YOU ALONE.

SPIDER

DON'T KILL ALL SPIDERS...THEY'RE HELPFUL TO MAN BECAUSE THEY SNARE AND EAT MANY HARMFUL INSECTS. ONLY A VERY FEW HAVE A DANGEROUS BITE. SHOWN HERE IS A BLACK WIDOW SPIDER WITH HER EGG CASE. NOTE THE "HOURLASS" ON HER ABDOMEN—HER DISTINGUISHING IDENTIFICATION.

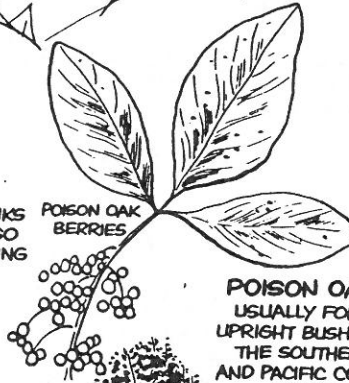
POISON IVY



POISON IVY BERRIES

GROWS AS A VINE ON TREE TRUNKS OR STUMPS OR STONE WALLS, ALSO TRAILS ALONG THE GROUND FORMING UPRIGHT BUSHES AS IT STRAGGLES ALONG.

POISON OAK BERRIES



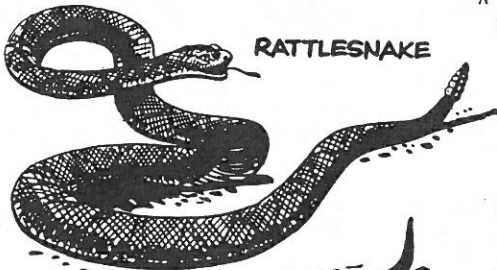
POISON OAK USUALLY FORM UPRIGHT BUSHES IN THE SOUTHERN AND PACIFIC COAST AREAS.



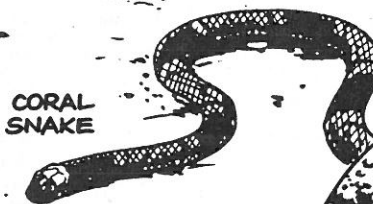
POISON SUMAC BERRIES

POISON SUMAC IS A COARSE, SCRUBBY TREE FIVE TO TWENTY FEET TALL

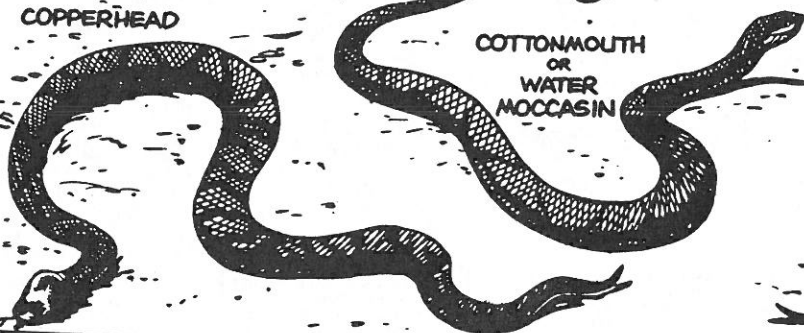
"LEAFLETS THREE, LET IT BE"



RATTLESNAKE



CORAL SNAKE



COPPERHEAD

COTTONMOUTH OR WATER MOCCASIN

LEAVING FOOD OR CANDY BARS UNCOVERED AT CAMP NIGHT WILL ATTRACT UNUSUAL VISITORS...



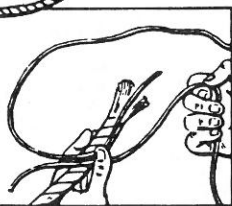
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KNOW YOUR KNOTS AND HOW TO USE THEM

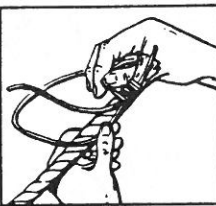
YOU CAN TELL AN OUTDOORSMAN BY HIS ABILITY TO TIE THE RIGHT KNOT AT THE RIGHT TIME. A SCOUT KNOWS SEVERAL KNOTS AND THE PURPOSE OF EACH. HE CAN TIE THEM IN THE DARK OR IN THE DAYLIGHT... HERE ARE THE TESTS OF A GOOD KNOT: 1. SERVES ITS PURPOSE. 2. HOLDS UNTIL UNTIED. 3. EASILY TIED. 4. EASILY UNTIED... TIPS ON KNOT-TYING: USE A SIX-FOOT PIECE OF 1/4 OR 1/2 INCH ROPE - NOT TWINE OR STRING! PRACTICE TYING EACH KNOT IN THE SITUATION IN WHICH IT WILL BE USED.



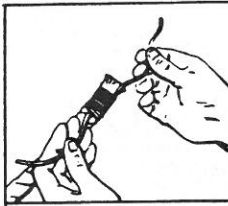
BEFORE TYING KNOTS LEARN HOW TO **WHIP** A ROPE TO KEEP IT FROM UNRAVELING



MAKE A LOOP OF TWINE AND PLACE AT END OF ROPE.



WRAP TWINE TIGHTLY AROUND ROPE STARTING 1/4 INCH FROM ROPE END.

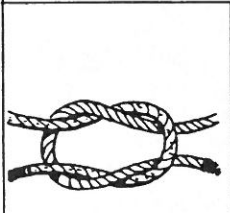


WHEN WHIPPING IS AS WIDE AS ROPE IS THICK, PULL OUT ENDS HARD. TRIM OFF TWINE CLOSE TO WHIPPING.



THESE ARE SOME USEFUL KNOTS

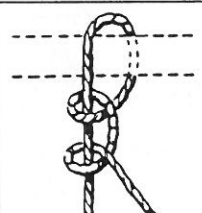
FOR OTHERS, SEE THE SCOUT FIELD BOOK AND HANDBOOK FOR BOYS



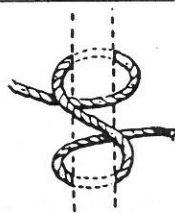
SQUARE KNOT
FOR TYING ROPES OF EQUAL THICKNESS. VERY USEFUL IN FIRST AID.



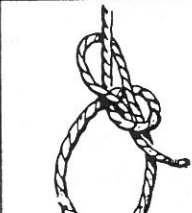
SHEET BEND
FOR JOINING TWO ROPES TOGETHER OF DIFFERENT THICKNESS.



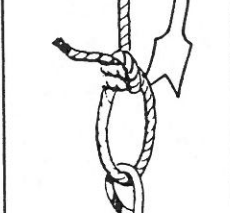
TWO HALF HITCHES
FOR TYING A ROPE TO A POLE OR RING.



CLOVE HITCH
FOR SECURING BOATS - FOR LASHINGS.



BOWLINE
FOR FORMING A LOOP THAT WON'T SLIP UNDER STRAIN. EASILY UNTIED.



TAUTLINE HITCH
FORMS A LOOP WHICH WILL NOT SLIP WHEN ROPE IS TIGHT.

HERE'S HOW TO TIE THEM

SQUARE KNOT

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!

SHEET BEND

FORM A BIGHT (LOOP) ON THE HEAVIER ROPE. BRING OTHER LINE END THROUGH LOOP, TWIST IT OVER AND UNDER LOOP.

THEN BRING SMALL LINE IN UNDER ITSELF.

TWO HALF HITCHES

PASS ROPE AROUND POLE. CARRY ROPE END OVER AND UNDER AND THROUGH LOOP THUS FORMED.

REPEAT PROCESS

CLOVE HITCH

BRING ROPE END AROUND POLE, LAY IT OVER THE ROPE ITSELF.

BRING END ONCE MORE AROUND POLE. CARRY END UNDER THE ROPE ITSELF.

BOWLINE

HOLDING ROPE WITH FINGERS ON TOP, PLACE END ON STANDING PART. TWIST YOUR HAND, CARRYING END AROUND TO FORM LOOP.

BRING END AROUND. BRING END AROUND ROPE DOWN THROUGH LOOP.

TAUTLINE HITCH

RING → PASS ROPE THROUGH RING.

CARRY ROPE END AROUND STANDING PART TWICE AND THROUGH LOOP THUS FORMED.

STANDING → PART REPEAT PROCESS ONCE AND PULL TIGHT.

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FIRE BUILDING...

THERE ARE FOUR SIMPLE STEPS IN BUILDING ANY FIRE FOR SAFETY AND EASY STARTING.

1. CLEAR A SPACE 10 FEET IN DIAMETER TO MINERAL SOIL OF ALL BURNABLE MATERIAL, AWAY FROM TREES, BRUSH, OVERHANGING BRANCHES.

BUILD YOUR FIRE IN THE CENTER OF THIS SPACE.



FUEL (WOODPILE) AWAY FROM FIRE

PLACE FOR FIRE



WIND



WIND

2. COLLECT PLENTY OF TINDER, KINDLING AND FUEL. LAY THEM WITHIN EASY REACH BEFORE YOU LIGHT YOUR FIRE.

3. LIGHT A HANDFUL OF TINDER THEN STUFF FLAMING TORCH INTO THE KINDLING OR UNDER A CRISSCROSS OF KINDLING. LIGHT IT FROM WINDWARD SIDE.

4. PLACE MORE KINDLING, THEN FUEL (LARGER PIECES OF WOOD) ON DOWN WIND SIDE.

FOR A SMALL FIRE ALL YOU NEED ARE YOUR HANDS.



FOR A MEDIUM FIRE YOUR KNIFE.



FOR A LARGE FIRE YOUR AX.



FIRE PURPOSES...

EXPERIENCED CAMPERS BUILD DIFFERENT FIRES FOR DIFFERENT JOBS.

COUNCIL

FOR A SMALLER GROUP BUILD A BACKLOG FIRE. USE BIG, SEASONED LOG FOR BACK.



FOR A LARGER GROUP-COUNCIL, FELLOWSHIP, STORYTELLING AND SING-AROUND, BUILD A GOOD-SIZED CRISSCROSS FIRE. START IT BURNING WITH TIPI FIRE ON TOP.



COOKING

COLLECT ALL WOOD YOU NEED TO COMPLETE YOUR MEAL BEFORE YOU START COOKING. STACK A SUPPLY IN YOUR TENT AT NIGHT IN CASE OF RAIN OR HEAVY DEW. KEEP YOUR FIRE SMALL—JUST BIG ENOUGH TO COOK WITH.



HIKE FIRE BUILT ON GROUND LEVEL.



HUNTER'S FIRE USE LOGS FOR SIDES. LINE UP WITH WIND



ROCK FIRE ONE OF THE BEST FOR ANY CAMP.



TRENCH FIRE GOOD FOR WINDY AREAS. TRENCH ABOUT A FOOT DEEP. FAULTS—FLOODS EASILY.

- ① OXYGEN HAS DIFFICULTY GETTING TO FIRE.
- ② HOLE MAY BEGIN EROSION.

COMFORT

USE DEAD DOWNWOOD (LYING ON GROUND) OR "SQUAW WOOD" (DEAD BRANCHES STILL ON TREES WITHIN REACH).

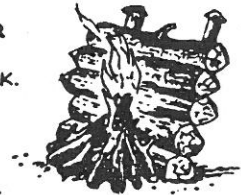
SPLIT WOOD BURNS EASIER THAN ROUND STICKS.



ROCK REFLECTOR

AN EXCELLENT HEATING FIRE, ROCKS CONTINUE TO RADIATE HEAT AFTER FIRE DIES DOWN. AVOID POROUS ROCK.

LOG REFLECTOR A GOOD WINDBREAK.



REMEMBER:

AN OLD ENGLISH PROVERB (JOHN RAY) "BETTER A LITTLE FIRE THAT WARMS THAN A BIG ONE THAT BURNS." AND THOREAU WROTE: "FIRE IS THE MOST TOLERABLE THIRD PARTY."

FIRE EXTINGUISHING...

LEARN THESE SIMPLE OUTDOOR FIRE-PREVENTION STEPS SO THAT YOU DO THEM AUTOMATICALLY WHEN YOU LEAVE YOUR FIRE:

ONLY YOU CAN PREVENT FOREST FIRES!



WITHOUT WATER

- ① SPREAD STICKS AND COALS.



- ② SCRAPE BURNING EMBERS FROM LARGE LOGS AND STICKS.



- ③ COVER ALL WITH DIRT.



- ④ CHECK AND BE SURE THE FIRE IS DEAD OUT!



WITH WATER

- ① SPRINKLE WITH BACKS OF FINGERS.

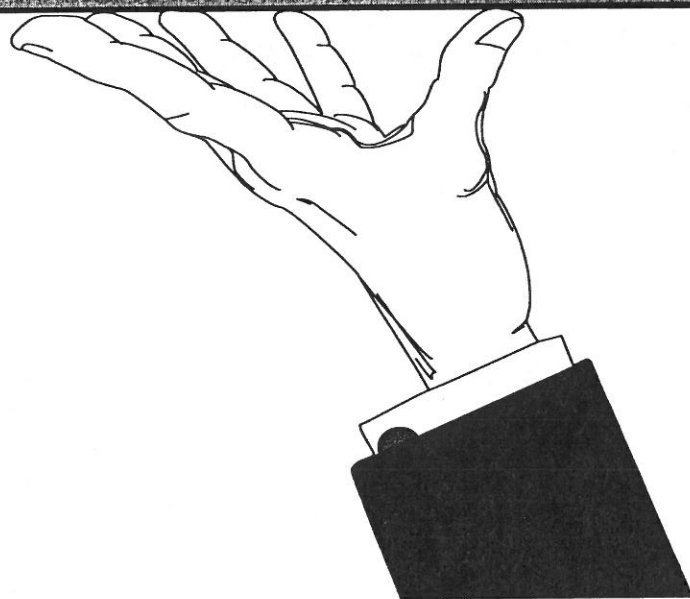


- ② SPREAD STICKS AND COALS.



- ③ SPRINKLE AGAIN. DON'T LEAVE IT UNTIL COALS ARE COOL ENOUGH TO PUT YOUR HANDS ON.

The care
and use of
your
Den Chief



- ▶ What is a Den Chief
 - Who does a Den Chief report to
 - What are a Den Chief's duties
 - Other helpful assets

- ▶ How to obtain a Den Chief
 - Scoutmasters opportunities
 - Cubmasters opportunities
 - Den Aid

- ▶ How to use a Den Chief
 - Den Meetings
 - Pack Meetings

- ▶ How to keep a good Den Chief
 - Things to do
 - Things not to do

- ▶ How to improve a Den Chief



DC 1

What is a Den Chief:

A Den Chief is an older Boy Scout or Explorer Scout, preferably a former Cub Scout, who is at least 2-3 years older than the boys he will be working with.

Who does the Den Chief report to:

A Den Chief reports to the Den Leader he is assigned to in the Pack and the Den Chief Coordinator in the Troop.

What are the Den Chief duties:

- Know the purposes of Cub Scouting.
- Help Cub Scouts achieve the purposes of Cub Scouting.
- Be the activities assistant in Den meetings.
- Set a good example by attitude and uniforming.
- Be a friend to the boys in the den.
- Take part in weekly den meetings.
- Assist the Den in its part of the monthly pack meeting program.
- Know the importance of the monthly theme.
- Meet as needed with the adult members of the Den Pack and Troop.
- Wear the uniform correctly
- Show Scout spirit

Other helpful assets:

- Needs to have a friendly outgoing personality
- Should have attended BSA summer camp at least once
- Should have camped several times with his Troop



How to obtain a Den Chief

The Scoutmaster and the Senior Patrol Leader select Scouts from the Troop to be Den Chiefs. The list of names are supplied to the various Cubmasters and their committees for final approval. Once approved, the names are then submitted to the Den Leaders for selection.

Opportunities for the Scoutmaster:

- Being a Den Chief is an approved leadership position for Scouts.
- The opportunity for a Scoutmaster to develop leadership skills in Scouts. As a Den Chief, a Scout will be in a position of undisputed leadership where he can practice his leadership skills on younger Scouts, who will appreciate what he does, without the problems of peer pressure.
- Maintaining Pack and Troop relations is an ideal way for a Scoutmaster to advertise his Troop to a Cub Scout Pack. The younger Scouts hear of all the neat stuff their Den Chief is doing with his Troop and they can't wait to join in the fun. Recruiting is made very easy.
- Being a Den Chief is an opportunity for a Scout to advance and to earn the Den Chief Service Award.

Problems for Scoutmaster:

- Not all Boy Scouts are willing to be a Den Chief and devote the additional time necessary to make the program work.
- Not all Boy Scouts have the qualifications necessary to be a Den Chief.

Consider a Den Aid:

- A Den Aid is a person that assists the Den Leader with the Den. A Den Aid can be a Girl Scout or a Senior. The Girl Scout should be at least 2-3 years older than the boys she will be working with.



How to use a Den Chief In the Den Meetings:



Prior to the start of the Den Meeting

Making sure everything is ready to go in the Den Meetings. Are the tables and chairs in the right place, are all the supplies needed here, is the snack set up, etc...



Gathering time

As the Scouts come into the Den Meeting, a Den Chief can keep them occupied with gathering time activities. This keeps the start of the meeting under control and also frees up the Den Leaders to talk with the parents. A good Den Chief is worth the time you invest in him.



Opening

The Den Chief can work with the Denner to help create an unusual opening flag ceremony. A Den Chief can also make the Denner feel important by encouraging him and working with him to be a leader.



Business

A Den Chief can help a Denner and Den Leader collect dues, introduce the monthly theme, help plan and work with the Scouts on activities for the next Pack meeting, pass out necessary papers for parents, etc....



Activities

The Den Chief can lead the Den activities. He can lead the Scouts in silly songs, stunts, skits, games, sports and any other planned activities. The Den Chief should lead these activities and not be a participant.





Closing

The Den chief can lead the closing. He can also help the Denner select an unusual closing.



After the Den Meeting

The Den Chief can keep the Scouts occupied while the parents talk to the Den Leaders. He can also make sure that all the Scouts are picked up.



Before the Next Den Meeting

Either after the Scouts and their parents have gone, or sometime during the week prior to the next Den Meeting, it is important for the Den leadership team to sit down and evaluate the Den Meeting [s]. It is important for the Den Chief's growth process in leadership skills that the Den Leaders allow the Den Chief to contribute suggestions and strive to take on responsibility rather than have his assignments handed out.



DC5

In the Pack Meetings

A Den Chief can be a great help in a Pack Meeting by:

- Helping parents find their assigned seats
- Occupying the Scouts until the Cubmaster is ready to start the Pack Meeting
- Helping with the opening and closing ceremonies
- Helping the Scouts put on a skit
- Lead the Pack in a game or silly song
- Anything else that is needed



DC6

How to keep a good Den Chief

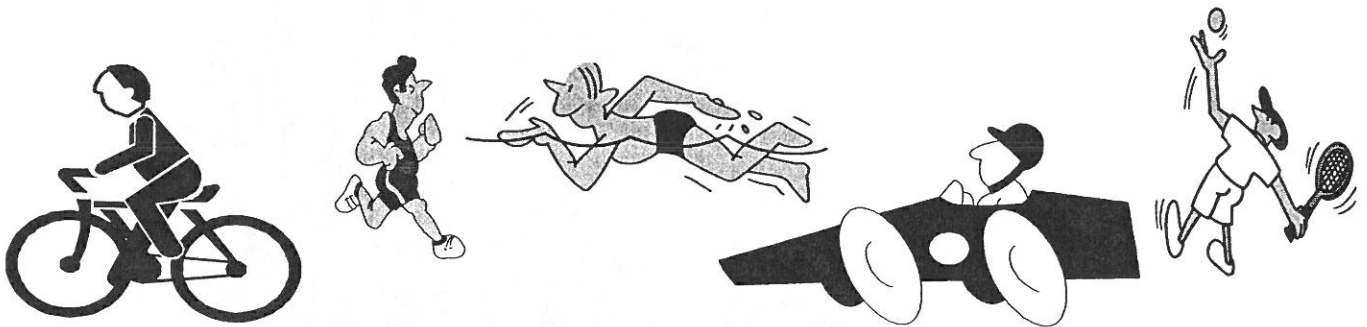
Things to do:

- Give him some time to prepare for a Den Meeting. Just like yourself, he needs times to prepare for his part in the Den Meeting.
- Treat him like a leader, give him responsibilities and trust him to be able to accomplish them. Ask for his ideas and comments. Approach him as you would any other leader.
- Ask the Den Chief to talk about his Troop. Have him relate some stories about camping. This helps keep the Scouts interested in Scouting.
- Know which Troop your Den Chief is from, who is his Scoutmaster, where they meet, etc...
- Encourage him to wear his uniform and any awards he has received - his OA sash, his merit badge sash, his pin collection, his patch collection, etc... Scouts love to ask about these things and the Den Chief will enjoy the attention of the Scouts.

Things not to do:

- DO NOT TREAT HIM LIKE A CUB.
- Do not ask him to participate in any of the Den activities.
- Do not allow your Den Chief to discipline the Scouts. Just like you, he is not their parent.

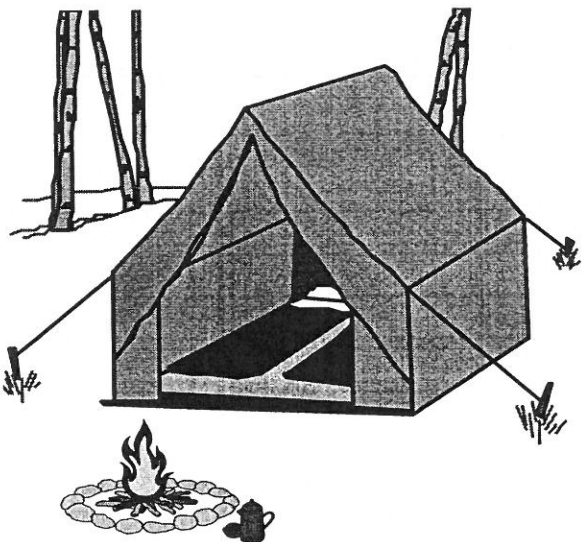
The benefits of a Den Chief do not come without an investment of YOUR time and energy in developing his leadership skills.



DC7

How to improve a Den Chief












- Developing leadership skills in his Scouts is the primary concern of the Scoutmaster. You as a Den Leader or Cubmaster working closely with the Den Chief must do your part to teach him how to lead. Den Chiefs learn by example.
- A Den Chief's safety is the Pack and Den Leaders responsibility. Follow the two deep leadership principle when you are working with him. Make sure what ever projects he selects are done safely.
- The Den Chief's Troop has provided him for your Pack in hopes that your Scouts will continue in Scouting. Encourage your Scouts to visit his Troop.



DC 8

Duties of a Den Chief

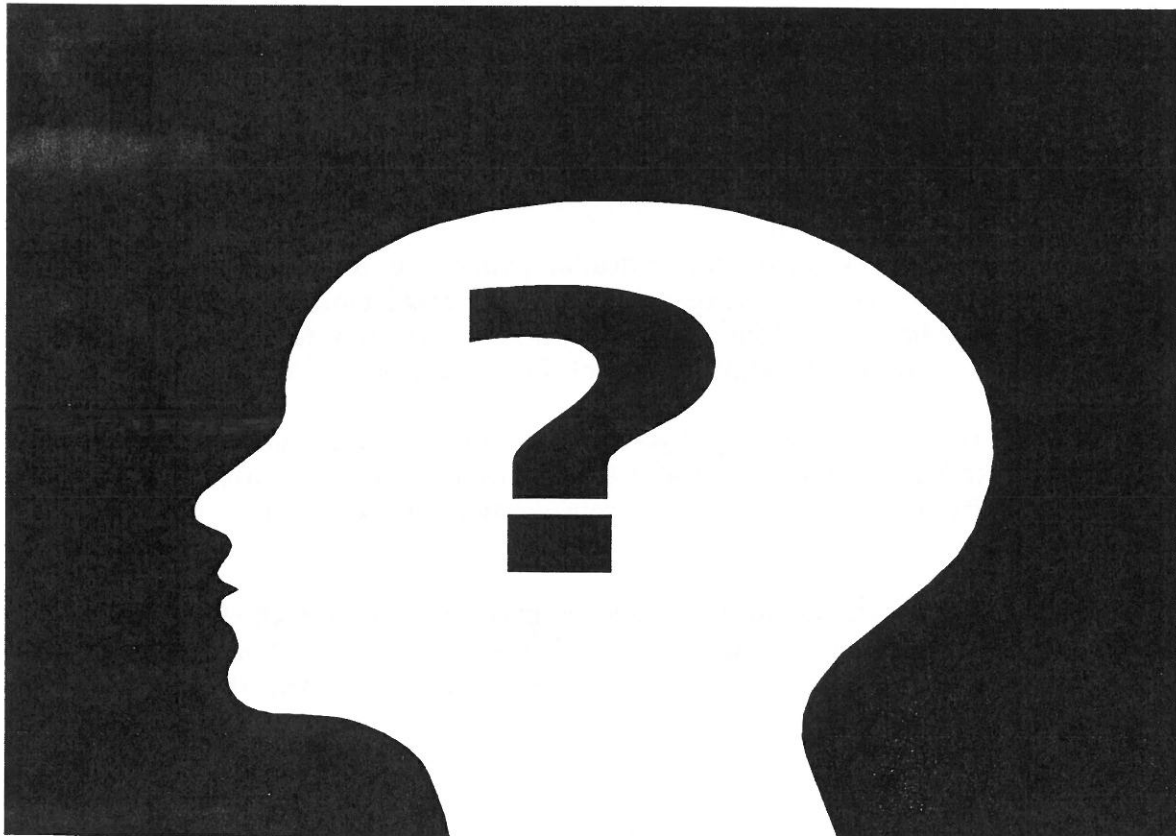


-  Know the purpose of Cub Scouting
-  Help Cub Scouts achieve the purposes of Cub Scouting
-  Be the activities assistant in Den Meetings
-  Set a good example by attitude and uniforming
-  Be a friend to the boys in the Den
-  Take part in the weekly Den Meetings
-  Assist the Den in its part of the monthly Pack Meeting
-  Know the importance of the monthly theme
-  Meet with the adult member of the Den, Pack and Troop
-  Wear the uniform correctly
-  Show Scout spirit



DIC10

DEALING WITH ADHD BOYS



**PATIENCE AND UNDERSTANDING:
HOW TO WORK WITH "FIDGETY PHIL"**

What exactly is Attention Deficit with Hyperactivity Disorder (ADHD)?

ADHD is a significant delay in the development of age-appropriate control of behavior resulting in deficits in sustained attention, impulse control, rule-governed behavior and the regulation of activity in accordance with situational demands (Barkley). In other words, you would characterize such a child as being: Inattentive, non-compliant, impulsive, fidgety, overactive, restless, an underachiever, immature, egocentric, socially backward, over-reactive emotionally, lacking in motor coordination and having no regard for consequences. What this means for those of us who are entrusted with the care and responsibility for children is that these children can be a handful ! The most important thing to remember is that they cannot help the way they are but you can help them to understand that they can be successful !!

So what do I do?

1. Remember, since these children often act young for their age, try to use methods that you would employ for younger children. You will need additional adult help at your meetings. It is a good idea to have not more than 6 to 8 boys with one additional adult helper. A Den Chief would also be of benefit, but not in place of the extra adult. A Den Chief might not have the patience or understanding to work with this type of child, since he, himself, is still young and ADHD boys can be trying. The Den Chief could work with the other boys, however.
2. **Structure and Organization** are critical to a successful den. You can never plan ahead too much. You should have clear rules, a predictable schedule, specific things that need to be accomplished and enough room to separate this child from others so that his "antsy" movements do not disturb the other boys.
3. If at all possible, **keep the boy close to you** or your helper. Keep distractions to a minimum by working on one thing at a time and having a special place where you do your crafts/activities that is away from the television or "traffic" areas such as hallways or doors.
4. When talking to an ADHD child, always maintain eye contact, His attention will wander if you do not keep him engaged. Try using verbal or physical cues, such as lightly touching his shoulder or using a "secret" signal. However, it is important not to embarrass the child !

Patience and Understanding: How to work with "Fidgety Phil"

So what do I do? (cont'd)

5. Give him clear and simple directions. Ask him to repeat these directions if you question whether he understands them. To avoid singling him out, ask others at different times also to repeat directions. Talk slowly and frequently restate oral directions or information. Whenever possible, give all of your boys printed information to take home, such as important schedules, activities etc.
6. Whenever possible show the boys how to do something or provide pictures, diagrams or models. This will help all of your den to do a better job.
7. Always remain calm, firm and confident. These children react negatively to nervous or anxious behavior. No matter what happens, don't yell. This just reinforces inappropriate behavior on the child's part and frightens children. They may think that you are losing control.
8. If it appears that this child needs more overall supervision and attention than other boys, you're right! It is better for him to do one activity or task at a time. He may even require additional time to finish something.
9. Always remember that this child is easily frustrated. He will be harder on himself than anyone else will ever be because he knows he is different. This frustration, pressure and even fatigue can break down his self-control and lead to poor behavior.

What do I do if I have tried all of the above and he still misbehaves?

1. Remain calm, state the rule that the child broke and don't debate or argue with him.
2. You should have already decided upon consequences for misbehavior. Administer these consequences immediately.
3. While it is very important to stop misbehavior immediately, always remember to praise and reward good behavior just as quickly.
4. True discipline is always appropriate to the misbehavior and never harsh. There is no place for ridicule, criticism, sarcasm or physical/verbal abuse.

Patience and Understanding: How to Work with "Fidgety Phil"

Some general guidelines for working with ADHD children are:

1. Never ask the boy if he took his medicine. This is between his family and him. If you are experiencing difficulties, you might want to talk privately with his parent(s) about your concerns. This is assuming that you are aware that the child takes medication for the problem.
2. Never assume that a child has ADHD unless you know for certain. Parents are often reluctant to "broadcast" their child's difficulties.
3. Always try to avoid giving the child the feeling that he is odd or different. All children have different characteristics, behavior patterns, skills and abilities. An ADHD child is really not that much different from the others. He also wants to succeed, be welcome in a group, participate in activities, and just fit in like all of the others.
4. Try to reward him more than punish him in order to build self-esteem. (Actually, this works with all of the boys!)
5. Praise him immediately for any and all good behavior or performance.
6. Change your rewards if they have not been effective in motivating good behavior.
7. Find ways to encourage this child. He may be feeling "low" about not doing as well as the others or not accomplishing as much in the meetings.
8. Activities that he may do well in are bowling, walking, swimming, jogging or biking. Please note that he may do less well in organized team sports that require concentration and patience. You may also find that his fine motor skills are not as well developed as those of his peers. His ability to work with small tools and/or fine crafts will be affected.
9. Don't be surprised if he does better with younger children since that is often where he "fits in" developmentally.

Patience and Understanding: How to Work with "Fidgety Phil"

Some final thoughts for you about these children are:

1. Like all other boys this age, the ADHD boy will grow up, and you will be a part of this growth.
2. He will never forget the time, care and patience you expended on his behalf. You will be frustrated, sometimes angry, and always challenged by his "antics." But he is still a boy, someone who needs to be understood and loved if he is to grow into the fine man that he can and should become.
3. This is not a new problem, it is just a problem that has finally been identified. Like any problem, there are ways to handle it, both good and bad. It is up to you to choose the good ways.
4. There is even speculation that some illustrious people in our past may have had an attention disorder. TIME magazine speculates about the following: Benjamin Franklin, who was "disorganized and argumentative but nevertheless filled with endless creative energy"; Winston Churchill, who was a "bad student unable to concentrate"; and Albert Einstein, also a "poor student, distractible, socially backward and messy" . . . but a genius!
5. Any child is worth the trouble it takes to work with him. The rewards are great, and the alternative is unthinkable !



GETTING THE WORD OUT



The person to whom you direct your publicity is the Scout leader. You are either trying to get them there for the first time or reminding them to continue to come. You don't have to reach the entire community with your publicity, only the audience of leaders you are trying to attract.

GETTING EM' THERE – Publicity and Promotion

- I. What are some of the ways you can promote your roundtable?
 - A. Council newsletter – use your council newsletter to do more than just announce the time and place of your roundtables.
 1. Make a special feature each month in your district column about some special aspect of your roundtable for that month.
 - a. Pack finance for committee, etc.
 - b. Pictures of past roundtables.
 2. Many leaders do not know that roundtable presents materials other than what is in the Program Helps or that they can benefit the whole pack not just the den leader or Cubmaster.
 3. Remember, however, that there is a problem with the newsletter being timely.
 - a. many councils have a long lead time such as two months prior to the roundtable.
 - b. it may not be published each month or several months may be combined.
 - c. many communities do not receive the newsletter until after the roundtable for the month you would be featuring.
 4. Consider you and your staff writing articles for each of the issues at your annual planning meeting and decide at that time what feature areas you will want to have in what issue.
 - B. Local newspaper – especially, if you have a small town publication or local community newspaper, they have a community interest section.
 1. Investigate having an article in your local paper featuring the roundtable or maybe one of your roundtable staff members. They are volunteers in your community and newsworthy.
 2. A picture is worth a thousand words – encourage local newspapers to come and visit your roundtable with their camera, but only if you have a roundtable worthy of a picture.
 - C. Posters – These can be effective if they are placed in locations that are readily accessible to leaders.
 1. Places to consider in placing posters
 - a. scout service center
 - b. scout distributor
 - c. convenience stores
 - d. church bulletins
 - e. gas stations
 - f. other scouting events such as Pow Wow, training courses

2. Making posters that spark interest
 - a. Look at your newspapers and magazine for ideas for posters. We are developing an advertising layout.
 - b. Cut out pictures and letters to make interesting posters.
 - c. Develop a clip book. You don't have to be an artists to develop a good Poster. (A clip book is a collection of pictures from magazines, newspapers, or any printed material that could be cut out and duplicated on a poster or flyer. There are even professional clip books printed by advertising agencies.
- D. Personal Contact – Best and most effective of all the promotions.
1. Monthly commissioner meeting should emphasize the commissioners involvement in promotion of roundtable.
 2. Encourage unit commissioners to personally bring the unit leader at least to the first couple of roundtables.
 3. Consider a calling tree of your roundtable staff.
 4. Adopt a Unit – Packs that regularly attend roundtable adopt a unit that doesn't attend. They call and make arrangements to pick up members from the pack and take them to the roundtable with their own unit leaders.
 5. Dog and Pony show – Roundtable staff develop a slide presentation of your roundtable. Go to the units during pack meeting or committee meeting and show how roundtable can help their unit.
 6. Word of Mouth – Encourage people who enjoy your roundtable to be your spokesperson in promotion of roundtable.
 7. Don't forget to have a roundtable person at every training session in your district and at other district events.

II. KEEPIN 'EM COMING – Retaining Your Attendance

- A. There are many important factors and ways of retaining attendance at your roundtable but program is the most important guarantee of repeated and regular attendance.
1. People will not attend if the program doesn't apply to them and they feel it is worthy of their time and effort.
 2. All the attendance gimmicks and promotion in the world cannot retain good attendance month to month without good program to achieve it.
- B. Let's look at some of the ways we can encourage continuing attendance in addition to a good program and to liven up the anticipation of roundtable.
1. Individual Attendance Awards
 - * We all like to receive individual recognition. Adults really aren't much different from boys in that respect.
 - * Ask participants to share their system of recognizing individual attendance and how successful they find the recognition.
 - * Show some ideas of the types of beads or awards used.

- * Ask participants if they feel that leaders like some kind of individual attendance recognition and have a little discussion about this.

REMINDER: INDIVIDUAL AWARDS ARE NOT OFFICIAL INSIGNIA AND SHOULD NOT BE PERMANENTLY ATTACHED TO THE UNIFORM OR WORN OUTSIDE OF YOUR COUNCIL

2. Unit participation award

- * Why is it useful to have unit participation awards?
- * What are some of the unit participation awards and their uses?
- * Totums, drums, travel lamp, Pedro, walking stick, etc.

3. Gimmicks to liven up your attendance

- * door prizes – contributed items or program oriented handmade items
- * special craft items or display items such as cups, neckerchief slides, etc.
- * give always of theme equipment used in a demonstration or ceremony, or game that could be used by a unit leader.
- * give contributions such as scrap materials, or program ideas that were used in displays
- * CUBUCS/SCOUTBUCS – give play money and sell donated items with CUBUCS/SCOUTBUCS earned by attending roundtable and participating
- * bring a pack items to be placed for sale by the unit

C. What keeps people from returning to your roundtable. How do you identify attendance problems?

1. You need to get feedback from the participants as to why they come and why they don't.
2. You need to get evaluation from the point of view of the participants.
3. How do you find out what they like, dislike, want or don't want and are you meeting their needs and expectations.

Surveying or questionnaires are good means of finding out.

How do you develop a good survey or questionnaire that will get the information you want? We are going to explore that.

ASK:

WHAT DO YOU THINK TURNS PEOPLE ON AND MAKES THEM CONTINUE TO COME?

WHAT DO YOU THINK TURNS PEOPLE OFF AND MAKES THEM QUIT?

MAKE TWO COLUMNS OF THESE RESPONSES.

Using this information, review the "How to Develop Surveys and Questionnaire" and then apply this information to the formation of questions you want to ask in your survey and questionnaire.

HANDOUT:

"How to Develop Surveys and Questionnaires"

Planning your

Blue and Gold

Banquet

What is a Blue and Gold Banquet?

To define a Blue and Gold Banquet we must recall how Scouting began:

Scouting originated in England when Sir Baden-Powell wrote a book called "Aids of Scouting". The book was originally written for soldiers but it caught the fancy of many British boys who began practicing what is taught. Sir Baden-Powell then published another book in 1908 that was an illustrated handbook of activities called "Scouting for Boys" and Scouting soon spread around the world.

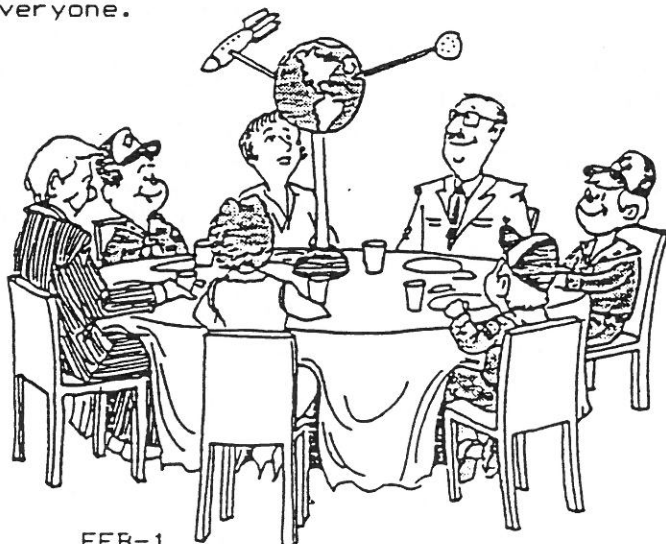
In February of 1910 William D. Boyce and Daniel Beard founded the Boy Scouts in the United States. Cub Scouting was organized 20 years later in 1930 to provide a program for young boys not old enough to join the Boy Scouts.

As you can see, February is the Anniversary Month for the Boy Scouts of America. Many special events and activities are planned by Packs all over the country to celebrate these twin anniversaries, highlighted by the annual Blue and Gold Dinner. It is a birthday dinner that joins Cub Scouts and their families for an evening of fun and good fellowship.

Some packs make the dinner a potluck affair with each family bringing a covered dish and other packs prefer buying the food, having it prepared by a parents' committee and then prorating the cost among those attending.

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Banquet arrangements must be made and planning done well in advance. This is the secret of a successful Blue and Gold Banquet.

Be sure to keep records of all costs, number attending and all procedures taken for future reference. Involve as many leaders and parents as desired if needed -- encourage their ideas and help as much as possible. Sharing responsibilities makes it easier and more fun for everyone.



Steps to Planning a Blue and Gold Banquet

The following is a basic outline you can use in planning your banquet. On the following pages, you will find detailed information for each step.

- I. Select date, time and place.
 - A. In selecting the place consider the following:
 1. Adequate space for seating and displays.
 2. Availability of parking space, restrooms, coat racks.
 3. Program needs, such as microphone, stage, etc.
 4. Convenience for food preparation and/or serving.
 5. Reserve meeting place well in advance.
- II. Dinner Committee
 - A. Select meal plan - catered or potluck.
 - B. Determine serving needs - kitchen utensils.
 - C. Select menu and estimate cost.
 - D. Assign serving and cleanup jobs.
- III. Program
 - A. Entertainment.
 - B. Props for skits and ceremonies.
 - C. Recognition of boys and leaders.
 - D. Make assignments for various parts of the program.
 1. Invocation.
 2. Welcome and Introduction of Guests.
 3. Ceremonies.
 4. Recognitions.
 5. Entertainment.
- IV. Decorations
 - A. Room decorations.
 - B. Table decorations.
 - C. Displays.
- V. Publicity
 - A. Inform all pack families of date, time, place and cost.
 - B. Invitations - send invitations to special guests.

Planning the Banquet

Because this annual event usually attracts the biggest crowd of the year, planning must start early -- preferably in October or November. At the October Pack Meeting announce and explain what a Blue and Gold dinner is. Ask the parents to indicate a preference for the type of dinner. Discuss details at the November Committee Meeting and appoint your Banquet Chairman. This Chairman recruits helpers to carry out the responsibilities that will follow. A general outline has been prepared to help make your planning easier. Try to involve as many people as possible and avoid giving den leaders too many additional responsibilities - they will be busy working with their dens.

BANQUET COMMITTEE RESPONSIBILITIES

1. **Date, Time and Place.** Set the date and time of banquet if this has not already been pre-determined. Most packs hold the banquet on the regular Pack Meeting date since it takes the place of the February Pack Meeting. When selecting the night for your dinner take into consideration the following:
 - a. This will be a longer than usual event so your may decide a Friday or Saturday would be best to avoid a late evening on a school night.
 - b. If each family is bringing food you might want to start the banquet later than usual to allow working parents to have plenty of time to prepare their food. This, of course, depends upon the time of your regular meeting.

Secure an adequate facility at least six weeks in advance. This is the longest amount of time you can wait. Most places require months advance notice. Consideration must be given to a hall of sufficient size to accommodate such displays and a stage area where Cub and Webelo Scouts can perform.

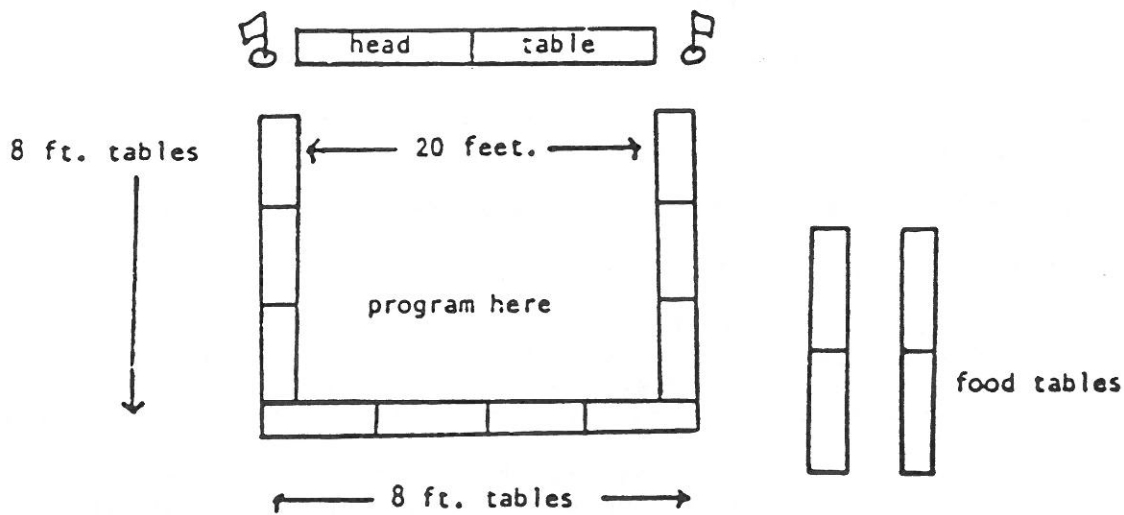
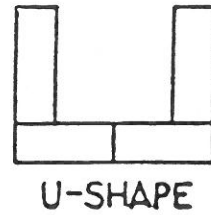
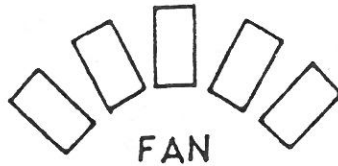
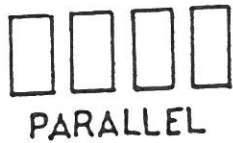
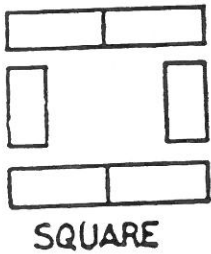
- a. Types of facilities: School cafeteria, Church meeting room, Civic center, Town Hall, Restaurant.
 - b. Check on rental fee, if any. This may determine which facility you decide to use.
 - c. Check seating capacity and number of tables available.
 - d. Inquire about kitchen availability, if needed.
 - e. Secure permission to use special items - PA system, speaker's stand, etc.
 - f. Confirm reservations at least a month in advance.
2. **The Dinner.** Decide on a meal-serving plan.
 - a. Potluck - Each family brings a dish to share either with the whole pack or with the den group. Families furnish their own plates, cups, utensils, serving dishes or the Pack may do this. Food is pooled and served buffet style.
 - b. Food Committee - If the pack has sufficient funds, may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins and ask the pack families to bring salads, vegetables and desserts. Some packs prorate the cost among those who attend. Some food committees purchase all the food and prepare the entire dinner.
 - c. Catered - Either have a caterer bring in the food already prepared, or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing for the pack to do but decorate the room and tables.

The Dinner (Cont.)

Use the members of the Banquet Committee as chairmen of the following subcommittees to plan the details of the banquet. Depending on the size of the banquet, you may wish to combine some of the responsibilities to fit your needs.

Physical Arrangements - Subcommittee responsibilities

1. Develop a seating plan so that den families can sit together.
 - a. Head table.
 - b. Arrangement of tables (determined by the size and shape of the room.) Some samples are shown below:



- c. Be sure everyone will be able to see and hear.
2. Make arrangements to get into the building early on the day of the banquet to set up tables and decorate.

Physical Arrangements (Cont.)

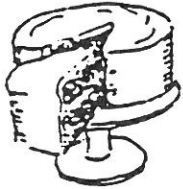
3. Inform dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for the banquet.
4. Check restroom and coatroom facilities.
5. Check on need to work with custodian.
6. Be sure there is adequate parking space.
7. Arrange for adult clean-up committee. Have trash bags.

Food Subcommittee Responsibilities

1. Potluck Plan.
 - a. Decide if dens will plan their own menus or if each family will bring food to contribute to an over-all pack menu.
 - b. Let each den family know how much and what type of food to bring.
 - c. Decide if the pack will furnish plates, utensils, cups, napkins, sugar, salt and pepper, etc.,. If so, make arrangements to buy them or have them donated.
2. Food Committee Plan.
 - a. Decide how much food the pack will furnish (meat, drinks and paper goods, or all the food). (See pgs 6 & 7.)
 - b. Purchase food and other dinner items.
 - c. See that each den receives their share of purchased goods.
 - d. Obtain enough helpers to prepare the meal (or part of the meal). Remember health rules.
3. Catered Plan.
 - a. Contact a caterer and agree on menu and cost.
 - b. Check time of delivery and find out if caterer provides everything, including drinks and dessert.
 - c. Accept reservations and estimate attendance well in advance.
 - d. Collect money prior to the banquet.
4. Restaurant Plan.
 - a. Contact a restaurant and agree on menu and cost.
 - b. Accept reservations and estimate attendance well in advance.
 - c. Collect money prior to the banquet.
5. Plan to have a cake or cupcakes. This is a birthday party. Consider having a father/son (adult male/boy) cake bake. (See Page 8.)
6. Determine serving needs. Plan two serving lines if more than 150 people are served. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, as needed.
7. Work with the program subcommittee in adhering to time schedule for serving, eating, etc.

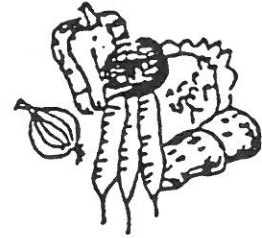
THE BANQUET MEAL

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



Pot Luck Meal - For a den of 8 families:

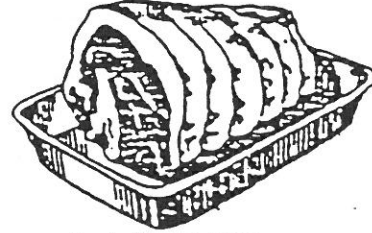
- 2 Families bring meat dishes
- 2 Families bring vegetable dishes
- 2 Families bring salads
- 1 Family brings dessert
- 1 Family brings bread and drinks



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



QUANTITY BUYING TABLE



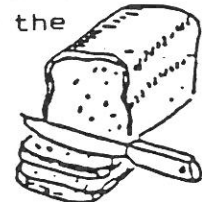
Baked Beans - 4 quarts
 Butter - 1 lb. (64 servings)
 Carrots, raw sticks - 1 1/2 lb.
 Coffee (regular) - 1 lb. (40-50 cups)
 Coffee (instant) - 1 jar (2oz) (40 c.)
 Lettuce - 3 heads
 Salad Dressing - 1 pint or 1/2 lb.
 Potato Salad - 4 quarts
 Jello Salad - 1 to 1 1/2 quart mold
 or 9" x 13" dish
 Mashed Potatoes - 4 quarts
 String beans - 3 #2 cans
 Peas - 4 #2 cans
 Baked Ham - boneless - 7 to 8 lbs
 Swiss Steak - 10 lbs.
 Meat Loaf - 1 1/2 lbs pork, 3 1/2
 lbs beef
 Chicken - 40 pieces
 Turkey - 18-20 lbs.
 Stuffing for poultry - 5 quarts
 Cake - 1 15 1/2x10 1/2x1" sheet*



Pickles - 1 1/2 pints
 Jelly - 1 1/2 pints
 Rolls - 50
 Cream (Coffee) 1 1/2 pt.
 Ice Cream - 1 gallon
 Punch or Iced Tea - 2
 gallons=50 5oz serv.
 Crackers - 3 lbs.
 Cream (topping) - 1 pint
 Hot Dogs - 7 lbs (2 ea.)
 Juices - 3 46 oz. cans
 Ketchup - 3 14 oz bottles
 Lemon - (for tea) - 4
 Mints - 1 1/2 lbs.
 Nuts - 2 lbs.
 Peanut butter - 3 cups to
 spread 25 sandwiches
 Potato Chips - 2 lbs.
 Radishes - 4-5 bunches
 Sugar (tea/coffee) 3/4 lb.

Note: If the banquet is potluck or prepared by a food committee, it is usually best to use paper plates and cups and plastic utensils to avoid dish washing. If you're eating at a cafeteria or restaurant, you won't need to worry about dishes.

*If you prefer to purchase your cake, try your local High Schools. One pack went through the Vocation High School - the cost was minimal and they did a great job.



QUANTITIES TO SERVE 100 PEOPLE

COFFEE	- 3 lbs
SUGAR	- 3 lbs
CREAM	- 3 quarts
WHIPPING CREAM	- 4 pints
MILK	- 6 gallons
FRUIT COCKTAIL	- 2 1/2 gallons
FRUIT JUICE	- 4 #10 cans
TOMATO JUICE	- 4 #10 cans
SOUP	- 5 gallons
OYSTERS	- 18 quarts
HOT DOGS	- 25 lbs
MEAT LOAF	- 25 lbs
HAM	- 40 lbs
BEEF	- 40 lbs
ROAST PORK	- 40 lbs
HAMBURGER	- 30-36 lbs
CHICKEN FOR CHICKEN PIE	- 40 lbs
POTATOES	- 35 lbs
SCALLOPED POTATOES	- 5 gallons
VEGETABLES	- 4 #10 cans
VEGETABLES	- 4 #10 cans
BAKED BEANS	- 5 gallons
BEETS	- 30 lbs
CAULIFLOWER	- 18 lbs
CABBAGE FOR SLAW	- 20 lbs
CARROTS	- 33 lbs
BREAD	- 10 loaves
ROLLS	- 200
BUTTER	- 3 lbs
POTATO SALAD	- 12 quarts
FRUIT SALAD	- 20 quarts
VEGETABLE SALAD	- 20 quarts
LETTUCE	- 20 heads
SALAD DRESSING	- 3 quarts
PIES	- 18
CAKES	- 8
ICE CREAM	- 4 gallons
CHEESE	- 3 lbs
OLIVES	- 1 3/4 lbs
PICKLES	- 2 quarts
NUTS	- 3 lbs assorted

To serve 50 people, divide by 2
 To serve 25 people, divide by 4

PROGRAM SUBCOMMITTEE RESPONSIBILITIES

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

Day of the Blue and Gold Banquet

The physical arrangements committee should arrive early to set up den tables and chairs and put table cloths on tables.

Set up display table for crafts and projects boys completed during weekly den meetings.

Decorate hall with Blue and Gold streamers, balloons, Finata, etc.

If cake has been ordered, make sure you have a delivery time or a person in charge to pick it up.

Welcoming committee for families and guests should arrive early.

THE BANQUET PROGRAM

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

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

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

The following is a suggested agenda for the banquet program:

- Opening Ceremony
- Invocation
- Dinner
- Songs (Use song leader & song sheets so everyone will join in.)
- Welcome and Introduction of Special Guests
- Greeting from Head of Chartered Organization
- Bobcat Induction Ceremony
- Den Skits and Stunts
- Webelos Demonstration
- Advancement Awards Ceremony
- Den Skits and Stunts
- Recognition of Leaders
- Announcements and Thanks
- Closing Ceremony

This agenda can be adjusted to fit your own particular needs. Try to limit the total program time to no more than 1 1/2 hours. It should be fun for all, but remember the spotlight is on the Cub Scouts. Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.

BANQUET INVITATIONS

Remember that Scouting is a family affair so be sure that each Cub knows that his entire family is welcome. This includes grand parents, aunts, uncles, cousins and anyone else who would like to come and see Scouting in action.

Boys can make the invitations at den meetings and take them home to their families. Invitations to special guests should be mailed. Special guests invited to the banquet might include the following:

- District Scout Executive and Family
- Unit Commissioner
- Church minister or rabbi (where banquet is held)
- Scoutmaster of nearby troop
- P T A President and spouse
- Scouting Coordinator
- Former Cubmaster and spouse
- Pack Alumni
- School Principal

Remember, the above is only a guideline. There may be other organizations who help your pack in some way and you might want to have a representative from that group. (For example, the Police Department for their help with your Bike Rodeo, or the First Aid Squad for the use of their building for your Pinewood Derby, etc.)

For your special guests, you may have a head table or if there are too many special guests to all be seated at the head table, then it is a good idea to seat guest with dens. They usually like to be where the action is, anyway. Be sure to let the dens know in advance how many guests to expect, and who, so they can make the necessary table decorations, place cards, etc.

The design of the banquet invitation should reflect the high ideals of Cub Scouting and also the theme of the banquet.

Sample Invitation

Pack ???
Boy Scouts of America
requests the honor of your presence
at their annual
BLUE AND GOLD BANQUET
Friday, February ??, 199?
Community Town Hall
26 West Main Street

6:30 pm

Come and see.....

AN UNUSUAL BANQUET INVITATION

MATERIALS

CONSTRUCTION PAPER (2 COLORS)
TWO 3/4" PAPER FASTENERS
SCISSORS
FINE-LINE FELT TIP MARKER

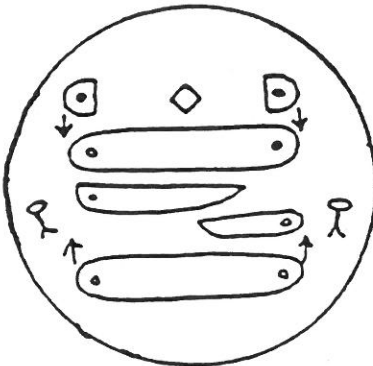
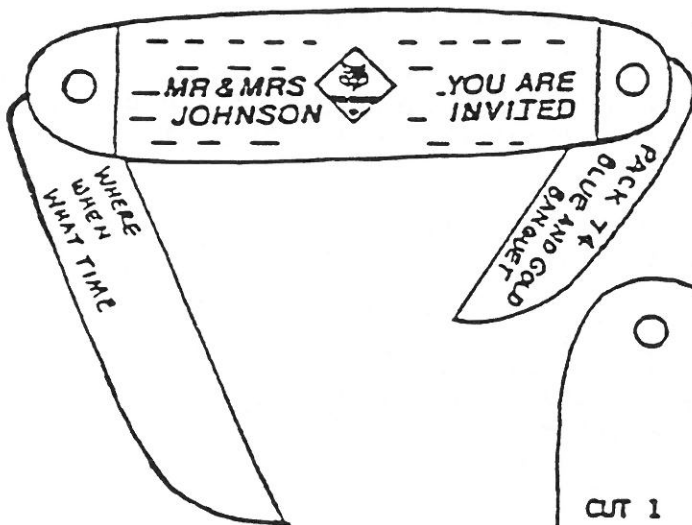
DIRECTIONS

CUT OUT THE PATTERN PIECES FROM CONSTRUCTION PAPER AS INDICATED.

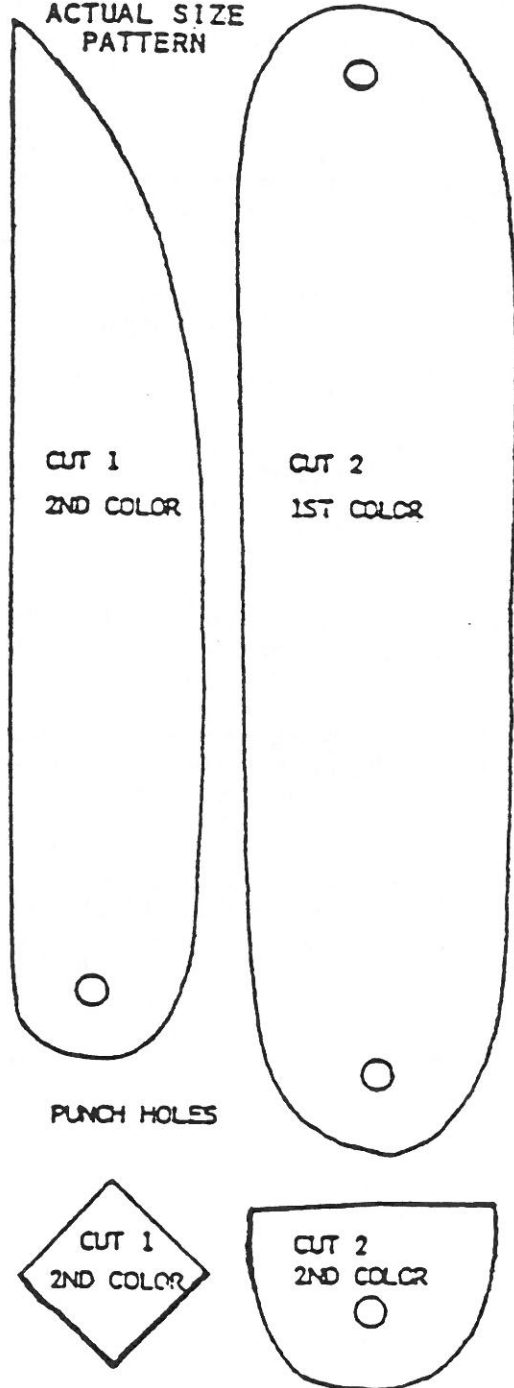
GLUE EMBLEM ON FRONT.

USE MARKING PEN TO WRITE IN THE DETAILS.

JOIN PIECES TOGETHER WITH PAPER FASTENERS.



ACTUAL SIZE PATTERN



BANQUET DECORATIONS

Making the decorations is the most exciting part of the Blue & Gold Banquet for den leaders and boys. The decorations should be simple and easily made by boys. Make good use of inexpensive and scrap materials. Use the banquet theme as the guideline for decorations.

There should be coordinated between den leaders, den leader coach, and the program subcommittee, so that each den will be making generally the same amount of decorations. The type and style can vary with each den, but all dens should be making the same items. It is bad if one den makes place mats, place cards, nutcups, napkin rings, etc., and another den makes only place mats. A little advance planning will make everyone happy.

Some of the items which boys might make in den meetings are:

- | | |
|----------------|------------------------------------|
| a. Centerpiece | e. Napkin rings |
| b. Nutcups | f. Corsages for Mothers |
| c. Place mats | g. Bouteniers for Dads |
| d. Place cards | h. Favors for brothers and sisters |

Remember that Cub Scouts won't want to spend several den meetings cutting and pasting. Enlist the help of mothers in making part of the decorations.

The following items are available or can be ordered from the Scout Service Center or local Scout distributor, if your pack wishes to purchase them:

- No. 4596 Cub Scout Menu Cover (Several designs available)
- No. 4022 Cub Scout Napkins (pkg of 50)
- No. 4021 Cub Scout Place Mats (pkg of 25)
- No. 4014 Cub Scout Place Cards (5 7/8" x 2 5/16")
- No. 4650 Cub Scout Insignia Stickers (large)
- No. 4649 Cub Scout Insignia Stickers (small)
- No. 1109 Cub Scout Desk Flag Set

Molds may be ordered: Webelo, Wolf, Bear, Bobcat.

Candy molds are great for favors.

BLUE AND GOLD IDEA SOURCES

For ideas on skits, ceremonies, decorations, etc. use the following sources:

- Scouting Magazine
- Boys Life (past and present copies)
- Program Helps (past and present)
- Library Card File - Subject, skits-plays-etc.
- Ask what magazines the library has on file.
- Pack-o-Fun Magazine
- Children's magazines of many types (Highlights, Sesame Street, Electric Company, 3-2-1 Contact)
- GAMES Magazine
- Gifted Children Newsletter
- BSA Publications
- POW-WOW handouts, Roundtable handouts.
- Look in book stores (browse) then check your library. Give them your request. They may very well be able to get it on loan.
- Parents
- Craft Stores
- Books by Vernon Howard:
 - Acts for Comedy Shows
 - Holiday Monologues
 - Humorous Monologues
 - Monologues for Boys & Girls
 - Monologues for Teens
 - More Charades and Fantomimes
 - Fantomimes, Charades & Skits
 - Puppet & Fantomime Plays
 - Short Plays from the Great Classics
 - Talking to an Audience

When purchasing supplies for Cub Scouts don't forget to ask about your Tax Exemption. Most places require a letter from your Pack with your Tax Exempt Number.

When you attend your Roundtable meetings, share your skits, ceremonies, decorations, etc. If each of us share our ideas, we can all benefit.

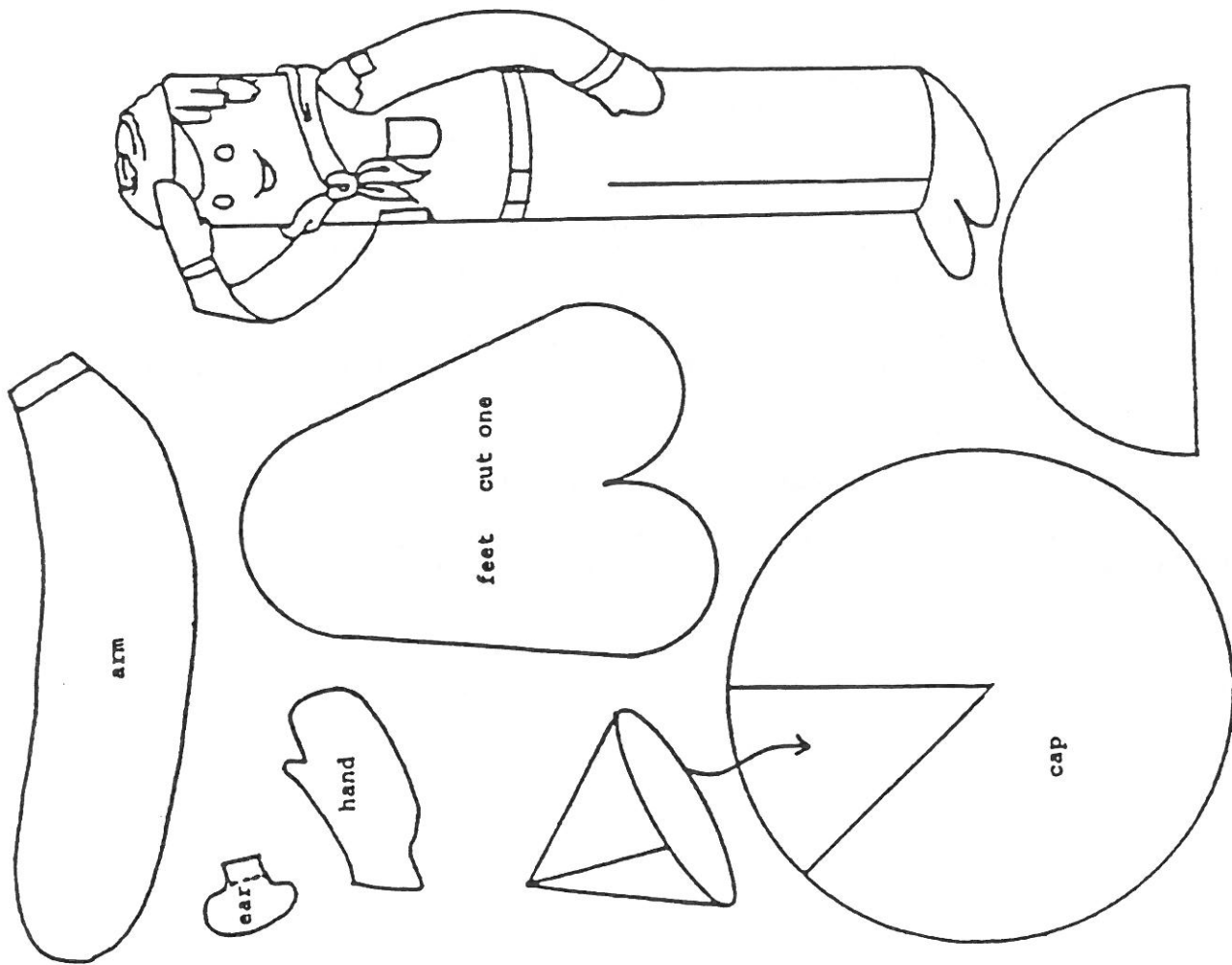
BLUE AND GOLD CRAFTS

The following pages include a variety of ideas for decorations, table favors, invitations, program covers, centerpieces, etc.

CUB CENTERPIECE

Materials:
 10: cardboard mailing tube (1 3/4" diameter)
 Blue and yellow construction or crepe paper
 Gunned crepe paper (assorted)
 13" length #15 wire
 (construction paper may be used entirely)

Cover tube with blue paper. Stick about 2" strip of lt. pink or beige paper around top for face. Cut eyes, mouth and hair and glue on. Cut 3" circle for hat (see inset). Crush point down. Cut brim and paste to hat. Add stripes and insignia. Paste on top of tube. If using crepe paper, glue two pieces together or use construction paper and cut out ears, arms, hands and feet following patterns above. Paste to figure. Paste right arm in saluting position. Cut triangle of yellow for tie and paste around neck. Place 1/8" strip of black front and back to define trouser legs and 1/4" strip for belt. Square of yellow makes buckle. Use wire for den flag standard, making den flag of crepe or construction paper. Mount figure on block of wood or foam if desired.



BLUE AND GOLD PROGRAM COVERS



PACK 86
BLUE AND GOLD
BANQUET



February 21

Pack 312



BLUE and GOLD
BANQUET

February 26, 1981

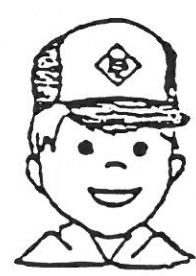
BLUE AND GOLD
BANQUET



Pack 6
Boy Scouts of America
1930-1981

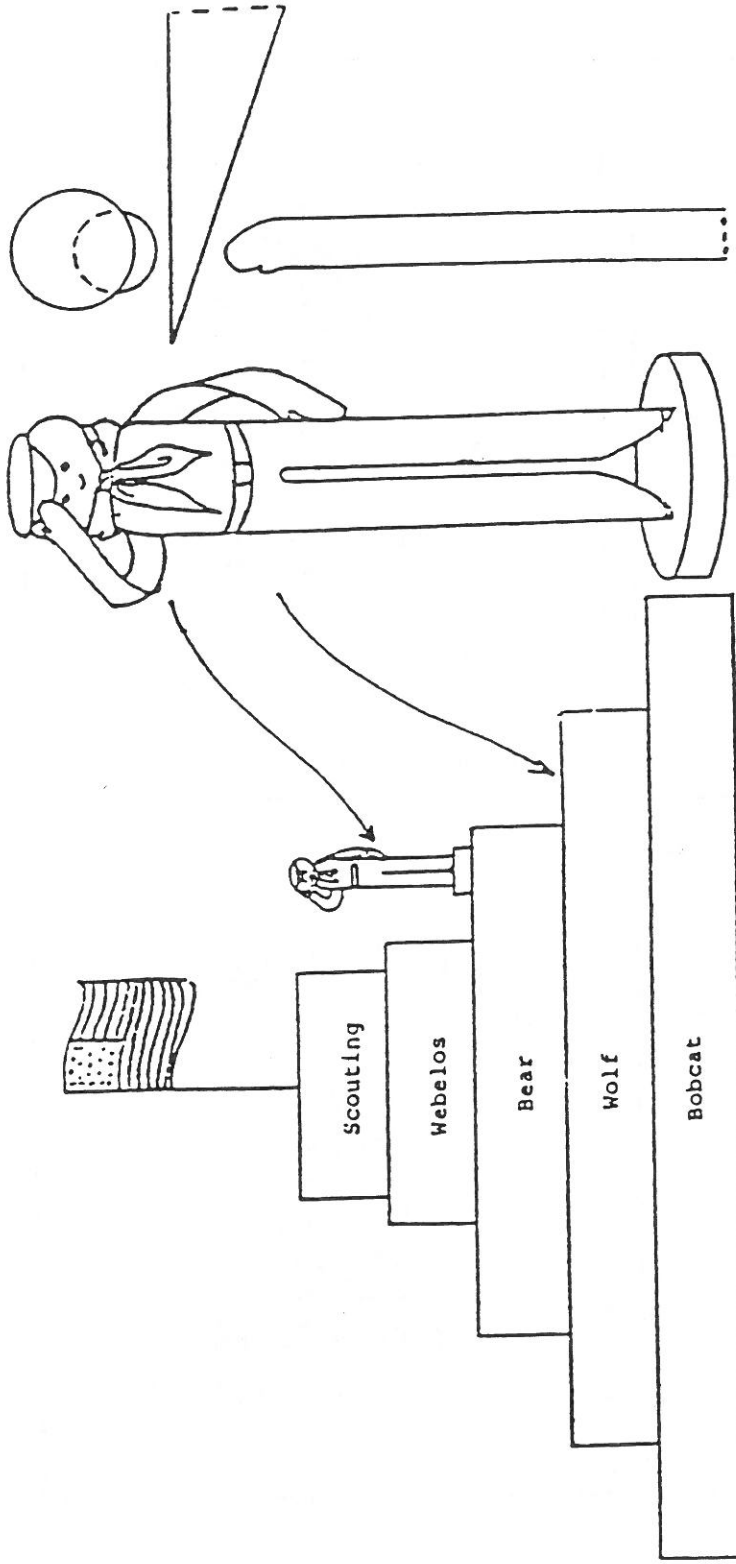
PACK 54

BLUE AND GOLD BANQUET



February 26, 1981
PARKVIEW GRADE SCHOOL

BLUE AND GOLD CENTERPIECE



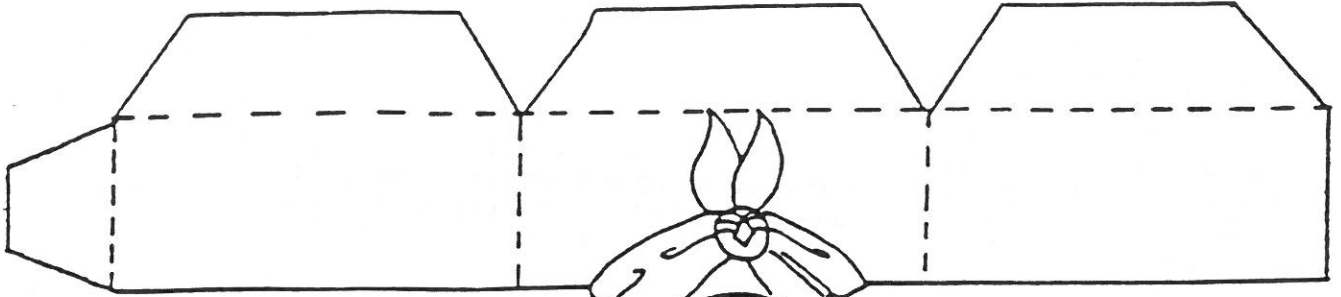
CLOTHESPIN CUB

marshmallow candle lifesaver
on cardboard

GOLDEN STAIRS OF CUB TO SCOUT

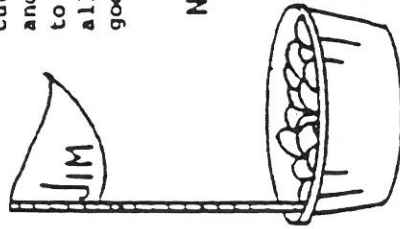
Materials:
 5 progressively smaller wood or styrofoam squares or rectangles
 old fashioned clothespins (check the Sears catalog)
 crepe paper
 pipe cleaners or bump chenille
 paint, Cub Scout and Boy Scout colors
 Use yellow crepe paper to cover steps. Cub Scouts are made from straight clothespins. Paint Cubs blue, neckerchiefs from yellow crepe paper or paint. Arms made of pipe cleaners or bump chenille, caps of crepe paper, fastened on with white glue. Bend arms to salute flag. Flag 10-12" high.
 Boy Scouts: Paint tan, use tan chenille to make hats and for arms raised in salute to flag. Neckerchiefs of any color.

PLACEMATS AND PLACE CARDS

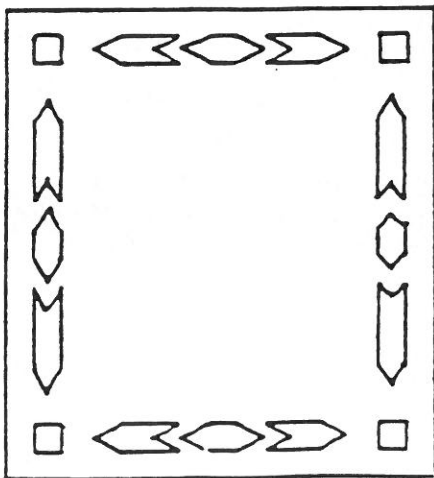


Trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a 3 sided nut cup. Glue all edges together. Fill with goodies.

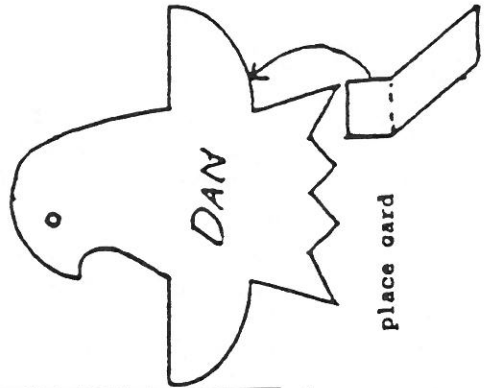
NUTCUP PLACE CARD



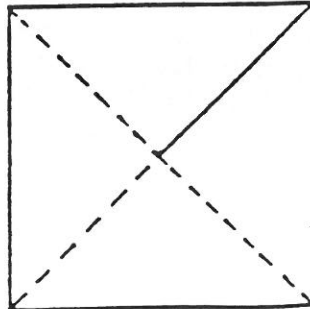
small nut cup
1/2 soda straw pennant



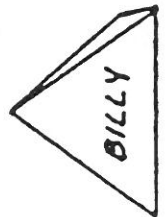
placemat-sheet of blue construction paper. Slotted and threaded with 1" yellow strips



place card



triangular place card



OPENING CEREMONY

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

- B - We are wearing blue and gold you see.
L - We live up to our Promise - good Scouts are we.
U - We strive for truth and spirituality.
E - And we learn about steadfast loyalty.
- G - Giving good cheer is a Law of the Pack.
O - We try to obey that law and never be slack.
L - We enjoy the warm sunlight, and we are happy each day.
D - We have fun and learn, in the Cub Scouting way.
- This can be followed by the Pledge of Allegiance.)



OPENING CEREMONY

Equipment: 4 candles (2 blue & 2 gold), candleholders, U.S. flag, 5 Cub Scouts, 4 cards (each bearing one letter of the word CUBS)

Place candles in candleholders on the table with a lettered card behind each one. At the proper time, the Cub Scout lights his candle and reads his part.

- Cub #1 : Friends we welcome you to our blue and gold banquet. Behind the candles are the letters C-U-B-S.
- Cub #2 : C stands for courtesy. A Cub Scout is courteous to his elders, his friends, his teachers, and especially his parents. He is courteous in all that he says and does.

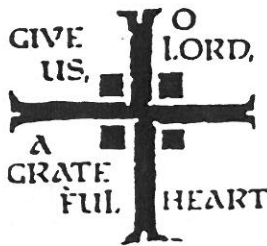
OPENING CEREMONY (Continued)

- Cub #3 : U stands for unity. When a boy joins a pack, he becomes a member of a den. He works and plays with other boys. He learns to get along with others.
- Cub #4 : B stands for bravery. The Cub Scout is courageous enough to stand up for what he thinks is right, honest and fair, thereby making the world a better place in which to live.
- Cub #5 : S is for service. When a Cub Scout learns to serve others, God, and his country, he helps spread goodwill.
- Cub #1 : Now, will everyone rise and join in the pledge of allegiance.

INVOCATIONS

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

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



ADVANCEMENT CEREMONY

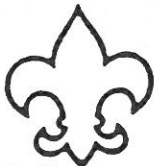
Props : All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.

Setting : Narrator presents awards from front of room with stack of birthday gift awards on table in front of him/her.

Narrator: Tonight is Scouting's 81st birthday and Cub Scouting's 61st birthday. And we're going to give out some birthday presents to some deserving Cub Scouts. The first presents go to new Cub Scouts who have earned the Bobcat badge. (Read names and present each with gift.) And now, to celebrate the time and effort spent by these boys, we would like to give presents to those who have earned the Wolf badge. (Read names and present gifts.) Next, a group of boys who richly deserve this gift - they have completed the requirements for the Bear badge. (Read names and present gifts. (Webelos badge and activity badges are presented in the same manner).

Enjoy these small gifts from Scouting that you have worked to achieve but remember, a gift is much richer when you give than receive. So please give what you have learned in Cub Scouting to others.

CLOSING THOUGHT



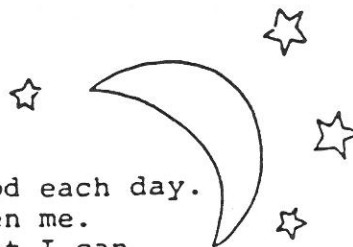
You've heard the T.V. commercial which says, "You're not growing older, you're getting better". That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys and their families. So even though some of you may think that 61 sounds pretty old, just remember: "Scouting isn't getting older...it's getting better."

Good night.

CLOSING VESPER

Tune: Tannenbaum

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



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