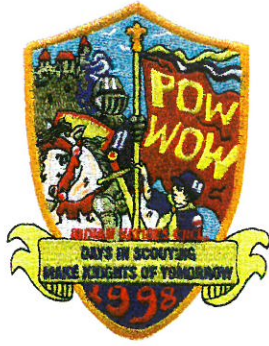


**Indian Nations Council
Cub Scout Leaders Pow Wow
November 7, 1998**



Indian Nations Council

Pow Wow Tradition

The Council of the Indian Nations has a legacy of presenting Pow Wows that are regarded among the very best in the Kingdom of Scouting. The quest to achieve this royal heritage is not easily earned. It comes through the magic, vision, and dedication of the chairmen who take on the obligation of leading each year's Pow Wow.

Indian Nations Council is proud to recognize this royal heritage.



1997 - Anita Wilson

1978 - Paul & Gloria Cukjati



1996 - Roger Newton & Dalton Wiley

1977 - Jack & Jennifer Hanson

1995 - Ray Lewandowski & Jim Pyeatte

1976 - Steve & Deanne Balsters

1994 - Larry Bahler & Denise Thomas

1975 - Marvin & Ann Stagg

1993 - Don & Lisa Muttoni

1974 - John & Carolyn Miller

1992 - Dwight & Kathy Hyams

1973 - Bill & Doris Payne

1991 - Jim Thoma & MaryAnn Riner

1972 - Bill & Dottie Elliot



1990 - Jim & Barb Denny

1971 - Fred Stricker

1989 - Harold & Faye Collier

1970 - Bill & Dottie Elliot

1988 - Craig & Cindy Warne

1969 - Bill Elliot



1987 - Rommie & Barbara Correll

1968 - Dr. William H. Day

1986 - Bob & Pat Yerton

1967 - Dr. John Messick

1985 - Bill & Pat Baumgartner

1966 - Wayne Little

1984 - Bill & Betty Fry

1965 - Emerson Bennett



1983 - Jim & Joanna Wilcox

1964 - Joe Kenworthy

1982 - Roger Scott

1963 - John McKinney

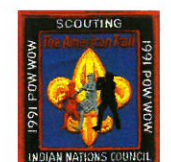
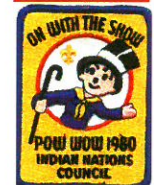
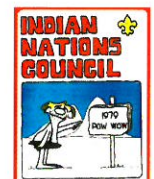
1981 - Phil & Una Jo Teter

1961 - 1962 - Gerald R. Bailey

1980 - Chip & Sue Huddleston

1955 - 1960 - Emerson Bennett

1979 - Don & Paula Foster



Indian Nations Council
BOY SCOUTS OF AMERICA



November 7, 1998

Dear Scouters:

The Indian Nations Council would like to welcome you to the 1998 Cub Scout Leaders Pow Wow. Through this special event you have the opportunity to gain valuable knowledge from our best and most experienced volunteers. This knowledge will help you provide a positive influence on the development of your son and his friends, as well as helping you to provide meetings that are fun and exciting.

Scouting has a rich tradition and strives to continue providing leaders who will help guide our boys into manhood by instilling in them strong family values. It is through trained and dedicated volunteers that we help keep this tradition alive.

Thank you for your commitment and time to the Scouting movement.

Sincerely,


Kent Caraway
Council Executive

INDIAN NATIONS COUNCIL

3201 South Peoria
Tulsa, Oklahoma

When taking on this task of Book Editor, I thought and thought about how to style this Pow Wow book and the material to be inserted. This book has been geared for new Scout Leaders, who are just joining the scouting trail and are feeling lost on what to do next. Well, I hope this book can get you started on the right track.

In putting this book together, I remember how I felt when I was a brand new scout leader and was scrambling for ideas for a den meeting. I hope as you get ready to plan your meetings, that this book will be a good resource tool for ideas as you start your journey down the leader trail.

Everyone should volunteer for Book Editor once, right. Although, I don't recall volunteering, myself, I truly appreciate every book editor who has taken on the task of creating a Pow Wow book. You can not begin to imagine the time and effort it takes to put together such a book. I sure didn't until I took on that task. There is a lot of dedication involved by a lot of individual scouters, who have a lot of experience and stories to tell in scouting.

I want to thank all the volunteers who provided material for this book. To Janet Brinkman and Holly Lindsey, for they're long hours at the computer, a special thanks. Job well-done ladies! To my family, I want to thank you for all your love and support, especially when I was feeling the crunch.

Last but not least, a very special thank you to Bill Shaffer for the artwork done on the dividers. Great job!

To you, the Cub Scout Leaders, I hope this book will be a resource tool that can provide you success for your boys as they follow the Cub Scouting trail.

See you at Pow Wow



Charlotte Griffis
Pow Wow 98 Book Editor



1998 Cub Scout Leaders' Pow Wow
Days In Scouting
Make Knights Of Tomorrow

INDIAN NATIONS COUNCIL
BOY SCOUTS OF AMERICA

Dear Cub Scout Leader,

In days gone by there were men the likes of which the world had never seen: and they were called knights; and they were to be counted in history as the greatest example of the meaning of honor. For they lived their lives straight and true; and their lives were pledged to their God, their country, and their fellow man: and from them came the basis of the Scout Oath and Law.

In the wooded area near his home, a young English boy's imagination transported him to the days of old where he played out the part of a brave knight on a quest for his King and country. There were dragons to be slain, lands to be conquered, and the rights of the people to be protected. Years later as Robert Stephenson Smythe Baden-Powell penned the Scout Oath and Law he fondly remembered those days and recalled the Code of Chivalry for Knights to which he had pledged allegiance in those long ago days of his youth. And from this code of duty to God, protection for those weaker and less fortunate, and from a knight's sense of duty to be prepared at all times to protect his king and country, he took those things and transformed them into a new code by which succeeding generations of Scouts have lived.

If not for the playfulness and unbounded imagination of young Robert, where might this program we care for so dearly be today? How many young Roberts do we have in our Dens and Packs? It is our hope as this year's Pow Wow Co-Chairmen that each of you will allow your imagination to wander down the path of a young boy on a great adventure. An adventure that bounds with something new and exciting at every step of the way. An adventure that will shape his young life into a young man of upright and moral character and citizenship, just as the knights of old. An adventure that you can take back to relive and share with the boys in your Dens and Packs.

To those of you who serve as Cub Scout Leaders, you can never be thanked enough. You have one of the least appreciated, but most important jobs in the world - being a positive influence and role model in the life of a young boy. We most sincerely appreciate your presence here today and the time you have taken from your own families to learn and grow in the Cub Scout program.

To the Staff of Pow Wow 1998, without you today would not have been possible. You have taken a dream, an idea and turned it into reality. Thank you for sharing your knowledge and experience with all of us. Thank you for your support, hard work, dedication and sacrifices.

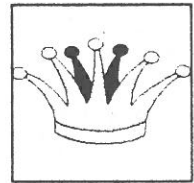
Yours in Scouting,

Neva Jennings
Don Atwood

Neva Jennings and Don Atwood
1998 Co-Chairmen



1998 Cub Scout Leaders' Pow Wow Staff
Days In Scouting
Make Knights Of Tomorrow



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Ray Lewandowski

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Blue & Gold Banquet

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Jeanine Le

Cub Scout Cuisine

James Bond

Paul & Leslie Dean

Cub Scout Music Makers

Jake Smith

Roger Newton

Cub Scout Songs & Stunts

Jim & Barb Denny

Mary Ann Riner

Dwight & Kathy Hyams

Den & Pack Ceremonies

Eddie Reynolds

George Kennedy

Derbies & Races

Greg Zinn

Jane Hahn

Mark Ferris

Duty To God & Country

Elizabeth Thompson

Robert Lee

Dennis Thompson

Ethics In Action

Jill Aitken

Leann McLaughlin

Family Involvement

Lisa Bender

Field Trips & Summertime Activities

Linda Timmerman

Pat Danner

Games

Denise Bahler

Ronnie LeCompte

Knife Safety & Tie Slides

Rollie Stephens

Jeff Springer

Knots

Phillip Hance

Linda Merrell

Richard Nuttall

Carol Fletcher

Leatherwork

Mary Jones

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Magic

Sandy Rhoades

Aron Counts

Kevin Southerland

Nature Craft

Anna Barcellos

Pack Mangement

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Yolonda McCall

Skits & Costumes

Brooks Lord

Kathy Minniear

Dennis Williams

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Sparklers & Pizazz

Billie Cox

Violet Henrich

Barbara Christy

Tiger Cub Program & How-To

Michael McCarty

John Runfola

Tiger Cub Make & Do

Carol Sitter

Mary Peugh

Tin & Metal

Jheri Turner

Cindy Hartman

Webelos Camping

Jake Floyd

David Tomassi

Webelos Outdoor Cooking

Dalton Wiley

Danny Martinez

Mike Hallenbeck

Webelos Community Activity Pins

Al Davis

Linda Christensen

Webelos Mental Activity Pins

Janet Rogers

Barbara Negelein

Webelos Outdoor Activity Pins

Ed DeChaine

Charlie Mader

Webelos Physical Activity Pins

Robert Noonkester

Toni Morgan

Bill Robinson

Webelos Technology Activity Pins

Mike Stafford

Philip Cape

Webelos-To-Scout Transition

Mark Rake

Jimmy Gardenhire

Woodworking For Cub Scouts

Buddy Lindsey

Tony Dodson

Buddy Lindsey, Jr.

Dustin Wofford

1998 POW WOW BOOK

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LEADERSHIP DEVELOPMENT

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 Scouting has 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.

Boys of Cub Scout age are full of vim and vigor! They love to plan; they have fun easily and simply; they like to make simple things; they are frank as to their likes and dislikes; they won't sit still very long at a time.

Young boys need opportunities for success, recognition and praise to develop good, solid personalities. Cub Scouting provides many ways for boys to be successful and receive recognition.

Boys of Cub Scout age are quick to sense any impatience, insincerity or "I'll be glad when you're gone" attitudes on the part of adults. Make an effort to help, understand, and encourage each individual boy. If you expect them to be noisy and enthusiastic in voice and action, then you won't be disturbed when they are. If you make up your mind to enjoy their antics, then you will. Show them that you have faith in their ability to learn to assume responsibility. Be open and honest with them and you will be pleased with the positive response that you receive.

Cub Scouting is a family program, so all parents are expected to participate. Not only do they work with their own sons at home on achievements and electives, but also they help with various den and pack activities. Parents have ideas and talents that dens and packs can use.

There are times when we send our children to someone away from home and let others worry about them. We send them to school, to the movies, or to the playground, turn them over to somebody else, and forget about them. This isn't the way Cub Scouting works. The entire family participates.

PURPOSE OF CUB SCOUTING

Cub Scouting is a program of the Boy Scouts of America for boys who are in the first through fifth grades. Parents, Cub Scout Leaders and institutions work together to achieve the following goals:

- Influencing the development of character and encouraging spiritual growth.
- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.

The most important purpose of cub scouting is to have FUN. We as parents and leaders should always remember to set the example. Setting the example is the only thing in influencing others.



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 any 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.

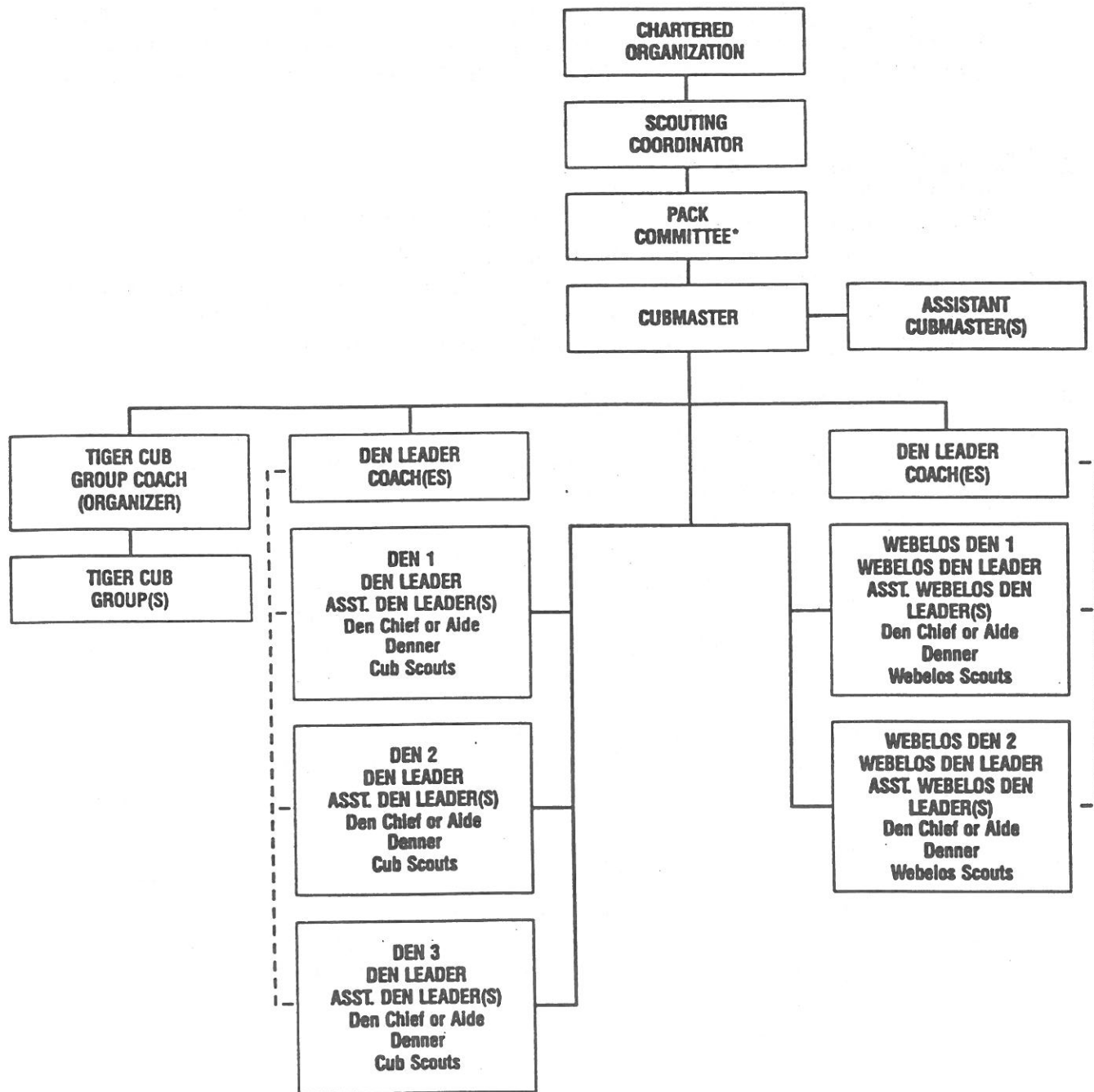
2. Your boy is a member of a pack.
 - A. A pack is made up of several dens.
 - B. The pack meets once a month—all Cub Scout families attend.
 - C. The monthly pack meeting is led by the Cubmaster.
 - D. The pack meeting is the climax of the month's den meetings and activities.
 - E. Pack meetings have 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 den leaders and assistants, Webelos leaders and assistants, and the Cubmaster and assistants. Most of these 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.
 - 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.

ELEMENTS OF A PACK COMMITTEE

How is a pack put together? The following diagram gives you the structure of a pack in block diagram form.



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

1. **ORGANIZING:** See that each pack leader understands their responsibility and authority. Understand how the pack fits into the total Cub Scouting Picture. See that each pack leader understands how they fit into the total pack picture. See that proper equipment and material are available for use. Boys and leaders need to be promptly registered, and see that the pack budget program is in operation.
2. **PLANNING:** Make effective use of resources (people, places, things, and time). Plan ahead for an entire year. Work with a written plan. Plan for manpower and material. Schedule regular pack committee meetings, den leader coach-den leader meetings. Set realistic but challenging goals for the pack. Have a planned recruiting, advancement and graduation program. Plan an annual goodwill or service project. Use the boys, leaders and parent suggestions.
3. **COMMUNICATING:** Encourage leaders and parents to express ideas. Keep informed on how pack leaders think and feel about things. Listen with understanding. Keep pack leaders informed. Express appreciation for jobs well done. Make effective use of the meeting.
4. **RELATIONSHIPS WITH OTHERS:** Encourage cooperation between leaders. Encourage cooperation with district and council personnel. Carry out the Cub Scouting program enthusiastically. Always back up your leaders.
5. **UTILIZING:** Inspire in pack leaders a willingness to work toward pack goals by example. Make full use of the abilities and skills of all the people. Use your resources, inside and outside of the pack. Deal objectively with programs, keeping the boy foremost in mind.
6. **MEASURING RESULTS:** Evaluation is discussing the activity with other leaders and family members, thinking about it independently and deciding where the program was strong and where it was weak. Evaluation is an important step in planning future meetings and activities. Careful planning results in a good program-evaluation results in better program.

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

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

CUB SCOUT LITERATURE

The Boy Scouts of America publishes a wide variety of material to aid leaders in planning den and pack meetings. This literature can be purchased at your local Scout distributor or at your Scout Service Center; or can be temporarily borrowed from you pack library (if they have one) or another leader in your pack or district.

You will also want to plan on attending Cub Leader Training as soon as possible so you may learn about the other resources available to you.

FIRST you will want to obtain:

No. 3220	Cub Scout Leader Book
No. 3831	Cub Scout Leader How to Book Cub Scout Program Helps

LATER you will find use for:

No. 3234	Wolf Cub Scout Book
No. 3228	Bear Cub Scout Book
No. 3211	Den Chief's Handbook
No. 3212	Staging Den and Pack Ceremonies
No. 3122	Group Meeting Sparklers
No. 3222	Cub Scout Song Book
No. 3188	Your Flag
No. 3219	Cub Scout Magic
No. 3213	Cub Scout Fun Book

IN ADDITION, these will be helpful to you:

Scouting Magazine
(Mailed to every registered leader)

Boys' Life Magazine
(Contains many program ideas, see if you can borrow back copies)

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.

DEN LEADER(S)

Den Leaders are the most important “link” in the Cub Scouting chain. Your interest and enthusiasm provides a valuable strength to the den program. The den program will include activities that fit the interests and abilities of 7-9 year old boys. 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

The Den Leader Coach is usually a former den leader who is interested in continuing their service in the pack in a coordinating and advisory capacity. They will be glad to answer your questions, help work out solutions to problems, and give you ideas on how to operate your den efficiently. 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.

TIGER CUB GROUP COACH

Helps the pack’s Tiger Cub group(s) stay active and participate with the pack. Tiger Cubs is a one (1) year program for first-grade boys. Each boy participates with a parent (or another adult family member) in family-oriented activities.

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 roundtable 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, scout-o-rama, pack graduation, and day camp. These jobs are of short duration.

DEN CHIEF

What is a Den Chief?

THE DEN CHIEF:

- Is an older Boy Scout, a former Cub Scout, A Varsity Scout or Explorer Scout, that is selected by the Boy Scout troop unit leaders, in conjunction with the Cubmaster. A Den Chief is used in the Cub Scout and the Webelos dens.
- Is considered a troop officer. The office can be used for the requirements for Star and Life rank in the Boy Scout program.
- Is a key element in the den leadership team. As a Boy Scout, he is looked up to by the Cub Scouts in the den. He is the person whom the Cub Scouts will most likely want to follow. He should most importantly be a friend to the boys in the den.
- Should assist the den in its part of the monthly pack meeting program.
- Should know the importance of the monthly theme and pack meeting plans.
- Should meet regularly with the den leader to review den and pack meeting plans. This should be at some time other than the regularly scheduled den meeting.

- Attends annual pack program planning conference.
- Meets as needed with adult members of the den, pack, and troop.
- Sees that den activities do not include Boy Scout activities that would take away from a boy's future experience in the troop.
- Receives training from the den leader (and Cubmaster or Assistant Cubmaster). Attend Den Chief Training Conference.
- Encourages Cub Scouts to become Webelos Scouts when they are eligible.
- Helps the Denner and Assistant Denner to be leaders.
- Helps Cub Scouts on advancement requirements.
- Be a friend to the Cub Scouts in the den.



The Code of Conduct

You will want to develop your own den's code of conduct to fit your special boys. Don't make too many rules, omit any insignificant ones. The rules should be simple, clear, and concise so the boys will understand them.

Some dens use a good conduct candle. This is a large candle which burns during den meetings. When any scout breaks the conduct code, the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat.

Here are some suggestions that will help you in developing your den's code of conduct:

1. Wipe feet before entering. Leave boots on porch or if meeting in a church outside church door.
2. Go directly to den meeting room. No running or wrestling in the meeting place.
3. Show courtesy and respect for other den members and leaders.
4. Bring den dues and handbook to each meeting.
5. If a boy disobeys more than three times during one den meeting, he will phone his parents to pick him up immediately.
6. No calling names or hitting each other.
7. Always go straight home after den meetings.

Post the den code of conduct in an obvious place in the den meeting room to serve as a reminder.

Guidelines for Den Leaders

1. Always plan the den meeting in advance. Write down your plans.
2. Keep the boys occupied at all times, not just with 'busy work', but with activities that fulfill Cub Scouting's objectives.
3. Be sparing with your criticism; generous with praise.
4. Be fair and consistent with discipline. Don't permit one boy to do something that you would discipline another boy for doing.
5. Treat each boy as a very special individual.
6. Establish your rules, and stick to them.
7. Begin and end meetings on time.
8. Set a good example by wearing your uniform.
9. Use the Cub Scout sign to get attention. Don't shout or yell.

10. Give the boys an opportunity to let off steam. Plan your den meetings to alternate quite activities with active ones.

Surprisingly enough, most den leaders find that if their den has a code of conduct to follow, their home, church, etc. and their dignity remain intact throughout their Cub Scouting experience. Make sure the boys have say in the rules set for the Code of Conduct. You will be very surprised at what rules they will set for themselves. Boys need to know just how far they can go, and the code of conduct will tell them this.





Cub Scout Sports
Den Recognition Report

when requesting Cub Scout sports recognition items, den leaders should enter B for belt loops, P for pins (enter 2P if the request is for the Cub Scout and his adult teammate), and L for sports letter. Present the den's recognition report at the next pack leaders' meeting so that a composite pack request can be made. Awards should be available for presentation at the next pack meeting.

Sports Belt Loops, Pins and Letter

Den _____	Archery	B.B. Shooting	Badminton	Baseball	Basketball	Bicycling	Bowling	Fishing	Golf	Gymnastics	Marbles	Phys. Fitness	Skating	Skiing	Soccer	Softball	Swimming	Table Tennis	Tennis	Ultimate	Volleyball	Sports Letter	Art	Citizenship	Communicating	Geography	Heritages	Math	Music	Science	Academic Lett
Pack _____																															
Names _____																															

DEN ADVANCEMENT REPORT

BOY SCOUTS OF AMERICA

NOTE TO THE LEADERS OF CUB SCOUT DENS AND WEBELOS DENS: Before submitting this report, make certain that full and correct information for each Cub Scout or Webelos Scout is given, and that he is actually a registered member of your pack and is qualified as to age to receive the advancement in rank indicated. Fill out this form at the end of your third den meeting and take it to the pack leader's meeting where a composite request will be made for the pack. Awards should be available for presentation at next pack meeting. Use space on the back to report boy problems: not advancing, not paying dues, not wearing uniform, poor attendance, discipline, inactive, etc.

DEN _____
PACK _____
DATE _____

BOYS' NAMES	RANKS		ARROW POINTS		ACTIVITY BADGES																COMPASS POINTS								
	BOYSCOUT	WOLF	GOLD	SILVER	ADAMANT	ARTIST	ATHLETE	CITIZEN	COMMUNICATOR	CRAFTSMAN	ENGINEER	FAMILY MEMBER	FITNESS	FORESTER	GEOLOGIST	HANDYMAN	NATURALIST	OUTDOORSMAN	READER	SCHOLAR	SCIENTIST	SHOWMAN	SPORTSMAN	TRAVELER	EMBLEM	SERVICE	SERVICE STAR		

ATENTION DEN LEADERS: Use the space provided below to order Cub Scout Instant Recognition Kits, No. 1804, to recognize Cub Scouts as they complete achievements for Wolf and Bear.
Please order for my den _____ Instant Recognition Kits, No. 1804

These den members have completed requirements for the badge indicated.
Den Leader _____
Webelos Den Leader _____

This report is used by den leaders to report monthly advancement in their dens. The form lists badges of rank and arrow points. It should be turned in at the monthly pack leaders' meeting (or den leader coach/den leader meeting) so that the awards can be ordered for the next pack meeting.

This is an important responsibility of the den leader. If she forgets to turn in her report, the boys will not receive their awards at the pack meeting. This is a bit disappointing for them.

CUB DEN ADVANCEMENT CHART #4187

This is a colorful wall chart used by the boys to record their advancement progress at the den meeting. It shows each achievement and elective earned. It is displayed at both den and pack meetings so parents can see where their boys stand. The information on the wall chart should agree with the information on the boy's individual Cub Scout Record Sheet.

WHAT IS TIGER CUBBING

PLACES TO GO! THINGS TO DO!

Tiger Cubs, BSA, introduced in 1982, is for the first-grade boy and an adult partner-father, mother, or other adult family member, even a neighbor, as long as the partner is 18 years of age or older. This part of the Cub Scout program calls for equal participation by the boy and the adult. Tiger Cubs, stresses fun, activities, and relationship building between the boy and the adult, as well as among the Tiger Cub group members.

The program is built around 17 different program themes, called big ideas. Big ideas include such topic as “know your community”, prepare for emergencies”, “fitness and sports”, “family entertainment”, and “helping others”.

Tiger Cub groups are organized as an affiliate of a Cub Scout pack. A member of the pack organization acts as the Tiger Cub Organizer.

Leadership for the monthly activity is rotated among the adults in each group. The Tiger Cub group is affiliated with the pack but meets separately. Group meetings are held monthly with both the boy and his adult partner present. Most meetings involve an activity or a field trip. The Tiger Cub group meets with the pack for one or two exciting Cub Scout activities and as they graduate into the pack in the spring.

Upon joining, each Tiger Cub boy/adult team receives the Tiger Cub Family Activity Packet containing an activity wall chart, stickers, iron-on decals to create their Tiger Cub uniforms, evaluation forms, and the Tiger Cub Family Activity Book. This book contains information on each of the 17 big ideas, as well as other program material.

The Tiger Cub Organizer uses the Tiger Cub Organizer Manual and the Welcome to Tiger Cubs, flip chart to orient the Tiger Cubs and their adult partners.

The Tiger Cub emblem consists of an adult tiger and a tiger cub, symbolizing the concept of equal participation by the boy and his adult partner.

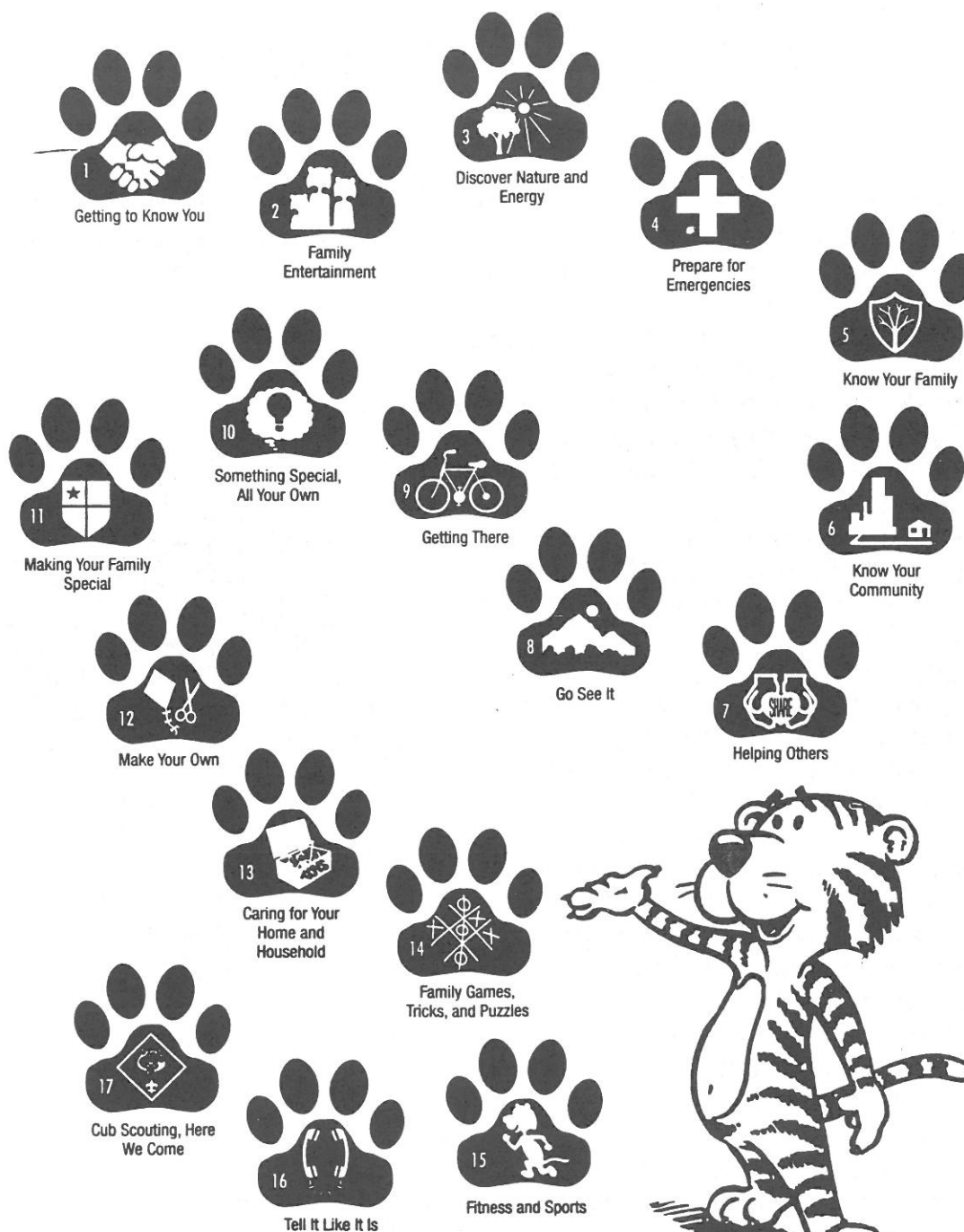
TIGER CUBBING IN A NUT SHELL

- Have one family volunteer for each month
- Select a topic for each month
- Have the volunteer family schedule a field trip
- Call location to all Tiger Families
- Work on family activities during the month
- Attend Pack Meetings
- Receive your "Tiger Paws" each month
- Iron your "Tiger Paws" onto your Tiger Cub Shirt
- Wear your Tiger Cub Shirt to all Cub events
- HAVE FUN
- Get to know your son
- Grow together
- Get along together
- Discover together



Tiger Cub Uniforms





TIGER CUB PROMISE

The 17 Big Ideas

**"I PROMISE TO LOVE GOD,
MY FAMILY, AND MY COUNTRY
AND TO LEARN ABOUT THE WORLD"**

The motto of the program is **"SEARCH, DISCOVER, SHARE"**.

THE SCOUT UNIFORM

The uniform helps to create a sense of belonging to an organization such as the Boy Scouts of America. Wearing the uniform is a means of identifying ourselves openly with the principles to which we as Scouters are committed. Uniforms symbolize:

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

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

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

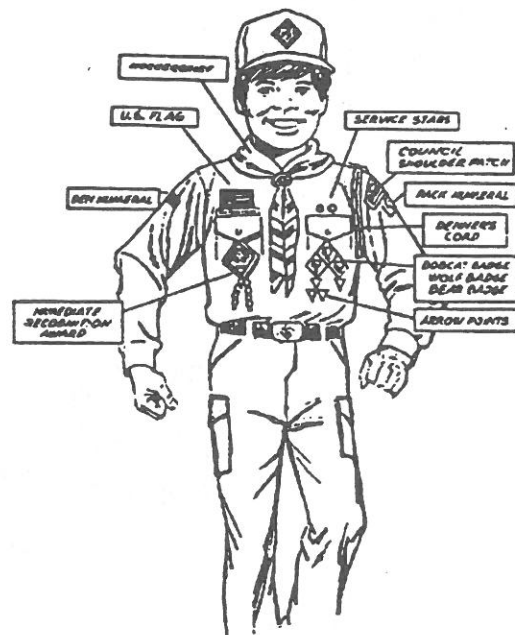
Personal Commitment – It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

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

UNIFORM POLICY

The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in uniform in local council-approved money-earning projects, which do not involve the sale



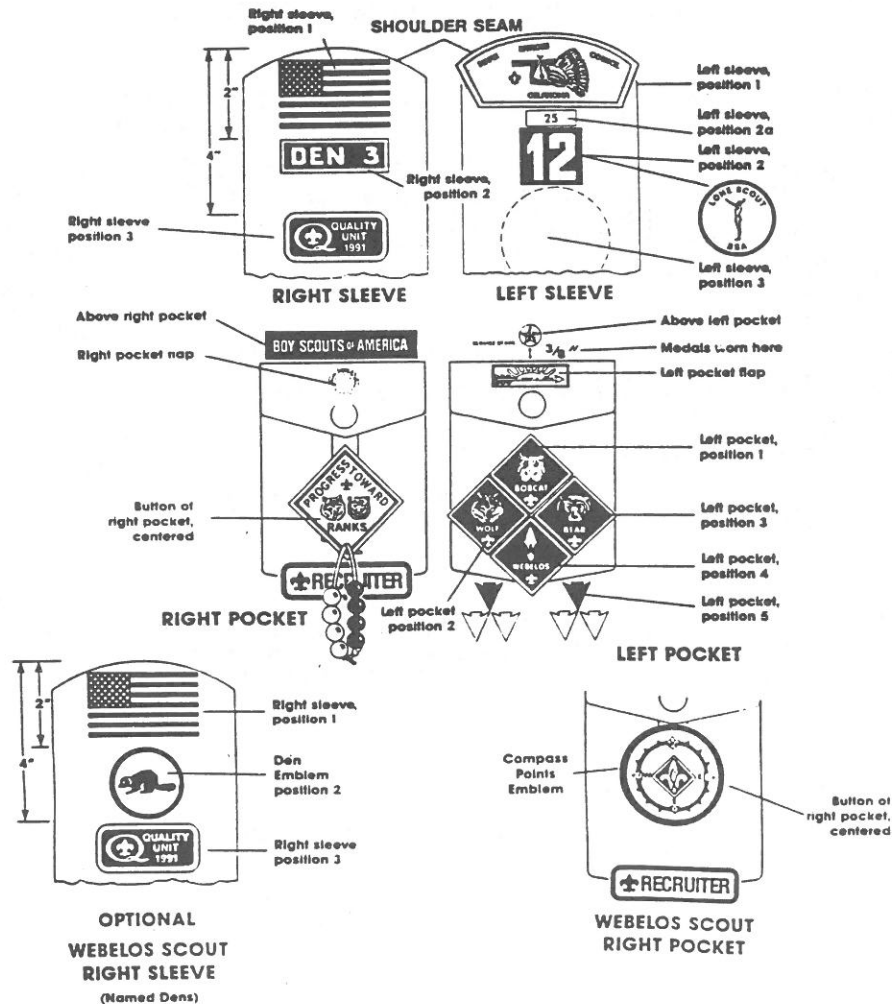
of a commercial product or service. (For example: Uniforms may be worn when selling Trails End Popcorn, BSA money-raising project, but may not be worn to sell candy or Christmas wreaths as a pack money-raising project.)

- When engaging in a distinctly endeavor.
- When appearing professionally in any entertainment without the specific authority of the Executive Board.

UNIFORM INSPECTIONS

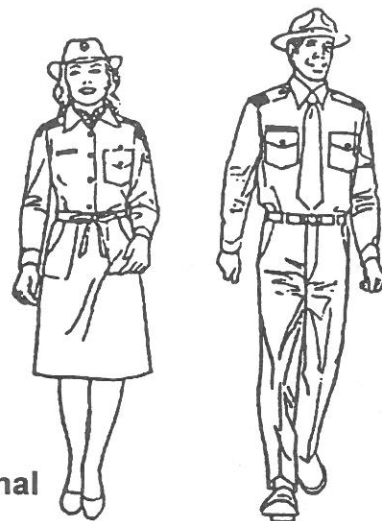
Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. (See *Cub Scout Leader Book* for more information on uniform inspections.)

CUB SCOUT & WEBELOS UNIFORM



ADULT FIELD UNIFORM

The field uniform should be worn when the focus of the Program is directed at young people. This would include Scouting shows, camporees, unit events, camp, unit meetings, Roundtables, leader training, commissioner functions and Similar events or activities. The field uniform for men and Women is described in The Cub Scout Leader Book and Insignia Control Guide, No. 3064.

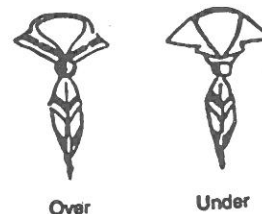
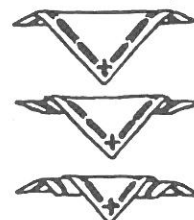


ADULT DRESS UNIFORM

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as district committee, council executive board, and council committees, or with non-Scouter groups such as service clubs, PTA's, or at formal Scouting functions such as annual dinners, annual meetings.

THINGS TO KNOW ABOUT WEARING THE NECKERCHIEF

1. Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.
2. Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.
3. Draw neckerchief slide over ends and adjust to fit snugly.
4. The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.



Cub Scout slide



Webelos slide



Boy Scout slide

The following neckerchiefs are approved for wear in Cub Scouting:

FOR BOYS:

- Gold Wolf neckerchief
- Light blue Bear neckerchief
- Plaid Webelos Scout neckerchief

FOR ADULTS:

- Cub Scout Leader neckerchief (dark blue with gold trim)
- Webelos Den Leader neckerchief (plaid, similar to boys' with gold trim)
- Dark blue Cub Scout Trainers' Wood Badge training neckerchief (if earned)
- Mauve Wood Badge neckerchief (if earned)
- District or Roundtable neckerchiefs (if approved by Council)



INSIGNIA FOR RED JACKETS



The proper universal emblem for the appropriate Scouting Branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jackets, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket.

Members of the National Eagle Scout Association and Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

SUMMERTIME UNIFORM

BOYS:

Official shorts and Cub Scout T-shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

ADULTS:

For both men and women, official shorts and knee socks. Men can wear official T-shirts.

THE WEBELOS UNIFORM

The Webelos Scout has the option of wearing either the blue uniform of Cub Scouting or the khaki/tan uniform they will wear as Boy Scouts. Insignia placement is the same on both uniforms. The placement of insignia on the Webelos uniform differs from the Cub Scout uniform as follows:

Den Number – May or may not be worn. Patrol emblems may be worn to designate different Webelos Dens in the same pack. Other than these differences, the placement of permanent insignia on the two uniforms will remain the same.

The Webelos visor cap is where the Webelos Scouts wear their Webelos Activity Badges as hat pins. Pins may also be worn on the Webelos “colors” which is pinned to the top of the right sleeve.



TRAINING IS FOR EVERYONE



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

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

The most successful leaders not only attend basic training, but also take advantage of continuing training opportunities such as monthly roundtables, Pow Wow, etc. The Cub Scouts in your unit deserves qualified trained leaders, contact your District Executive or your District training chairman about the following training events.

- **ORIENTATION:** A short training session which may be conducted at school night for Cub Scout rallies, or at a parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.
- **FAST START:** Pamphlets and video used by trainers and experienced leaders to use in coaching new leaders. This is a temporary help until new leaders can receive Cub Scout Leader Basic Training in group sessions or by personal coaching. The Fast Start tape should be viewed before attending basic training.
- **BASIC TRAINING:** This is a job-oriented training. Each leader attends training sessions which relate to his/her job. Group training dates are listed in our Council newsletter, SMOKE SIGNALS. Personal coaching is available to

leaders who can not attend the District group training sessions. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be qualified to conduct the program.

- **ROUNDTABLE:** A monthly district meeting of leaders to provide program ideas on the next month's theme and activity badge, which can be used in den and pack meeting. It is also an informal sharing of ideas and experiences.
- **POW WOW:** An annual, all-day, council-wide training event for Cub Scout leaders, offering training in a variety of different subjects. All leaders are encouraged to attend this exciting, fun-filled, informative event.
- **PHILMONT CONFERENCES:** Week-long training courses under the direction of the National Volunteer Training Committee. These courses are held during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make a great family vacation with the added attraction of training. It is an opportunity to get acquainted with and share experiences with Cub Scouters from all around the nation.
- **CUB SCOUT TRAINERS WOODBADGE:** A week-long course designed to prepare Cub Scouters for training responsibilities and a deeper, dedicated involvement in the Cub Scout program.

A trained leader emblem is available for all leaders who have completed the basic training appropriate to their positions. The emblem is worn immediately below and touching the emblem of office for which it is earned.

CUB SCOUT LEADER TRAINING AWARDS

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



The medallion square knot is not on the uniform. Awards need to be presented in a dignified manner at an occasion befitting with a "Cub Scout Leader Recognition Plan". Awarding the certificate is regarded as one of the highlights of the event.

APPLYING FOR AWARDS

The application for award is the completed "Progress Record" for the position award. The application is reviewed by the pack's committee and, if approved, is signed by the pack Committee Chairman, Cubmaster, or Unit Commissioner. Then the district turns in the application to the Council service center to receive the recognition.

Just a few of the awards earned in Cub Scouting Program by adult leaders are as follows:

CUBMASTER AWARD

DEN LEADER AWARD

WEBLEOS LEADER AWARD

DEN LEADER COACH AWARD

CUB SCOUTER AWARD

TIGER CUB COACH AWARD



ADVANCEMENT

Advancement is one of the methods used to achieve the aims of Scouting—character development, citizenship training and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in his personal growth. Advancement is a process by which a boy progresses from rank to rank.



Cub Scouts are encouraged to advance steadily and purposefully, setting their own goals with guidance from their family and leaders, while he learns new skills.

The success of the advancement program depends entirely of the way in which Cub Scout leaders and parents apply it. A lot of careful research has gone into developing the advancement program to make certain it contains things that the boys like to do. It is up to the leaders and the families to see that the advancement program really works in the dens, in the home, and most important, in the lives of the Cub and Webelos Scouts.

RANKS

Each of the five ranks in Cub Scouting (BOBCAT, WOLF, BEAR, WEBELOS AND ARROW OF LIGHT) are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age and each rank is more challenging. The ranks and badges are outward recognition. The real benefit to the boy comes from doing and learning.

All boys, regardless of age, earn the BOBCAT RANK first, by learning the Cub Scout Promise, Law of the Pack, Handshake, Salute, Sign, Motto, and the meaning of "Webelos". After he receives the Bobcat badge, the boy works on the requirements based on his GRADE. Parent involvement is a vital part of the advancement plan.



A second grade Cub Scout works on the requirements for the WOLF RANK. When he has completed all of these he receives his Wolf badge at the pack meeting. Then he works on elective projects in 20 different interest areas until he goes into the third Grade.

A third grade boy works on his BEAR RANK. He works from a field of 20 achievements, when he completes 12 then he receives his Bear badge at the pack meeting. Upon completing these, he works on elective projects, in either the bear book.



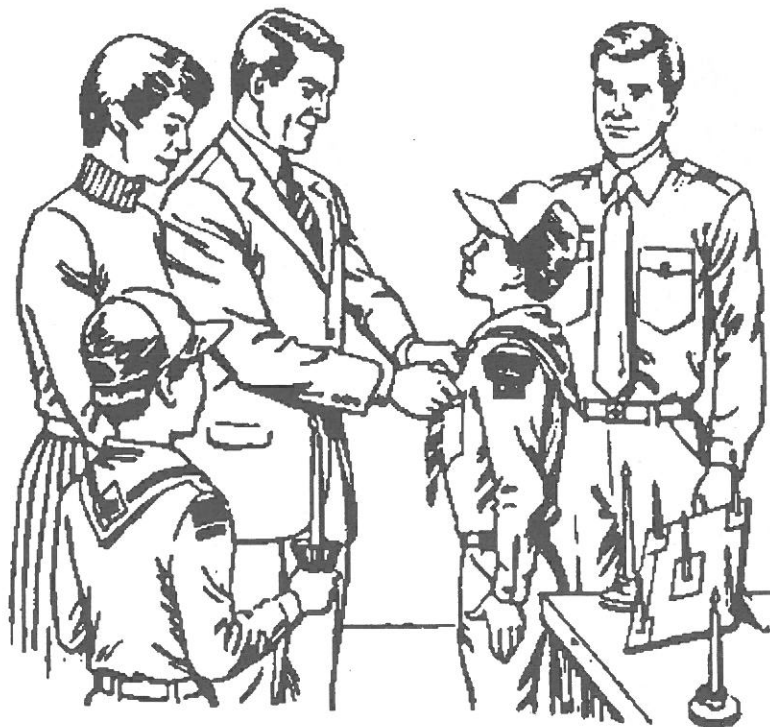
When the boy enters the fourth grade he transfers to a Webelos Den. Fourth graders will begin the two year program, while the fifth graders will work on completing their ARROW OF LIGHT. THE ARROW OF LIGHT is the highest award in Cub Scouting which helps prepare for Boy Scouting.



The advancement plan teaches, encourages, praises and recognizes. The boys who "DO THEIR BEST" in the den are usually the ones who advance. Give these boys the recognition they deserve, but be careful not to embarrass or put down those who have not done so well. Encourage all boys to strive toward their advancement goals.



REMEMBER! It is important that All RANKS Are Earned, NOT Given



DUTY TO GOD AND COUNTRY

When a boy becomes a Cub Scout, he takes a promise to “do my best TO DO MY DUTY TO GOD AND MY COUNTRY, to help other people, and to obey the Law of the Pack”.

The “Charter and Bylaws of the Boy Scouts of America” maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God. Scouting is absolutely nonsectarian in its attitude toward that religious training. The BSA does not define what constitutes belief in God or the practice of religion. We do not require membership in a religious organization. However, we do prefer and strongly encourage membership and participation in the religious programs and activities of a church, synagogue, or other religious association. We respect the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious institutions. We believe that religious instruction is the function of the parents and the religious institution to which a boy belongs. It is our policy that the organization or institution with which a Cub Scout is connected shall give definite attention to his religious life.

Almost half of the Scouting units around the nation are sponsored by religious organizations. As in the past, the Indian Nations Council encourages organizing packs in religious institutions. Not only does this maintain a continuity and smooth transition from Cub Scouting to Scout troops, but it will also reinforce one of our primary aims, “duty to God”.

Even though Cub Scout leaders are not responsible for giving religious instruction, they must respect another person’s religious beliefs, even though different than our own. We must impress on Cub Scouts that living the Cub Scout Promise is as much a requirement as earning badges. If we can help Cub Scouts to understand that there is a Supreme Being, who is guiding us daily, taking care of us, someone that loves us, then we just may have planted a seed that will grow and mature and that he will carry within him throughout his life. Just remember these three basic rules:

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

What you are is God’s gift to you. What you make of yourself is your gift to God.

FOR CUB SCOUTS

All of the major churches and other religious bodies in the United States have programs to recognize Cub Scouts who demonstrate faith, observe their creed or principles and give service. The religious emblems are not Scouting awards. Religious groups present them to boys who work with their religious leader or counselor on a program of requirements which often takes a year or more to complete. In most cases, a Cub Scout may start work on a religious emblem as soon as he joins the pack. However, some religious bodies require him to receive a certain rank or tenure before he can receive the emblem.

FOR ADULTS

There are also religious emblems for adult Scouters which are presented for exceptional service to boyhood through Scouting. (For additional information contact Religious Relationships Service, BSA 1325 Walnut Hill Lane, Irving, Texas 75015-2709 or the addresses shown with the awards.)

WAYS TO ACKNOWLEDGE GOD WHILE LEADING THE CUB SCOUTS

Take a hike – talk about the trees growing from seeds. Call attention to birds (nests, eggs, baby birds). Call attention to the clouds, the flowers, etc. Relate God's role and plan in nature, the animals and every living thing. Cover programs on rock study, star gazing, the weather, for example. But remember! **DON'T PREACH---SHARE.**

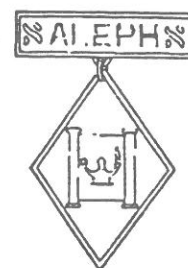


1. Say a prayer before snacks, such as the Philmont grace.
2. Have a short inspirational closing at den meetings or pack meetings.

3. Scout Sunday – Scout Sunday is the first Sunday of February. Attend a worship service together and have all leaders and scouts wear their scout uniforms.
4. Religious Holidays – As holidays occur (Christmas, Hanukkah, Easter, etc.) have a scout that is familiar with them share the significance of them with the den or pack.
5. Share the Religious Awards with the boys and their parents. Encourage them to work towards them with their personal religious institute.

INFORMATION ON RELIGIOUS EMBLEMS

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



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

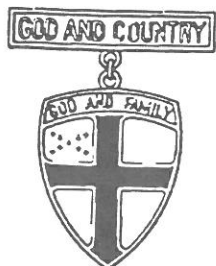
Silver Crest (Salvation Army) For Cub Scouts with at least six months active service. Requirements cover Salvation Army doctrines and history, prayer, Bible readings, and service. *(Contact the Salvation Army Hdgrs. 120 W. 14th. St., New York, NY 10011)*



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



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



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

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



CUB SCOUT PRAYERS

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

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

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

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

*For food, for raninment, For Life, for opportunity, For friendship and fellowship,
We thank thee, O Lord. Amen. ("Philmont Grace" simple prayer before meals)*

WHAT CUB SCOUTS SHOULD KNOW ABOUT THE AMERICAN FLAG

The American flag is the symbol of our national unity, our national endeavor, and our national aspiration. The flag tells of the struggle for independence, of union preserved, of liberty and union one and inseparable, of the sacrifices of brave men and women to whom the ideals and honor of this nation have been dearer than life. When a Cub Scout salutes the flag he salutes the whole country. The American Flag is also known as "Old Glory," "Stars and Stripes," "Star Spangled Banner" and "The Red, White and Blue."

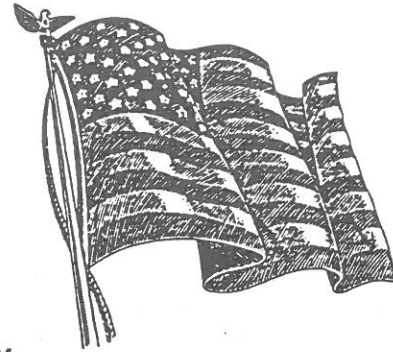
We believe that the history of the United States of America needs to be preserved and taught in order that we may honor those who came before us to achieve a free Nation, and to assure the continuance of those most essential principles of Liberty and Justice, which are the cornerstones of our Constitutional Republic.



On July 4, 1776, the Declaration of Independence was signed in Philadelphia and the United Colonies dissolved all ties that bound them to England and became an independent nation--- The United States. It was immediately necessary to adopt a new flag. Tradition says that in the latter part of May 1776, George Washington, Robert Morris and Colonel Ross called on Betsy Ross to make the first flag, which they designed. They kept the thirteen stripes of the colonial flag, but replaced the Union Jack by a blue field bearing thirteen stars arranged in a circle.

The Fourth of July was traditionally celebrated as America's birthday, but the idea of an annual day specifically celebrating the Flag is believed to have first originated in 1885. B.J. Cigrand, a schoolteacher, arranged for the pupils in Wisconsin Public School, District 6, to observe June 14 (the 108th anniversary of the official adoption of The Stars and Stripes) as 'Flag Birthday'. In numerous magazines and newspaper articles and public addresses over the following years, Cigrand continued to enthusiastically advocate the observance of June 14 as 'Flag Birthday', or 'Flag Day'.

Inspired by three decades of state and local celebrations, Flag Day – the anniversary of the Flag Resolution of 1777 – was officially established by the Proclamation of President Woodrow Wilson on May 30th, 1916. While Flag Day was celebrated in various communities for years after Wilson's proclamation, it was not until August 3rd, 1949, that President Truman signed an Act of Congress designating June 14th of each year as National Flag Day.



As a guide for the proper use and display of the flag, a code was drawn up at a National Flag Conference on June 14, 1923, in Washington, D. C. This was revised in 1924. Congress in 1942 adopted a resolution making this code law. It has often been amended.

FLAG ETIQUETTE

Just having a flag is not enough. Handling the flag properly, using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American flag. Generally, flag courtesy is just plain common sense. Remember that the American flag is the symbol our country, recognized around the world. Treat it with a full measure of respect. Are you aware that flags are flown, displayed, carried, presented, and placed? Each action has a set of rules to be followed by the flyer, carrier, presenter or placer. Here is just a general overview –a sampling-of some of the rules that apply to our usage of the flag and how it should be handled.

- Flags of other nations must be flown from separate flagpoles of equal height and all flags should be approximately equal in size with the United States flag. The U.S. flag should be to the right of all others. Custom forbids the display of the flag of one nation above that of another nation in time of peace.
- With other flags displayed from staffs, the national flag should be at the center and at the highest point of the group when being displayed with a group of state, local or organizational flags.
- When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be front and center of that line. The U.S. flag should always be on a staff if on a parade float.
- When the American flag is displayed against a wall with another flag the United States flag will be on the right with its staff crossing over the staff of the other flag.

- When flown from a staff on a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.
- The American flag should be flown daily from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.
- The flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day the flag should be at half staff until noon.
- The flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as signal of dire distress.
- The flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally. It should always be free and aloft. It should never be used as drapery or decoration, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.
- The flag should never be used for advertising purposes in any manner whatsoever nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag or its staff or halyard. The flag should not be embroidered on personal items nor printed on anything designed for temporary use and then discarded.
- The American flag should be raised and lowered by hand. Do not raise the flag while it is furled. Unfurl, then hoist it quickly to the top of the staff or flagpole. Lower the flag slowly and with dignity.
- A distinctively American custom is that of folding the American flag into a triangular shape, stars' showing after it has been taken off the staff. The shape represents the cocked hat of the American Revolution.
- If the flag is to be flown at half-staff it should be hoisted to the peak for an instant, and then lowered to the half-staff position. Before lowering the flag it should be again raised to the peak. Half-staff means hauling down the flag to one half the distance between the top and bottom of the staff. On Memorial Day display the flag at half-staff until noon then hoist to the top of the staff.
- The flag should be DIPPED to no person or thing, with one exception-on naval vessels. Upon receiving a salute of this type from a vessel

registered by a nation formally recognized by the United States, we must return the compliment.

- When carried, the flag should always be aloft and full, never flat or horizontal. No flag may be flown above the Stars and Stripes except the flag of the United Nations at U. N. Headquarters and the church pennant (a dark blue cross on a white background) during church services conducted at sea by a naval chaplain.
- During the ceremony of hoisting or lowering the flag or when the flag is passing in a parade or in a review, those presents in uniform should render the right-hand salute. A man in civilian clothes should remove his hat with the right hand and hold it at the left shoulder, the hand over the heart. A woman should place her right hand over her heart.
- Because of our flag's significance, laws have been enacted to govern its use and to ensure its proper respect. Custom has also decreed certain observances. A section of the law specifies that, "it is the universal custom to display the flag only from sunrise to sunset...however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect." If it is displayed at night the flag should be illuminated.

FLAG FACTS

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

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

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

White signifies Purity and Innocence

Red signifies Hardiness and Valor

Blue signifies Vigilance, Justice and Preserving

FLAG CEREMONIES

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

THE AMERICAN FLAG IS ALWAYS ON THE RIGHT!!!

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

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

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

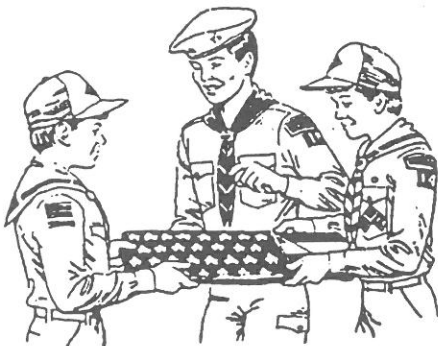
RULE OF THUMB-If you are carrying an odd number of flags, the American flag **ALWAYS** goes in the middle, but with even numbered flags, the American flag **ALWAYS** goes to right.

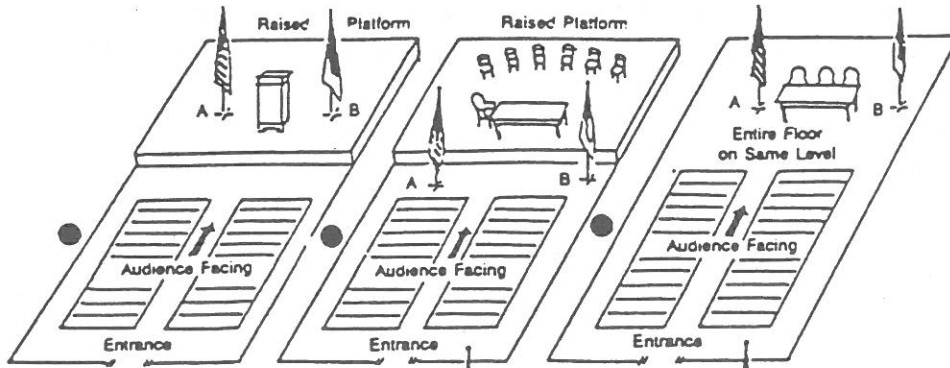
OPENING IDEA

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

"Where liberty dwells, there is my country."

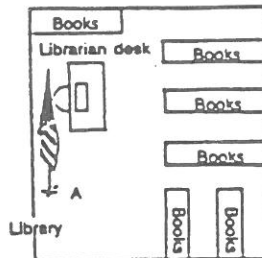
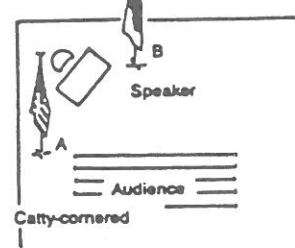
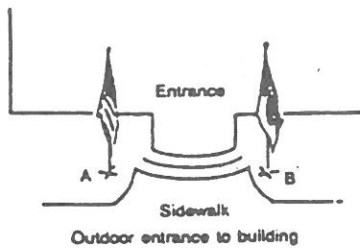
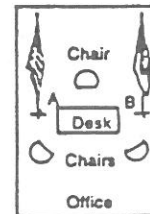
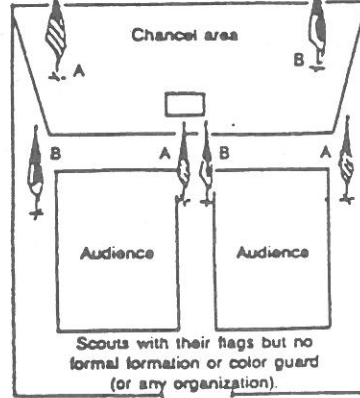
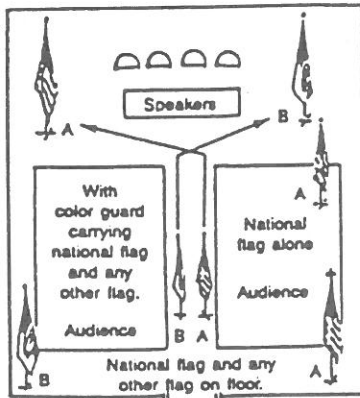
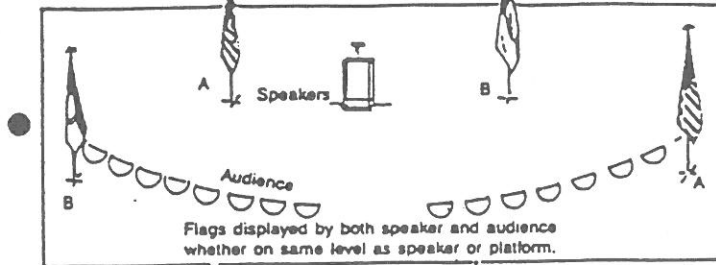
Thomas Jefferson





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

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



THE SALUTE IS TO THE FLAG

The Cub Scouts salute signifies respect and courtesy. It is used to salute the American flag and as a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the right hand with the first two fingers extended to touch the cap, or forehead if no cap is worn.

WHEN IN UNIFORM-Salute with your head covered or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM-During ceremonies, stand at attention and place your right hand over your heart. Men wearing hats should remove them and hold over the heart. at a sports event team members wearing uniforms should uncover their heads, stand at attention and hold hat or helmet in right hand.

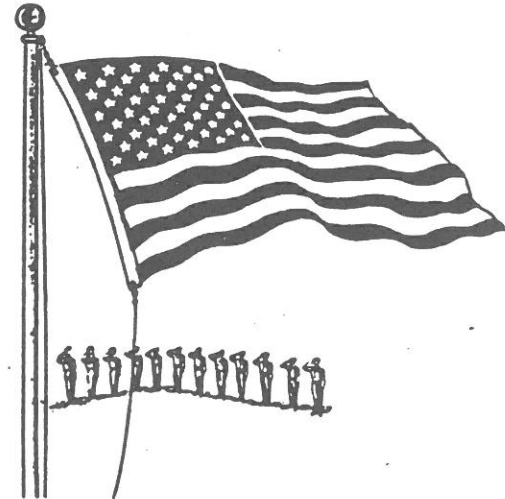
NATIONAL ANTHEM-Stand at attention. Face the flag and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music. Stand at attention but do not salute if the National Anthem is sung without accompaniment or is a recording.

AT PARADES AND REVIEWS start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when "Taps" is sounded at a military funeral.

THE SALUTES ARE HELD DURING THE PLEDGE OF ALLEGIANCE AS YOU FACE THE FLAG. Remember you are saluting the flag and saying the Pledge of Allegiance. One does not say the Pledge of Allegiance to the flag.

WHEN COLORS ARE RAISED. Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-mast hold the salute until it is lowered to half-mast after first being hoisted to the peak.

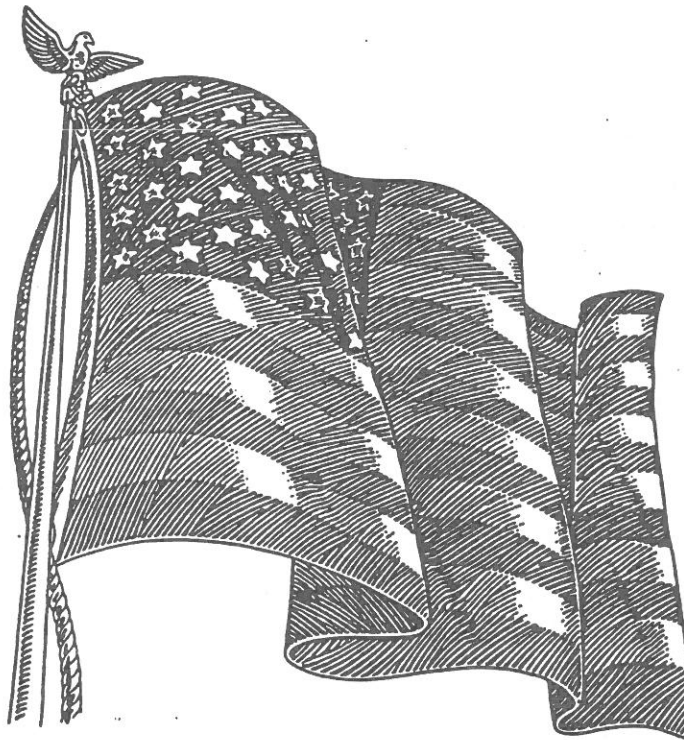
AT RETREAT. Start the salute at the moment the flag is on its way down and hold until the flag is gathered at the base of the flag staff. If the flag is at half-mast, salute as it is first hoisted to the peak, holding the salute until it is gathered at the base.



SIMPLY SAID: "Salute the flag of the United States:"

- When you say the Pledge of Allegiance.
- The moment a flag passes in front of you at a parade.
- From the moment a flag starts being raised up a pole until it reaches the top.
- From the moment it starts being lowered until in the hands of the color guard.
- When the flag is present and the "Star Spangled Banner" is being played.

BSA's "Your Flag: Everything You Want To Know About The Flag Of The United States Of America", is a super resource for all questions regarding the U. S. flag.



**NO DISRESPECT OF ANY KIND SHOULD BE SHOWN
TO THE FLAG OF THE UNITED STATES.**

TO FOLD THE FLAG

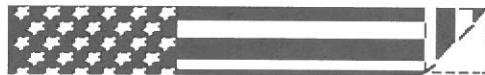
1. Bring the striped half up over the blue field.



2. Then fold it in half again.



3. Bring the lower striped corner to the upper edge forming a triangle.



4. Then fold the upper point in to form another triangle. Continue until the entire length of the flag is folded.



5. When you get near the end--nothing but the blue field showing--tuck the last bit into the other folds to secure it.



6. The final folded flag resembles a cocked hat with only the white star on a blue field showing.



Meaning of Flag Folding Program

The flag folding ceremony represents the same religious principles on which our great country was originally founded.

The portion of the flag denoting honor is the canton of blue containing the stars representing states our veterans served in uniform. The canton field of blue dresses from left to right and is inverted only when draped as a pall on the casket of a veteran who has served our country honorably in uniform.

In the Armed Forces of the United States, at the ceremony of retreat, the flag is lowered, folded in a triangle fold and kept under watch throughout the night as a tribute to our nation's honored dead. The next morning it is brought out and, at the ceremony of reveille, run aloft as a symbol of our belief in the resurrection of the body.

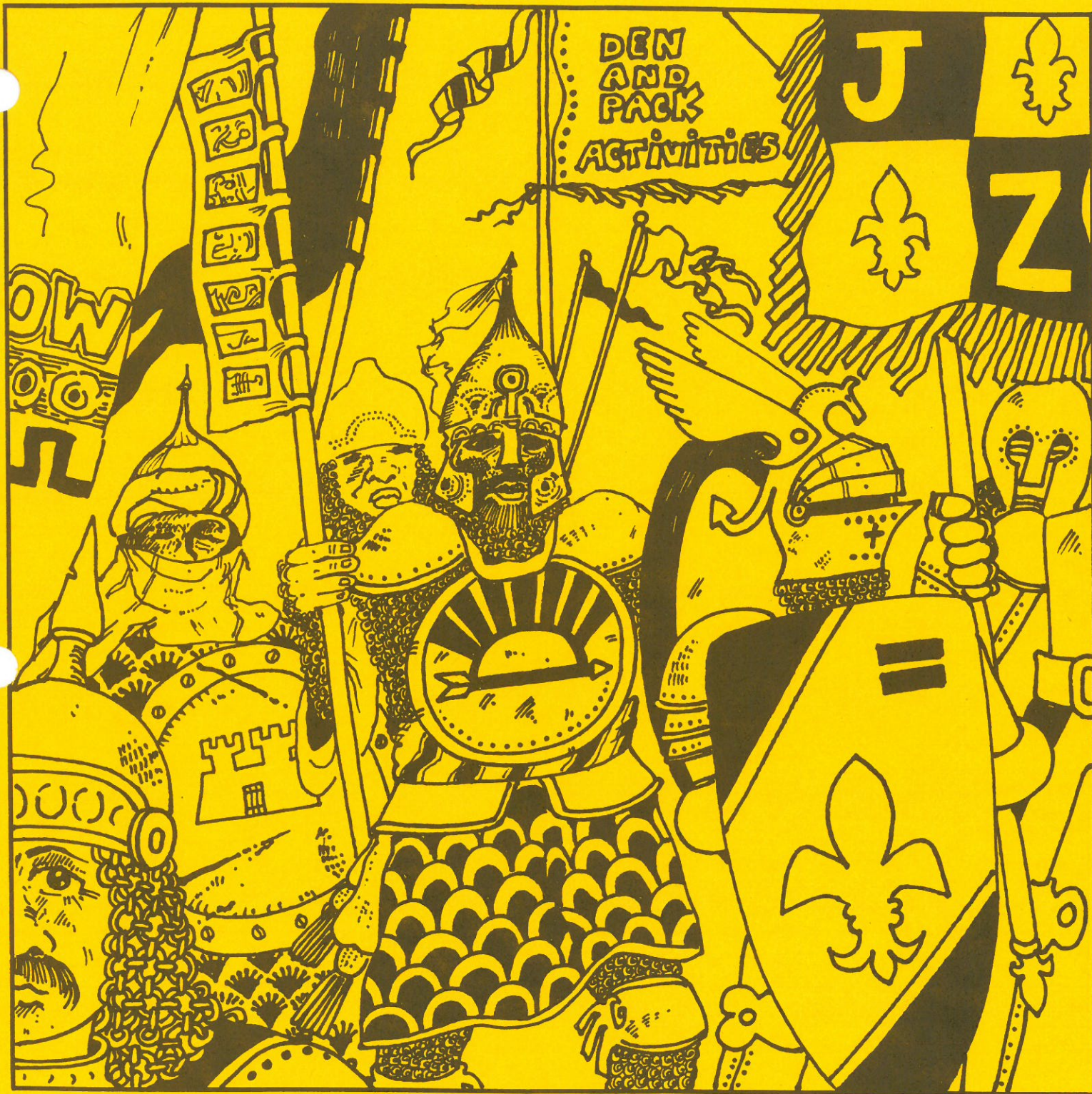
- The first fold of our flag is a symbol of life.
- The second fold is a symbol of our belief in the eternal life.
- The third fold is made in honor and remembrance of the veteran departing our ranks and who gave a portion of life for the defense of our country to attain peace throughout the world.
- The fourth fold represents our weaker nature; for as American citizens trusting in God, it is to Him we turn in times of peace as well as in times of war for His divine guidance.
- The fifth fold is a tribute to our country, for in the words of Stephen Decatur, "Our country, in dealing with other countries, may she always be right, but is still our country, right or wrong."
- The sixth fold is for where our hearts lie. It is with our heart that we pledge allegiance to the flag of the United States of America, and to the republic for which it stand, one nation under God, indivisible, with liberty and justice for all.
- The seventh fold is a tribute to our Armed Forces, for it is through the Armed Forces that we protect our country and our flag against all enemies, whether they are found within or without the boundaries of our republic.
- The eighth fold is a tribute to the one who entered into the valley of the shadow of death, that we might see the light of day, and to honor our mother, for whom it flies on Mother's Day.

- The ninth fold is a tribute to womanhood, for it has been through their faith, love, loyalty and devotion that the character of the men and women who have made this country great have been molded.
- The tenth fold is a tribute to father, for he, too, has given his sons and daughters for the defense of our country since he or she was first born.
- The eleventh fold, in the eyes of Hebrew citizens, represents the lower portion of the seal of King David and King Solomon and glorifies, in their eyes, the God of Abraham, Isaac and Jacob.
- The twelfth fold, in the eyes of a Christian citizen, represents an emblem of eternity and glorifies, in their eyes, God the Father, the Son and Holy Ghost.

When the flag is completely folded, the stars are uppermost, reminding us of our national motto "In God We Trust."

After the flag is completely folded and tucked in, it takes on the appearance of a cocked hat, ever reminding us of the soldiers who served under General George Washington and the sailors and marines who served under Captain John Paul Jones who were followed by their comrades and shipmates in the Armed Forces of the United States, preserving for us the rights, privileges, and freedoms we enjoy today.





DEN AND PACK ACTIVITIES

DEN AND PACK ACTIVITIES

Activities are the spark, that is something extra, that makes a den and pack really special and the envy of all others. The extra effort involved is well worth the investment as the group's enthusiasm grows. Recruiting becomes easier when a Cub Scout tells his friends all the neat things his Cub Scout pack is doing. Parents will want to be involved when the activities are planned that are fun and exciting.

A successful activities program depends on all den and pack leaders and families working together. The single most important word for a smoothly run program is **PLANNING**. Careful planning of pack and den activities will generate enthusiasm for unit leaders, parents and boys; an important factor for all the people "who make the pack go."

The secret for Cub Scout den activities is the wise use of the monthly theme. The theme is simply an idea or emphasis around which den and pack leaders plan activities for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly meeting with skits, stunts, and handicrafts all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result.

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

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

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

Remember the Cub Scout program is flexible, and if another theme is better suited for your pack, you may wish to make an exception. These things should be kept in mind:

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

Cub Scouting has a nonsense word that expresses the idea very neatly. This should be your watchword as you plan year-round fun for you pack or den. The word is KISMIF. It stands for

“KEEP IT SIMPLE, MAKE IT FUN”

A Cub Scout pack can easily plan a variety of special activities. There are some general guidelines that should be followed to help ensure the success of your activity.

1. **OBJECTIVE:** Why are we having the activity? Does it help to achieve the Purposes of Cub Scouting?
2. **LEADERSHIP:** There should be adequate adult leadership to ensure safety and supervision. In major activities, such as the Blue and Gold Banquet or Pinewood Derby, the pack committee usually appoints a chairman, and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.
3. **FACILITY:** What type of facility is needed? Can it be held at the regular pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for the facility?
4. **PHYSICAL ARRANGEMENTS:** What type of seating arrangements is needed? If it is outdoors, what is available, and what do we need to provide?
5. **SCHEDULE:** A written schedule or program will be helpful. When will it be held? What time does it began? Who does what when? What time does it all ends?
6. **ALTERNATIVES:** Plan for backup leadership to fill in for emergencies. If it is an outdoor activity, have a backup plan in case of rain.
7. **PUBLIC RELATIONS:** Be sure all pack families are informed about the activity. Is this an event that could be publicized in local newspaper or other media?

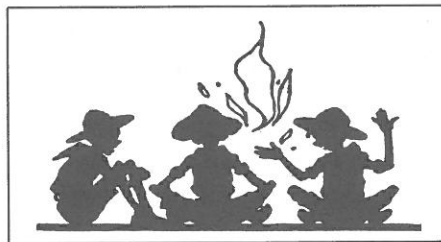
8. **JUDGING AND AWARDS:** Any special pack activity, which takes the place of the regular pack meeting, should include advancement awards, so recognition can be made promptly. If it is a competitive activity, will each boy receive something for participating? Or will only the winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?
9. **HEALTH AND SAFETY:** Include in the plan all necessary measures to ensure the health and safety of the boys and others attending.
10. **MATERIAL AND EQUIPMENT:** What materials and equipment are needed? Who will bring them?
11. **FINANCES:** Estimate cost of activity, if any. Does pack budget cover this expense? If not, how will costs be covered?
12. **REGISTRATION OR CHECK-IN PROCEDURE:** Most competitive events require some type of checkin procedure. Who will be responsible?
13. **TRANSPORTATION:** Will transportation be needed? Will each family provide its' own? If not, what arrangements need to be made?
14. **COUNTDOWN:** Does everyone involved know what is expected?

Scouting means doing. Everything in the Cub Scouting program is designed to have the boys doing things. **CUB SCOUTING IS A YEAR-ROUND PROGRAM.** Remember to include the summer months in your activities. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and funniest activities that can happen during the year. A quality pack program has two elements . . . fun and exciting activities for the boys, and it achieves the Purposes of Cub Scouting. The information found on the following pages will help you with your planning for the coming year.



OUTDOOR ACTIVITIES

Outing is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." As Cub Scout Leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.



Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and collect objects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.

SAFETY RULES FOR OUTDOOR ACTIVITIES

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and cardiopulmonary resuscitations (CPR) attend pack functions.
2. Remember that adequate leadership and supervision help prevent accidents.
3. Encourage boys to pair up in buddies (buddy system) and to be aware of each other's whereabouts at all times.

4. Have a plan for personal or natural emergencies (*such as lightning storms, high winds, or flash floods*) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.
5. If possible, check out the location in advance for hazards.
6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented.
7. Select a well-identified gathering place in the event the group is separated.
8. An adult should always supervise when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.



CUB SCOUT CAMPING

The Boy Scouts of America does not permit overnight camping by dens and packs except at council approved property. Backyard camping and family camping are encouraged for the younger Cub Scouts. A boy is not likely to run into problems beyond his ability when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the “stars” or in a “homemade tent”. Each district offers summertime Cub Scout Day Camp for Cub Scouts to attend.

DAY CAMP

Cub Scout Day Camp is a weeklong summertime experience available for all Cub Scouts, from the newest Tiger cub graduate to the Webelos (first grade through fourth grade graduates). The only catch is you’ve got to be a Cub Scout.

Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack’s district.

The camp is directed and staffed by volunteers just like you who put in a little extra time for special training. The boys spend their day shooting B-B guns, using bow and arrow, making crafts, learning outdoor-nature skills and play Cub Scout games. In short, they have FUN and in the process they complete electives

and achievements toward their advancements. Every camp is unique in the "SPECIAL" activities that each camp's director chooses to put on each day. Well, how do you sign up to help and how do Cub Scouts sign up to attend? Applications are mailed in April to every registered Cub Scout with all the details so watch your mailbox. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your District Roundtable around April.

FAMILY CAMPING

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scouts families. You can't camp without equipment, and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.

Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.

CUB WORLD

Are you and your Cub Scout pack ready to experience the most fun you've ever had? The Cub World at the John Zink Ranch is the place you and your pack should be.

Cub World is a family program, with Cub Scouts and their families participating in an overnight experience, with the selected theme area as the focus for the program. Although there is a one-day program for packs that do not wish to stay overnight, the camping experience is encouraged to get the most out of the program. The campsites are designated for Cub Scout family camping only. There are even flush toilets!

Cub World has a comprehensive program developed for the theme area you choose. The package includes three complete den meeting programs and a pack program for the four weeks leading up to the weekend. These programs are directly related to the theme that the pack has reserved.

In addition, the program for the weekend will be outlined with a complete schedule to follow and activities to conduct, including a campfire and chapel program. An Orientation Guide describing how to plan the weekend and Theme Program Guides for each area are available at the Scout Service Center. These guides are essential to the success of your pack's program. It's all there for you; all you pack has to do is carry out the program. The program is designed to be run by the pack leaders. There won't be any staff on hand, except for the folks who run the General Store at Turkey Creek Village.

RESERVATIONS AND APPLICATION

Packs need to make reservations in advance. Check with your Council Office about reservations, they book up fast. The pack must submit a completed Cub World Reservation Application by the deadline date or the reservation will be canceled. Reservations are accepted on a first-come-first-serve basis for every weekend from March through October.

CUB WORLD IS FREE!!

Of course some cost is involved to prepare for and carry out the weekend, but there will be no charge for using the facilities. And no tour permit is required as your confirmed application will serve in its place.

LAND SHIP PROGRAM

Designed around a nautical theme, using a large land-locked replica of an ocean going ship as the centerpiece of the area. The program lends itself to pirate, Viking, treasure island, and riverboat concepts. Part of the Land Ship program is the Learning Trail, with a series of stations where Cub Scouts and their families will take part in activities that will allow them to learn valuable lessons about life through experience and to understand the values involved with being morally straight.

NATIVE AMERICAN NATURE PROGRAM

Focuses on American Indians and their relationship with the environment. An Indian Kiva is the focal point for this program area. The Kiva is large enough to accommodate an entire pack for program features. Part of the program is a Nature Trail, actually a series of trails with stations along the way for Cub Scouts and their families to learn about the environment of the area and as a result be more mentally awake.

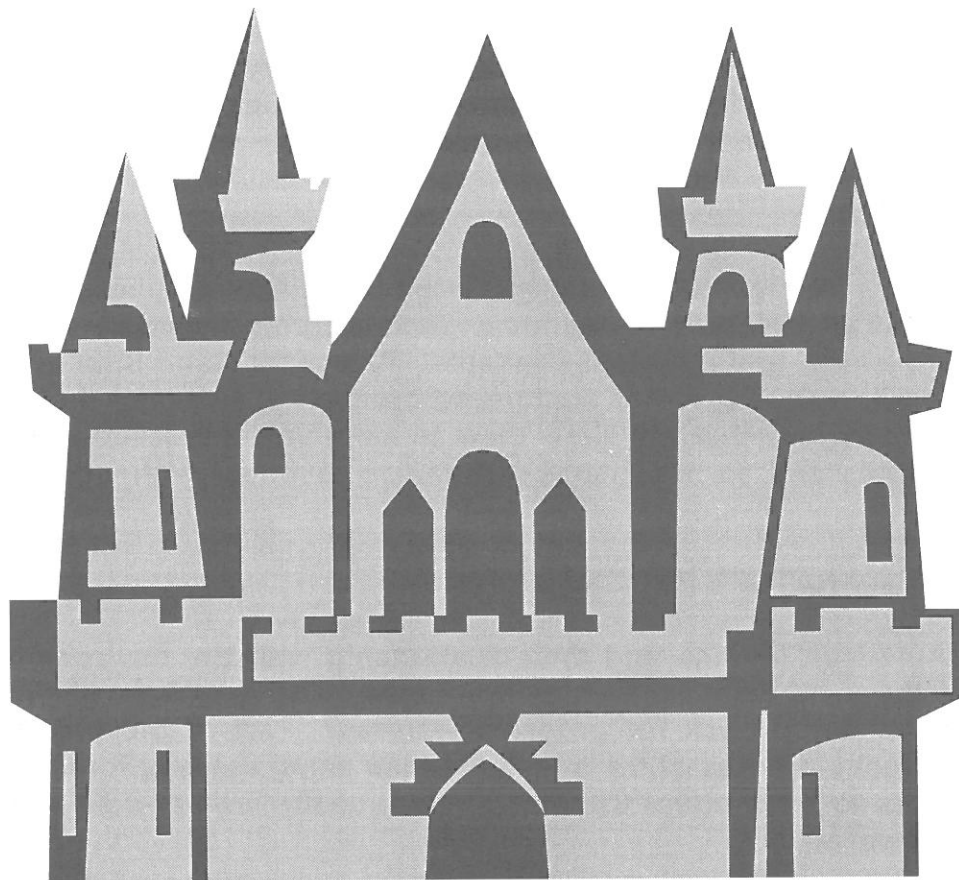
TURKEY CREEK VILLAGE

A replica of an old western town complete with a Sheriff's office, general store, blacksmith building and hotel. In addition, a large fort sits just across from the

village. Part of the program is a Fitness Trail, with a number of stations for Cub Scouts and their families to participate in activities designed to help them keep physically fit.

KING ARTHUR'S CASTLE

The program at King Arthur's Castle will give Cub Scouts and their families the opportunity to relive the past, becoming part of King Arthur's Round Table. The basis for the castle program is a modern-day full sized replica of an old castle, complete with drawbridge and dragons (you'll have to use your imagination a little for the dragons.) Cub World lets boys live in their worlds of "Just Imagine" or "Let's Pretend". Part of the program is a Fitness Trail, with a number of stations to participate in activities designed to help keep physically fit.



CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed certain requirements can earn the World Conservation Award. This is an international award which also can be earned by Boy Scouts and Explorers who complete different requirements. The patch is a temporary patch and is worn centered on the right shirt pocket of the uniform.

Wolf Cub Scouts do the Wolf Conservation achievement and complete all the projects in two of the following electives: No. 13 (birds), No. 15 (Grow Something), No. 19 (Fishing); and take part in a den or pack conservation project.

Bear Cub Scouts do the Bear achievement No. 5 (Sharing Your World With Wildlife) and complete all projects in the following electives: No. 2 (Weather), elective (Nature Crafts) or No. 15 (Water and Soil Conservation), and take part in a den or pack conservation project.

Webelos Scouts earn the Forester, Naturalist, and Outdoorsman activity badges in addition to taking part in a den or pack conservation project.

Applications may be picked up at the Scout Service Center.



PACK DERBIES

Derbies are some of the most popular and successful special events in Cub Scouting. Like all really successful activities, they require planning and preparation, but their value is fun, strengthening of family relationship and promoting Cub Scouting purposes in a way that has been proven over the years. Many packs alternate between the different derbies to add variety to the pack program.

There are many similarities among the different derbies. All seek to:

- Provide fun and exciting new things to do.
- Foster a sense of personal achievement by developing new interests and skills.
- Provide the first of many opportunities to share in friendship, fellowship and competition with other Cub Scouts.
- Encourage good sportsmanship and pride in growing strong in mind and body.

DECISIONS FOR PACK DERBIES:

1. Decide on location and date.
2. Recruit team leaders:
 - a. Inspection and registration team.
 - b. Judging and scoring team.
 - c. Race operations team.
3. Decide on judging categories and awards.
4. Recruit person to order kits and awards.
5. Recruit person to locate or build a race track to be used.
6. Establish list of equipment needed.
7. Finalize racing rules. (as per pack racing committee's decision)
8. Draw plan of race areas and space arrangements.
9. Distribute kits with RULES stated for race.
10. Possibly arrange for photos and publicity. (local newspaper)

These decisions are assuming a race derby is scheduled but can be adapted to any derby the pack decides to hold.

Each pack sets their own rules and race as they see fit. However, keep in mind that District Rules may vary from pack rules should a boy wish to race in the District Derbies. This may be the only time that a parent gets involved with their child so encourage parent participation in your pack. **SET AND KEEP RULES AND RACE AS FAIR AS POSSIBLE FOR EVERYONE INVOLVED.**

Some boys might not have the opportunities and resources to make their race derby entry. About a month ahead of time, it is a good idea to have a time and place set aside for the boys to come and work on their entries.

AWARDS STRUCTURE

Each boy should receive an award or other memento of his participation in the derby. Winners could be presented with medals or trophies. Multipurpose award ribbons, trophies and numerous Cub Scout gift items are available at your local Scouting distributor or use your imagination.

Some ideas for winners could be:

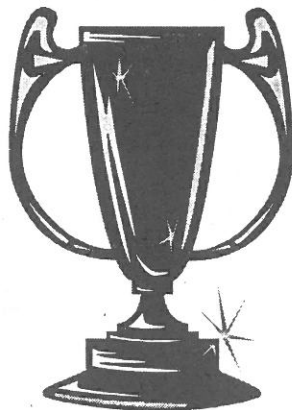
Pack Champions

- 1st Place
- 2nd Place
- 3rd Place



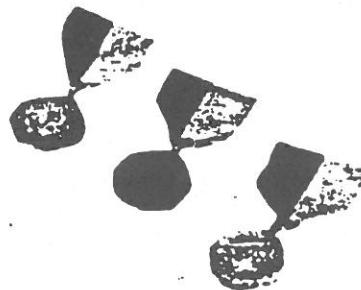
Den Champions

- 1st Place
- 2nd Place
- 3rd Place



Theme

- Best by Cub
- Best paint job
- Most unusual
- Most Creative



Cub Scout Medals

- Gold — C5107
- Silver — C5106
- Bronze — C5105

CUBMOBILE DERBY

The Cubmobile derby is a colorful, thrilling pack or district activity that is fun for the whole family.

Planning for the Cubmobile derby should begin several months before the race date. The cars for each derby are built the same. Each den builds its own Cubmobile, with dads or other adults helping to supervise the construction. Each pack family should be furnished with an information sheet listing the rules, awards, procedures, building specification, date, time and place. This will help prevent any misunderstandings.

CUBMOBILE TRACT

The tract should be a smooth-surfaced street with a gradual slope that is neither too long nor too steep. The suggested tract length is about 150 feet, plus additional stopping space. Secure approval from the appropriate city, county, or park authority to close off the street to traffic during the derby.

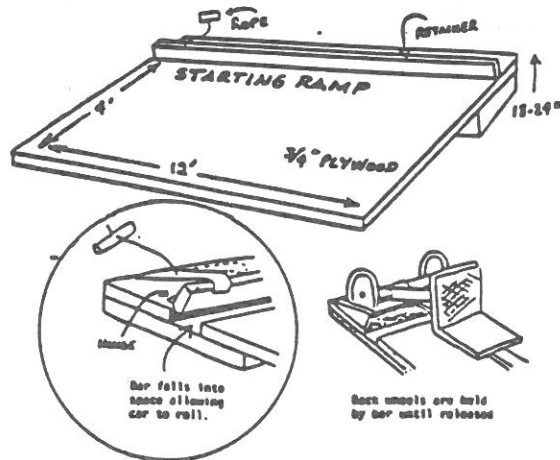
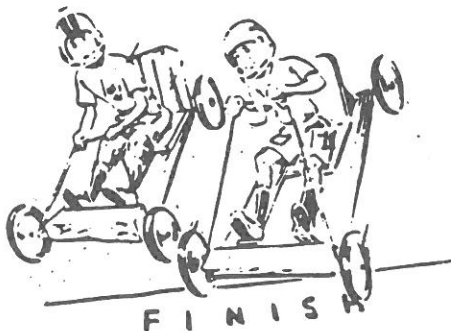
Usually a ramp is set up to start the cars. Cubmobiles start from a standstill, running down the ramp and the slope to the finish line. No pushing or pumping with the feet is allowed.

RACING PROCEDURE

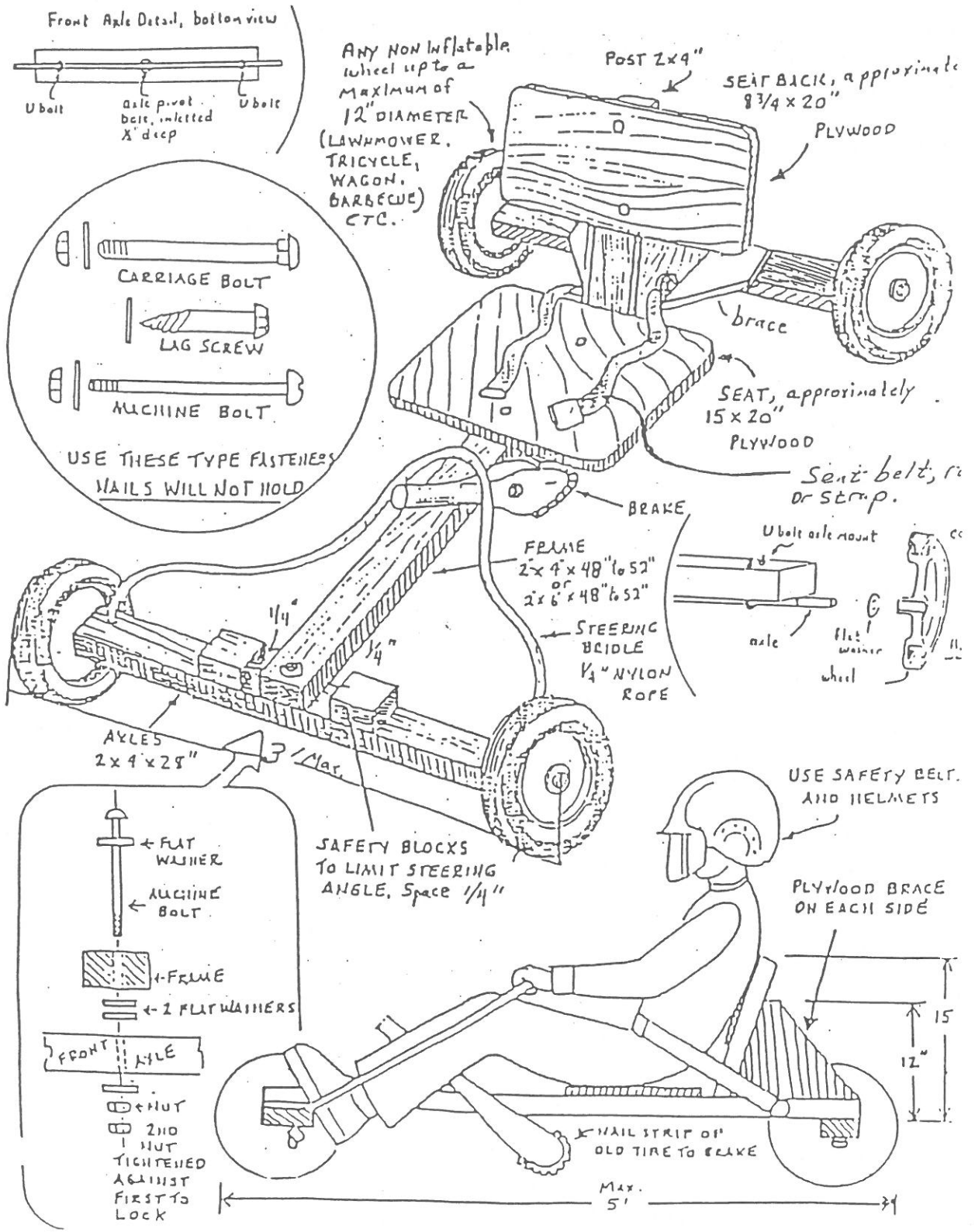
Since several boys can race the same car and compete against recorded time. Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.

STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the backside with cement blocks to get more speed at the start.



CUBMOBILE BUILDING SPECIFICATIONS



SPACE DERBY RACE

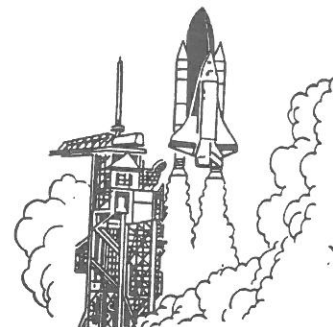
Cub Scouts will find the Space Derby exciting. They blast off with models of miniature "rockets" propeller-driven and powered by three rubber bands that travel along a heavy monofilament fishing line. Join in the fun as the countdown begins for the space race of the century.

RACE SUGGESTIONS:

1. To stage the race, boys wind up their rocket's motor (rubber band), then hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, boys get to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team- two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeeper, etc.
4. Experienced rocket racers warm up their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200 and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate.

Racing Tips:

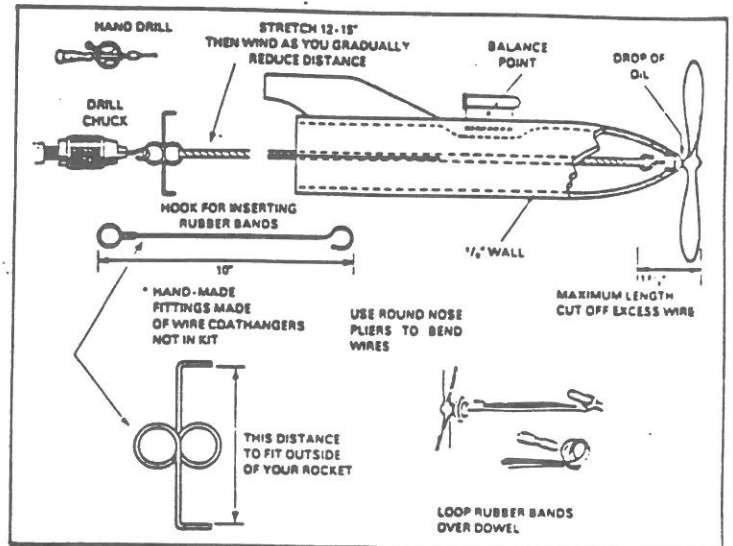
A small hand drill is excellent for winding the rubber bands. It helps speed up the event. A handmade fitting of a coat hanger wire makes winding easier.



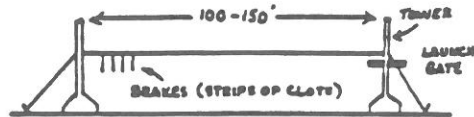
SPACE DERBY BUILDING SPECIFICATIONS

Resources For Space Derby:

1694-1	Individual Space Derby Kit
1695	Space Derby 8-pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby carrier
1695D	Space Derby Acc. Kit (carriers, snap swivel and line)
1688	Space Derby casting mold (plaque with rockets)
7714	Space Derby ribbons (10)
5515	Gold Space Derby medal
5516	Silver Space Derby medal
5517	Bronze Space Derby medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy

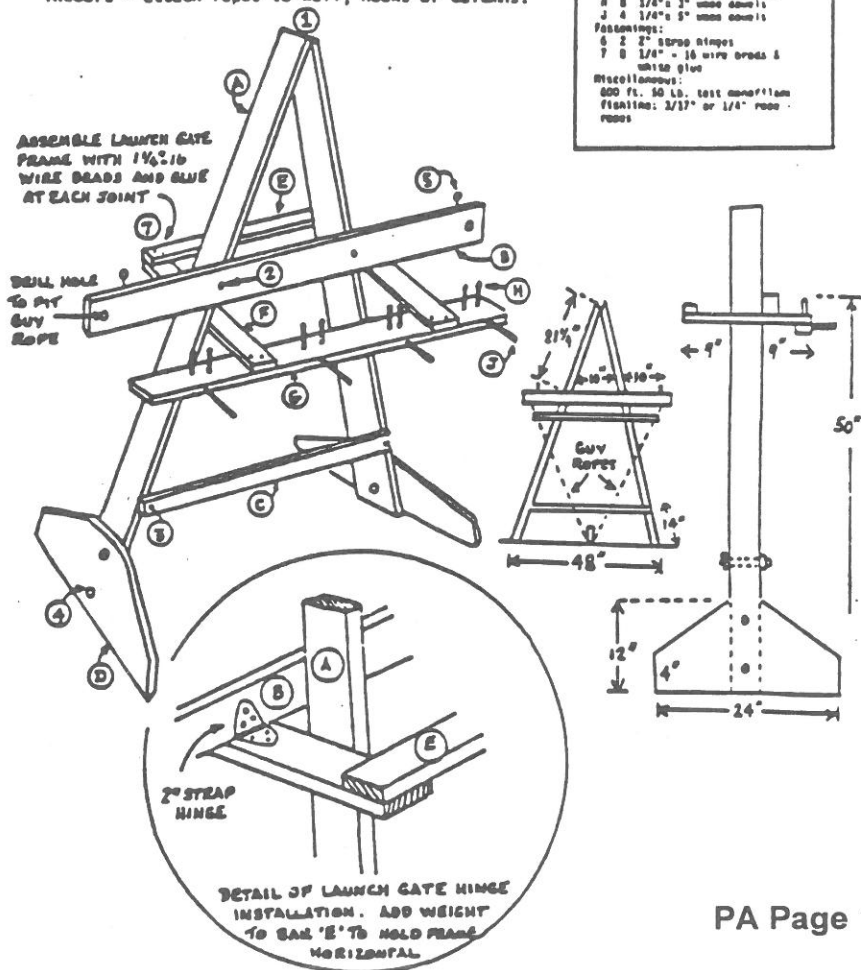


The Rocket Launcher:



Outdoors - attach guy ropes to stakes, trees, or fences.
Indoors - attach ropes to wall, hooks or columns.

- Tools:**
- A 4 3/8"x3 1/2" x 72" pine
 - B 2 3/8"x2 1/2" x 40" pine
 - C 2 3/8"x1 3/8" x 40" pine
 - D 4 1/2"x12"x24" plywood
- Fastenings:**
- 1 2 1/2" butt hinges
 - 2 4 1/8"x8" carriage bolts
 - 3 4 1/8"x2 1/2" wing nuts &
 - 4 8 1/4"x2" washers
- Launching Gate:**
- E 1 3/8"x1 3/8" x 24" pine
 - F 2 3/8"x1 3/8"x18" pine
 - G 1 3/8"x1 3/8" x 36" pine
 - H 8 1/8" x 2" wood dowels
 - J 4 1/8" x 5" wood dowels
- Fastenings:**
- 6 2 2" strap hinges
 - 7 8 1/8" - 16 wire brads & white glue
- Miscellaneous:**
- 600 ft. 50 lb. test monofilament fishing line 3/16" or 1/8" rods
 - ropes



PINEWOOD DERBY

The Pinewood Derby is probably the most popular and successful family project in Cub Scouting. Like all success stories, the Pinewood Derby requires planning and work by the pack committee and other parents but its value in fun and close family relationships has been proven over many years. A Pinewood Derby can be successful as a District or Council activity, also.

Pinewood Derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track. The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

Each pack sets their own rules for the race.

SET AND KEEP RULES SO RACE WILL BE FAIR FOR EVERYONE INVOLVED.

CAR QUALIFICATION RULES

Most packs encourage parent and Cub Scout working together on their car. For some parents this maybe the only time they take an active part in Scouting with their son. Cub Scouts that are from a single parent family may need assistance. Have a Pack wide workshop so Cub Scouts who need help with their cars have the opportunity to receive help. All Cub Scouts need to have the opportunity to experience the thrill of racing. The rules for car qualifying and racing are established by each pack committee or race committee and need to be followed when planning you Pinewood Derby. Below are tested rules from many years experience running and racing Pinewood Derby Cars.

1. Car must have been made this year.
2. The width shall not exceed 2 $\frac{3}{4}$ inches.
3. The length shall not exceed 7 $\frac{3}{8}$ inches.
4. The bottom of car clearance must have a minimum of $\frac{3}{8}$ inch above the tract surface (*including the weights if on bottom*).
5. Wheel bearings, washers, and bushings are not to be used.
6. Added details must be with in length, width, and weight limits.
7. The car must be freewheeling with no starting devices.
8. No loose material of any kind is to be in or on the car.
9. Graphite may be used on car (*powdered graphite only*).
10. Grand Prix Pinewood Derby Kit is provided by council or sometime the pack. This kit may be modified in any way you wish (sand, file, etc.) Help is available in Boy's Life Magazine.
11. No mags are allowed (only that come with kit).

12. The car's weight shall not exceed five (5) ounces. Cars will be checked on official scales. All cars are to be weighed on the same scales the day of the race. Make the scales available at den meetings at least a week in advance for preliminary weigh-ins.

(Weight can be adjusted to be within limit. This is the responsibility of the parents. Have tools available race day to do the adjustments.)

CONSTRUCTION TIPS

- If the design calls for cutting away much of the block, use a saw first, then a knife or sandpaper to finish.
- Paint body parts before assembling them to avoid getting paint on axles.
- Remove burrs on the axles before adding wheels, using sandpaper or emery cloth.
- If there is a mold seam on the wheels, sand them very lightly.
- Use white glue or model airplane cement to hold pin axles in body. Measure center distance between axles before attaching.
- Lubricate axles with powdered graphite or silicone. No oil, grease or silicone spray should be used. Lubricating oil will slow wheel spin and dripping oil can foul the race track.
- Fishing sinkers or other weights may be inserted in the body to add weight, but the total weight of the car may not exceed 5 ounces.

RACE DAY

INSPECTION

All cars are inspected and measured to
Make sure they conform to racing rules.
Cars passing inspection are immediately
Given to the registration table.



REGISTRATION

Cars passing inspection should be assigned a number. Put the Cub's name next to the number on the registration board after the car if it is ready for racing. Give all cars to the Car Corral Officials. Do not allow anyone to touch the cars during

or after inspection. This will avoid any damages, added weight, and confusion. If the cars need attention by the Cubs before the race, remove the registration numbers and have the car re-inspected, weighed and numbered.

CAR CORRAL RULES

Place the cars out of reach of the Cubs and crowd so that they will not be broken or tampered with. If the car needs to be removed for work before the race, remove registration sticker and inform the Cub that the car must be registered again. Warn Cubs that touching other cars may disqualify their car.

CAR REPAIR RULES

The Cubs may do any adjustments or additions to the cars before registration. After the race begins, the cars may be repaired if minor work can be quickly performed. Fix only the items needing attention, do not lube the cars. Be available after the race starts to fix cars and watch the tools at the repair table.

JUDGES AND FINISH LINE RULES

The first car touching the finish line is the winner. If no car crossed the line the car going the farthest wins. If the cars cross very close to the same time, a tie can be declared. These cars can be re-run against other cars or on a different tract or lane. Only in the finals will a close call be important. If both judges do not agree, it is a tie. Designate one judge to always pick up the winner by the center of the car to avoid smashing the wheels and say "The Winner". Return ties to the starting gate at once for re-run. The margin for ties should be smaller as the race progresses. Cars jumping off the track once are usually not a fault of the car; repeated jumping may be reason to lose.

(Having one judge always handling the winner will avoid mix-ups of the cars. Be careful; touching the wheels or dropping the cars can ruin them.)

STARTING GATE RULES AND SUGGESTIONS

Handle the cars with care, being careful not to pick them up by the wheels as they can be damaged. Make sure all cars are placed correctly, straight and not touching the center guides on the tract. Be certain that the correct car is on the correct lane and is running against the correct cars. Then call out the number of the cars so that the names can be announced. Signal the judges and wait for the judges' starting signal.

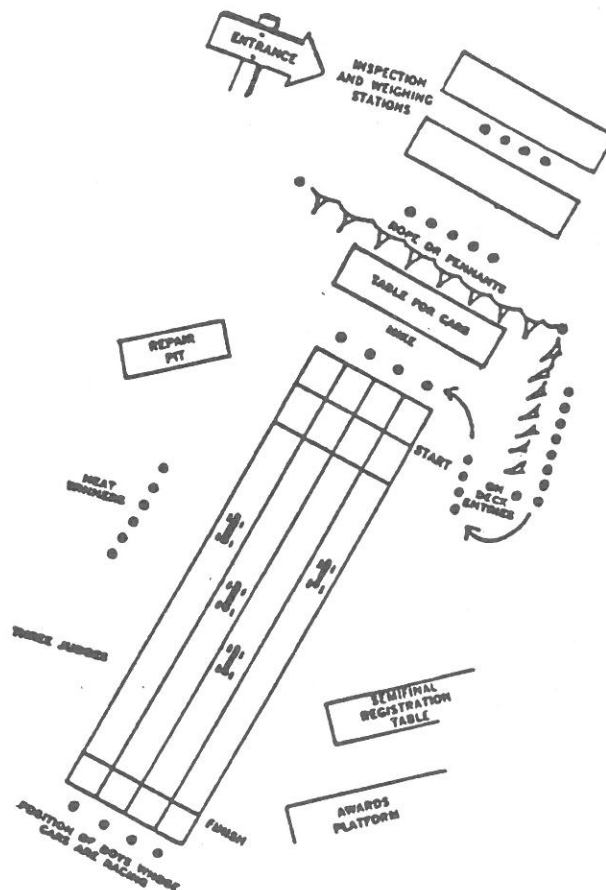
Cars that are discovered to have loose parts or wheels may be repaired by race officials if time permits. Push loose wheels back in, being careful not to jam them against the side of the body. Decorative parts that are loose enough to fall off should be removed and not replaced. Cars breaking during the race will not

furnish that race; however, they may be repaired and put back in the next heat if time allows and they have not been eliminated.

The races themselves are run in heats. The following is a suggestion on how to run the heats.

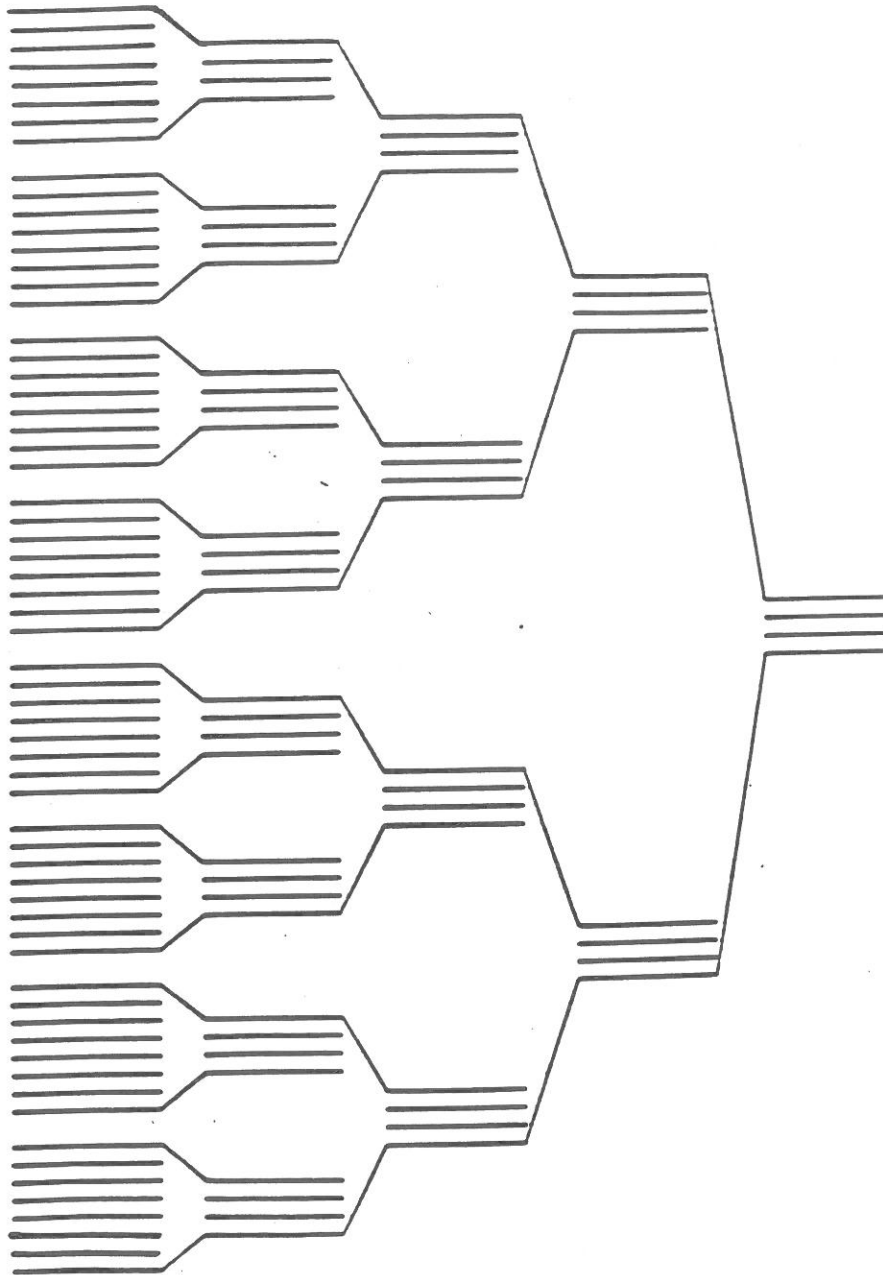
POINTS SYSTEM

1. Run three heat system by den giving points to each car as they finish. Total accumulated points will determine the order of winners. First place is awarded 3 points, second place 2 points and third is awarded 1 point.
2. Use colored dot system, with first place one color, second place another color and third place another. Cars should run on a different lane each time. At the end of three heats all cars are registered and winners are determined from total accumulated points. This system takes out track lane differences. Then all dots are removed to continue to next bracket race.
3. The lane assignments for each heat are rotated.

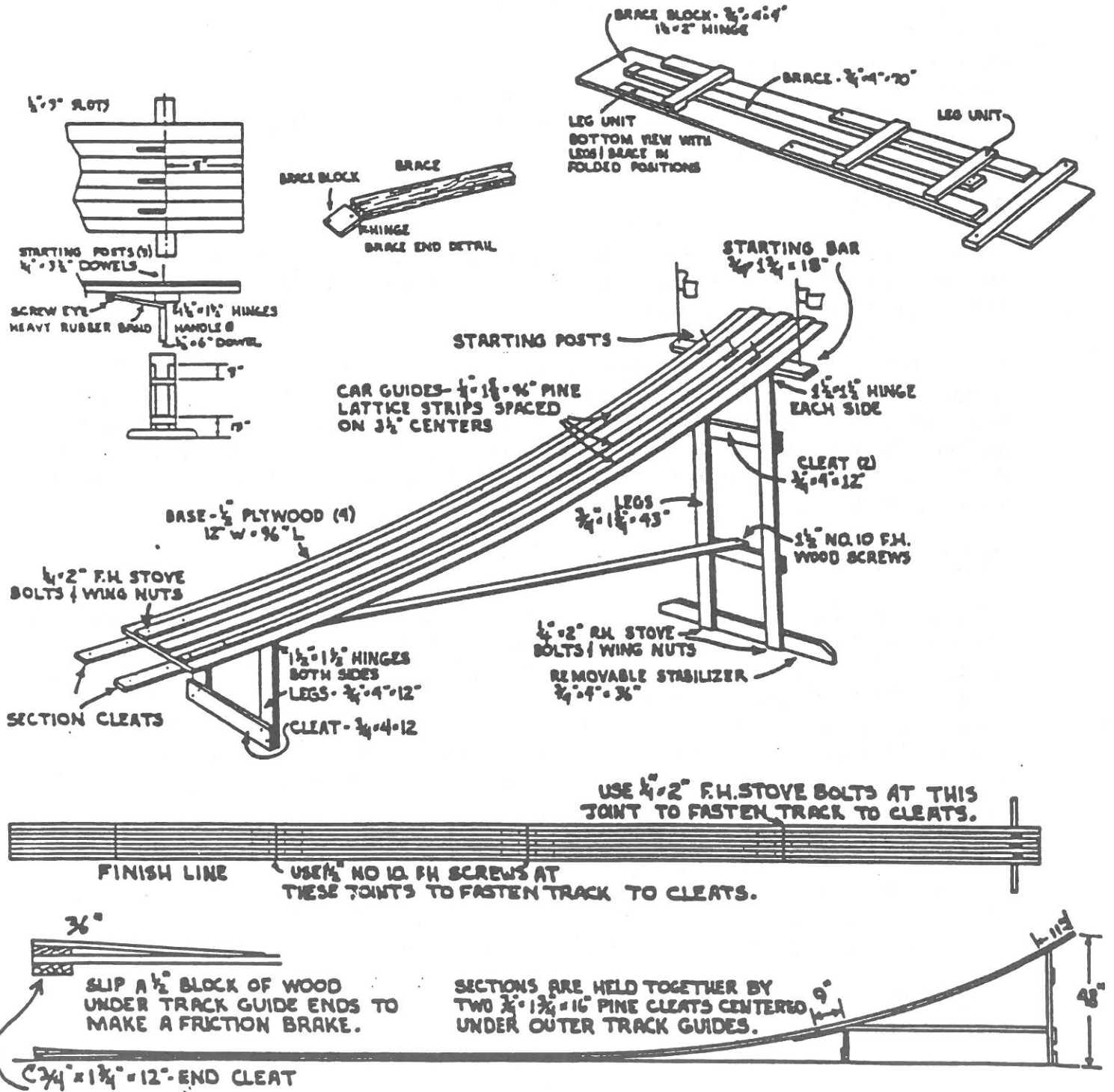


ELIMINATION BRACKET

When using an elimination bracket keep in mind that every Cub Scout should be given the opportunity to race twice. Every race is run in two heats with first, second and third place winners of each heat given points. After the race is run, points are totaled with the winners moving on to the next bracket. Lanes are rotated after each heat.

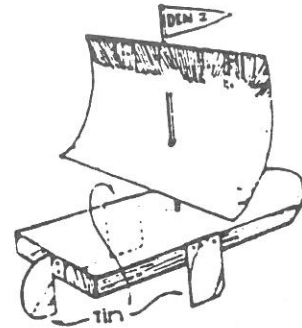


PINEWOOD DERBY TRACK



RAINGUTTER REGATTA

If you have a number of model-boat enthusiasts in your pack then you will want to plan a Raingutter Regatta. Several classes of boats can be raced as long as they are not too big for your Raingutter course. The Wolf Cub Scout Book has plans for simple boats that could be entered in the Regatta or a Regatta boat kit is available from your local Scout distributor.



RACE COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake or even a good size puddle after a rainstorm can be used for racing the boats.

The most commonly used course and where the race gets its name is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

RACING PROCEDURE

Boys blowing into the sails propel the boats. Start with the boat's stern touching the end of the raingutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner. All races are run on an elimination system, by heats. Timing of boats has no bearing and determining heat or final winners. Winners of the first heats will compete against other in a second heat, and third, etc., until a final winner is determined.

On courses other than the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run a foul, there is no contest. The race is re-run.

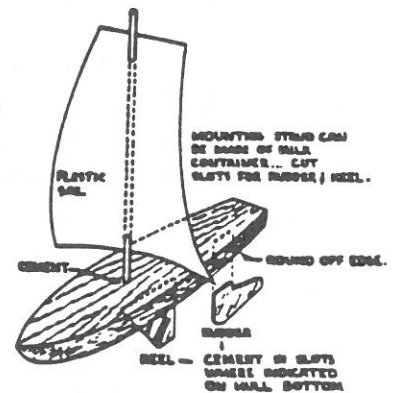
BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed below. First use a medium-grade sandpaper, then finish off with very fine sandpaper.

2. Give model two coats of sanding sealer which can be obtained at a Craft or hobby store.
3. Using either a hand or electric drill can taper mast. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desire shape is achieved.
4. Give entire model two coats of colored lacquer.

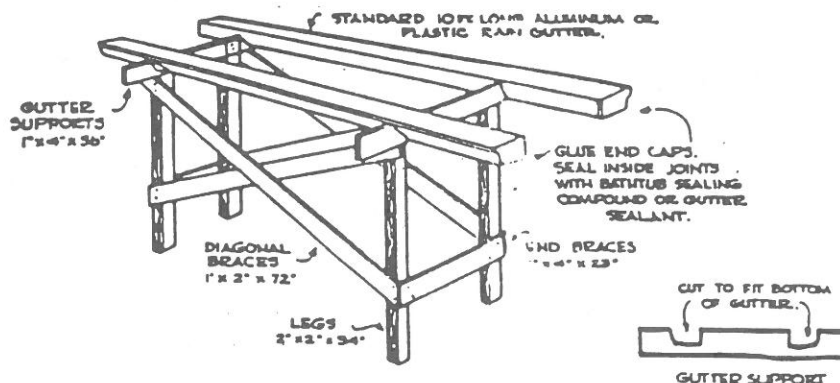
BOAT SPECIFICATIONS

- HULL** No longer than 7" or shorter than 6 1/2".
- MAST** 6 1/2" from deck to top.
- KEEL** Supplied in kit – no alterations allowed.
- RUDDER** Supplied in kit – no alterations allowed.
- SAIL** Supplied in kit – no alterations allowed.



MATERIAL FOR DOUBLE RACEWAY

- 2- 10 foot lengths of 5" diameter half round gutter
- 4- End caps for gutter rivets or bolts to end
- 2- Trough supports (1" x 4" x 36") cut so gutter will fit
- 2- End braces (1" x 4" x 23")
- 2- Diagonal braces (1" x 2" x 72")
- 3- Legs (2" x 2" x 34")
- Several- 1 1/2" #10 flat head wood screws for all fastenings.



BLUE AND GOLD BANQUET

In nearly all packs, the blue and gold banquet is one of the highlights of the program year. It brings together all pack families for a dinner and an evening of fun.

The dinner may be held in a restaurant, catered, potluck, an indoor picnic, or buffet styles. The meal is important, but even more important is the warm, congenial atmosphere created as families enjoy each other's company.

For the banquet to be successful, planning must begin early – at least two or three months in advance. Most packs must find a different meeting place because of the size of the crowd. The banquet committee reserves the location, arranges for the meal, sends out invitations, develops the program, and takes care of other responsibilities. Follow the guidelines for planning special pack activities and study the tips included in this section. They should make planning easier.

Involve as many people as possible on the various committees. Take care not to overload the den leaders, who will be busy with their dens.

BANQUET COMMITTEE

The banquet committee makes the following important decisions, then works in teams on individual responsibilities.

Set Date and Time – Many packs hold the banquet on the regular pack meeting night.

Meal Serving Plan – Decide how dinner will be served. Possibilities are:

- **Potluck.** Each family brings a dish to share either with the whole pack or with the den group. Families furnish their own plates, utensils, serving dishes. Food is pooled and served buffet style. The pack might furnish the drinks.
- **Food Committee.** Some packs buy the meat, bread, beverage, plates, utensils, cups, and napkins. Pack families are asked to bring salads, vegetables, and desserts. In some packs, the food committee buys all the food and cooks the entire meal. The cost can be prorated among those attending.
- **Catered.** A caterer can bring in prepared food, or the pack can go to a restaurant or cafeteria for dinner.

Facility. Secure a suitable facility at least six weeks in advance. The number of people attending and the serving arrangement needed will determine the space.

This could be a school cafeteria, church meeting room, civic center, town hall, restaurant, or cafeteria. Consider these things:

- Rental fee, if any.
- Seating capacity and number of tables available.
- Kitchen availability, if needed
- Adequate parking space.
- Convenient rest rooms.
- Secure permission to use special equipment-public address system, speaker's stand, etc.
- Confirm reservations at least a month in advance.

PHYSICAL ARRANGEMENTS TEAM

Develop a seating plan. Den families should sit together. The size and shape of room will determine the arrangement. Where will head table be located? Will tables be arranged in U-shape, square, parallel, fan-shape? Will everyone be able to see and hear?

- Plan for exhibit space.
- Work with dinner committee on serving plan and allow plenty of room for serving lines.
- Make arrangements to get into the building early on the day of the banquet to set up.
- Inform dens what time they may arrive to decorate their tables. Allow time for people to go home to dress for banquet.
- Check restroom and coatroom facilities.
- Recruit an adult cleanup committee. Have trash bags available.
- Plan to arrive early to set up tables, chairs, and exhibit areas. Have signs showing location of restrooms and coatroom.

PROGRAM TEAM

- The Cubmaster and den leader coach should be members of this team.
- Select a theme for the banquet.
- Select a master of ceremonies.
- Working with Cubmaster, plan programs and recruits a person to handle each item on the agenda.
- Plan general room decoration and head table decoration.
- Consider have a souvenir program printed.
- Send written invitations to special guests. Ask for RSVP.
- Be sure that Tiger Cubs and their families are invited, either in writing by phone.
- Appoint a welcoming committee to greet people as they arrive. This could be a group of uniformed Cub Scouts.

- Plan to arrive early to decorate.
- Send thank-you notes afterward to all whom helped.

MEAL PLANNING

The menu selected will be determined by current food prices. However, a well-balanced meal should include meat, vegetables, salads, bread, dessert, and beverages. The following information will help the dinner team in planning.

Potluck Meal. For a den of eight families, two families bring meat dishes, two bring vegetables, two bring salads, one brings dessert, and one brings bread and beverages.

Food Committee. The quantity-buying table shown here will serve as a guide for the committee in buying food for the banquet.

Quantity Buying Table

Amounts to serve 25 people:

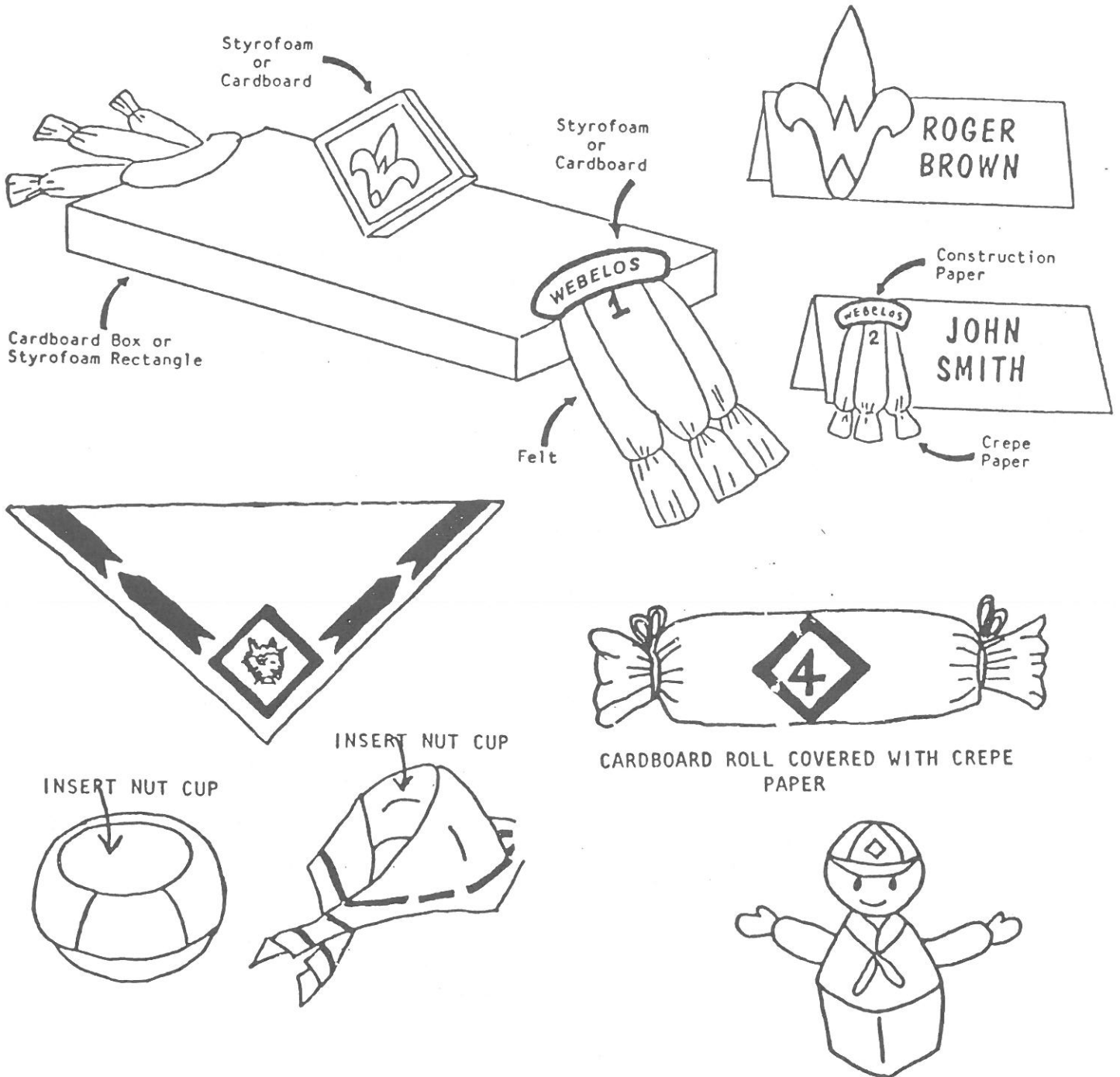
Baked beans – 4- quart bowl
 String beans – three No. 2 cans
 Peas – five No. 2 cans
 Mashed potatoes – 4-quart bowl
 Potato salad – 1-quart bowl
 Gelatin salad – 9-by-13-inch dish
 Lettuce-three heads
 Salad dressing-1 pint or ½-pound
 Catsup-Three 14-ounce bottles
 Baked ham (boneless) – 8 pounds
 Swiss steak – 10 pounds
 Meat loaf – 1 ½-pounds pork, 3 ½-pounds beef
 Frankfurters- 7 pounds (2 each)
 Frying chicken – 40 pieces
 Turkey- 18 to 20 pounds
 Stuffing for poultry – 5 quarts
 Rolls – 3 to 4 dozen
 Jelly-1 ½ pints
 Butter-1/2 pound (32 servings)
 Potato chips – 2 pounds
 Coffee (instant) – 2 oz jar (40 cups)
 Coffee (regular) – 1 pound (40-50 cups)
 Sugar (tea or coffee) – ¾-pound
 Punch or Iced Tea – 2 gallons (50 5-ounce servings)
 Ice Cream – 1 gallon



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 dishwashing.

SOUVENIR PROGRAM

A souvenir program is a token of remembrance of this pleasant evening. The cover can be a simple decoration related to the banquet theme. Inside, list the program, menu, and names of pack leaders and special guests. A few facts about pack accomplishments or activities during the past year can be included.



OTHER PACK ACTIVITIES

GENIUS NIGHT

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

Example of things that could be put in the sack:

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



Prizes can be awarded for most creative, most supplies used, least supplies used, etc.

ULTIMATE

This is played with a frisbee and setting any size of football field that the area will permit. Played by teams. Ultimate is also one of the sports you can earn a belt loop.

FATHER/SON CAKE BAKE AND AUCTION

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

Prettiest
Best Scout theme
Funniest

Heaviest
Most Creative
Tallest

Best decorated
Smallest
Biggest

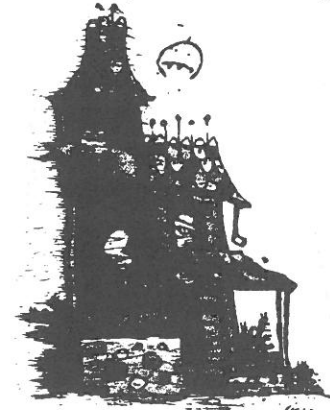
HAUNTED HOUSE

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

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

Examples:

- cooked spaghetti
- bones
- peeled grapes
- mannequin parts
- raw liver
- hair or a wig



The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.

OSTACLE COURSE

You have a starting line and a finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through of events is totally up to the committees imagination. Keep it simple, make it fun, but don't forget safety.

OLD FASHIONED FUN DAY

You can hold this event in a park or on a farm. Some of the activities might be:

- pumpkin or apple carving contest
- apple bobbing contest
- corn shelling contest
- hog calling contest
- three legged race
- tug of war
- pie eating contest
- watermelon seed spitting contest
- wheel barrow race

Remember, this day is for the Cubs but it is a great time to have the other family members participate. You can end the day with a picnic, wiener roast, or home made ice cream.



CEREMONIES

CEREMONIES

Ceremonies are important for many reasons, the most important being that boys like them. The boys like to participate in them to receive recognition. Ceremonies are also important for recognition of leaders, for achievements, for special occasions and holidays. Ceremonies help to teach the ideals and goals of Scouting and citizenship. They can help to promote participation of family, which is very important as Cub Scouting is a family-oriented program. Ceremonies also help maintain order in meetings when properly used. It is important to remember to keep ceremonies simple so there won't be too much for the boys to memorize, yet use as many boys as possible.

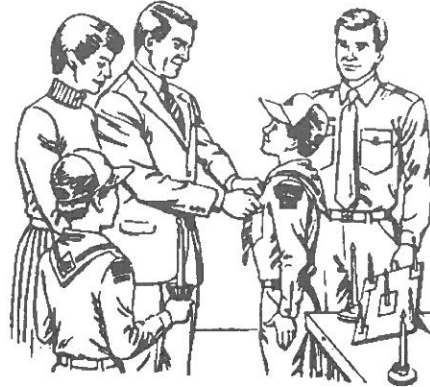
Do you remember the best ceremony you ever saw? The worst? Was it the first or the last ceremony you remember? Were you on the receiving or giving end of the ceremony? If you could answer any of these questions you already know the importance of ceremonies. If not, then this section will be of great help when you are called upon to give a ceremony.

Most people take ceremonies in our lives for granted, especially if they are a spectator and not a participant. In Scouting we cannot take ceremonies for granted. Ceremonies take planning and effort to perform a good one. If they are done badly or not all an important part of the program is lost.

Imagine how you would feel if you worked hard and long to earn a badge, and it was just given to you with nothing, really anything else. Now, imagine if that happened to a young Cub Scout who finally after a great struggle, earned his Wolf badge, his very first earning of anything. Put your imagination to work again and think how it would look if this Cub Scout and his parents were called up in front of the entire pack and all the other parents. Imagine the Cubmaster dressed a King knighting the boy to the Royal Order of the Wolves. The Committee Chairman reads aloud the many challenges the boy overcame and calls him "Sir Knight." His parents receive the badge on a ribbon from a satin pillow to pin on his chest. The entire audience stands and gives him a standing ovation. Can you see that smile on that boy's face, the feeling of pride in his chest? Can you now see the importance of recognizing each and every Cub Scout for his accomplishments with an appropriate ceremony?

Cub Scouts will remember their awards and how they were recognized for earning them. The presentation ceremonies are important to all, especially to the Cub Scouts. It is their time to shine in their glory. The badge is important to the Cub Scout because it is a symbol to show others what he has done. But a little creative imagination going into how he receives his badge will have long lasting benefits. Not only will that Cub Scout remember but every Cub Scout in the audience will also. There will be excitement and inspiration for all to work for their next badges because that knows what might happen then?

The most important occasion in the life of a Cub Scout is his graduation into Boy Scouts. This event, above all, should have a lasting impression on all concerned, especially the graduating Cub Scouts. This should be very special, the best you can do. Don't underestimate the importance of ceremonies, especially this one.



WHY CEREMONIES?

Some of the reasons for having ceremonies are:

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmaster, Den Leader Coach, Webelos Leaders, and pack committee members.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the Purposes of Cub Scouting in a dramatic and lasting manner.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and an end place.
- To help develop the theme of the month.

TYPES OF CEREMONIES

- Opening:** The opening ceremony can make or break the entire pack meeting. It is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely “sets the stage”. Always include the Pledge of Allegiance or a patriotic song.
- Advancement:** The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a witch’s cauldron or a pirate’s chest- and it means much more to a boy than just receiving it with a handshake. The monthly themes lend themselves to some exciting opportunities for advancement ceremonies.
- Recognition:** Installation of leaders, recognition of leaders, Den Chiefs, recognition or thank-you to boys, leaders or parents for special service or activities. Adults as well as boys appreciate recognition.
- Induction:** Bobcat (new family) induction, Webelos den induction, leaders.
- Graduation:** Graduation to Boy Scouts is one of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real “send-off” for the Webelos Scouts moving into a troop.
- Closing:** Closings are sometimes overlooked, but a very impressive part of pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster’s minute-a few words to inspire enthusiasm and dedication.

CEREMONIES THAT FIT THE THEMES

The following ceremonies should be helpful in your den meetings as well as preparing for the pack meeting. Ceremonies can be as simple or as involved as one wishes--- limited only by your imagination, finances, resources, talents, and time! Because of all the diversities involved, the objective is to provide you the leaders with some ideas and references.

CEREMONIAL PROPS:

A few attractive props help set the scene for an impressive ceremony. A little “showmanship” along this line show the boys and their parents that your pack really cares that they came to the meeting, and that you are prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire.

A Tablecloth - A blue and gold tablecloth will add color to your head table, which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow fabric, and trim with blue binding. Or sew together old Cub Scout neckerchiefs. Washable fabric is easy to care for.

Electric Candles – Made from discarded electric candle-type Christmas wreathes. Run the wiring through a piece of conduit or heavy cardboard tubing for the Candle part. Cover with blue and gold foil gift-wrap. Posters of the various ranks can be placed on a small easel between the candles on the head table. Change the posters to correspond with the rank being awarded.

Indian Headdress – Most Cubmasters think the time and effort in making an Indian headdress are worthwhile. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform, is adequate, unless you wish to make other Indian costume parts.

Campfire – A log cabin or teepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flameproof materials.

Bridge – A bridge can be built from scrap lumber, using doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

Arrow of Light – Cut from scrap plywood, paints yellow, and mounts atop another piece of plywood for the base. Holes can be drilled to hold candles.

Costumes – It is impressive for the Cubmaster to wear a costume to wear a costume fitting the monthly theme. You won't want to do this every month,

of course, but on special occasions, such as Christmas, or themes such as Circus, Indians, or Knights, Cub Scouts will enjoy receiving their awards from Santa Claus or an Indian Chief of King Arthur.

CEREMONIES CREATOR (All purpose, all occasion, do anything, generic)

Directions for use:

- Choose one or more phrases from each list
- Assemble the necessary props
- Add your own personal word for each occasion
- Conduct the successful ceremony

“Would the following please come forward:”

Cub Scout(s) <u>(name)</u>	Leader (s)	Den(s)
Webelos Scouts (s) <u>(name)</u>	Parents (s)	Special

“Before you is:”

A Candle	A Drum	A Bucket	A Branch
A Torch	A Cross	A Tripod	A Flashlight
A Scout Book	A Neckerchief	A Bridge	A Picture
Akela	A Trail	A Box	Your Parents
A Ladder	Your Leader	The Pack	Other _____

“This represents:”

The Spirit of Scouting	Fun and Adventure	The Family
The Pack	The Church	Good Deeds
Your Future	Your Accomplishment	Your Den
Our Dedication	Your Advancement	The World
Character	Fitness	Our Community
Other _____		

“You have earned this Award by:”

Helping Others	Completing Achievements	Doing Your Best
Joining Our Pack	Helping Boys Grow	Being a Denner
Being the Best _____	Selling the Most _____	Helping With _____
Collecting _____	Serving for _____ Years	Serving as _____
Other _____		

“Please accept this award and continue to:”

Do your Best	Come to Meetings	Work Hard
--------------	------------------	-----------

Give Goodwill
Help Your Son
Help the Pack Go

Follow Akela
Grow Strong
Other _____

Be Your
Follow the Trail

“Would the rest of the Pack join me in congratulations for this award”

(Lead a tasteful Applause)

ADVANCEMENT CEREMONIES



Bobcat Induction Ceremony

The Legend of the Spirit Stones

This is a story from a long long time a go. A time when the buffalo roamed the plains and the deer and the bear were plentiful in the forest.

The Legend is told of three young Indian Braves that had left their lodge on a very long hunt that led them far away from their homes. They had been following the wild buffalo for many days and had found themselves along side a river at the bottom of a very deep gorge. The weather was getting bad and the sky grew dark very dark very quickly, a terrible storm was upon them, the river was rising quickly. The rain fell so heavy that they could not see to the other side of the gorge to escape. The braves felt that they would surely drown. All of a sudden the Great Spirit of Akela caused the sun to shine right in the middle of the terrible storm, and as the rain passed through this magical light the drops turned to stones as they touched the ground. The river soon filled with these spirit stones and the braves were able to walk across to safety. The young braves gathered some of the stones and brought them back to their village, where they told their families how the Spirit of Akela had brought light to their darkness and Akela had brought light to their darkness and had given them a clear path to follow.

Tonight these boys have taken the first step in scouting. No matter how old you are, when you join Cub Scouts you must earn your Bobcat Badge. From this day on where ever you go, whatever you do I want you to take this Spirit Stone with you so that Akela, and the Scouting Spirit may light your way and always show you the right path to follow.

(This Bobcat Induction Ceremony is courtesy of Pack 30, Twin Arrows District)

Bobcat Induction Ceremony

Personnel: Cubmaster, Den Leader, new Bobcat and parents

Cumaster: Do we have any boys who desire to join our pack?

Den Leader: *(Come forward)* Akela, I have a boy who has shown his desire to join our pack.

Cubmaster: How has he shown his desire?

Den Leader: He has studied the Bobcat requirements and understands the purposes of Cub Scouting.

Cubmaster: Does he come along?

Den Leader: No, his parents wish to join the pack also.

Cubmaster: Fine, bring him up.

(Den Chief escorts new Bobcat and his parents to front.)

What is your name? *(answer)*

I understand you wish to become a member of our pack.
(answer)

Do you know the Law of the Pack? *(answer)*

Are you prepared to try to follow the Cub Scout ideals and obey the Law? *(answer)*

Are you prepared to work hard and to advance in rank? Are you willing to do your best? *(answer)*

Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities too. They are expected to help their son advance in rank. They are expected to attend pack meetings with their son, and help at other times when called upon. Are you willing to do these things to help your son achieve the goals and fun that will be his in Cub Scouting? *(answer)*

(to boy and parents) You are all starting the Cub Scout trail which leads to the great game of Scouting. May each of you be happy in our pack. *(shakes hands with audience and boy)*

(pinning on Bobcat pin) I am pinning on this Bobcat pin upside down. After you have done your first good turn which is approved by our parents, you may turn it right. Welcome to our pack.

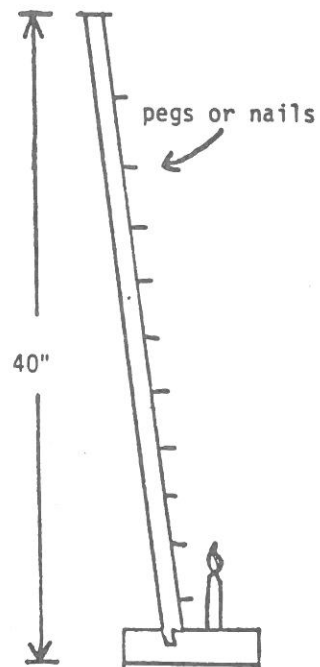
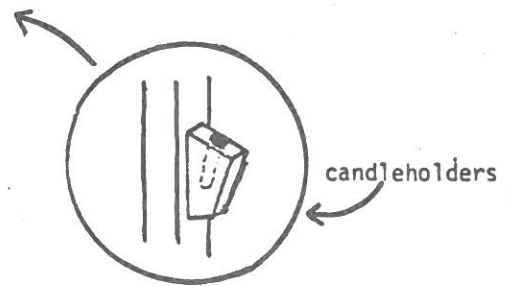
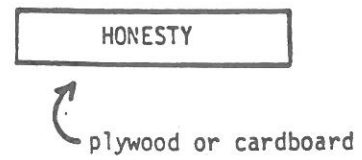
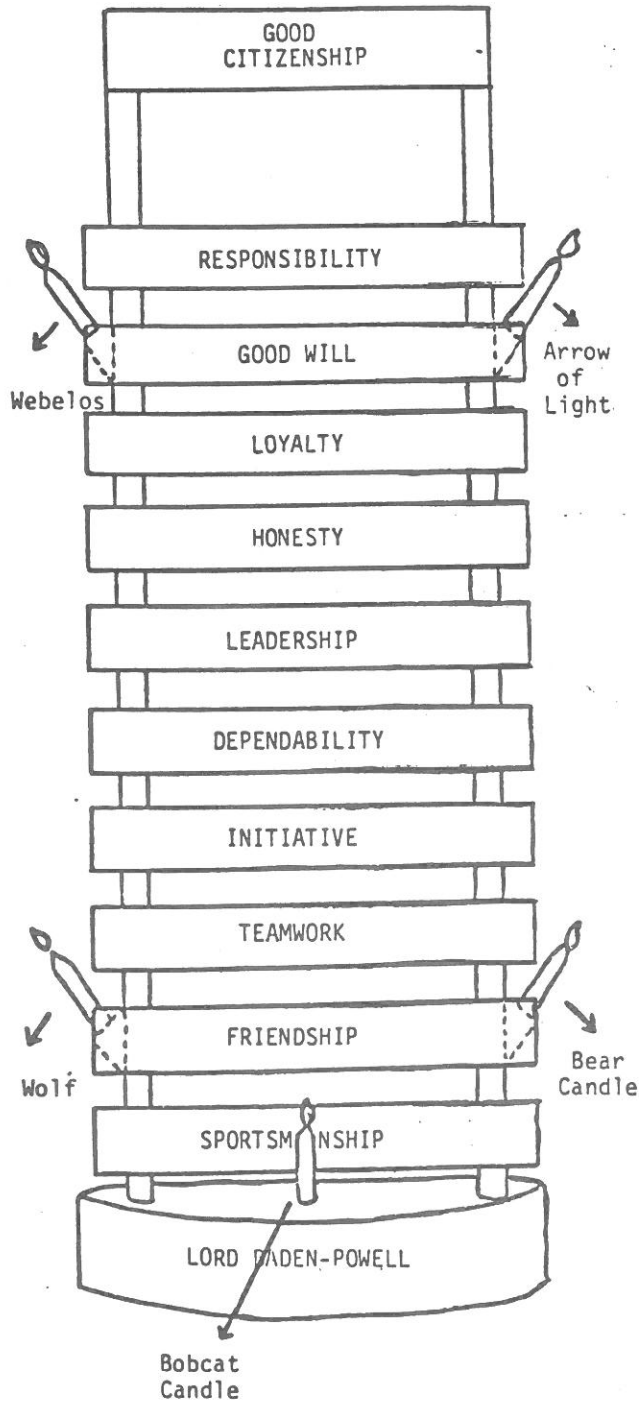
Advancement Ceremony

- Equipment:** Citizenship ladder ceremony board (see illustration); five candles; badges to be presented.
- Cubmaster:** We think of Cub Scouting as a ladder of good citizenship. Let us show you that we mean.
- 1st Boy:** (Places the base of the ladder on the table) We build our ladder on a firm base formed by our founder, Lord Baden-Powell.
- 2nd Boy:** (Places an upright in hole on right side of base) This upright represents the love and help of our parents.
- 3rd Boy:** (Inserts an upright on left side of base) This upright represents the help of religious bodies, schools and other organizations which sponsor Scouting.
- 4th Boy:** (Adds Sportsmanship rung) Sportsmanship ... we like games. They teach us to be good winners and good losers.
- 5th Boy:** (Adds Friendship rung) Friendship... we make lots of friends in our school, church, neighborhood, den and pack.
- 6th Boy:** (Adds Teamwork rung) Teamwork... we learn how important it is to work with others as a member of a team.
- 7th Boy:** (Adds Initiative rung) Initiative... we learn to use our own ideas in making things.
- 8th Boy:** (Adds Dependability rung) Dependability... we learn to be places when we promise and to do our part.
- 9th Boy:** (Adds Leadership rung) Leadership... we learn to lead games and to help with other den and pack activities.

- 10th Boy: (Adds Honesty rung) Honesty... we learn to tell the truth, to handle money, and to understand what honesty means.
- 11th Boy: (Adds Loyalty rung) Loyalty... we learn to be true to our friends, our parents, our pack and den, and to honor our country and its flag.
- 12th Boy: (Adds Good Will rung) Good Will... we like to help our school, church, neighbors, and others less fortunate than we are.
- 13th Boy: (Adds Responsibility rung) Responsibility... we learn to be responsible for certain jobs, our own belongings, things about our home, and the property of others.
- 14th Boy: (Adds Good Citizenship rung) Good Citizenship... through our Cub Scouting experiences, we learn things that help make us better citizens as we grow into manhood.
- 1st Boy: (Inserts candle in base) This candle represents the first rank in Cub Scouting... Bobcat... that is required of all Cub Scouts.
- 2nd Boy: (Inserts candle in lower upright) This candle represents the second rank, Wolf, for eight-year-old Cub Scouts.
- 3rd Boy: (Inserts candle in lower upright) This candle represents the Bear rank for nine-year-old Cub Scouts.
- 4th Boy: (Inserts candle in top upright) This candle represents the Webelos Scouts for the ten-year-olds and the activity badges they earn.
- 5th Boy: (Inserts candle in top of upright) This candle represents the Arrow of Light, the highest award in Cub Scouting.
- Cubmaster: Here you see the ladder to good citizenship. In earning these ranks, Cub Scouts learn traits, which will make them good citizens.
- (Call forwards Cub Scouts who have earned awards with their parents.)

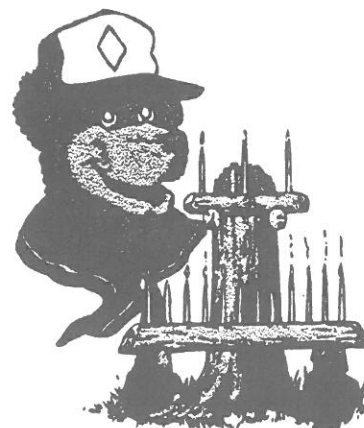
CITIZENSHIP LADDER

CITIZENSHIP LADDER



Cub into Webelos Den

- Equipment:** Webelos neckerchief for each boy going into Webelos.
- DL:** Mr. Cubmaster, a member of my den has reached the age of ten and is now ready to enter the webelos den.
- CM:** Bring him forward.
- DL:** This Cub Scout ____ and his parents ____ has reached the bear rank and has ____ arrow points.
- CM:** _____, you have reached an important point on the scouting trail. As a webelos scout, you will be doing many new things and learning new skills that will not only be fun, but also rewarding. Now I want you to meet your new den leader.
- WDL:** _____, Mr. & Mrs. _____, welcome to the Webelos den. As you enter webelos, some things will be done differently than they were in your last den. Your achievements will require a little more effort, you will be investigating areas that may help you decide what you would like to do in later life.
- You will be camping out overnight. I will be the one to approve your achievements instead of your parents, although they will help you with some of them.
- And your uniform will be different.
- (The Webelos leader then removes the Cub Scout neckerchief and places the Webelos neckerchief around his neck.)*
- WDL:** This is the neckerchief you will wear. *(He then pins on the colors)* These are your colors, the activity badges you earn will be placed on them.
- Now lets meet your new den.



Webelos Graduation Ceremony

Staging: Darkened room, red light is on bridge, which is centered between American and pack flags.

Assembled on stage, to the left of the bridge are the parents and Webelos Den Leader; on the opposite end of the bridge is the Scoutmaster.

Cubmaster: Tonight we mark a great occasion... the graduation of Webelos Scout (name) from our pack. We are sad to see him leave because he has been a great help to our pack... but we are happy for him because he is going on to the great adventure of Scouting. He has worked hard for this night and has advanced well. Please escort Webelos Scout (name) to the front.

(Boy, who has been standing on opposite side of room is escorted to front by another Webelos Scout, who carries the Webelos den flag. They stop at front; the graduating Webelos Scout salutes and joins his den leader on stage. The other Webelos Scout returns to his place.)

Cubmaster: (Recaps information such as date boy joined pack , ranks he earned, awards he received, date joined Webelos den, etc.)

Den Leader: (Recaps activities in Webelos den, highlighting activity badges he has earned.) Webelos Scout (name) it is with a great sense of pride that I now ask you for your Webelos neckerchief. (After removing neckerchief, den leader escorts him to end of bridge where Cubmaster is waiting.)

Cubmaster: I am pleased to see that you are wearing the Arrow of Light, the highest award in Cub Scouting. This is the only Cub Scout badge which you will be permitted to wear on your Scout uniform. And now you may take the final steps. (Webelos Scout crosses bridge. He stops in center, turns to salute Cubmaster with Cub Scout salute. He proceeds across bridge to where the Scoutmaster is waiting. He gives him Scout salute.)

Scoutmaster:(name), we are happy to welcome you to our troop. I can see by the Arrow of Light that you are prepared to join the great fellowship of Scouting. (Short statement on what is expected of Scout.) Please repeat after me the Scout Oath. (Scoutmaster and Scout exchange salutes and shake hands.) As a token of this important occasion, I would like to present you with the troop neckerchief.

(Scoutmaster and parents meet in front of bridge.)

Mr. and Mrs. (name), welcome to our troop. I congratulate you on the fine work that you have done with your son in Cub Scouting. I am sure you will find new adventures in our troop.

(Red light is turned off. House lights on. Participants leave stage.)

Webelos Graduation Ceremony

This is a very impressive graduation ceremony. It can be used indoors or outdoors.

Material: A rustic bridge. Railings made of dead tree branches and flooring from scrap lumber. Two campfires (artificial ones for indoors). If indoor, the room should be darkened.

Procedure: Cub Scouts and Boy Scouts are seated around their respective campfires at opposite ends of a rough bridge on an auditorium stage or playground. Cubmaster asks Cub Scouts to stand and repeat Cub Scout Promise. Then-

CM: (Calls) Hello, Scouts of Owasippe.

SM: (Answers) Hello, Cub Scouts of Akela, and what do you desire?

CM: We have several Cub Scouts of Akela's Council Ring who have prepared themselves for entrance into the Council Ring of Owasippe.

SM: Bring them forward to the bridge that joins our two Council Rings.

Akela accompanied by torchbearer (use candle lantern) leads candidates and their parents to bridge. Scoutmaster advances with torchbearer and crosses over bridge and is introduced to parents of the Cub Scouts. Cubmaster asks the Cub Scouts to hand him their Cub Scout neckerchiefs. He congratulates them on the fine work they have accomplished as Cub Scouts and wishes them good luck in their new Scouting adventure.

The Scoutmaster leads the way across the bridge and forms new Scout recruits in a single line facing the fire. He addresses new Scouts, welcoming them into Troop, explaining some of the Troop tradition and forthcoming activities. He then calls the new Scouts forward individually and places the Troop neckerchief on them.

The Senior Patrol Leader then steps forward and leads Troop in a cheer for new

Scouts. This is followed by the Troop song or a peppy camp song like "Trail the Eagle." S.P.L. then leads Troops in repeating Scout Oath.

This Graduation Ceremony was used as a closing for a Chicago roundtable. Just prior to this you can stage recognition of other advancements, including a special tribute to those receiving the Webelos.

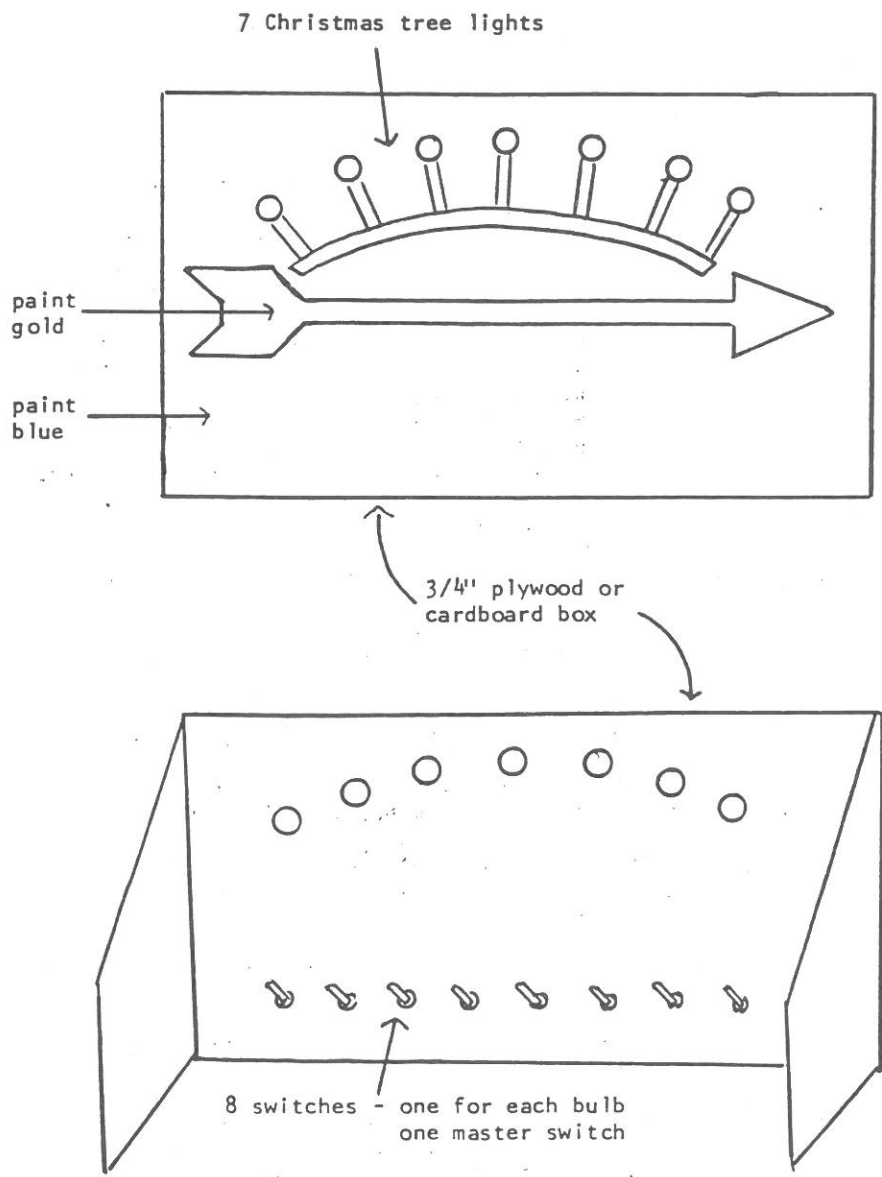
Arrow of Light Ceremony

- Personnel:** Webelos Leader or Cubmaster, Webelos Scout, parents
- Equipment:** Arrow of Light ceremony board (see props)
- Arrangement:** Room is in darkness. Leader introduces Webelos Scout(s) who are receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.
- Leader:** The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat. (Turn on first light). Before becoming a Bobcat he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and salute. The rank for eight year old Cub Scouts is Wolf. (Turn of second light) Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is nine years old. He can earn as many Arrow points as time and ambition will allow. Twelve achievements are also required for the Bear badge. (Turn on light #3) You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow points until he is 10 years old.
- Now he is 10 and becomes a Webelos Scout. (Turn on light #4) They wear the Webelos tri-colors on their sleeve and work on Activity Badges, which are metal pins. Webelos is the secret name for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is Chief. The Webelos Scout is older... he can do more for himself. His parents no longer sign for his advancements... his Webelos Leader does this. He works on the Arrow of Light Award. (Turn on light #5) To receive this award, he must earn the Citizen Activity Badge and at least two more of four specific badges. (Turn on light #6)
- He learns the Scout oath, the Scout law, the Scout motto, slogan, sign, salute and handclasp. He learns the parts of the

Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony at pack meeting. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn of light #7)

Now his path has been fully lit on his way to Scouting. Now we review his path to Scouting. (All lights out) This is what his path looked like before he entered Cub Scouting. (Turn on all lights) This is what his path is like now that he has progressed through the ranks of Cub Scouting to the Arrow of Light. Goodbye Cub Scout... Hello Scout.

Arrow of Light Ceremony Board



Artificially Illuminated Council Fire

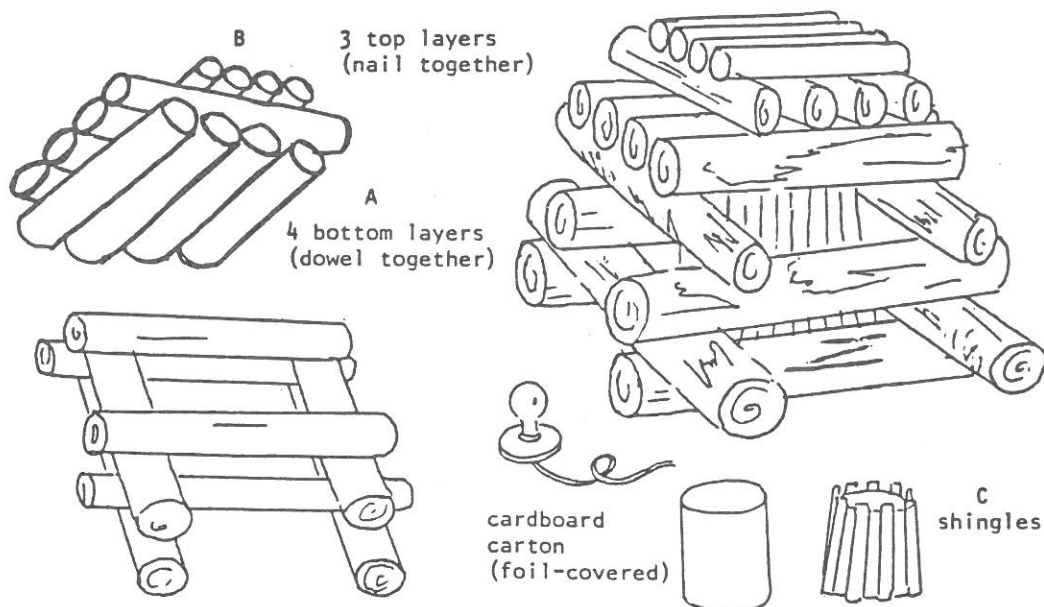
Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic. Your den or pack may wish to undertake this project.

- | | |
|---|--|
| <p>Materials: Birch logs
A few wood dowels
8" dia. Cardboard carton
3/4" x 7 3/4" dia. Wood disc
A surface electrical outlet</p> | <p>10' length of lamp cord and plug
2 1/2" and 3" finishing nails
2" x 16" shingle pieces
Aluminum foil
Light bulb</p> |
|---|--|

Instructions:

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

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



Advancement Ceremony

EQUIPMENT: Pinewood Derby track, badges of rank, or decals, and awards to be given to boys. Put decals or actual badges of rank on stiff cardboard and attach to 8 inch long sticks. Tape or tack these to side rails of derby track in ascending order – Bobcat, Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout badge at the top. At the appropriate places on the track, have the badges and arrow points. (Note: Equipment must be prepared immediately after the pinewood derby, while the derby chairman is making his awards – so that it will be ready for the following advancement ceremony.)

CUBMASTER: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they? Well, you can go uphill on this track too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light. Some of our Cub Scouts have been climbing this course, and now we are going to show how far they have progressed. Will the following Cub Scouts who have show made the climb as far as wolf please come forward with they're parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points. Have Webelos den leader take over for activity badges and Webelos badges. Cubmaster should be involved in presentation of the Arrow of Light and graduation into a troop.)

OPENING CEREMONIESOpening Ceremony

(A simple opening ceremony for the first meeting of the year.)

No scenery is required for this program. There are no costumes, unless the sponsoring institution has a uniform. The verses may be said by individual Cub Scouts or by dens as a whole. Have the performers line up on stage. Let each Cub Scout or den step forward as he gives his verse. The final two verses are given by all. Insert the pack number where indicated. In the seventh verse, have the Cub Scouts point at the audience on the last line.

1st Cub Scout: Another year is starting,
 And we'd like to welcome you.
 And tell you what our purpose is,
 And what we hope to do.

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

Patriotic Opening

- Equipment: American flag. One red, one white and one blue candle in holders.
- Personnel: 4 Cub Scouts, Den Chief.
- Staging: After flags are advanced in usual manner, and before they are posted, the 4 Cub Scouts recite these lines:

- Den Chief:** Practically from the beginning of time, man has used symbols to express hope, ideals and love in his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.
- 1st Cub:** I light the red candle, which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.
- 2nd Cub:** I light the white candle, which is the symbol of purity and innocence and symbolizes the white of our flag.
- 3rd Cub:** I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.
- 4th Cub:** The stars in our flag represent states. They indicated that the heights of achievement for our nation are limitless as the heavens above us.

Please join us in the Pledge of Allegiance to our flag.
(Audience stands, salutes and repeats pledge of allegiance. Flags are posted. Color guard retires.)

Spotlight the Boy – Opening

The U S Flag and a pack flag are carried to the front by the color guards. They face the audience. The lights are turned down and a Cub Scout stands in between the flags. A spotlight is turned on the setting. A good reader, reads the verse below.

He's just eight year old
He's made of the following ingredients:
Noise, energy, imagination, curiosity and hunger.
He's the "cute little boy down the street",
That "spoiled imp next door", or
"My Son,"...depending on who you are.
He's something to be kept fed, clothed, healthy,
Happy and out of trouble.
But

He's something else, too.....
He's tomorrow.
He's the future we've been fighting for.
He's part of the world's most important generation.
Our generation must also win the peace.

Story of Cub Scout Colors*(Blue and Gold Ceremony)*

Arrangement. As curtain opens, three boys dressed in Indian costume are seated around artificial campfire. One wears a chief's headdress; the other two are braves. Hanging on a tripod over the fire is a kettle which has a small can of dry ice and a blue and gold Cub Scout neckerchief concealed in it.

Narrator (Cub Scout or den chief): Many, many moons ago, the great chief Akela called a council to see what could be done to make his tribe the best of all tribes. he told the first Indian brave to climb the mountain and tell the eagle to fly high in to the sky and bring back part of the beauty of the sun. *(One brave exits)*

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. *(Second brave exits)*

After a while, both braves returned. *(Both braves enter. One carries a bottle of blue water; the other a bottle of gold water. They hold up bottles to show everyone.)*

Narrator: Akela told one brave to our some of the beauty of the sun into the Council mixing pot. *(The brave pours some of the gold water into the can in the Pot, causing smoke.)*

Narrator: Then he told the other brave to pour some of the beauty of the sky into the council mixing pot. *(The brave pours blue water into the can, causing smoke. Akela, the chief, raises hands toward the sky.)*

Narrator: Akela says that from this day forward, blue will stand for truth and Loyalty and the sky above. Gold will stand for warm sunlight, happiness, and good cheer. *(Akela reaches into the pot and pulls out Cub Scout neckerchief.)*

Narrator: And that's why the Cub Scouts colors are blue and gold.

Scouting around the World*(Blue and Gold Opening)*

Arrangement. A world globe sets on the head table.

Narrator: (Pointing to United States on globe): This evening we are holding our blue and gold banquet here. But did you know that all over the world (spins globe) Cub Scouts just like us are taking part in Scouting activities too? Well, it's true. The Scouting movement exists in 115 countries – almost every nation of the noncommunist world. Those Cub Scouts are much like us. They have similar ideals, a similar promise, and the same brotherhood of service. So let's think of our brother Cub Scouts around the world as we join in the Cub Scout Promise. *(Leads Promise with everyone standing.)*

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 stands; recorded music if desired.

Arrangement: Flag stands 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 that will perform the ceremony. At this point the speaker advances to the front.

Speaker: Attention! Will the audience please rise? (They do so) Color guard, present the colors! Or Color Guard, advance!

(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 audience does likewise; 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 with 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 finished, the speaker give the next command which is the signal for all 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 and its bearer and guards salute it and step back into place).

Speaker: Color guard, retreat! (or "retire")

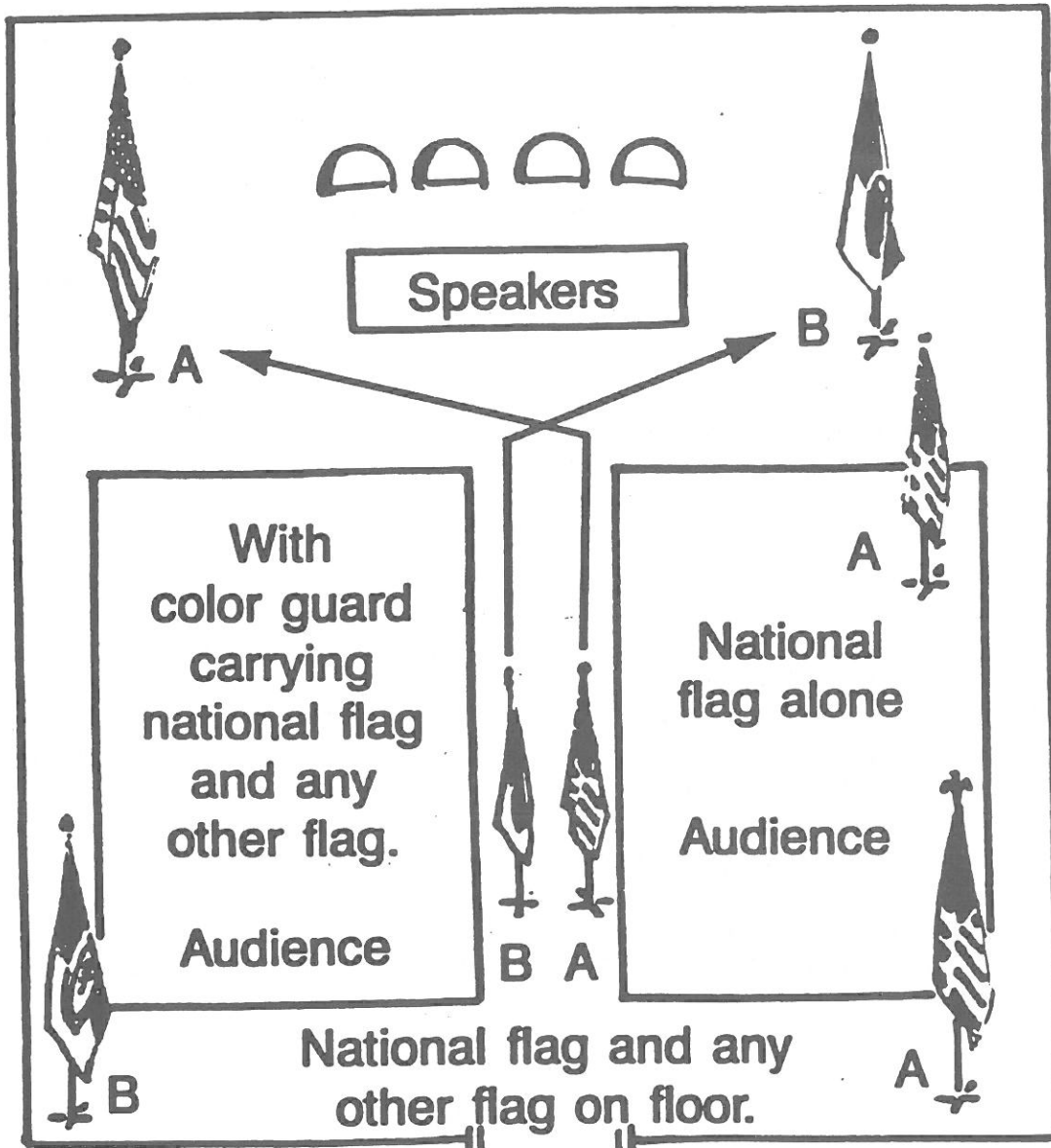
(Flag bearers lead procession to back of room with speaker following last).

Arrangement for Flag Ceremony

If flags are to be posted on the stage, the American flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in the front of the room. The American flag crosses in front of the pack flag.

This is correct also if the audience or congregation is on the same level as the speaker.

When the colors are retired at the end of the meeting, the same positions are used as shown below, except in reverse order.



CLOSING CEREMONIES

Closing Ceremony

This closing thought can be read by Cubmaster or other pack leader.



What can we learn from the past?
What lesson that will last?
Faith in God, honor of country,
To these truths, we hold fast.

Our forefathers made us free;
Stood for truth and liberty;
Made inventions and improvements
And legacies for all to see.

As Cub Scouts we honor them,
Those brave men we remember,
From Washington to Reagan,
They've fanned the glowing ember.

This glowing ember of America
Shall burn for centuries;
The flame of greatness lingers on
For future men to seize.

We now salute our growing Cubs,
Whose youth shall soon be gone;
From Cubs to great men, some shall grow
To lead our country on.

Patriotic Closing

Cubmaster:

As we come to the end of our pack meeting, I would ask that you stop for a moment and think with me about the 56 men who signed the Declaration of Independence over 200 years ago. Five were captured or imprisoned in the war that followed. Nine died of wounds or hardships. Twelve lost their homes. Seventeen lost everything they owned. Every one of them was hunted. Most were driven into hiding. They were offered immunity, rewards, the return of their property, or freedom of loved ones if they would give up their cause. That cause was freedom. Not one did. Not one man broke his pledge. Because of men like that... men of dedication and purpose.... We enjoy living in a free country today.

Pack Meeting Closing

A narrator hides behind the stage to do all the speaking. One Cub Scout dials a play phone or a large cardboard cutout phone and holds the receiver up as if for audience to hear. Seven other Cub Scouts hold up large traffic signs at appropriate times as the narrator mentions them.

The first boy comes on stage with the telephone and dials a number. He holds up receiver toward the audience.

Narrator:

You have just dialed a THOUGHT FOR THE DAY, brought to you courtesy of DEN _____, PACK_____.

Sometimes you may have trouble in communicating with those you meet, and you may feel you have come upon a DEAD END STREET. *(Cub Scout comes out and hold up sign)*

But when that happens, you'd better take CAUTION you see. *(Next boy comes out holding cardboard traffic signal which has colored tissue paper glued in proper place over the three lights. He holds a flashlight behind the yellow.)*

Then STOP *(Next boys comes out, takes traffic signal and holds flashlight behind red)* and think a while. Is the trouble with him or me?

Do you always GO *(Next boy shines light on green)* on and on about the things that interest only you?

Or do you YIELD *(Next boy comes out carrying 'Yield' sign)* sometime to him, so you can hear his thoughts too?

So let's not go through life, not communicating because we're going the WRONG WAY *(boy comes out with 'Wrong Way' sign)*

Just remember to say U-TURN O.K.? *(Next boy carries 'U TURN' sign)* When you're talking instead of listening to what he has to say.

Closing Ceremony

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in

Boy Scout Sign.....May the spirit of Scouting
Cub Scout Sign.....and the light of Akela
Point finger.....be with you and me
Both arms out.....until our paths
Arms crossed.....cross
Cub sign (on wrist, then elbow,
then shoulder.....again.



The Living Circle

The living circle may be used alone as a ceremony, or it may be used as a part of one. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting.

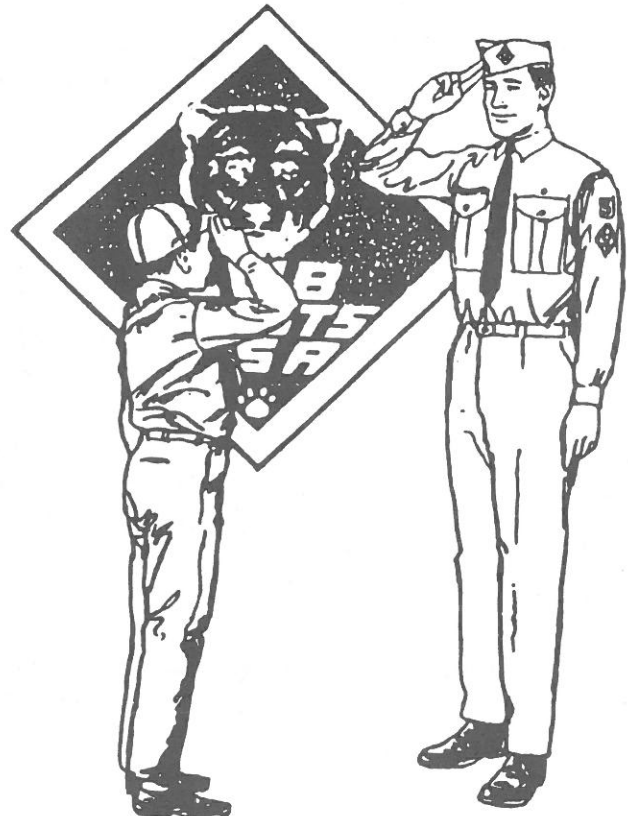
It is made by a den and its leaders in a close circle facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right. Each person grasps the left thumb of the one to his left – making a complete living circle handclasp. The right hand is held up in the Cub Scout sign. Pump left hands up and down while saying “Ah-h—kay-y—la, we-e-e’ll do-o-ou-u-r BEST!”

Closing Thought
(Blue and Gold)

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

A Cub Scout Parent’s Prayer

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



Webelos Closing

This ceremony can be used to open or close a pack meeting or a Webelos Den Meeting. As the boys stand together in a living circle have each raise his right hand in the Cub Scout sign and repeat the following Webelos Promise together.

- W** We, as Webelos, promise to do our best.
- E** Each day we'll pass the good Scout test.
- B** Being always aware of our duty to God and Country.
- E** Eagle Scouts we'll strive to someday be.
- L** Law of the Scouts we'll learn to obey.
- O** On the trail toward Boy Scouts we'll travel each day.
- S** So we'll remember what WEBELOS mean;

WE'LL BE LOYAL SCOUTS!!!

Denner Installation Ceremony

This ceremony should be held in the den meeting, as soon as denner is elected.

Equipment: Table, Den Diary (if desired), Candle in holder, Denner Cord.

Staging: Den Leader or Den Chief can perform installation. Assistant denner could be installed at the same time.

Den Leader: (name), please step forward. (lights candle) Before you burn a white candle which represents the Spirit of Cub Scouting. It takes a team to keep the spirit alive.... to keep the candle burning. You have just been elected to be a member of that team.

As Denner, your duties are to assist me and our Den Chief. You will keep the Den Diary, help take attendance and collect den dues. (This may be varied depending on responsibilities, which Den Leader wishes Denner to have.)

During the week, you will set a good example for the other members of our den, by being honest, fair, showing true Cub Scout Spirit.

Denner: I do.

Den Leader: I'm happy to present you with the denner cord, which is to be worn on your right sleeve during your term of office. Wear it proudly and with honor. Congratulations!

Lord Baden-Powell's Farewell Message

(Pack Closing)

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

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

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

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich or merely from being successful in your career, or by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

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

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

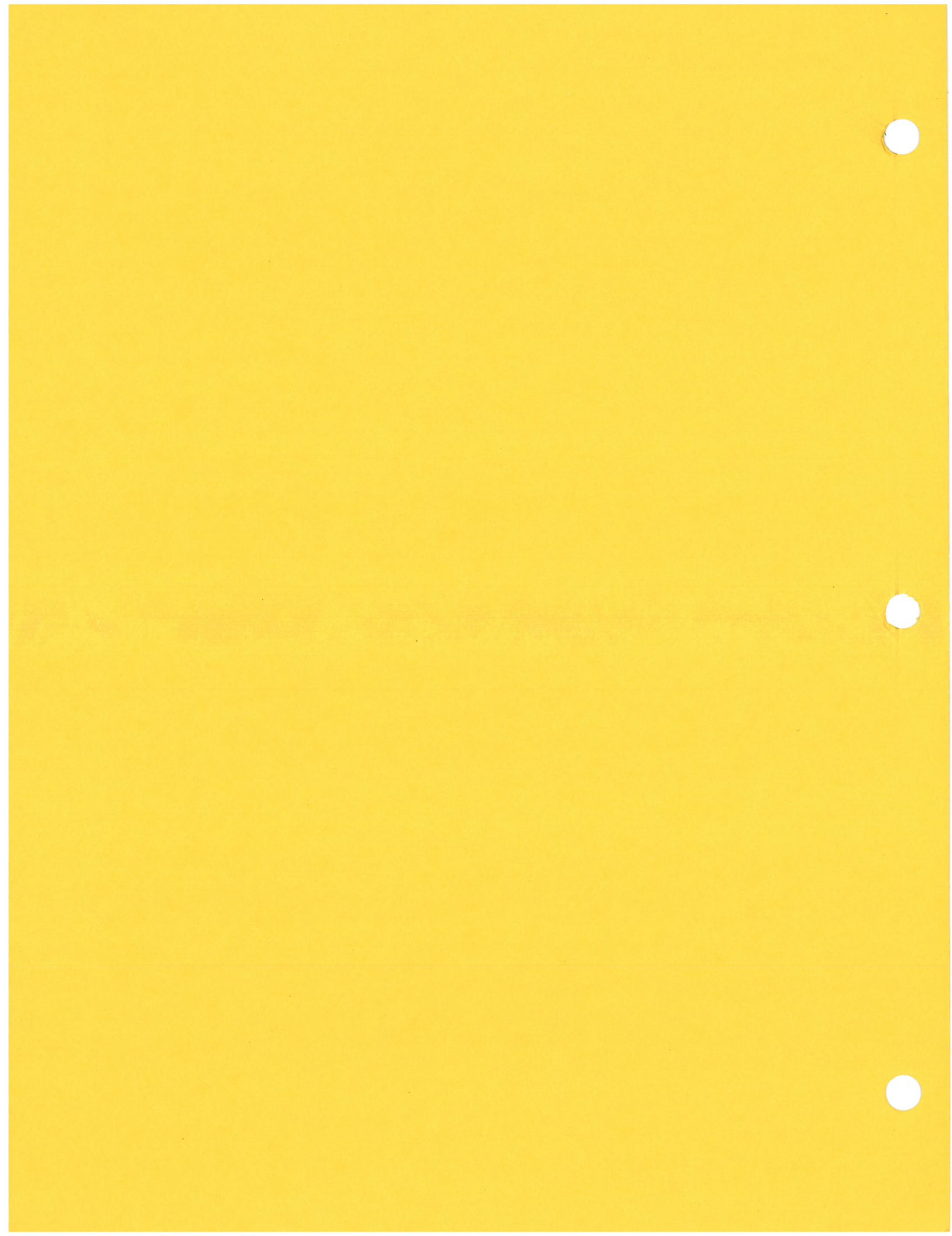
Your friend,

Baden-Powell





GAMES



GAMES

Games are:

- Lessons without teachers
- Body builders
- Mind stretchers
- Friend makers
- Building blocks
- Ice breakers

Through games, a Cub Scout:

- Learns new skills
- Develops new interests
- Learns fair play
- Learns to follow the rules
- Learns to respect the rights of and get along with others (learns to share and take turns)

Most of all - **GAMES ARE FUN!!!**

There are many types of games. Games can be quiet or active. They can depend on chance or skill, speed or strength. There are games for one or two persons and for groups of any size. Some games provide for relaxation and amusement or stimulation through physical or mental exercise. Play is unrestricted but games have rules.

In each game there is a contest to do ***your personal best***.

A GOOD SPORT

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

KISMIF - Keep it simple, make it fun!!!

NO MEETING IS COMPLETE WITHOUT A GAME!

GAMES LEADERSHIP

1. Know the game thoroughly before attempting to teach it.
2. Consider the space required for the game to be played.
3. Use games that all can play and vary them, some quiet and some active ones.
4. Never attempt to explain anything until everyone is quiet and paying attention.
5. When choosing teams, don't let it become a popularity contest. Try to balance size and skill levels of teams.
6. Always insist on fair play.
7. Stop all horseplay at once. Horseplay indicates faulty leadership.
8. If a game is going poorly, stop it and iron out the difficulties before continuing.
9. If you stop a game while it is still being enjoyed the boys will want to play it again.
10. Develop the spirit of play. Games should be fun, rousing, enthusiastic, and full of the spirit of competition.
11. Remember: The success of your game period depends on your leadership. When a boy says, "I don't wanna play" or "that's kid's stuff" he may really be saying, "I don't know how" or "I might not be very good". You can challenge and persuade the shy Cub Scout.

Where to find games:

Public Library
Cub Scout Leader Book
Den Chief's Handbook
Group Meeting Sparklers Book
Roundtable
Pow Wow
Leaders How To Book
From Your Scouts
Boy's Life Magazine



OKLAHOMA WEATHER MAP

This unusual game is similar to "Pin the Tail on the Donkey." Our game is called the "Oklahoma Weather Map."

Materials needed:

1. A map of Oklahoma mounted on a stiff or matte board. Something that is sturdy.
2. One Scout to be the Weather Man. This scout should leave the room temporarily.

Construction:

1. Need to draw or photocopy different weather map symbols and paste or tape them to poster board.
2. The symbols:

a. Thunder storm	g. Stationary front
b. Snow storm	h. Sunny
c. Tornado	i. Cloudy
d. Hurricane	j. Rain storm
e. Cold front	k. Fog
f. Warm front	l. Low temperature
	m. High temperature
3. Each of the symbols should have some way of being attached to the Oklahoma map. (Pins, tape or double sided tape)
4. Need may scouts to assist in pinning the weather map.

Application:

1. Blind-fold each scout one at a time. Turn around twice and point him in the direction of the Oklahoma map. The Scout should be able to pin his symbol onto the Oklahoma map. After all of the symbols are used up and on the Oklahoma weather map, have the designated weatherman to interpret what he sees on the Oklahoma weather map. This scout weatherman will give the Pack's 6:00 o'clock weather forecast.

TOYS FOR SALE

Each cub scout is given the name of a toy-soldier, trumpet, clown, jumping jack, top kite, etc. The toys sit in a circle with the store keeper outside the ring. The store keeper walks around the circle and calls out the names of the toys in any order. As they are named, the toys leave the circle and follow him, imitating the toy they represent until there is a long line walking around the circle. When the store keeper shouts "**SOLD**", the toys rush back to their places and sit down. At the same time, the store keeper tries to find a seat. The one left standing is the next store keeper.

Variation: Give cub scouts names of pets and have a pet store owner.

ALPHABET SCAVENGER HUNT

Give each cub scout a pencil and paper which has the alphabet listed vertically. Ask them to look in a designated area for nature items which begin with each letter of the alphabet and write the names of the items they see, but they must leave the items where they are. Example: A = acorn, B = bark, etc.

TOOTHPICK PICKUP

Arrange cub scouts around a table, or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, the contest is to see who can be the first to lift out five beans using the toothpicks like chopsticks

SMILE

Two teams line up facing each other about ten feet apart. One team is heads, and the other tails. Flip a coin and call it. If "heads" comes up, that team laughs and smiles while the other team keeps a sober face. Any player who laughs at the wrong time switches teams. Then flip the coin again.

WHAT'S IN IT?

For this preopening game, put a half-dozen or more small items in a cloth bag of beanbag size. Items might include marbles, a pen, quarter, key, comb, lipstick tube, and paper clip. As scouts arrive, ask each one to feel the bag from the outside and write down his guess of what's in it.

KICK THE CAN

You need a tin can and a rock for home base. "It" chooses a player to kick the can. While "It" is retrieving the can and setting it back on home base, the other players hide. "It" looks for them. When he spots one of them, he captures him by touching home base before the other player can reach it. Those who are captured must come home and wait, hoping to be freed. That happens if an uncaptured player can run in and kick the can while "It" is hunting those still hidden. A round is over when "It" has captured all the hidiers.

PASS THE WORD

Form den in a large circle. Den leader whispers a message to one of the players who then goes to the next player and whispers the same message to him and so on around the circle. The last player to receive the message repeats it out loud. How close was it to the message that started the game? You will probably find that the message has been garbled. Point out that this shows how hard it is to communicate clearly and why both speaker and listener must concentrate on the message.

GUESS WHAT I'M DOING

On separate slips of paper, write some directions. ("Buckle your seat belt". "Look both ways before crossing the street". "Take out the garbage". "Wash the dog".) Put the slip of paper in a hat and ask the first player to pick one. He reads his direction silently and pantomimes the action. The player who first guesses what he is doing becomes the next pantomimist

BOTTLE CLOTHESPIN

Place a narrow-mouthed jar upright on the floor. Give each cub scout in turn 10 clothespins and have him stand over the bottle. He holds the pins at eye level and tries to drop them one at a time into the bottle. Keep score on the number of pins each boy drops into the bottle. Winner is the boys with the most pins in the bottle.

CARD TOSS

Place a hat on the floor about 6 feet from a chair. Have each cub scout in turn sit in the chair. Take a deck of playing cards, and toss them one at a time into the hat. It looks easy, but if a beginner gets more than five cards in the hat on his first try, he is doing well.

DETECTIVE

Two cub scouts are chosen to be detectives and are sent out of the room. The others select an object which the detectives will try to discover. This may be a piece of furniture, a book, a button on someone's clothing, or anything else. The detectives are called back in and try to solve the mystery by asking questions. They can ask each of the other players three questions only. Suggest that they try to find the location first, then identify the object.

TRAVELERS

The leader tells the cub scouts that they are going on an imaginary trip. Each player can go anywhere he wishes, but he must use only words beginning with the first letter of the name of the place he is going. The leader starts the game by asking one of the players where he is going. The reply might be "San Francisco". "What are you going to do there?" asks the leader. "Sing silly songs" or "Slurp sundaes" would be correct answers. A player going to Paris might "paint palaces", or one going to Chicago could "chase cars". Answers may be two or three words and players should be given a reasonable time to think of them.

CIRCLE STRIDE BALL

Players stand in a circle with their feet spread and touching the foot of the player on either side. The player who is "it" stands in the center with a volleyball. He tries to roll it out of the circle between the feet of any of the players. If he is successful, the person who allowed the ball to go through becomes "it". The players may use only their hands to stop the ball and may not move their feet.

BALLOON BATTLE ROYAL

Arrange cub scouts in a large circle, each with an inflated balloon hanging from a string tied to his ankle. On signal, have each player try to break all other balloons by stamping on them. When a balloon is broken, its owner leaves the circle, and the game continues until only one player is left.

NAME AND TELL

Cub scouts sit in a circle. The first player names an object beginning with the letter "A" and tells something about it, and so on, around the circle and through the alphabet. Example: "A" is for air - we breathe it. "B" is for birds - they fly, etc.

GRAB BAG

Fill a laundry bag with an assortment of old clothing (hats, shirts, shoes, stockings, suspenders, belts, etc.). The cub scouts stand in a circle. Give the bag to one of them. On signal, he passes the bag to the player on his left, and he to the next, and so on around the circle. As the bag is being passed around, the den chief blows a whistle. Whoever has the bag in his hand when the whistle sounds must reach inside (without looking), take out an article of clothing and put it on. Play continues until all clothing is being worn.

BEAR IN THE PIT

All players except one form a tight circle by holding hands. The extra player is the bear, who stands inside the circle. The bear tries to get out of the circle by dodging under their arms or by forcing his way out with his body. He may not punch or use his hands to break the grip of players in the circle. When he does break through, the others try to tag him. The successful chaser becomes the next bear in the pit.

CROCODILE

Draw a "river" about 10 feet wide across the playing area. One player (the crocodile) is in the river. Half of the other players are on one side of the river, half on the other. The crocodile calls for one particular player to try to cross the river. The crocodile tries to tag him as he runs across the river. If the runner gets across without being tagged, he calls for a player from the other side to exchange places with him. The crocodile tries to tag either or both. If he succeeds, the tagged player becomes the new crocodile.

MAP READING GAME

Divide den into two teams and give each team an old road map and a crayon for each player. While the road maps are still folded, read off the names of one town or city per player. On signal, both teams open their maps and each player tries to find his town on the map. When he does, he circles it with the crayon. First team finished with all towns located wins. Then ask each team to find the distance between widely separated cities on their map. First team with correct answer wins.

SIDEWALK TENNIS

Played by two boys on four squares with tennis ball or rubber ball. A serve must bounce once in the opponent's service court before being returned. Thereafter, it may be returned on first bounce or no bounce. Only server may score, and he continues to serve as long as he scores. Game is 11 points.

DRIBBLE THE CIRCLE

Divide den into two equal teams. Mark circles for about an 18 foot diameter, one for each team. Players scatter on the perimeter of their circle. On signal, first player on each team dribbles a basketball around his circle, stopping where he began. The next player repeats the action, and so on until all have raced. First team finished wins.

SONG STUMPIER

The first player sings the first line of any reasonably familiar song. The other players try, in turn, to complete the first verse. If one is successful, he becomes the new leader. If not, the first leader starts a new song.

SPACE SHUTTLE GAME (PLAYED OUTSIDE)

Divide the den into two teams. Each team has a "space shuttle" (bicycle). One the ground or driveway about ten yards in front of each team is a "space station" (coffee can holding five or ten marbles or other small objects). Ten yards beyond that is the "moon" (another can marked by a small flag). On signal, the first player on each team rides to the space station and dismounts. He picks up one marble, rides to the moon and drops his marble in the can as he rides past the can, then rides back to his team. If his marble misses the can, he must dismount, pick it up, get back on the space shuttle, and try again. The relay continues until all team members have made the space shuttle "flight".

WHO AM I?

This is a guessing game in which the leader tells the group only a very general fact about the person he "is" - such as, he is an actor, athlete, military man, scientist, etc. The others try to guess who he is by asking questions that can be answered with a "yes" or "no". (The den leader should make sure the person is not too obscure.) The player guessing correctly becomes the new leader.

WHAT'S WRONG WITH CHRISTMAS

This is a good quiet game for use at den meetings. On a table or tray place a number of Christmas type objects, such as, candy canes, bell, sprig of holly, etc. Scatter through these a number of objects which are not a part of Christmas, such as, Halloween mask, green shamrock, red heart, etc. Cover all objects until time to play the game; then remove the cover and give cub scouts two minutes to look at all the objects. Recover and give each boy a pencil and paper. Ask them to write down all non-Christmas items. Cub scout with longest correct list is the winner.

PUMPKIN-HEAD 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 pumpkins. They may not use their hands, except to replace pumpkin between their foreheads. First team to complete round trip wins.

HALLOWEEN TENPINS

Ten apples, each speared on a tripod of 3 toothpicks are set up in a 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.

BAREFOOT MARBLE RACE

Separate the den into two teams and have them line up in a straight line without their shoes or socks. Place two marbles in front of both teams. On your signal, the first cub scout in each team grabs a marble with the toes of each foot and walks to the finish line. If he drops a marble, he must stop and pick up with his toes and continue on. The first team to finish is the winner.

WATER GUN SHOOTING GALLERY

(This is a non-competitive activity although the boys may make it into a competition.) Provide each boy with a water gun and station pails of water at several locations for reloading. Set up light weight targets like cups or suspend paper plates from strings. Let the boys "target practice". Stand back and let the boys have a wonderfully soggy time.

DRY GULCH WHISTLE

This is a wonderful "stunt" for your pack meeting but it is great fun in a den meeting too!

Equipment: Saltine crackers

Object: To whistle after eating the crackers

Rules: Divide into relay teams. Station a leader or parent at the other end of the room. It is best to have one for each team. The boy runs to the leader where he is given 3 crackers. The boy then has to eat the crackers and whistle. The next boy then runs to the leader. The first team to the finish line wins. (I wouldn't let them run back to tag the next boy. If boy still has crackers in his mouth, the cracker could be inhaled).

WALK THE PLANK

Place a plank on two blocks, about six inches from the floor. At the end of the plank place a pan full of water. As each guest comes in for his turn of walking the plank, he is permitted to see the pan of water. Then he is blindfolded and instructed that he must keep his hands behind his back. He is to walk to the end of the plank, then jump over the pan.

The hitch is that, while he is blindfolded, the pan is removed. This will make his efforts to jump over the obstacle all the more ludicrous.

PULL A RABBIT OUT OF A BAG

Each contestant is given a bag and each bag contains an equal number of objects. Objects used might be such things as a ball, a spool, a stick of gum and other not easily defined objects.

As the leader calls out some object, each guest must thrust his hand into his bag and bring out the object called for before the leader has counted to ten. If he succeeds in bringing out the correct object he places it to one side. If he does not succeed, that object remains in the bag. The point is to see who can bring out the most correct objects during the naming of the various items each bag contains.

WORM EATING CONTEST

Have boys choose or draw for partners. Line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy (or any other flavor of whip candy). Place two pieces of string about 2" apart in the center of the "worm". (We don't want the boys rubbing noses). 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 this partner. The pair who first reach the strings are champion "Worm Eaters".

SNOW SHOVEL RELAY

Divide den into two teams and give each team a pie tin, spatula and a large bag of cotton balls. Each team empties its bag of cotton balls at the starting line and places the pie tin about 10 feet away. On signal, the first player on each team scoops up as many cotton balls as the spatula will hold and carries them to the pie tin. He drops them in the tin and brings the spatula back to the next player in line who repeats the action. Continue this way until one team has all its cotton balls in the pie tin. Players may not use hands.

CLOWNING AROUND

The object is to make other players laugh by making funny faces, doing tricks, and making funny sounds. No words may be spoken, but the clowns may bark, grunt, whistle, hum, etc. A boy is eliminated when the leader sees him smile. Last boy still unsmiling wins.

JUGGLER TOSS

Pair off players and have them stand about five feet apart. Give each player a rubber ball, orange, or aluminum pie plate. Competing players toss their ball to each other simultaneously. If both boys make the catch, each steps back one step, and they throw again. If one boy misses, a point is scored against him, providing that the throw was catchable. The players continue throwing, catching and stepping back until one has five points against him.

HAND WALKER RACE

Pair off boys. The paired teams line up along a starting line. Establish a turning line 20 feet away. On signal, the first boy in each pair lies down on his stomach and makes his back and legs stiff. His partner picks up his legs and the boy on the floor does a handstand. The hand walker then starts towards the turning line while his partner steadies him by holding his legs. At the turning line, they reverse positions for the hand walk back to the starting line.

A GOOD PICK UP

Hold your left ear with your right hand. Put your right foot in back of your left knee. Hold with your left hand. Bend over and pick up paper (Paper folded width wise, standing on side). This will require some hopping around. Shorten paper each time you pick it up.

RATTLESNAKE!

Stand a milk carton on the floor. Den forms a circle around it, arms linked. Keeping together, boys begin to move back and forth around the carton, each trying to make "the other guy" knock it over. Whoever knocks it over has been "struck by the rattlesnake," and must drop out. Game continues until only one boy is left.

FLAG QUIZ

1. The flags of what five nations flew over our country before the Revolutionary War?
2. How is the U.S. flag hung across a street?
3. What was the name of the first flag symbolizing unity of the American colonists?
4. When a U.S. flag is properly folded, what part of it is showing?
5. How many stars and stripes were on the flag that Francis Scott Key watched?
6. When carried in a parade with other flags, where should the U.S. flag appear?
7. When did the U.S. flag get its fiftieth star?

ANSWERS

1. Spain, France, Holland, Sweden, England
2. Vertically, with the Union to the north on an east-west street and to the east on a north-south street.
3. Grand Union or Grand Union Flag
4. The Union or blue field
5. 15 stars and 15 stripes
6. Either to the marching right, or in front of the center of a marching line of flags

FLAG QUIZ (con't)

7. July 4, 1960 when Hawaii was admitted to the Union. The flag is always updated at the next July 4, following the admission of a new state.
8. By uniformed personnel, including Scouts, using their organizations' hand salute. By persons not in uniform, by placing the right hand over the heart; if a hat is worn, the hat is removed and held against the left shoulder with the right hand.

VERTIGO (DIZZINESS TEST)

Place a three to four foot broomstick upright, one end on the floor or ground, if you are outdoors, and the other end touching your forehead. Hold the stick with both hands. Walk around the stick 10 times. Then without help, walk a straight line 10 feet long.

CAN CONTEST

For each den use four sizes of cans - a small juice can, a soup can, a No. 2 can and No. 2 1/2 can. You will also need an ice cream stick with a piece of string tied to it a little off center. Set the cans in a row. The Cub lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick up the can and drop it into the largest can. He continues until all cans are nested. This is a speed contest. Each boy has a try and the first den to finish wins.

MARBLE TOSS

Make a teterboard using a board balanced on a brick. Set a tin can at each end of the teterboard. Two boys play at a time, each tossing five marbles into his tin can from a distance of 4 or 5 feet. Boy with most direct hits wins.

LAME CHICKEN

Divide den into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back over the other 9 to his team. The second boy then begins, hopping over the 9 sticks, picking up the 9th, and returning. Continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the starting line. First team through wins.

BAT THE BALLOON

Eight to ten players on a side sit facing each other. Each player sits so that the soles of his feet touch the soles of the feet of the player opposite him. A balloon is then tossed into the middle of the line by a non-playing referee. Each team tries to bat the balloon over the heads of its opponents. A point is scored each time the balloon lands behind one of the teams. Players may use their right hands only and if they lose contact with their opponents' feet, they forfeit a point.

PEANUT TREASURE HUNT

Divide peanuts to be hidden into several piles and dye each pile a different color using food coloring. Each color means a prize. Dry the peanuts on paper towels. Paint one peanut gold. Before the Cub Scouts arrive at the den meeting, hide peanuts about the house or yard so they can be found without anything being moved. Post a list of colors hidden and the prizes they represent - - a piece of candy for each red peanut found, a cookie for each blue one found, a stick of gum for each green one, etc. The gold peanut entitles the finder to the grand prize, such as a box of cracker jacks.

CROSSING THE QUICKSAND

(Teaches balance) Place small pieces of board or pieces of paper on the floor to form a twisty line of stepping stones. . . some close together, others far apart. Each Cub Scout in turn tries the course, while balancing a tennis ball on a flat board.

SHERE KHAN AND MOWGLI

Father Wolf, Mother Wolf, and all the little Wolves form a line, one behind the other, with Mowgli, the smallest, at the end. Each wolf holds the waist of the one in front of him. Share Khan, the tiger, wants to catch Mowgli but whenever he tries, Father Wolf puts himself in the way. Mowgli has a neckerchief hanging from his belt like a tail. If Share Khan can get Mowgli's tail within 3 minutes, he wins the game; otherwise the wolves win.

FEED THE CROCODILE

(Teaches agility) Set a block of wood (the crocodile) on end. The Cub Scouts join hands to form a circle around it. They try to pull one another so the block is knocked over. The person who knocks the block over has been eaten by the crocodile and goes out of the game. Continue until one boy is left. . the winner!

STALKING

A Cub Scout sits blindfolded in the middle of a circle. On signal, another Cub Scout tries to creep in noiselessly and touch him. If successful, the second boy goes to the center. If the Cub Scout in the center hears him and points to him before being touched, the second boy goes back to the outside of the circle.

TAG THE BEAR

Six or more players form a circle. The "bear" is seated on a stool in the center. With him is a "keeper." These two hold to either end of a two-foot rope knotted at each end to make it easier to hold. Players move toward center and try to tag the bear without being tagged by the keeper of the bear. When a player is tagged, he takes the bear's place. The bear becomes the keeper and the keeper joins the circle. Range of activity can be limited by requiring bear and keeper to clasp hands. . .or restricting them to a five-foot circle.

STOP ME IF I'M WRONG

Read the following story slowly to the den. Whenever a boy hears something wrong, he stops you and tells what it is. For every correct stop, a point for the boys. For every clear miss, a point for you.

Cub Scout Tommy wasn't in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting, held each Tuesday morning at the den chief's home. Tommy was a Bearcat Cub Scout, twelve years old. He was eating all he could these days, because the Cub Scout Promise said something about being round. Tommy wanted to be a Boy Scout someday, so that he could be a Webelos. He kept saying over and over: The Cub Scout leads Akela. The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill. He liked to say the Cub Scout motto, "Do a Good Turn Daily." He liked all his leaders, especially his pack master and the den father and den aunt. His favorite achievement was "electricity," and his favorite elective was the "yo-yo." Someday, he knew, he would become a denner and have a Cub Scout pack of his own.

GROUP MIXER

Give each person as he comes into the room a piece of paper with a word on it. When most have arrived, announce that everybody is to seek out his "partner," according to the word on his slip. "Salt" looks for "pepper," "Anthony" for "Cleopatra," "cream" for "sugar," "nail" for "hammer," etc. Last two to pair up pays a forfeit.

GATHERING SNOWBALLS

Each boy takes a turn at trying to pick up cotton balls with a spatula and put them into a mixing bowl, while blindfolded.

DRAWING CHRISTMAS GIFTS

Boys are divided into two pairs. Arrange chairs so that pairs are seated back to back. Each pair is furnished a pencil and piece of paper. One of the boys describes some Christmas gift he would like to receive, without naming the gift. The other boy tries to draw what is described. The one giving the description must not look until the leader calls time on the group. The name of the article described is then written beneath the drawing and the "works of art" are passed around for all to see.

CANDLE BLOWING

Blindfold boys one at a time. Let them try to blow out a red candle after being turned around several times. With leader holding the candle,

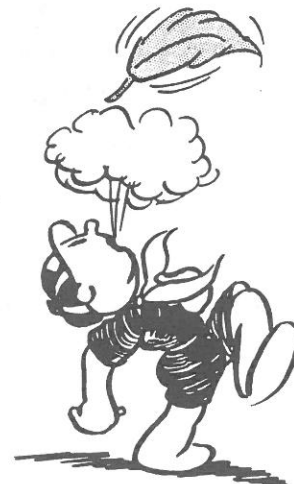
DESTINATION UNKNOWN

Two Cub Scouts form a space ship and a third, blindfolded, is their passenger. The passenger boards the ship by placing his hands on the shoulders of the pilot, while the navigator stands behind, grasping the passenger by the waist. The three then set off on a winding course through doorways, around imaginary corners, over obstacles, with plenty of bumping up and down and sound effects. When the space ship stops, the passenger must guess where he is. Then the boys switch roles and blast off again.



FLYING FEATHERS

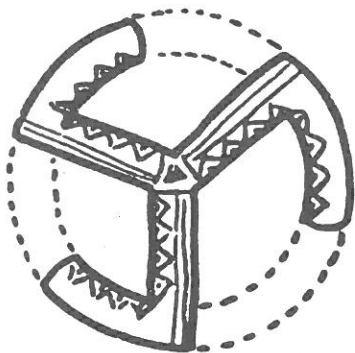
The one keeping the feather in the air the longest time wins. . .



WHO HAS THE MOST WIND



String paper cups on cords, stretched between chairs. First one to blow cup across wins.



INDIAN MAGIC WHEEL

Draw a 3 1/2" circle, then a 2 1/2" circle on a piece of heavy cardboard. Draw wheel as shown. Cut out on heavy solid lines and decorate to suit you.



Tie rubber bands on each end of string. Hook bands over chair backs. Toss your decorated from 3 feet away. Try to hook on string.



REMEMBER! KISMIF - Keep it simple, make it fun!!!



SONGS

SONGS

For many boys, singing is as natural as talking. Most boys and adults have a basic rhythm urge – they will often respond by tapping a foot, humming to themselves, or even gently swaying to a lively song or the beating of a drum. Singing helps people relax, improves attitudes, and sets the tone for what is to come.

Most den and pack meetings will include at least one song. The secret to good singing in the den and pack is fun and enjoyment. A lively song provides a change of pace in den meeting activities and helps the boys release stored-up energy. A quiet or patriotic song helps to set the mood for more serious activities. If the songs are ones the boys enjoy and are sung with a smile and happy heart, singing can become one of the important elements of a den and pack meeting.

Singing is fun. Leading and teaching songs can be fun, too, if you follow a few simple rules. You don't need to be a professional singer or orchestra leader to lead Cub Scouts singing successfully. Here are some tips.

SONG LEADING

1. Smile at the group and relax. Appear to be confident whether you actually feel that way or not. Morale is catching.
2. Select songs in advance and be sure that you know them well enough that you can teach them with confidence.
3. Always start with a rousing, well-known song so everyone can sing out confidently.
4. Give the pitch by humming or singing a few bars yourself. If an accompaniment is available, have a few bars played.
5. Start the group singing with a slight upward arm motion, then a decisive downward motion (the downbeat) and start to sing yourself.
6. Beat the time with simple up and down arm motions – with one arm or both arms to fit the beat or the words.
7. Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
8. Don't stand fixed in one spot. Move around a little to inject some pep and personality.
9. Dividing the group into separate groups to sing separately, or when you point to them can spark enthusiasm. Vary singing with humming, whispering, whistling, or clapping.
10. Never go on long enough that people ask you to stop. Leave them wanting more.

TEACHING SONGS

The following hints will help make teaching songs easier and more pleasant for everyone:

1. Don't try a new song until you have the audience warmed up with one or two songs they are familiar with.
2. If at all possible, provide copies of the words. Use songbooks, mimeographed song sheets, or words written on a chalkboard or large sheet of paper.
3. Sing a new song through alone or with a small group who already know it.
4. Let the crowd sing a verse at a time, slowly first. When they learn that one, go on to another verse and pick up the speed.
5. Any kind of accompaniment helps, whether it is a piano, accordion, guitar, harmonica or something else. They are good because they can play harmony and not just a simple melody.
6. When the group has sung the song once or twice, stop. Don't drag it out too long.

Every chance you have to lead singing will make you more proficient and confident. Practice makes perfect in music leading as well as most everything else you do. Patriotic and inspirational songs used can leave everyone with a good thought.

THINGS TO DO WITH SONGS

- Add motions that will fit the words.
- Divide the audience into two groups and have group sing one line and the other group sing the next line.
- Sing familiar words of one song to the tune of another.
- Make some of your own songs up for den songs, pack songs, or any special occasion. Use well known tunes like "Yankee Doodle" or "Home on the Range" for the melody. Boys do a better job of singing if they practice songs at their den meetings.
- Leave words out and use handclaps in the space, for example, "The More We Get Together" = clap every time the word 'together' should be sung.
- Add musical instruments or rhythm instruments.
- Sing 'contra songs' – two or more different melodies can be sung together at times with a pleasing effect.

CUB SCOUT CHRISTMAS SONG *

Cub Scouts sitting 'round the Christmas tree,
Making wishes big and small.
Christmas is such a beautiful time,
When love is spread around for all.

A Cub Scout knows that loving is the greatest gift,
It flows so freely from their hearts.
So they say, with a smile on their face,
That Christmas is the place it starts.

They know that Scouting is the way,
It makes the boys grow close and friendlier each day.
And when another is in need of help,
They jump right in and help him right away.

And so our spirit grows at Christmas time,
The Yuletide season comes in view,
The Cub Scouts tell you from the depth of their hearts,
Merry Christmas to you.



O CHRISTMAS TREE *

O Christmas Tree! O Christmas Tree!
Your needles falling down on me.
O Christmas Tree! O Christmas Tree!
Your needles falling down on me.
"It's freshly cut," the salesman said.
But now you're home, I see you're dead.
O Christmas Tree! O Christmas Tree!
Your needles falling down on me.

O Christmas Tree! O Christmas Tree!
You fell over on my TV.
O Christmas Tree! O Christmas Tree!
You fell over on my TV.
The rabbit ears are in a pinch,
I can't watch Snoopy or the Grinch.
O Christmas Tree! O Christmas Tree!
You fell over on my TV.

O Christmas Tree! O Christmas Tree!
Won't run without a battery.



O Christmas Tree! O Christmas Tree!
 Won't run without a battery.
 I ought to shoot you with my gun.
 Need 40 batteries to make you run
 O Christmas Tree! O Christmas Tree!
 Won't run without a battery.

O Christmas Tree! O Christmas Tree!
 There's something under you I see.
 O Christmas Tree! O Christmas Tree!
 There's something under you I see.
 Is it a present gaily wrapped?
 No, it's a blob of goeey sap.
 O Christmas Tree! O Christmas Tree!
 There's something under you I see.

O Christmas Tree! O Christmas Tree!
 There's nothing left of you to see.
 O Christmas Tree! O Christmas Tree!
 There's nothing left of you to see.

You were devoured by the dog,
 And now he's sleeping like a log.
 O Christmas Tree! O Christmas Tree!
 There's nothing left of you to see.

ALTERED CAROL *

Jack Frost roasting on an open fire.
 Chestnuts nipping at your nose.
 Yul and Carol couldn't sing in the choir,
 Their lips were skinned by Eskimos.
 Everybody's toes are colder that Siberia,
 Fingers blackened by frost bite.
 Tiny tots with their eyes frozen wide
 Will find it hard to sleep tonight.

They know that Santa's overweight.
 He's eaten all the cakes and candy on his plate.
 And all of Santa's food is chicken fried,
 His sleigh was just stretched another foot wide.

And so we're offering this simple phrase,
 To parents angry, cross, and tired.
 If you'd read the words on the side of the box,
 Some assembly required

I'M A SNOWFLAKE *

(Tune: Clementine)

In the clouds so high above you,
 A baby snowflake starts its flight.
 If you listen you can hear it
 As it drops down in the night.

I'm a snowflake, I'm a snowflake,
 I'm a snowflake, that I've sung.
 And I'm falling, slowly falling,
 Landing on your stuck out tongue.

Oh I'm melting, Oh, I'm melting,
 Oh I'm melting, that's my plight.
 Aren't you glad that I'm not yellow,
 But a pure and crystal white.



GREAT TOYMAKER'S STORE *

(Tune: Quartermaster's Store)

There are GI Joe's, with moldy plastic toes,
At the store, at the store.

There are GI Joe's, with moldy plastic toes,
At the Great Toymaker's store.

(Chorus)

The toys are new, but none are free.
I have not brought my cash with me.

There are Barbie dolls, kicking soccer balls,
At the store, at the store.

There are Barbie dolls, kicking soccer balls,
At the Great Toymaker's store.

(Chorus)

There are tinker toys, making lots of noise,
At the store, at the store.

There are tinker toys, making lots of noise,
At the Great Toymaker's store.

(Chorus)

There are Nintendos, making eerie glows,
At the store, at the store.

There are Nintendos, making eerie glows,
At the Great Toymaker's store.

(Chorus)

There are hungry, hungry hippos, eating all the play dough,
At the store, at the store.

There are hungry, hungry hippos, eating all the play dough,
At the Great Toymaker's store.

(Chorus)

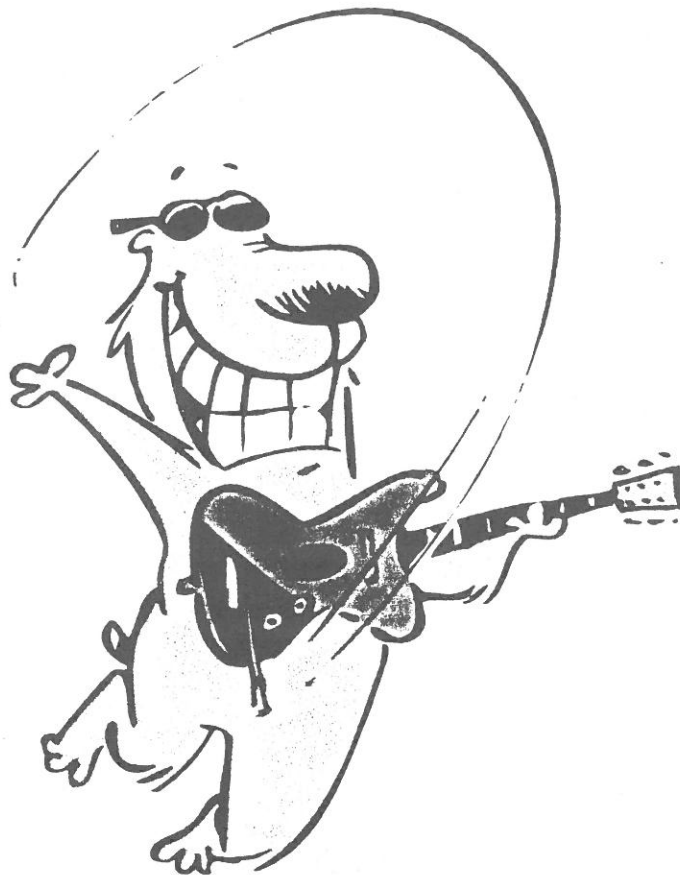
There are model cars, stuck in little jars,
At the store, at the store.

There are model cars, stuck in little jars,
At the Great Toymaker's store.

(Chorus)

There are decks of cards, scattered in the yard,
At the store, at the store.

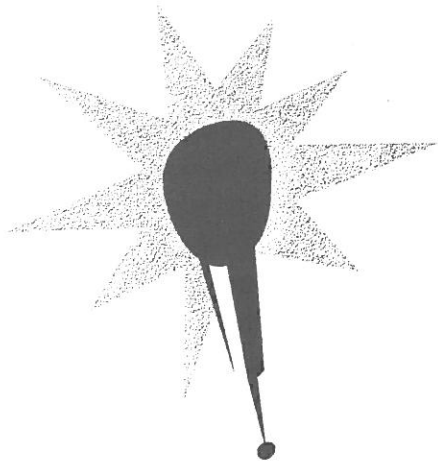
There are decks of cards, scattered in the yard,



At the Great Toymaker's store.
(Chorus)

There are balls of nerf, bounced on astroturf,
At the store, at the store.
There are balls of nerf, bounced on astroturf,
At the Great Toymaker's store.
(Chorus)

There are Garfield cats, eating chocolate rats,
At the store, at the store.
There are Garfield cats, eating chocolate rats,
At the Great Toymaker's store.
(Chorus)



WHACKED MY THUMB

(Tune: The Blue-Tailed Fly)

When I was young I went to play
In father's workshop one fine day.
A took a hammer, some wood and nails,
And tried to make some kitchen scales.

(Chorus)

Whacked my thumb and I don't care.
Hurt it bad, but I don't care.
Whacked it good, but I don't care.
The feeling's gone away.

I tried to hang a picture frame
Sent to me by my Aunt Jane.
To hang the picture, I was dumb.
I swung the hammer, and smashed my
thumb.

(Chorus)

One day I tried to make a boat.
Worked real hard so it would float.
I nailed my fingers to the bow.
I'm bandaged to my elbows now.

(Chorus)



I joined the local Cub Scout Pack.
I learned to make a neat tie rack.
A little skill was all it took.
They had instructions in the book.

(New chorus)
I missed my thumb, I learned to care.
I missed my thumb, I wouldn't dare.
I missed my thumb, my thumbnail's bare.
The feeling's here to stay.

A LITTLE PIECE OF WOOD

(Tune: If You're Happy and You Know It)

Oh I wish I was a little piece of wood.
I really feel that it would feel so good.
If I was a little table,
That was made from solid maple,
Oh I wish I was a little piece of wood.

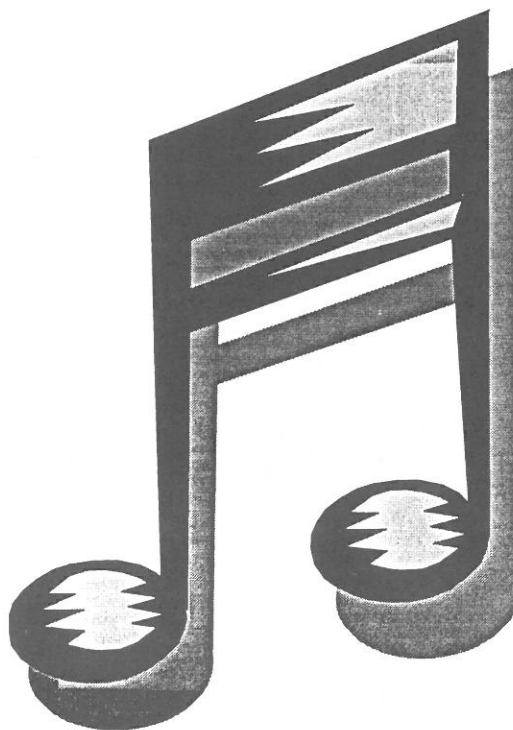
Oh I wish I was a little piece of wood.
I really feel that it would feel so good.
To be a grandfather clock,
Made from oak and go tick tock.
Oh I wish I was a little piece of wood.

Oh I wish I was a little piece of wood.
I really feel that it would feel so good.
I could be a seaman's chest,
Made of white pine that's the best.
Oh I wish I was a little piece of wood.

IF I HAD A HAMMER *

If I had a hammer,
I'd hammer a potato
I'd hammer a tomato
I'd hammer a toad.

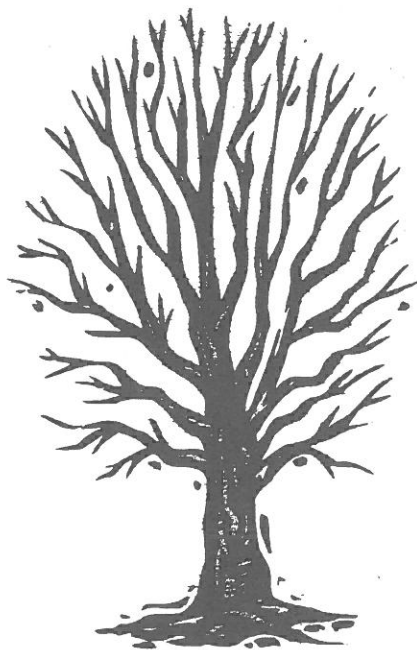
I'd hammer my Dad's toes.
I'd hammer my dog's nose.
I'd hammer the knees of all my brothers and my sisters
All over the house.



If I had a saw,
I'd cut through the garage door.
I'd cut through the hardwood floor.
I'd shorten the chairs.

I'd cut off front porch.
I'd cut off the back porch.
I'd cut up the beds of all my brothers and my sisters
All over the house.

Well I ain't got no hammer.
And I ain't got no saw.
I ain't got no tools at all, cause I'm just a kid.
But when I get older,
Have muscular shoulders,
I'll use those tools to build whatever I want to
All over the house.



MAC THE KNIFE *

Oh the wood has many splinters,
They can stick you, cause you strife.
But the smooth wood, oh it's much safer.
Could the carving be Mac the Knife.

There's an oak plank in the alley,
With deep notches all up and down
Could the wood be chewed by a beaver,
Or the work of Mac the Knife.

There's a pine tree down by the river,
With it's bark cut, just oozing sap.
On old Mac's blade, there's some pine slivers,
Look's like Mac will take the rap.

It's not the work of Sam the Soup Spoon,
Or the mark of Fred the Fork.
But the cut was done way before noon.
That's when Mac had cut the bark.

When you carve wood, you better be careful,
Choose a knife that's sharp for life.
Cause a dull blade might cause a signal,
To be sent out for Mac the Knife.

BLUE AND GOLD PIE *
(Tune: American Pie)

Chorus:

Eat, eat, all the Blue and Gold Pie.
Brought my parents to the banquet,
And my Dad wore his tie.
And good old Cubs were eating hot apple pie.
Singin' bring me one more piece of that pie,
Bring me one more piece of that pie.

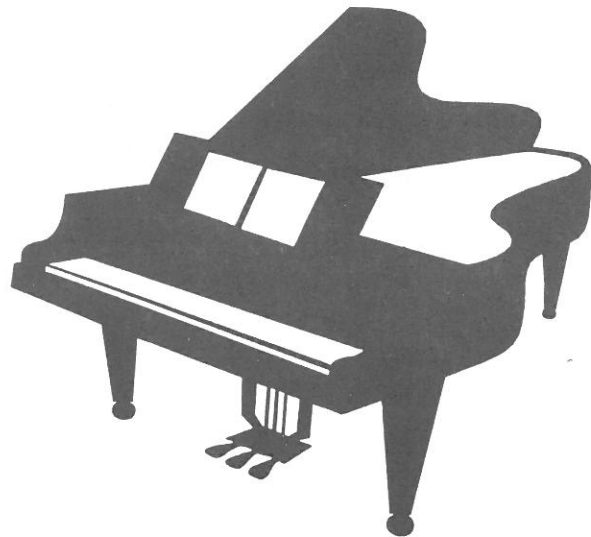
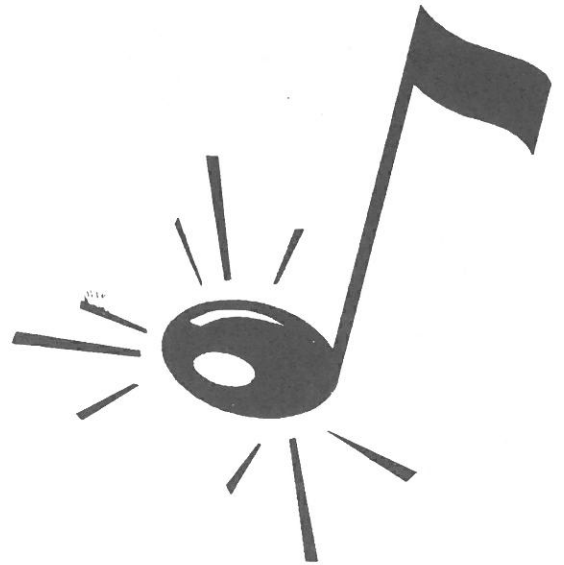
Now for two years, I've been in the pack.
Those great times keep me coming back.
But Cubs grow fast eating with their den.
When the Cub Scouts sang at the Blue and Gold,
The hot pies, well they all turned cold,
And there's no stove round, the cook was told.
The day the pies turned cold.
We started singin'
(Chorus)

I met the guy who cooked the food,
And he was in a rotten mood.
With no time left to cook more pies.
And the three pies that are number one,
Apple, cherry, and pumpkin,
They turned so cold they almost froze.
The day the pies turned cold
We were singin'
(Chorus)

WE PUT THE OUT IN SCOUTING
(Tune: Old Spice Commercial)

We put the out in Scouting.
We give the flight to Eagle.
We light the light of Scouting
Over the world.
We'll never be hiked under,
Hear! Hear! the Scouting thunder,
We light the light of Scouting
Over the world.

All Scouts will work together,
No matter what the weather.



Songs

Days In Scouting Make Knights of Tomorrow

We light the light of Scouting
Over the world.
We leave a sign that will stay
To all who pass this way.
We light the light of Scouting
Over the world.

We'll blaze the trail from here to
Wherever duty calls us.
We light the light of Scouting
Over the world.
Scouts, standing row by row,
We're building for tomorrow,
We light the light of Scouting
Over the world.



BE KIND TO YOUR CUB SCOUTING FRIENDS * (Tune: Stars and Stripes Forever)



Be kind to your Cub Scouting friends.
That's a pledge from one scout to another.
Be kind to your leaders today,
Cause for helping, they don't get any pay.

Be kind to your neighbors and friends,
Cause by caring you follow scouting's letter.
Cub Scouting and friendship are grand.
And as we grow, the world will know,
We've made things better.

BLUE AND GOLD BANQUET EATER * (Tune: Purple People Eater)

Well we saw this thing comin' through the door,
He must have weighed a thousand pounds or more.
He waddled up to me and with a voice that smelled,
Said "Is this where the Blue and Gold Banquet is held?"

(Chorus)

It was a half-ton, twelve chinned, Blue and Gold Banquet Eater,
Half-ton, twelve chinned, Blue and Gold Banquet Eater,
Half-ton, twelve chinned, Blue and Gold Banquet Eater,
Sure looked huge to me.

Well he started in eating, and as you might guess.
The serving table turned into an awful mess.
His mouth couldn't keep up, but he still was fed,
Suckin' cole slaw and baked beans through the hole in his head.
(Chorus)

Well he ate all the food, the plates and silverware.
Then he started chompin' on the tables and chairs.
Then he looked at me, I thought I'd be dessert,
He said, "I never eat Cubs, they make me burp."
(Chorus)



LEADERS' SONG
(Tune: School Days)

Leaders, leaders, our Blue & Gold Leaders.
Painting and gluing and hammering nails.
Breaking up battles and hearing our tales.
Fun songs and skits we'll try to do,
Even when Mike falls in the glue.
We'll do our best to meet every test,
And Boy Scouts some day we will be.

BLUE AND GOLD SONG
(Tune: Davy Crockett)

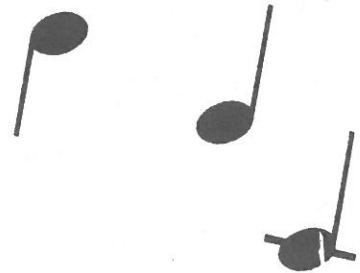
Now blue is the color of the sky above.
The blue in the flag of the country we love.
Reminds us of God and our country free.
Giving us lessons in loyalty.

Loyal, Cubs are loyal, to God and country dear.

Like the warmth and the cheering of the golden sun.
Are the smiles of a friend and a deed well done.
This is the gold that a Cub Scout finds,
In keeping his duty to the law that binds.

Smiling, warm, and friendly, Cub Scouts will give good cheer.

Now the blue and the gold show the world apart,
That the Cub Scout's pure and full of good heart.
Faithful to God and our country too.
We'll do our best in whatever we do.



Loyal, ever cheerful, Cub Scouts are on the march.



THE CUB SCOUT PACK
(Tune: You're a Grand Old Flag)

We're a Cub Scout Pack,
We're a high-flying pack,
Down the trail of Akela we go.

From Wolf to Bear to Webelos
As in to good Cub Scouts we grow.
Every Cub is true to the gold and the blue.
And he never forgets the fact.

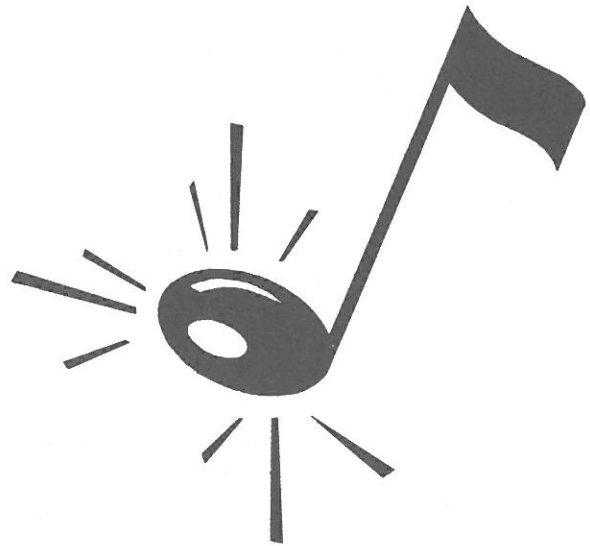
That all the fun a boy could want,
He can find in a Cub Scout Pack.

CUB SCOUT HARMONY
(Tune: I'd Like to Teach the World to Sing)

I'd like to teach the world to sing
In Cub Scout harmony.
Our Blue and Gold would be the thing
That everyone would see.

Each Wolf and Bear and Webelos
Is doing all he can.
To do his best with all the rest
Of Cub Scouts in the land.

(Chorus)
We're the real thing. (Cub Scouts)
Why not join us, you'll see. (Cub Scouts)
What fun really can be. (oh, yeah)
We're the real thing. (We're the Cub Scouts, oh yeah)



GODZILLA'S SON *

(Tune: House of the Rising Sun)

There is a beast in old Japan, they call Godzilla's son.
And it's been the ruin of many a town, the town I live in's one.

Godzilla, was a monster; attacked old Tokyo.
But saved the island from the wrath of that Monster Zero.

Godzilla breathed out fire and smoke, he torched the town with flames.
And with a hundred foot long tail, he'll flatten what he aims.

Now the only thing Godzilla hates is getting shot by guns.
Especially when they're aiming at that poor Godzilla's son.

Now mothers, tell your children, not to hate Godzilla's son.
Together you can save this land, the land of the rising sun.

THE JAPANESE CAN *

(Tune: The Candy Man)

Who can build a radio inside a Pepsi can,
And sell it to the British, French and Americans,
The Japanese can, the Japanese can.

Who can build Toyotas, Hondas and Nissans,
Mitsubishis, Subarus in pickups or sedans,
The Japanese can, the Japanese can.

Who can bring you sushi and a new Sony Walkman
But have to ship it on a boat cause their on an island,
The Japanese can, the Japanese can.

Who can make a wrestler from a six hundred pound man.
Who can fish for octopus and sell it in a can,
The Japanese can, the Japanese can.

THE SHAKING OF THE GROUND *

(TUNE: Battle Hymn of the Republic)

Mine eyes have seen the horror of the shaking of the ground,
As the earthquake takes the skyscrapers and shakes them all around.
In Japan they have the worst of these, the worst earthquakes we've found,
The ground keeps shaking on.

(Chorus)

Glory, glory how the room rocks,
 Glory, glory, how my knees knock.
 Feel those tremors clear to Bangkok,
 The floor keeps moving on.

I can feel it through my feet that the bedrock will readjust,
 As the ground is shifting to and fro, I know it's dangerous.
 As the shake and bake life with the quake, the secret's in the crust.
 The ground keeps shaking on.

(Chorus)

DEAD DOG ROVER

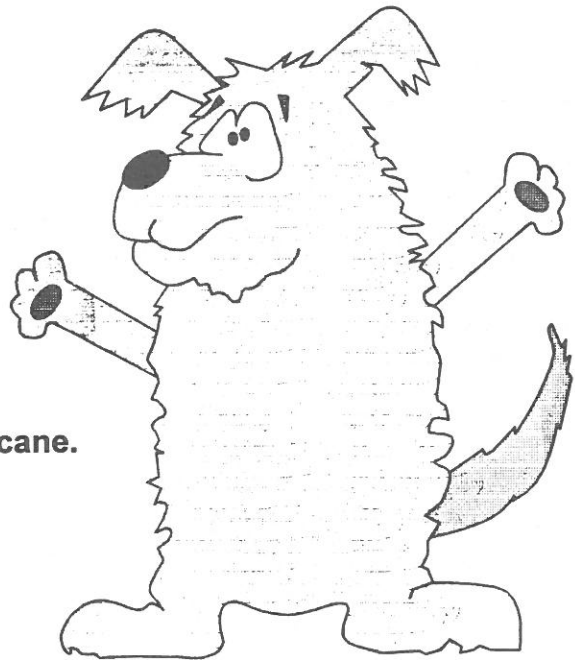
(Tune: Four Leaf Clover)

I'm looking over my dead dog Rover
 That I ran over with a mower.
 One leg is missing, the second is gone,
 The third leg is scattered all over the lawn.
 No use reclaiming the one remaining,
 It's spinning on the carport floor,
 I'm looking over my dead dog Rover,
 That I ran over with a mower.
 I'm looking over my dead dog Rover

Who died on the carport floor.
 One leg is broken, another is lame;
 The third one is missing, the fourth needs a cane.
 No need explaining the tail remaining
 Was pawned at the re-tail store.
 I'm looking over my dead dog Rover,
 That I ran over with a mower.

I'm looking over my dead dog Rover,
 Lying on the carport floor.
 One leg is busted, another is sprained,
 The third leg is in the yard down the lane.
 No use explaining the parts remaining,
 Cause you've seen them all before.
 I'm looking over my dead dog Rover,
 Lying on the carport floor.

I'm looking over my dead dog Rover



He's one mass of blood and gore.
He never fetches, he no longer barks,
He hit the propeller and turned into sparks.
No need explaining there's no dog remaining,
He's part of the lawn you see.
I'm looking over my dead dog Rover,
That I sent to eternity.

COUNTRY TOADS
(Tune: Country Roads)

Almost seven, where's Virginia?
Blue Ridge Mama
Hangs out by the roadside.
Dark and crusty
With warts upon her knees.
Smells just like a dead skunk
Dying in the breeze

(chorus)
Country toads, run 'em down,
Squish 'em up, they'll turn brown.
Like a frisbee, you can fly 'em,
Country toads, run 'em down.

I heard her scream on one dark and stormy night.
Passed out by the roadside; didn't see the light.
Now Virginia's really gone too far;
Tangled with a semi,
Now she blends in with the tar.
(chorus)

SCOUT SOCKS *
(Tune: Fish Heads)

(Chorus)
Scout socks, scout socks, dirty grimy scout socks,
Scout socks, scout socks, eat them up, yummmm!

I had some scout socks, threw them in the washer,
When I took them out they felt like chewing gum. (Chorus)

I took my scout socks last week on a campout,



When I unpacked I noticed they were gone. (Chorus)

I went searching round to find my scout socks.
Found them with some skunks and the skunks smelled best. (Chorus)

I've got five holes in the left foot of my scout socks.
Let's me air my toes out and lets the dirt in. (Chorus)

I couldn't bear to live without my scout socks.
But they taste so good I ate them for lunch. (Chorus)

Put them on some rye bread, then spread on some mustard,
And some orange marmalade, ate them up, yummmmm! (Chorus)

GOD BLESS THE EPA *
(Tune: God Bless the USA)

From the strip mine in Dakota, to the sludge in Tennessee,
From the rusted air of Pittsburg, smoke belching out for me.
From the chicken farms in Texas, to hog farms up the stream.
They're choking our environment, it's time we all should scream.

That we'd better save our environment, before it turns on me.
If we keep cutting all our forests down, there won't be any trees.
And I'll proudly stand up for the air and land, and keep them clean today,
Cause there's no better agency around, God bless the EPA.

MAKE BELIEVE *
Tune: Polly Wolly Doodle

Get your hat with the red feather, and we all will get together,
And pretend we're Robin Hood's brave men.
We will live out in the forest, and we all will sing in chorus,
And we'll fight, the poor folks to defend.

Let's pretend we're on safari, with a lot of things to carry,
And the natives ran away because of fright.
We'll be brave and find the rhino, we might even see a dino,
In deepest, darkest Africa tonight.

Let's pretend that we are pirates, bold swashbuckling pirates,
And just about to sink a merchant ship.
We will board and take our treasure, and then it will be our pleasure,
To watch you walk the plank and take a dip.

I'll be Linus, you be Snoopy; or we could be Doc and Droopy,
Or I'll be Tom and you're my best friend Huck;
What adventures are in store--let's make believe some more,
We might go to the moon in we're in luck.

INDIANA JONES *
(Tune: Oklahoma)

Indiana Jones finds buried treasure in the caves.
He finds chests of gold and mysteries old,
And old Indian relics made by braves.

Indiana Jones, adventure is his middle name.
He finds snakes and rats, and skulls and bats
On his search for fortune and for fame.

Oh we know that he once was a Scout,
Where he learned what adventure's about.
And when we say, Scouts and Indy all the way,
We're only saying you're doing fine Indiana,
Mr. Jones, you're OK!



TRUE STORIES
(Tune: Clementine)

I was raised up in the mountains
Where the snakes all have two legs.
Where the hoot-owls speak in English
And the roosters lay flat eggs.

I shaved off my beard and mustache
On the morning I was born.
That night I beat up a cyclops
And tore off his ugly horn.

I have had some great adventures,
I have sailed the seven seas.
I have tamed man eating monsters
From alligators down to fleas.

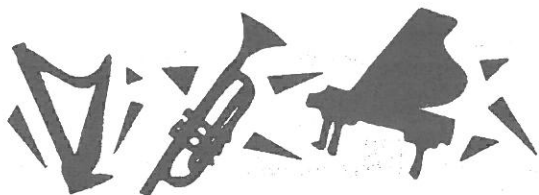
I have swam the great Pacific,
And I've walked around the moon.
I've waded through an icy blizzard
On the thirty-first of June.



Well I used to be a pilot
 And up in my fast airplane,
 I flew across the ocean
 And then started home again.

When I got 'bout half way over,
 Well the doggone motor balked;
 So I left the old thing sit there
 And I got out and I walked.

Now I am a truthful fellow,
 And they call me True Blue Bill,
 Cause I never told a falsehood,
 You can bet I never will.



PAUL BUNYAN
 (Tune: Three Blind Mice)

Paul Bunyan and his ox.
 Paul Bunyan and his ox.
 Chopped up the west.
 Chopped up the west.
 He carved Grand Canyon
 And dug Great Lakes.
 He cut down redwoods
 To cook pancakes.
 A Cub would never
 Make such mistakes.
 Doing his best.
 Doing his best.

A WANDERING PARODY

I hate to go a-wandering along the mountain track
 For every step I take I know my pack will break my back

(Chorus)

Misery, Misery, Misery, why do I do this to me?
 Misery, Misery, why do I do this to me?

I shake my fist at all I meet and they curse back at me;
 I hope those city slickers break their ankles or their knees.

(Chorus)



My sleeping bag is icy cold, the rocks they pierce right thru;
I hope some kindly providence will wish it all on you.

(Chorus)

I love to paddle in the stream it sparkles bright and sweet.
I hope those fishies down below can taste my sweaty feet

(Chorus)

I cut my finger chopping wood; my hair the fir has singed
I hope some ranger rescues me, ere I become unhinged.

(Chorus)



THE HAPPY WANDERER

I love to go a-wandering,
Along the mountain track.
And as I go, I love to sing,
My knapsack on my back.

(Chorus)

Val-de-ri, val-de-ra, val-de-ri,
Val-de-ra, ha, ha, ha, ha, ha.
Val-de-ri, val-de-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 my happy song!
(Chorus)

I wave my hat to all I meet,
And they wave back to me.
The blackbirds call so loud and sweet
From every greenwood tree.
(Chorus)

High overhead, the skylarks wing,
They never rest at home.
But just like me, they love to sing,
As o'er the world we roam.
(Chorus)

TO THE WOODS

(Tune: It's Off to Work We Go)

Hi ho, hi ho, it's to the woods we go.
To catch some snail on backwoods trails,
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.
To gaze at stars, won't hear no cars.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.
To search the skies for butterflies.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.
We'll pitch our tent, our legs are spent.
Hi ho, hi ho, hi ho.



HIKING ALONG

(Tune: Caissons Go Rolling Along)

Over hill, over dale,
Check your compass on the trail,
As those Cub Scouts go hiking along.

Mark your map, check it twice,
See the trail is marked so nice,
As those Cub Scouts go hiking along.

Oh we'll be so sharp, for our summer in the park,
Shout out your den yell loud and strong.
Yes our course is right, and we'll keep our honor bright,
As those Cub Scouts go hiking along

THIS TOWN IS YOUR TOWN *

This town is your town, this town is my town,
From city hall to the cat and dog pound,
From the sprawling suburbs to the busy downtown,
This town was made for you and me.

As I was riding down to the highway,
I passed the houses where all my friends play,

I thought this town is a good place to stay,
This town was made for you and me.

I've roamed and rambled finding some strange address,
Why streets are curvy, you know I can't guess.
But this town is the one that I like best,
This town is made for you and me.
(Repeat first verse)



OLD GLORY *

(Tune: Battle Hymn of the Republic)

Mine eyes have seen Old Glory waving proudly in the breeze;
Flying proudly over capitols and ships out on the seas.
Old Glory stands for honor and for people who are free.
Our flag means liberty.

(Chorus)

Glory, glory we salute you.
Proud Old Glory we respect you.
America stands strong beneath you.
Our flag means liberty.

Many wars were fought with you in front, you led to victory,
As the brave men fought and gave their lives to keep our country free,
What those men of courage stood for is sewn into Old Glory,
Our flag means liberty.

(Chorus)

We cannot forget the things you stand for blue and white and red,
As you symbolize our people, yellow, brown, and white and red.
America you stand for, in a way that can't be said.
Our flag means liberty.

(Chorus)

WHERE IS THE SUNSHINE *

(Tune: You Are My Sunshine)

Where is the sunshine, the golden sunshine?
No I'm not happy, the skies are gray,
It's never been clear just why it rains here,
Sunshine chase those old clouds away.

Now it's been raining since Monday morning,



And now it's Friday, the rain's still here.
The forecast says four more days of storming,
When, oh when will the clouds disappear?

My skin is wrinkled, my clothes are all wet,
My shoes are soggy, my hair is drenched,
Tell Mother Nature her goal has been met,
The earth's thirst for her rain has been quenched.

Where is the sunshine, it's raining fulltime,
I feel I'm living deep in the swamp.
And where I am now, yes it's true that I'm
At the last day of Cub Scout day camp.



OH WATERMELON *

(Tune: Oh What a Beautiful Morning)

There's a big rotten green watermelon,
There's a big rotten green watermelon.
The melon was ripe on the Fourth of July
Now the only use left is for feeding the flies.

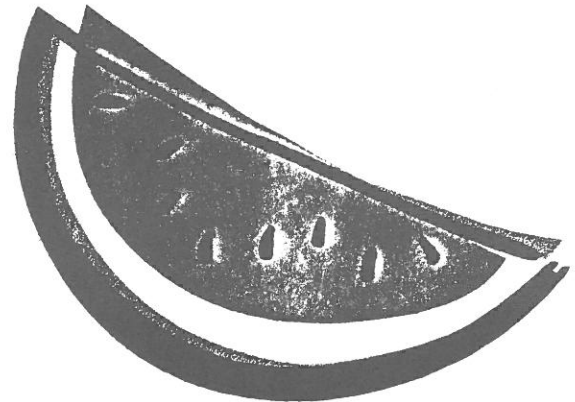
(Chorus)

Oh, watermelon for breakfast,
Oh, watermelon for brunch,
I've got a water logged feeling
It's watermelon for lunch.

All the big watermelons are juicy,
All the big watermelons are juicy.
With melons as big as my Uncle Frank's pig,
And they look like Aunt Bertha when they're wearing a wig.

(Chorus)

All the seeds in the earth are a stirrin',
All the seeds in the earth are a stirrin'.
The clouds in the sky will be sendin' raindrops
As the garden creates more watermelon crops.



THE PERFECT TOWN *

Tune: Down in the Valley

Down in the valley, the town where I live,
People are caring and willing to give.
Life is so good here, with my mom and dad,
I'm just a happy and fortunate lad.

And I'm a Cub Scout, of which I am proud.
And my den brothers are a good looking crowd.
We plan to go camping in the hills up above,
Cause the outdoors are what we're fondest of.

We love our sisters and our teachers too.
We're perfect angels in our gold and blue.
If you think this story's too good to be true,
You're right cause we just escaped from the zoo.
(At this point, the boys start running
around the room, making wild animal sounds.)



I'M LOOKING UNDER

(Tune: I'm Looking Over a Four-Leaf Clover)



I'm looking under a pile of lumber
Where I must have lost my gum.
First it was Dentyne and then it was Clove,
Then it was Spearmint, a dozen days old.
No use explaining the one remaining
Was my dear old bubble gum.
I'm looking under a pile of lumber.
Where I must have lost my gum.



I'm looking under a ripe cucumber,
Where I must have lost my gum.
At first it was chewy and sweet to the taste,
Then it became just like eating school paste.
Guess when it came loose, fell in the produce
I sure feel awfully dumb.
I'm looking under a ripe cucumber,
Where I must have lost my gum.

IN MY TOWN *

Tune: Mariah

Now in my town there is a man, a great administrator,
Elected last November fourth, they call that man the Mayor.
The Mayor, the Mayor, they call that man the Mayor.

And in our town there is a man who caught the wily jewel thief,
He wears a star, known near and far as our fine town's Police Chief.
Police Chief, Police Chief, he's known as our Police Chief.

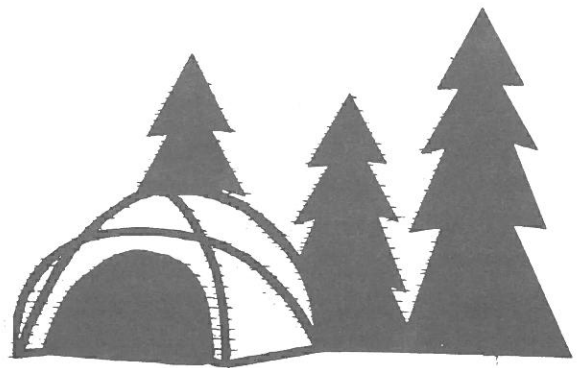
Another man works for our town, a man of canine stature,
The dogs and cats all stay inside, when they see our Dog Catcher.
Dog Catcher, Dog Catcher, the pets hate our Dog Catcher.

And finally another man, he just keeps running faster,
To keep up with the Cub Scout pack, we call him our Cubmaster.
Cubmaster, Cubmaster, we all love our Cubmaster.

NO BUSINESS LIKE CUB BUSINESS

There's no Cub Scouts like our Cub Scouts.
Cause our Pack is the best.
Everything we're doing shows we're eager.
Working on the skits and games and songs.
Going on the field trips with our leaders,
And having fun as we go on.

There's no Cub Scouts like our Cub Scouts,
We smile each time we meet.
Even when we're nervous we will do our best.
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test,
Let's go on, watch us grow.



UP, UP WITH SCOUTING

Tune: Up, Up With People

Happened just the morning, I was walking down the street.
The Cub Scouts and their leaders and committee I did meet.
There in every window, in every single door,
I recognized Scouters I'd never seen before.

(Chorus)

Up, up with Scouters, you meet them wherever you go.
Up, up with Scouters, they're the best kind of folks to know.
If more people were for Scouting, for Scouting everywhere,
There'd be a lot less trouble to worry about and a lot more Scouting to share.

Scouters from the council and Scouters from the pack,
Like a mighty army, I saw them coming back.
T'was a great reunion, for one and all to see.
Then I realized Scouters should clap and sing with me.

Chorus)

So if your bored and lonely, and don't know what to do;
Just stand up now and join us, we're Scouters true and blue.
Shake the hand next to you, and give a Scouting smile;
You've got a friend in Scouting, who'll go the extra mile.

(Chorus)

HEY LOOK US OVER *

Hey look us over, look at the best.
Cubs of this city trying to meet the test.
Help other people, learn outdoor skills,
Soon we'll be older and strong enough to hike with Scouts up hills.

But for now, we'll keep learning, Cubs gold and blue.
This world will be better when our days are through.
And Scouting will give most everything to grow from boy to man.
Hey look out world, here we come.

YOU OUGHT TO BE A CUB *

(Tune: You Ought to Be a Star)

Would you like to hike in a park?
Sit at campfires till way after dark?
Name a tree by the feel of it's bark?
Well then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,
To learn about himself, about his land.
He's got curiosity, he likes to have fun,
He feels good when he gets to help someone.
He does his best, and he's always climbing up.
You know you ought to be a Cub.



And do you like to swing through the air?
On a rope that you tied with great care?
Be a Wolf, and then maybe a Bear?
Well then you ought to be a Cub.

CALIFORNIA HILLBILLIES *
(Tune: Beverly Hillbillies)

Let me tell you a story 'bout a miner named Ned,
A poor forty niner, barely kept his old mule fed.
And then one day he was shootin' at a toad,
He fell in a cave where he found the mother lode.
Gold, real gold, the big payday.

The next thing you know he's bought new underwear,
Bought a hat for his mule, he even bought a spare.
He knew Californy was the place he ought to stay,
So he load up the gold and he moved to old LA.
Los Angeles, no smog, no freeways.

THE HAUNTED MINE *
(Tune: Old Smokey)

Inside of this gold mine, from ceiling to floor.
There's plenty of nuggets to mine from the ore.
But no one will bother, because of the curse.
You'll take out the treasure, but ride in a hearse.

This gold mine is haunted by Calamity Clem.
The men in the gold rush have all heard of him.
He first found the rich vein back in forty-eight.
But met with a robber where he met his fate.

His claim it was stolen, it shattered his dreams.
They found Clem next morning, hung from the mine's beams.
But Clem still keeps mining, both morning and night.
If you meet up with him, you'll sure die from fright.

So find other riches, and search for new gold.
Cause going in Clem's mine will sure leave you cold.
From back in the darkness, you'll hear him cry out.
When you turn to leave, you'll find there's no way out.



I WANT AN APE*

(Tune: I Want a Girl)

I want the ape, just like the ape
That hurt my dear old Dad.
It was an ape, and the only ape
That Tulsa Zoo has had.

When our Cub Scout den visited the zoo
We took mothers and our fathers too.
I want the ape, just like the ape
That hurt my dear old Dad.

We saw the ape, I fed it grapes
Through the cage's bars
My hat fell in, in the big ape's den
The ape so pop-u-lar.

Dad reached in to get the cap for me,
Now his right arm is just history,
I want the ape, just like the ape,
That hurt my dear old Dad.

I'll get that ape, he can't escape,
I'll save my dear old dad.
I'll get that arm, and that ape I'll harm,
He' really got me mad.

I'll sneak in and that ape I'll disarm.
Get some paste and my dad I'll rearm.
Then tie that ape, with my duct tape
He'll never hurt again.

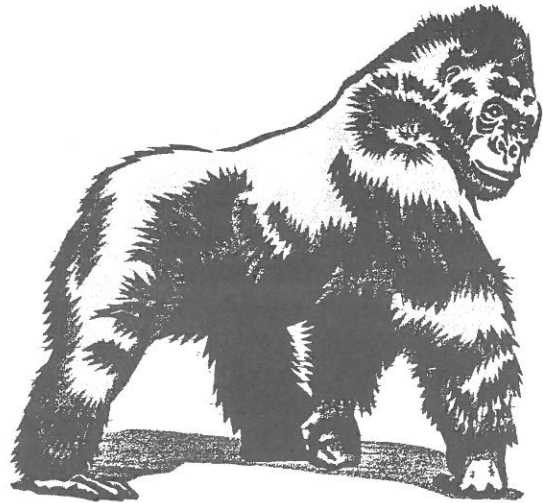
DADDY'S WHISKERS

(Tune: 99 Bottle of Beer)

We have a dear old daddy,
We love so much each day.
He has a set of whiskers,
That are always in his way.

(Chorus)

Oh, they're always in his way,
Our horse eats them for hay,
They hide the dirt on daddy's shirt,



They're always in his way.

We have a little sister, She's fun to watch at play.
She climbs up daddy's whiskers
And braids them all the way.
(Chorus)

Our daddy had a strong back,
But now it's all caved in,
He stepped upon his whiskers
And walked up to his chin.
(Chorus)

BILL THE TURKEY *
(Tune: Turkey in the Straw)

Oh we used to have a turkey and the turkey's name was Bill,
And we fed him every day until he'd had his fill.
Then we'd set him out on the kitchen window sill.
If it wasn't for Thanksgiving he'd be sitting there still.

Oh a turkey is a bird who hasn't any sense.
He don't know how to fly and his brain is very dense.
But you'll notice in November he starts getting rather tense,
And starts trying to fly up and out the barnyard fence.

Oh we cooked a little roast beef and we cooked a little ham,
And we cooked some cauliflower, and we cooked some candied yams,
And we opened up the cranberries, we even cooked some Spam,
But we couldn't cook the turkey cause he wouldn't fit the pan.

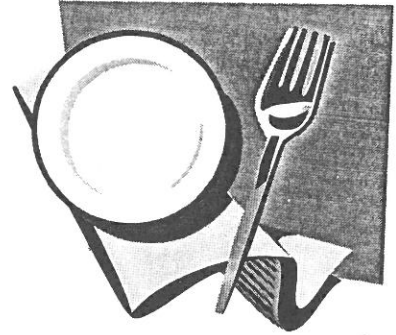
So old Bill is now a part of our barnyard family here,
And he seems to like his place there, he struts round so full of cheer.
But there's something Bill won't know and it's something he should fear;
Cause Bill's going on a diet, he'll be our main course next year.

I CAN'T EAT NO MORE TURKEY *
(Tune: I Can't Get No Satisfaction)

I just can't eat, no more turkey,
I just can't eat, no more turkey,
Cause I've tried, and I've tried,
And I've tried, and I've tried.
I can't eat no, no, no more.



When the family gathers round,
At the table at Thanksgiving.
See the mashed potato mound,
And the bowls piled high with dressing,
And my dad has said the blessing.
I can't eat no, no, no more.
Cranberry, that's what I see.
(Chorus)



When I've eaten my green beans,
It's the last thing left upon my plate,
Cause my mom said it must be clean
Or I won't get the best pumpkin pie in this state,
But I'm afraid I'm getting somewhat overweight.
I can't eat no, no, no more.
Brown gravy, that's what I see.
(Chorus)

When I waddle to the couch,
And the football game's on the TV,
And my dad's become a grouch,
Cause his belt's digging way in to his tummy,
And my stomach's deep in misery.
I can't eat no, no, no more.
Celery, that's what I see.
(Chorus)

I've Been Working On My Spaceship **
(Tune: I've Been Working on the Railroad)

I've been working on my spaceship
Paint and sand away
I've been working on my spaceship
Today is derby day
Rubberbands propel the engine
Moving down the line
Passing all the other rockets
In the nick of time.



- All songs marked with one asterisk were written by Jim Denny.
- All songs marked with two asterisks were written by Rob Brown



STUNTS, TRICKS, AND PUZZLES

Word Search Puzzle – BIRDS

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

BLUEBIRD
BLUEJAY
CARDINAL
CHICKADEE
CRANE
CROW
DOVE
DUCK
EAGLE
EGRET

GOOSE
GRACKLE
HAWK
HERON
HUMMINGBIRD
MEADOWLARK
MOCKINGBIRD
ORIOLE
OWL
PELICAN

RAVEN
ROBIN
SCISSORTAIL
SEAGULL
SPARROW
STARLING
SWALLOW
SWAN
TERN
WOODPECKER

Word Scramble

- | | |
|------------------------|-----------------------|
| 1. TKOWS (knots) | 11. STERE (trees) |
| 2. STCSOU (scouts) | 12. AITRSL (trails) |
| 3. CAMFERIP (campfire) | 13. AKPR (park) |
| 4. ENTTS (tents) | 14. TENRAU (nature) |
| 5. IRFE (fire) | 15. SSINCTE (insects) |
| 6. MMGNIWIS (swimming) | 16. POMTCOA (campout) |
| 7. GHKINI (hiking) | 17. AALKE (akela) |
| 8. ORDOTOUS (outdoors) | 18. SKROC (rocks) |
| 9. FESAYT (safety) | 19. KSEMO (smoke) |
| 10. SEVIREC (service) | 20. FIBSHNI (fishing) |



- 13. French tourist spot
- 14. Prince Rainer's Country
- 15. A Roman mythical God
- 16. A Tall building in New York
- 17. Deep sea fish
- 18. A hawk
- 19. A deer-like animal
- 20. A fast bird
- 21. A letter in the Greek alphabet
- 22. A hundred years
- 23. A musical instrument
- 24. A lady with a credit card

- Rivera
- Monaco
- Mercury
- Chrysler
- Barracuda
- Falcon
- Impala
- Roadrunner
- Omega
- Century
- Coronet
- Charger

Word Search Puzzle

Try to find the words listed below either vertically, horizontally or diagonally,

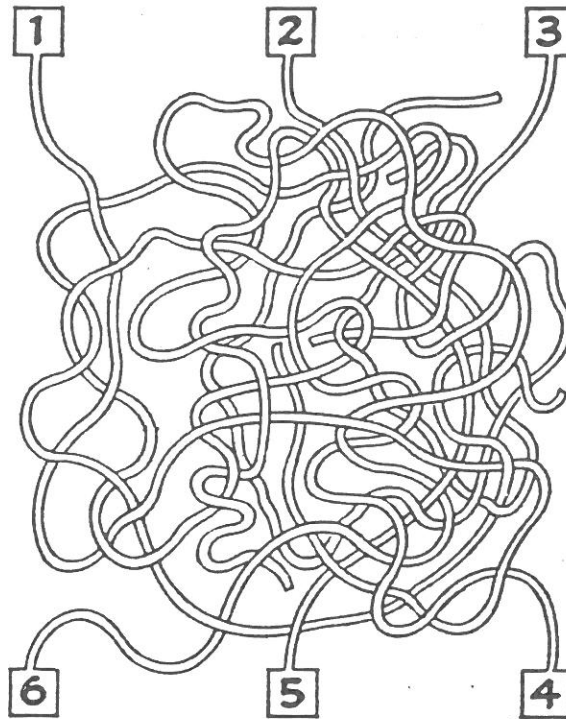
T M O S Q U R P H O S S A R G S N D
 D I A P O I S O N I V Y F A N S I A
 A C M O S Q U I T O Y S I A D A Y R
 R E P P O N S S A R G A S S H R U B
 U Q H G O R F E N G E E H P O G Y M
 S O I L K R S R I T R E E I B H S R
 I N B C H O D E M Q A B C D I Y N O
 E T I M R E T W A U N K R E R I A W
 G T A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

- ANIMAL
- AMPHIBIAN
- ANT
- BEE BIRD
- CRAB
- DAISY
- FLY
- FISH
- FLOWER
- ROSE
- WORM

- FROG
- GRASS
- GRASSHOPPER
- GERANIUM
- INSECT
- LIZARD
- MAMMAL
- MOSQUITO
- POISON IVY
- SHRUB

- SOIL
- SPIDER
- SNAIL
- SNAKE
- TERMITE
- TICK
- TREE
- TURTLE
- WASP
- WEED

A "Maze" ing Zoology.



Choose the right one of the six cords and, by blackening it with a pencil, you will see an animal emerge.

Answer: (#5 a turtle)

Penny Puzzle

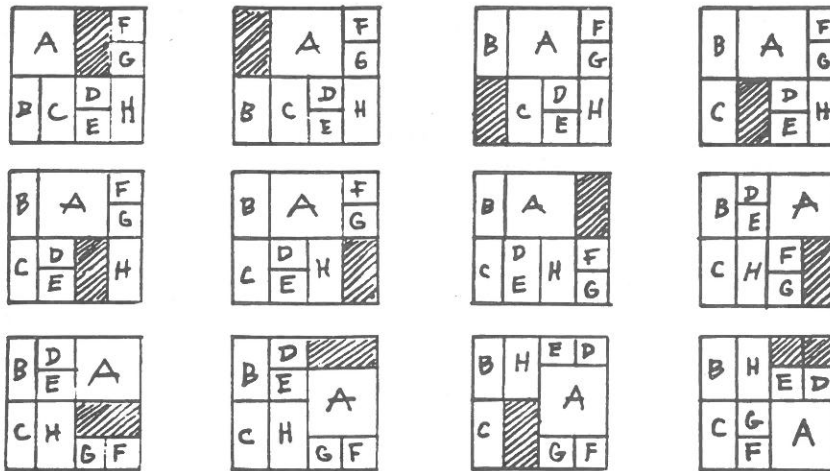
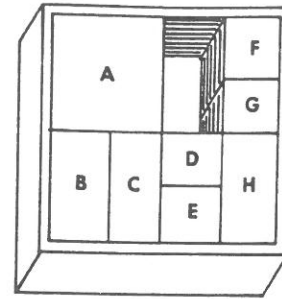
Questions

1. flowers
2. fruit
3. part of a river
4. country
5. small animal
6. a drink
7. yourself

Answers

- tulips (two lips)
- date
- mouth
- US (in trust)
- hare (hair)
- tea (T)
- I (eye)

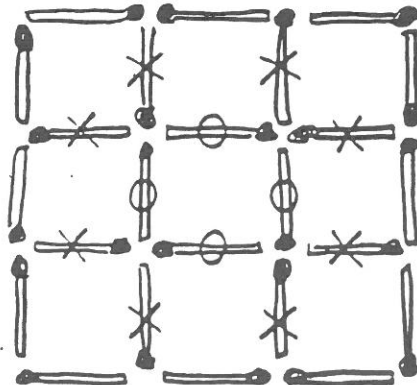
6. FG down
7. A right, DE up, H left, FG left
8. F right and down
9. A down
10. D right, E up and right, H up
11. G left and up, F left, A down



Sliding Block Puzzle

Match Reduction From 9 to 5

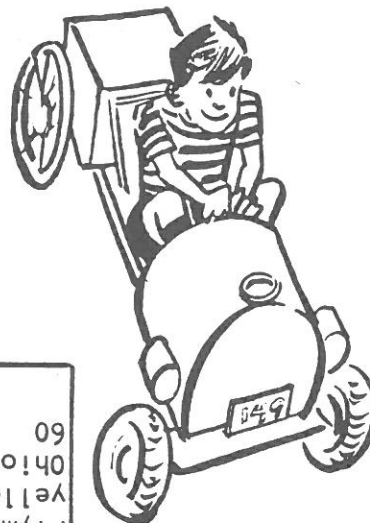
Arrange 24 matches to form 9 squares as shown below. Then see if you can take away 4 matches and leave 5 squares.



Car Puzzle

Try to get the right car in the right place.

1. The Rambler has Pennsylvania license.
2. The yellow car has an Ohio license.
3. The Buick is next to the Plymouth.
4. The car with the New York license is between the 71 and 69 models.
5. The 71 is blue.
6. The Plymouth is on the right as you face the cars.
7. The red car has a California license.
8. The Ford is next to the Rambler.
9. The car from Pennsylvania is not parked next to the car from Ohio.
10. The Ford is green.
11. The Plymouth was built in 1960.
12. The 69 model has a California license.
13. Which car is the 65 model?



YEAR?
TYPE?
COLOR?
LICENSE STATE?

Rambler
blue
Pa.
71

Ford
green
N.Y.
65

Buick
red
Ca.
69

Plymouth
Yellow
Ohio
60

Do You Know Your Cars

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

- | | |
|-----------------------------------|---------------|
| 1. Our 16 th President | Lincoln |
| 2. River in New York | Hudson |
| 3. First colony in New England | Plymouth |
| 4. Indian Chief | Pontiac |
| 5. Theatre where Lincoln was shot | Ford |
| 6. Wild animal in cat family | Cougar/Jaguar |
| 7. A Young Horse | Colt |
| 8. A spotted horse | Pinto |
| 9. A motherless calf | Maverick |
| 10. A stinging insect | Hornet |
| 11. A shooting star | Comet |
| 12. A bullfighter | Matador |

Holiday Jigsaw

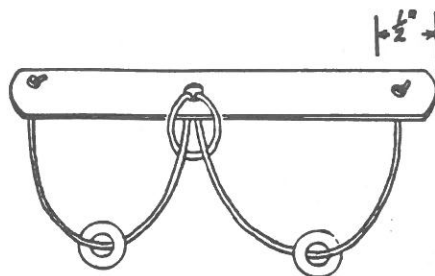
Cut up several old greeting cards into jigsaw pieces. Put each in a separate envelope. Boys can work these individually or the den can be divided into teams to see who can finish a puzzle first.

Yoke Puzzle

- (1) Cut a strip of $\frac{3}{8}$ inch wood, $3\frac{1}{2}$ inches long and $\frac{1}{2}$ inch wide, or use a wood tongue depressor or craft stick.
- (2) Drill a $\frac{1}{4}$ inch hole in center of wood. Drill a smaller hole $\frac{1}{2}$ inch from each end.
- (3) Loop a 9-inch piece of string through the center hole, as shown.
- (4) Hang two washers on string.
- (5) Insert ends of string through holes in ends of wood and knot in place.

Puzzles. Move the two washers so they are hanging from the same loop. Do not untie the string, break the stick, or pull the knots through the holes.

Solution. Loosen the string slightly and pull the loop at the center hold straight out about 2 inches. Slide the left washer up the string and through the center loop. Then pull the rest of the center loop through the center hole. Slide washer along the string through center loop onto opposite side. Pull center loop back through hole to its original position. The washer is now hanging on the opposite loop. Reverse this procedure to separate the washers again.



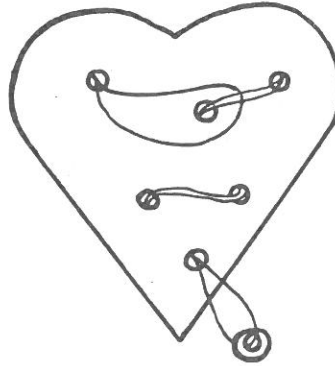
Yoke Puzzle

Heart Puzzle

Make a heart-shaped board $3\frac{1}{2}$ inches high and $3\frac{1}{2}$ inches wide. Bore six holes, as shown. Lace a 30 inch string to the heart in this manner:

- (1) Fold the string in the center and thread the loop from the back through the upper left hole. Hold it in place with your thumb while you thread the two free ends through the upper right hole, then across the front and through the loop and the upper center hole.

- (2) Next thread the two free ends from the back through the lower right hole, across the front to the lower right hole, and from the back through lower center hole.
- (3) On the free ends, tie a washer too large to slip through the holes. Make a 6 inch loop of free string below the center hole.



Heart Puzzle

Sliding Block Puzzle

An adult who likes to work with wood can make these puzzles for the boys.

- (1) Make a box with inside measurements $3 \frac{5}{8}$ inches square.
- (2) All puzzle blocks are made from $\frac{3}{8}$ inch wood. Cut the following:

Four blocks $\frac{7}{8}$ inch square (D, E, F, G)

Three blocks $\frac{7}{8}$ inch square (B, C, H)

One block $1 \frac{3}{4}$ inches square (A)

- (3) Sand all blocks and stain or paint.

Puzzle. Slide the blocks and move the largest one to the diagonally opposite corner and back.

Solution.

1. A right
2. B up
3. C left
4. DE left
5. H left

PUZZLES

Mystery is a surefire way to capture a boy's imagination and puzzles are a sure way to capture a boy's attention to begin den meetings. Almost everyone enjoys puzzles, and no one more than a Cub Scout age boy. The den leader or den chief will want to have a new puzzle to show at almost every den meeting. This is a good preopening activity and will be very popular with the boys.

Resources for Tricks and Puzzles

In addition to those found here, tricks and puzzles are also shown in the *Den Chief's Handbook*, *Cub Scout and Webelos Scout Program Helps*, *Group Meeting Sparklers*, *Cub Scout Magic*, and *Boy's Life*. Ideas can also be obtained at Cub Scout leaders' roundtables, pow wows, and workshops. In addition, public and school libraries have books of tricks and puzzles such as:

The Fun Encyclopedia, By E. O. Harbin

Cokesbury Stunt Book, By A. M. Depew

Be a Magician, by Jay Boyar

Perplexing Puzzles and Tantalizing Teasers, by Martin Gardner

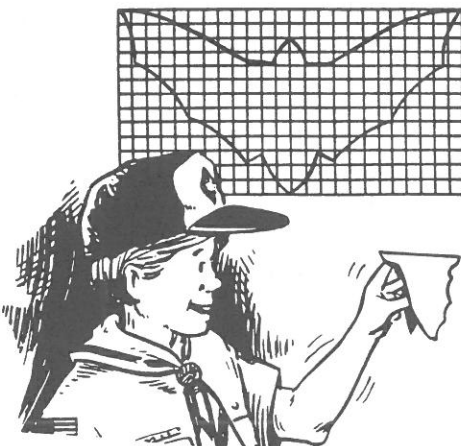
Bet You Can, By Vicki Cobb and Kathy Darling

Bet You Can't, by Vicki Cobb and Kathy Darling

Super Colossal Book of Puzzles, Tricks and Games, by Sheila A. Barry.

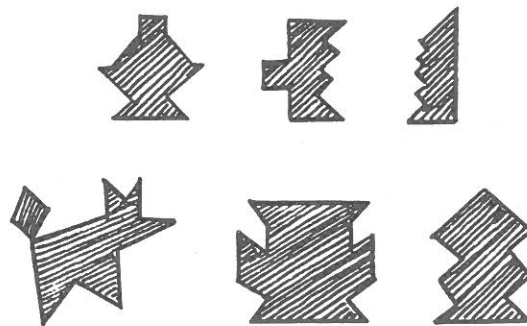
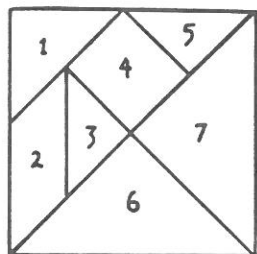
Balancing Bat

Here's a balancing act to mystify your friends. The bat will balance on the tip of your finger, the edge of a table, or the rim of a glass. Enlarge pattern and trace onto black poster board. Cut out bat and tape a penny to the underside of each wingtip. With a little practice you can make it appear to fly by balancing it on your finger and raising and lowering your hand.



Tangram Puzzle

It is said that this puzzler is over 3,000 years old. From a square of cardboard, cut seven pieces as shown in the illustration. Using all pieces you can make a square, a rectangle and 100 other figures.

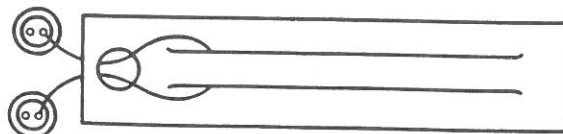


Strap and Button Puzzle

Make two parallel cuts in the center of a strip of firm, pliable leather, as shown. Just below this, cut a hole the same width. Pass a heavy string under the slit and through the hole. Fasten buttons to loose end of string.

Puzzle. Remove string without taking off the buttons.

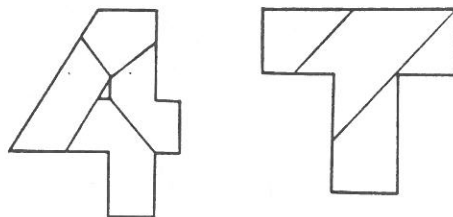
Solution. Bending the leather and drawing the narrow leather strip through the hole can easily do this.



Strap and Button Puzzle

Block Puzzles

Cut these puzzles from cardboard or plywood as shown. Mix up the pieces and see who can be the first to put them together.



Block Puzzles

A Paper Bridge

Materials: A piece of paper, book, and some coins.

Directions: Make believe the space between two books is a river. The books are the land on each side. Lay a paper bridge across the river.

How many coins can the bridge hold?

Fold the paper this way:



How many coins can the bridge hold now?

The folded sides make the bridge stiff. Some real bridges are made this way.

Float A Needle

You can float a needle in a glass of water if you first put a piece of tissue paper on top of the water and carefully lay the needle on top of it. The paper will sink and the needle will remain floating.

Bouncing Buttons

Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for a while. Add more vinegar when they slow down.

Lasso An Ice Cube

You will need: Glass of water
Ice cubes
Cotton thread
Salt shaker on table

Tie 1 or 2 inch loop in the end of a piece thread. Ask the boys if they can lasso an ice cube and remove it from the glass.

Fizzical Toes

Have each boy remove one shoe and one sock. Then give each boy three marbles. Without using their hands in any way, the boys are to lift and carry each of their marbles with their toes from the starting point to another point. The first to get all three marbles to the finish line wins. (when first using this stunt, have the finish line nearby so the boys don't get discouraged. Each time you use the stunt with the same group of boys again, be sure to move the finish line further away as they will be able to do this quite quickly)

Invisible Ink

Materials needed: Juice of half a lemon, a cotton swab, a lamp and white paper.

Pour the lemon juice in a small amount of water and dip the swab into it. Then use the swab to write a message on ordinary white paper. When it dries, the writing will be invisible! When you want to read the message, heat the paper by holding it near a light bulb and your message will appear on the page in black.

The Disappearing Coin

- (1) Fold two squares of paper.
- (2) Paste center squares together.
- (3) Fold one side up, hold in hand.
- (4) Insert coin, fold, tap once or twice...(turn over) unfold paper coin is gone.
- (4) FOLD-TAP-Presto-coin reappears.

Take 2 Coins

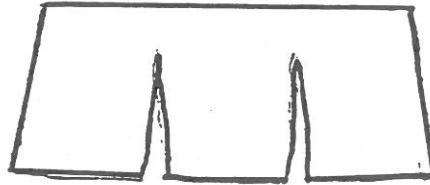
Hold one in each hand-extend your hands horizontally-the problem is to get both coins into one hand without bringing your hands together, without bending your arms...(set one on table, turn and pick it up). How can you get coin number 2 out of center without touching it? (move an outside one)



The Crazy Paper

Materials: Paper

Directions: Make two tears in a piece of paper like this.



Try to tear both ends away from the middle with one tear. You can try and try but only one piece will tear off.

Give up? How do you do it?

Like this – hold the center piece with your chin – then both pieces will tear off.

It's Knot Magic

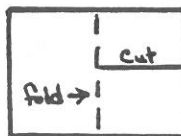
Materials: A piece of rope (about 3 feet long).

Directions: Tie a knot this way. Put the rope on a table. Cross your arms, so that one hand is under one arm, and one hand is over one arm. Pick up one end of the rope in each hand. Pull your arms apart. There's the magic knot!

The Twirly-Whirly

Materials: A pencil; small empty spool; scissors; tape; plastic straw; piece of paper

Directions: (1) Cut and fold a piece of paper like this:



Fold one flap forward and one flap backward.

(2) Cut a straw in half

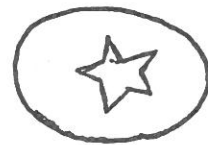
- (3) Tape ½ of the straw to the paper below the flaps.
- (4) Put the straw through the spool. Fold up a piece of the straw at the end. Tape it down to the spool.
- (5) Throw it up in the air and watch it twirl as it falls.

The Magic Star

Materials: You need a dish, some water and five toothpicks

Directions: Bend the toothpicks--- do not break them. Put them in the dish like the picture below. Put some water on the toothpicks. In two minutes they make a star.

Is this Magic Water?

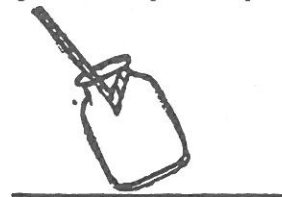
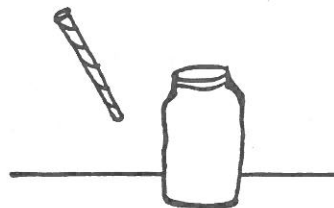


The Magic Straw

Materials: A bottle and a straw.

Directions: Can you pick up the bottle with the straw? You must not touch the bottle with your hands.

Bend the straw, put it in the bottle, now you can pick up the bottle.



A Paper Trick

Materials: A piece of paper and a book.

Directions: Can you make a piece of paper hold a book in the air?

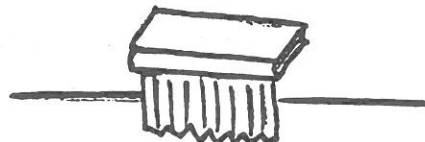


No



Fold the paper like a fan.

Stand the paper up on the table. Put the book on the paper. Now it works!



You Don't Say

First person pretends to pick up a ringing telephone. He says, "You don't say... You don't say... you don't say" (with more emphasis each time.) Other person says, "Who was that?" First Person replies, "I don't know. He didn't say!"



Loose Rope

A person enters room pulling a rope. The leader says, "why are you pulling that rope?" The person replies, "Did you ever try pushing one?" The stunt can end there or later in the meeting the same person can come back pushing a rope to delight the audience. Just push wire through the rope so it will be stiff and straight and can be pushed.

TONGUE TWISTERS FOR CUB SCOUTS

How to use a tongue twister:

Just for fun, pass out slips with tongue twisters on them. See if you can say them to another person.

Use them at a table, on back of placecards.

As a contest, to see which person or den is best at twisting their tongues around.

Have your Cubs try saying short tongue twisters three times very fast.

Red Leather, Yellow Leather.

Good blood, bad blood.

Shy soldier.

Kick six sticks quick.

Seashore, seashore.

If your Cubs master those, have them try these longer ones:

1. Fred fetches fresh fish each Friday.
2. The sizzling sun shines on six swinging shop signs.
3. Wicked witches will whisk switches.
4. Two treetoads tied together tried to trot to town.
5. A big black bug bit a big black bear.

6. Susie's shirt shop sells pre-shrunk shirt.
7. Eleven enormous elephants elegantly eating Easter eggs.
8. Nine floating flyboast full of fruits and flowers.

How about:

Betty Botter bought some butter,
"but" she said, "this butter's bitter if I put it in my batter,
It will bake my batter bitter!"

The swan swam the sea. We shouted, "swim, swan, swim" The swan swirled and swam back again. What a swim, swan, swam"

MAGIC TRICKS

Magic tricks can really excite cub scout (and adults) during den and pack meetings. They can be used as short ice breakers during the meeting, or complete entertainment during Blue & Gold Dinners. When you get the cubs involved in the tricks keep it simple at first. The following are just a few suggestions.

You Never Saw It Before, Will Never See It Again

I have here in my pocket something that you never saw before and will never see it again! In fact, nobody (even I) have ever seen it before, and nobody will ever see it again. (Take out a peanut in the shell, crack the shell, show it to the group, then eat it.)

You Have Eleven Fingers!

This is a tricky trick! It may actually take people a little while to catch onto it. Tell them that you can prove that you have eleven fingers. "You say I have ten?" you say, "All right, we'll see". Then you start counting, beginning with the thumb. "You say ten, so I'll start there and go backwards." Then you count, "Ten, nine, eight, seven, six" which of course is the count for the fingers of one hand. Then say "All right, there was six, and I have five fingers on the other hand, so that makes a total of eleven." They may want to go through it again. Finally someone discovers that you have tricked them a little.

COMPETITIVE PAIR STUNTS

Kneel Knock – Boys kneel, facing each other. Each tries to knock the other off balance, using only the shoulders. First man down loses.

Elbow Wrestle – Each boy tries to force his opponent to the ground without moving the elbow.

Chest Touch – Each man resists opponent's right hand as he tries to touch chest.

Twister – Boy rotates 1-inch dowel back and forth as fast as he can and as far as possible in each direction. This develops wrists and forearms.

Seal Crawl – In push-up position, boy walks forward using only his arms (*in step of foot on ground, toes dragging*). Body is straight, head is up.

It's All Around Me

BOY: (Runs on stage with his hands grasping his waist. He yells "HELP, It's all around me. It's all around me, HELP!")

CUBMASTER: What's all around you?

BOY: My belt!

Court Case

BOY: (Comes on stage carrying a wooden case)

CUBMASTER: What are you doing now?

BOY: I'm taking my case to court.

SAME BOY: (Returns one stage later in the program. This time he's carrying the case on top of his hand).

CUBMASTER: What are you doing now?

BOY: I'm taking my case to a higher court.

Lost Dog

CUB #1 (unhappy with a sad look on his face) I lost my dog.

CUB #2 That's too bad. Why don't you put an ad in the paper?

CUB #1 Dummy, my dog can't read!

Fall Down the Stairs

CUB #1 I'm sorry to hear that you fell down the stairs.

CUB #2 Oh, it's all right.

CUB #1 All right? It is?

CUB #2 Yes.. I had to come down anyway.

Yesterday

CUB #1 What's the date?

CUB #2 I don't know.

CUB #1 Look at the newspaper

CUB #2 No good. That's yesterday's paper.

Turkey Suspense

1st CUB: How do you keep a turkey in suspense?

2nd CUB: I don't know. How?

1st CUB: I'll tell you tomorrow!!

It's in the Bag

Person comes into room carrying an inflated paper Bag which he holds tightly by the top. Another person Says, "What are you carrying in that bag?" "Milk", he replies. "You can't carry milk in a bag!" He says, "A cow does!"

Handkerchief Applause. Throw a handkerchief into the air with instructions for audience to applaud until you catch it or it falls to the floor. Vary the length of applause - long throw, short throw, no throw at all. This can be done with a ball, a Cub Scout neckerchief, or other item.

Columbus' Applause. Put hands up like holding a telescope and shout "Land Ho!"

After Dinner Applause. "Plop, plop, fizz, fizz, oh what a relief it is!"

Over-Eaters' Applause. Looking uncomfortable, rub tummy and say slowly . . . "I can't believe I ate the whoooooole thing!"

Goodbye Santa Applause. Pretend to throw a pack onto your back and say "Merry Christmas to all, and to all a good night!"

Ringmaster's Applause. Leader says, "And now, behind me in the Center Ring, the Cubs!!!" All cubs respond by growling "YEEOOOOOOOOOW"

Clown Applause. Hold fingers at both corners of mouth, pull mouth up into a smile and say, "Smile Everybody, Smile!"

Strongman Applause. Pretend to lift heavy object and go "UH,uh,uh,uh,ahhhh!"

Elephant Applause. Hold arms down in front of body like a trunk, putting hands flat together, lean over slightly and swing arms slowly back and forth while bringing fingers of both hands up and down saying, ' I Work For Peanuts!' several times.

Balloon Applause. Put hands to mouth and blow. While blowing, put hands out in a circle getting bigger and bigger, then yell, "Bang!"

Fireworks Applause. Skyrocket! Wheeeee (whistle) –Boom! Aah! Pack__, Pack__, Pack__!

Litterbug Applause. "Crackle, Clatter, Dump!" (repeat 3 times)

Oklahoma Indian Applause. Hold Cub Scout sign behind head like feathers. Say "UGH". Lean forward from waist and say "UGH" again. Leap into air, extending Cub Scout Sign high into air.

Santa Claus Applause. "Ho, ho, ho! Pull in reins and say "Whoa, Rudolph."

Dad's Gift Applause. Act as opening a gift, and when open say "Oh boy, a new pair of socks!"

Christmas Stocking Applause. Act as if emptying stocking, then put it on your right foot.

Jaws Applause. Make sound of Jaws theme. Put palms together and open and close like jaws as you “sing” the Jaws theme.

Sailboat Regatta Applause. Hold right hand palm up in front of face and blow across it with a series of puffs.

Alka Seltzer Applause. “Plop, plop, fizz, fizz, oh what a relief it is.”

Nail-Pounding Applause. Start the nail, drive it in, and hit thumb, “OUCH!”

Wood Chopper's Cheer. “HOW, HOW, HOW; CHOP, CHOP, CHOP; TIMBERRRRR.”

Pole Vault Applause. Stand your two fingers of one hand on your arm (like legs). Have them run down the arm to the wrist and then leap high in the air, as you bring your hand down, CLAP!

Tourist Applause. Look around the room as if gawking in some tourist sight and say “Ooooooh and Ahhhh.”

Tony the Tiger. Roar like a tiger and say, “ITS GREAT”.

Paul Revere Applause. Pretend to be riding on a horse while moving up and down and say. “The British are coming, the British are coming.”

We Can Yell. “We can, We can, We know we can, We must, We'll try to be the best in town...and we'll succeed or bust!”

Banquet Yell. C'mmon Gold! C'mon Cubs! C'mon through! Chow! Chow! Bow! Wow! (Cubmaster's name) Wow! Wow!

Pack Yell. Clap your hands (3 times), Stomp your feet (3 times), “Pack ___ can't be beat!”



STUNTS, TRICKS AND PUZZLES

STUNTS

Stunts are a way to achieve one of Cub Scouting's important purposes- fun! They are used to add sparkle to meetings and put the group in a happy, lively frame of mind.

There are many types of stunts. Some get the whole group involved in doing something together; others are performed by a small group for the entertainment of others. Some are used as icebreakers to get the meeting off to a good start or to help people get acquainted. Others are used as an element of surprise or for a change of pace during a meeting.

Resources For Stunts

Ideas for stunts may be found in *Cub Scout Program Helps*, *Den Chief Handbook*, and *Group Meeting Sparklers*. Sometimes stunts are introduced at Cub Scout leaders' roundtable, the annual pow wow, and workshops.

Public and school libraries have books of stunts. These are a few suggestions:

- Instant Fun for All Kinds of Groups, by Lorrell C. Burns
- Handbook of Skits and Stunts, by Helen and Larry Eisenberg
- Fun with Skits, Stunts and Stories, by Helen and Larry Eisenberg
- The Fun Encyclopedia, by E. O. Harbin
- Cokesbury Stunt Book, by A. M. Depew

Applause Stunts

Applause Stunts are short, snappy, and lots of fun for both boys and adults. They are a good way to involve the audience and are often used to recognize a person or den for some accomplishment. A den or pack may have its favorites, which are used frequently. Many applause stunts fit monthly themes. Following are examples.

Popcorn Applause. With one hand closed, cover it with the other hand. Let the closed hand "grow" larger as the other hand moves up. Then spring fingers open and say, "Pop! Pop! Pop! Quickly."

Robot Applause. Walk in place, stiff-legged, saying “Does not compute! Does not compute!”

A Big Hand. Leader says, “Let’s give them a big hand!” Everyone holds up one hand with palm open.

Round of Applause. Audience claps while moving hands in large circular motion.

Desert Applause. “Yucca. Yucca, Yucca!”

Motorcycle Applause. Raise foot and kick down three times. Make noise like sputtering motor. Hold hands out as if gripping handlebars. On third try, engine starts. Say: “Varr-oo-omm!”

Flapjack Applause. Pretend to pry a spatula under a pancake. Then throw it up into the air and nod three times as if watching flapjack flip in air, then catch it on spatula as you bring your other hand down with a loud clap.

Turkey applause. Walk around in a small circle saying, “Gobble, gobble, gobble!” Then rub stomach, saying, “Yum, yum, yum!”

Rudolph Applause. Put thumbs to head with fingers pointing up to form antlers. Wrinkle nose and say, “Blink, blink, blink!”

Woodchoppers’s Applause. “How, how, how! Chop, chop, chop!Timm-berrrrrrr!”

Paper Bag Applause. Make motions to simulate opening a paper bag, forming a neck, blowing it up, then pop it, saying, “Pop!”

Catsup Applause. Pretend to pound on bottom of bottles six times, saying, Pop, pop, pop, pop, pop, pop.” On the sixth “pop,” say, “Squish . . . uh oh, too much.

Watermelon Applause. Pretend to hold watermelon slice to mouth. Pull it rapidly across the mouth, slurping the fruit, then turn head to one side and give “raspberry” sound of spitting out seeds.

Cantaloupe Applause. Same as watermelon except on a smaller scale. The melon is shorter and you spit out only one seed.

Six-shooter Applause. Point finger in air and say, “Bang, bang, bang!” then blow smoke from the “gun.”

Giant Beehive. Group buzzes like a hive of bees. When leader raises hand, volume increases. When hand is lowered, volume lowers.



SKITS AND COSTUMES



SKITS AND COSTUMES

Cub Scout dens and Webelos dens will be called upon to present skits at the pack meeting. This can be a pantomime, a skit or a short play. The main purpose of skits is fun for the boys and the audience. Skits help build self-confidence and poise and allow the boy to use his imagination.

Skits are usually based on a monthly theme. A Webelos den skit might focus around the monthly activity badge area. There will be a chance for planning, rehearsing, and making props and costumes in den meetings, with the final presentation at the pack meeting.

A shy boy, who would rather just observe than take part in a skit, can be asked to handle the lights, offstage sound effects, or watch the time. Sometimes being a character who wears a mask or uses puppets helps eliminate self-consciousness in a shy boy.

Things to Remember

Skits should be fun. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- Keep it simple.
- Keep it short. (3-5 minutes at the most)
- Avoid long memorized dialogue. Pantomimes are great for Cubs.
- Use simple scenery, props, costumes.
- Let every boy take part.
- Use stage directions liberally – tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

Things to Avoid

- Dramatization of undesirable characters.
- Asking a boy to attempt to portray a character that is too difficult for him. Fit each boy to his part.
- The tendency to let the more capable boys do all the work.

HOW TO WRITE A SKIT

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit.

Follow these simple steps:

- Boy wants something.....friendship, a gold mine, a prize, etc.
- Boy starts to get it.....by canoe, plane, horseback, foot, etc.
- Obstacles stop boy.....crocodile, enemy, false friend, weather, etc.
- Boy achieves goal.....through kindness, bravery, wisdom, magic, etc.

Outline of a Skit

Month: _____

Theme: _____

Plot: _____

Title: _____

Type of characters: (puppets or boys in costume)

Length of time: _____

Staging: (lighting, special effects, scenery)

Characters: _____

Location or setting of skit: _____

Problems to overcome: _____

Obstacles: _____

Crisis: _____

Ending: _____

Does skit fit audience? _____

COSTUMES

The actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part...by his acting. But his costume, his hair style, the make-up, the way he walks, and even his shape help give his character dimension.

Costumes can help set the theme or the mood of the whole skit. Costumes can be as simple or as elaborate as you and the boys would like for them to be. It is important to find the right costumes. But his isn't as hard as it you might think. There are enough everyday things around you house to clothe most any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Costume Materials

Old Clothing – add feathers, sparkly trim, bright material, etc. One costume can be made over in different ways and can be used again and again in a variety of skits.

Small Pillows – are just right for that extra bit of padding which some costumes and some characters need.

Paper Sacks – for leather like appearance, crush and recrunch the paper sack with your hands until it is soft and wrinkled. Then spread out and press with a lukewarm iron. Decorate with crayons, felt markers, or paint.

Crepe paper – inexpensive, stretchy, can be glued, stapled, folded, sewn, draped, etc. Good for tunics, vests, hats, etc.

Cardboard Boxes – are good for animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc.

Remember to keep your costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making. Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a mustache, eye patch, bandanna, cardboard sword for a pirate, can do a great deal.

USE YOUR IMAGINATION AND HAVE FUN...

Tips on Creating a Character

To make a wig of white hair – use an old stocking. Pull the stocking down over the hair and ears. Tie it off at the top and cut off what’s left. Use scotch tape to fasten white cotton balls all over the stocking.

To make curls – Cut strips of paper. Curl each strip by holding one end between your left thumb and a long pencil. Press lightly with your thumb and pull the strip over the pencil with your other hand. Do this several times for a stiff curl. Sew or tape the curls to the stocking wig.

To make braids – Stretch about 3 strips of crepe paper, 3/4” wide. Twist each strip around the others. Now braid the three strips together.

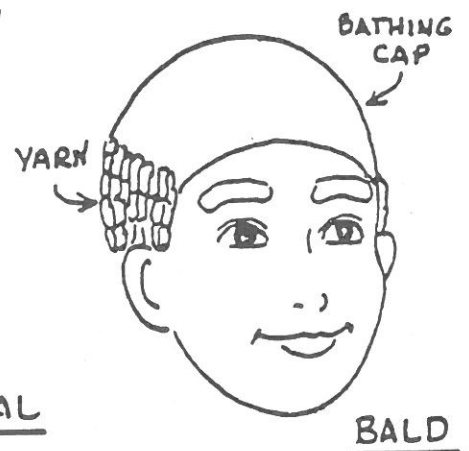
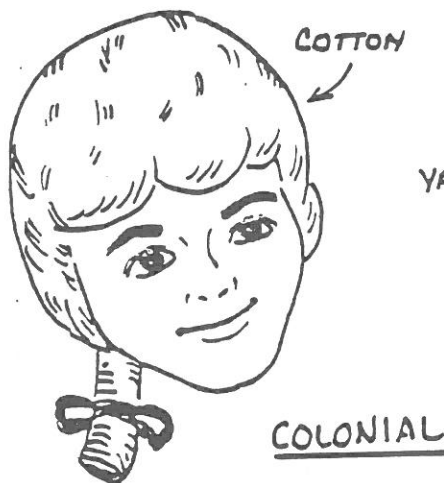
Using nose putty – You can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of your face. All other make-up goes over it.

New-looking wounds – Can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Bald head – Use an old bathing cap (white or flesh color) for the base. Paint or glue yarn around edges.

To highlight features – Use rouge on cheeks and eyebrow pencil on eyes. Powder over this make-up to “set”.

To make a wig – Use an old mop head and dye to desired color, wear as is or add a hat.



SCENERY

Simple scenery is fun for boys to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind when building your scenery.

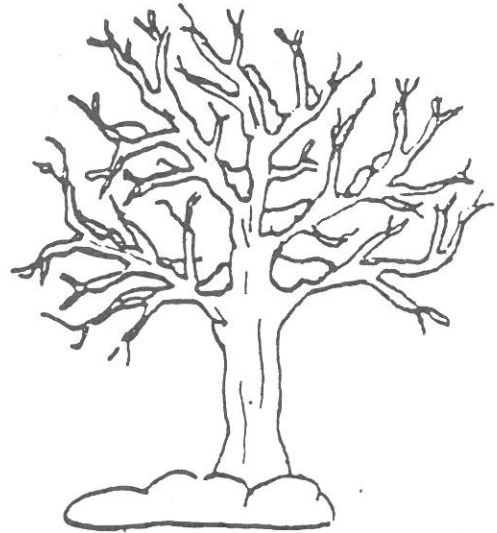
Scenery should be simple. It should provide an idea or suggestion of what is to come.

Most scenery can be made of corrugated cardboard. It is easy to find and to work with.

Wood boards can be nailed to the back of the scenery to make it more sturdy or to help it stand up and keep painted cardboard from curling.

Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are the best on cardboard, and it washes off the boys as well.

Felt tip markers can be used on cardboard that has been painted a light color, to put in detail. Work on the whole design, if you wish.



When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring leftover paint from home.

Tempera can also be used to tint latex when the desired shade is not available.

Always keep in mind that the audience will see scenery from a distance. Be sure it is distinctive enough.

Create a mood with scenery. Paint in grays if skit is spooky or sad, bright colors if skit is happy or funny.

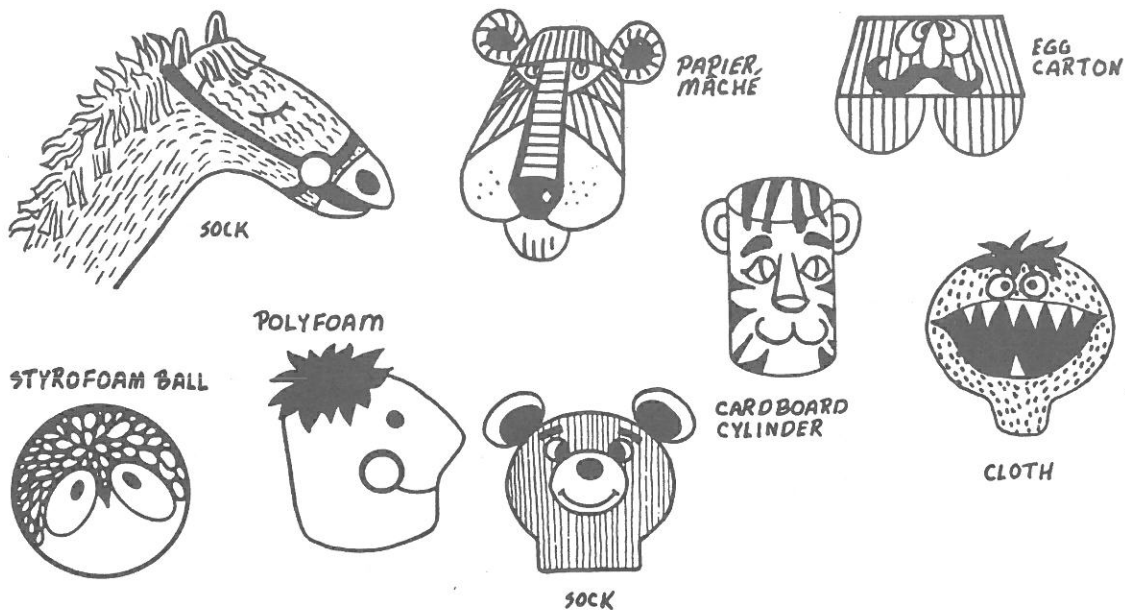
PUPPETS

Puppeteering appeals to boys of all ages. It allows them to be creative and provides an outlet for their active imagination. Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome inhibitions in a shy boy, teach a noisy boy patience, and encourage the less imaginative boy.

Puppets are magical in their powers. They can come alive and can do things faster and better than people. They can exaggerate their moods and actions. Sometimes a boy is too shy to perform in a skit with live actors, but by using puppets, he can express himself in a more comfortable way.

Puppet making can be an inexpensive venture in which paper bags, old socks, leftover scrap materials, or wooden spoons are used. There are many ideas for puppet making available at the library and in many craft books.

Many of the techniques learned in skits can be used in puppeteering.



Type of Puppets

The best known types of puppets are operated in one of the following ways:

Marionettes – operated by manipulation strings.

Hand of Glove Puppets – operated by the hand of fingers.

Shadow Puppets – shown as silhouettes back lighted against a screen.

Special Effects

Musical sounds and sound effects make a puppet production more lively and vivid. Usual and comical sounds can result from the use of bells, drums, gongs, cymbals, castanets, triangles, whistles, horns, rattles, and natural objects such as pots and pans.

Thunder	Shake a piece of galvanized tin or iron.
Lightning used.	Flash white light on and off. A photoflash can also be used.
Breaking glass	Use an old piece of window glass in a sack and drop on floor.
Crashes	Fill a wooden box with glass and a few stones, then nail the top shut. Drop or tip on end for various types of crashes.
Horses	Two half-coconut shells clapped on a wooden board give the sound of horses walking or galloping on a hard surface. For hoofbeats on a soft road or turf, use wallboard.
Running Water	A small box with tin on bottom. Place a small amount to lead in the box and tilt box to produce sounds of running water.
Trains	Sandpaper or wire brushes on metal when done in the right rhythm.
Rain	Fill a tin biscuit or cookie tin one third full of dry peas or bean and rotate slowly.
Gun Shot	Slap yardstick or thin board on a hard flat surface.
Smoke, Fog, Etc.	Incense, melting dry ice, baby powder.
Snow	Small pieces of white paper fanned off a flat box. Moth flakes or Christmas snow can be dropped from above. Soap flakes can also be used.
Sawing Wood	Rub a piece of sandpaper across the rim of a large foil pan.

Fire

Crumble cellophane into a ball. When released in front of a microphone, it will crackle like a fire.

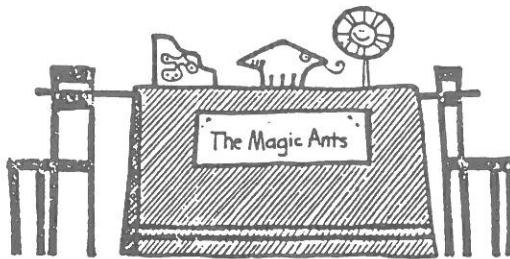
Cricket Chirp

Run finger over a small piece of fine toothcomb.

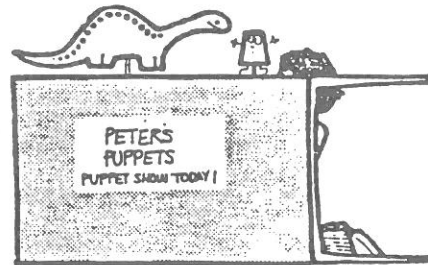
Puppet Stages

You may want to make your theater a simple, one time thing, or an elaborate, permanent structure for future use. The materials you need will be determined by the type of theater you desire. The main purpose for a puppet stage is to mask the puppeteer. However, the stage should enhance the production too. The stage should be sturdy, but it is not necessary to use heavy material. The only weight directly on the stage should be the curtain. Lights, sound equipment, and other materials should not be supported by this type of staging.

Types of Stages



A broomstick and blanket between two chairs



A table turned on its side

Makeshift - suitable for simple productions. An example might be a cereal box, or small cardboard box.

Temporary - are a little more sturdy and should be used if the stage is used for an extended period. An example might be a large cardboard box or a sheet of cardboard.

Permanent - are used if durability is needed or if the stage is to be used over and over. An example might be a piece of plywood or similar structure.

Whatever type of stage is used, be sure that the curtains or any other masking materials are securely fastened. A puppet production will be brought to an abrupt conclusion if the curtain or other structural element collapses.

Background

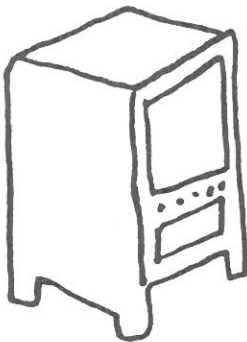
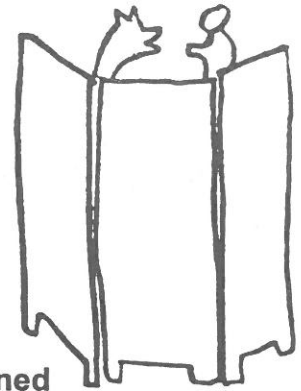
A good background is pretty crucial to the success of a production. The background determines how the puppets are visually defined for the audience. Usually bright, warm colors are used for the puppets. So it is wiser to use darker colors for your background. The best is black, browns, or even dark blues. Make sure that when you construct your puppet that you are aware of your background colors, so the puppet is not the same color.

Height of the Stage

The stage's height is determined by the height to the puppeteers and whether they will perform standing up or sitting down. The stage should be just above the top of the puppeteer's hair. Measure from the floor to the top of your tallest Cub Scout's hair, then add about 2 feet, 3 inches. That gives you the height of the Puppet Theater.

Many things can become a hand puppet stage.

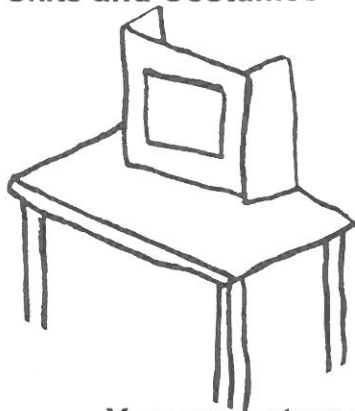
A folding screen can become a simple lightweight Stage.



An old television cabinet can be cleaned out and used for a puppet stage for small size puppets.

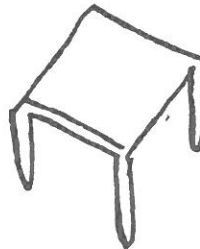
There are some types of cabinets and chests which can become stages when the back is removed. The best cabinets are the ones with doors. And what's more... you have drawers to store your puppets and props in.



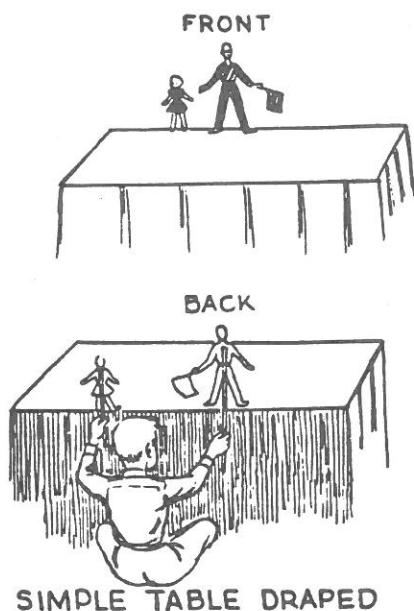


An old firescreen frame can be used for a small size puppet stage placed on the edge of a table. You can cover the frame with cloth or wood and use a bad lamp for light.

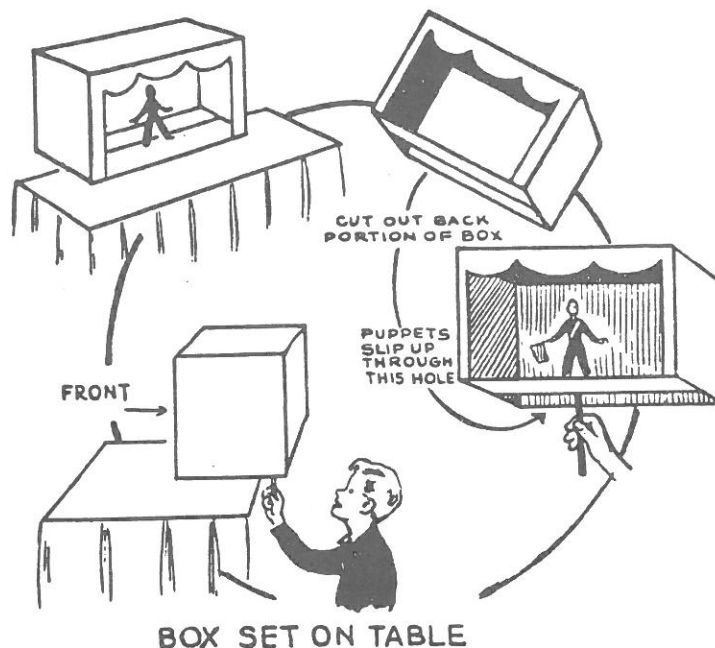
You can set up a temporary stage anywhere with a card table and two blankets or beach towels.



A Puppet Play



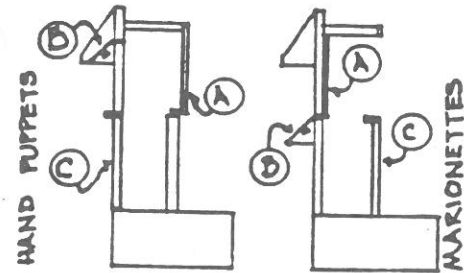
SIMPLE TABLE DRAPED



BOX SET ON TABLE

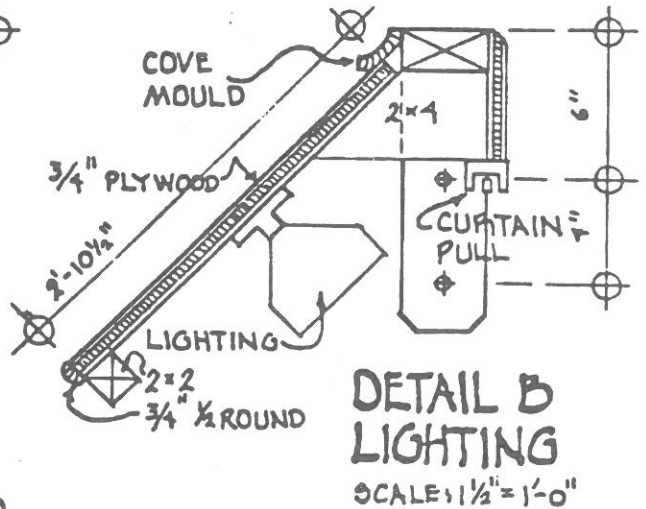
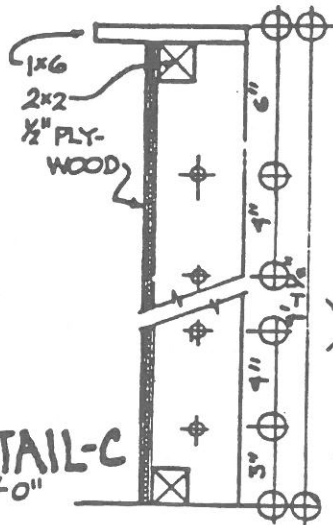
A play may be presented using the end of a table for the stage. No background is needed. If you prefer, you can make a stage from a large cardboard box set on a table. Arrange the puppets on a chair or stand close to you so you can reach them easily while giving the show. Work one puppet with each hand.

For best results, the play should be memorized; but if you wish, a friend can read the play while you work the puppets. Make the puppets jiggle a little when it is "talking." Practice in front of a mirror to learn to move your puppets in an interesting way. Change your voice when the different characters speak.

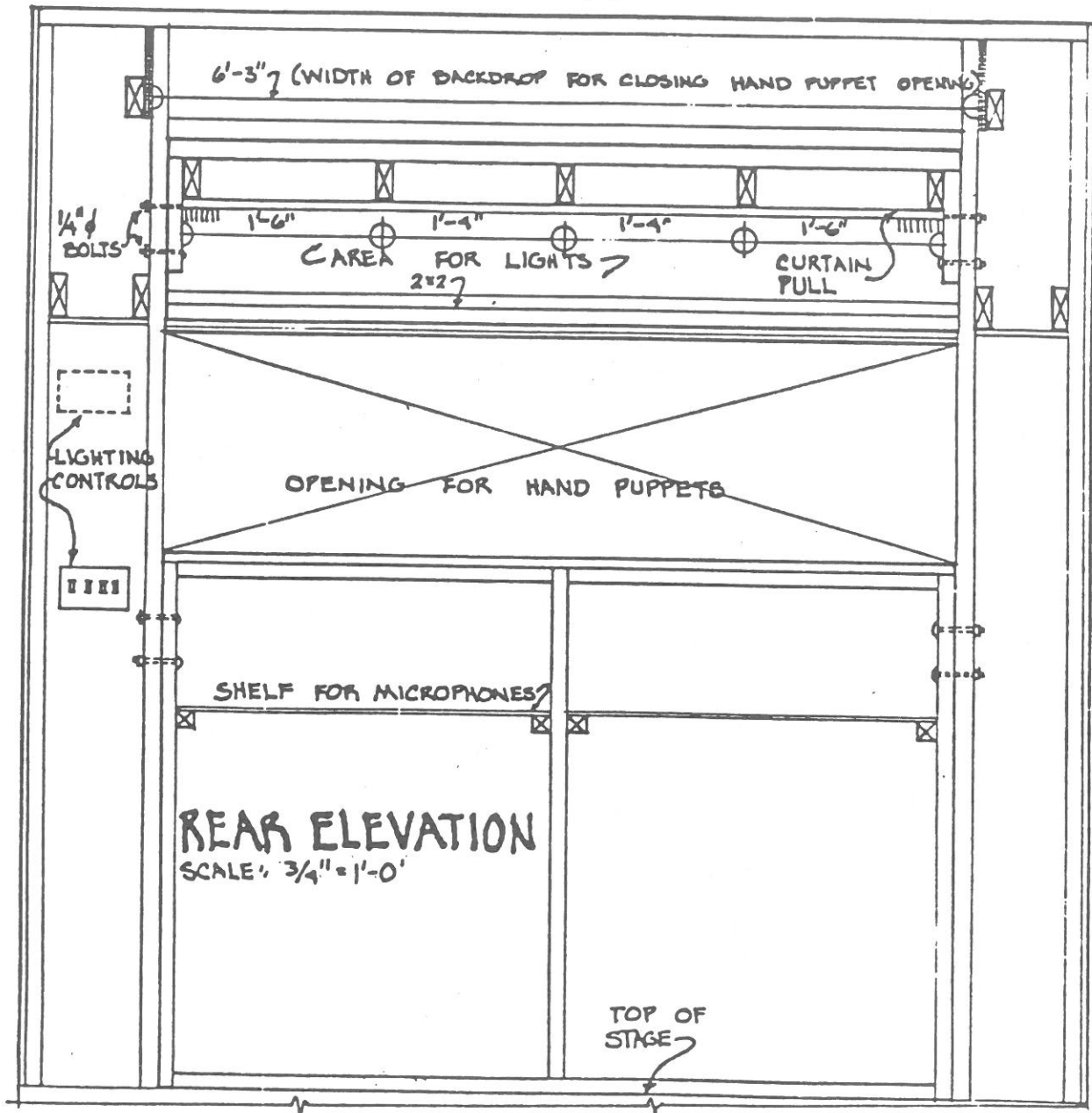


SCHEMATICS FOR MOVABLES

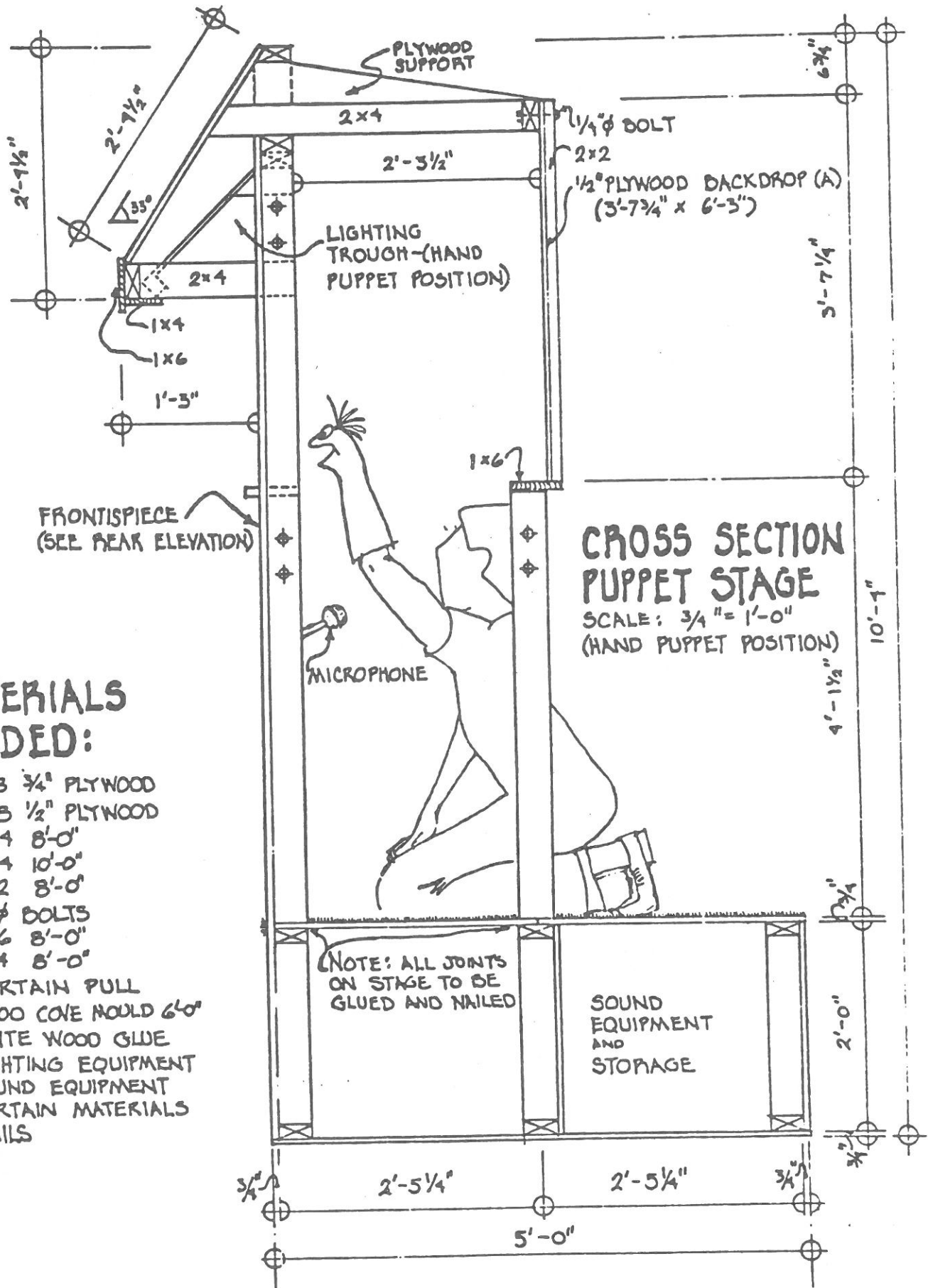
RAIL DETAIL-C
SCALE: 1/2" = 1'-0"



DETAIL B LIGHTING
SCALE: 1/2" = 1'-0"

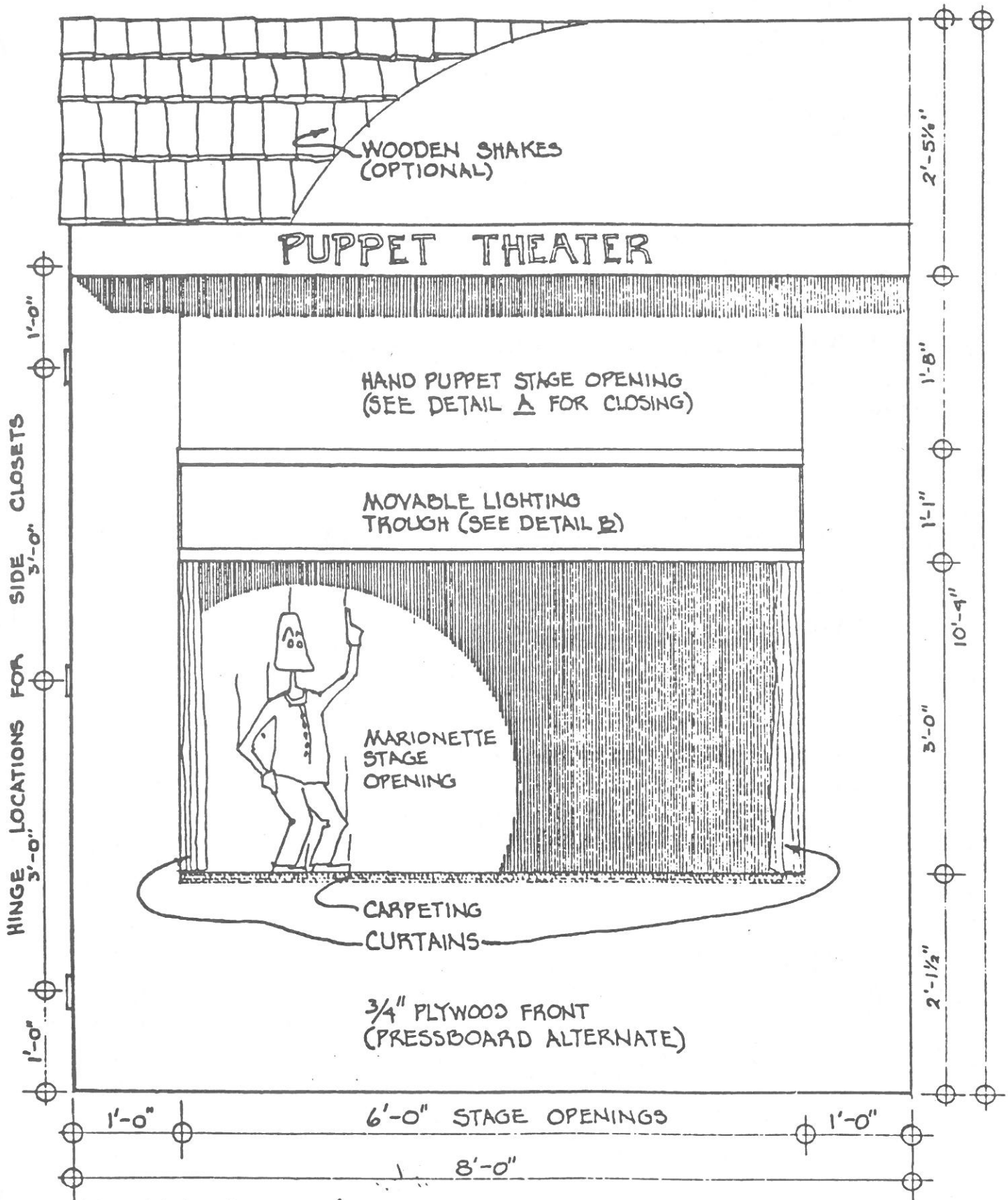


REAR ELEVATION
SCALE: 3/4" = 1'-0"



MATERIALS NEEDED:

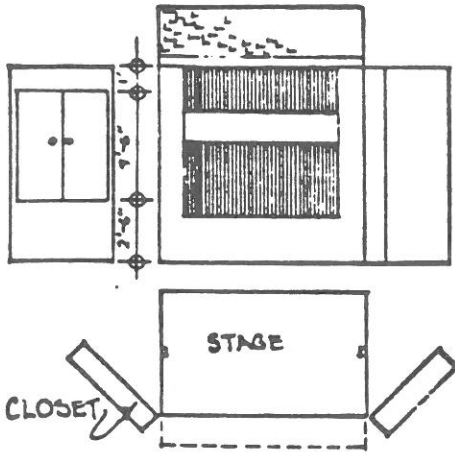
- 5 4x8 3/4" PLYWOOD
- 5 4x8 1/2" PLYWOOD
- 22 2x4 8'-0"
- 4 2x4 10'-0"
- 10 2x2 8'-0"
- 10 1/4" BOLTS
- 3 1x6 8'-0"
- 1 1x4 8'-0"
- 1 CURTAIN PULL
- 1 8000 COVE MOULD 6'0"
- WHITE WOOD GLUE
- LIGHTING EQUIPMENT
- SOUND EQUIPMENT
- CURTAIN MATERIALS
- NAILS



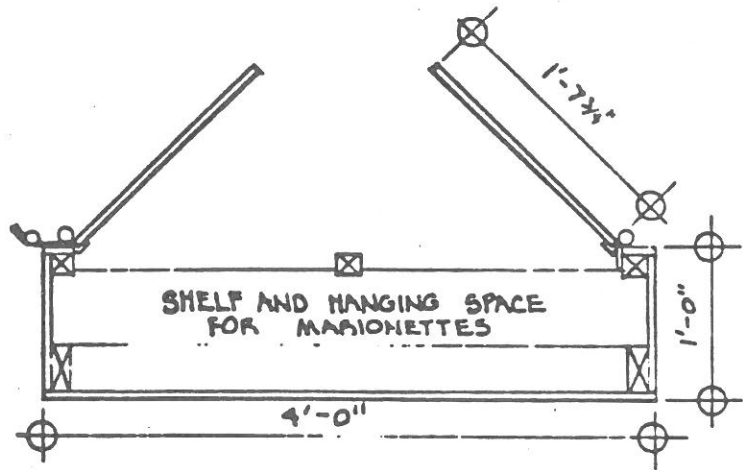
MARIONETTE / HAND PUPPET STAGE
 FRONT ELEVATION SCALE: 3/4" = 1'-0" (MARIONETTE STAGE SHOWN)

Skits and Costumes

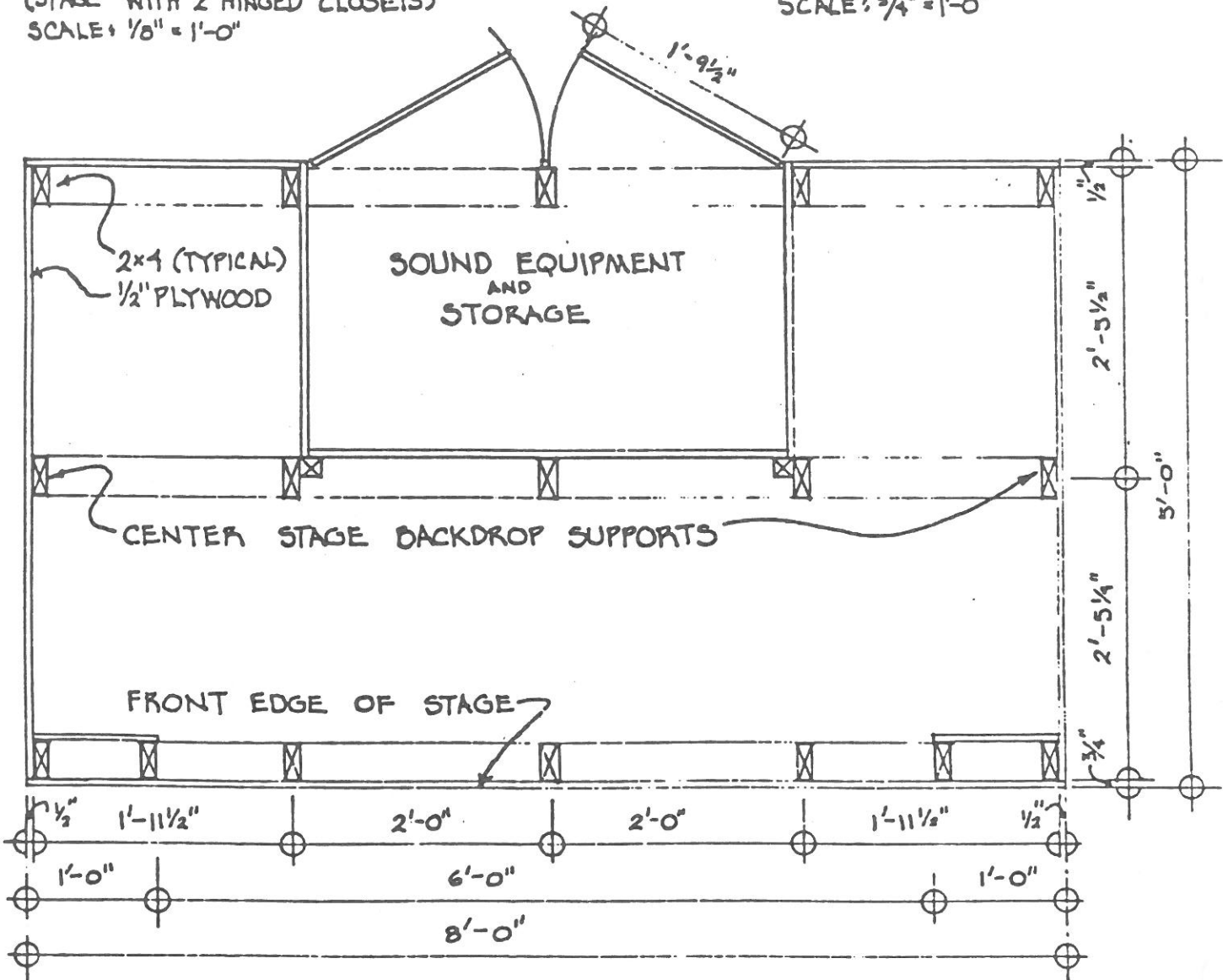
Days In Scouting Make Knights of Tomorrow



SCHEMATIC PLAN
(STAGE WITH 2 HINGED CLOSETS)
SCALE: 1/8" = 1'-0"



HINGED CLOSET PLAN
SCALE: 3/4" = 1'-0"

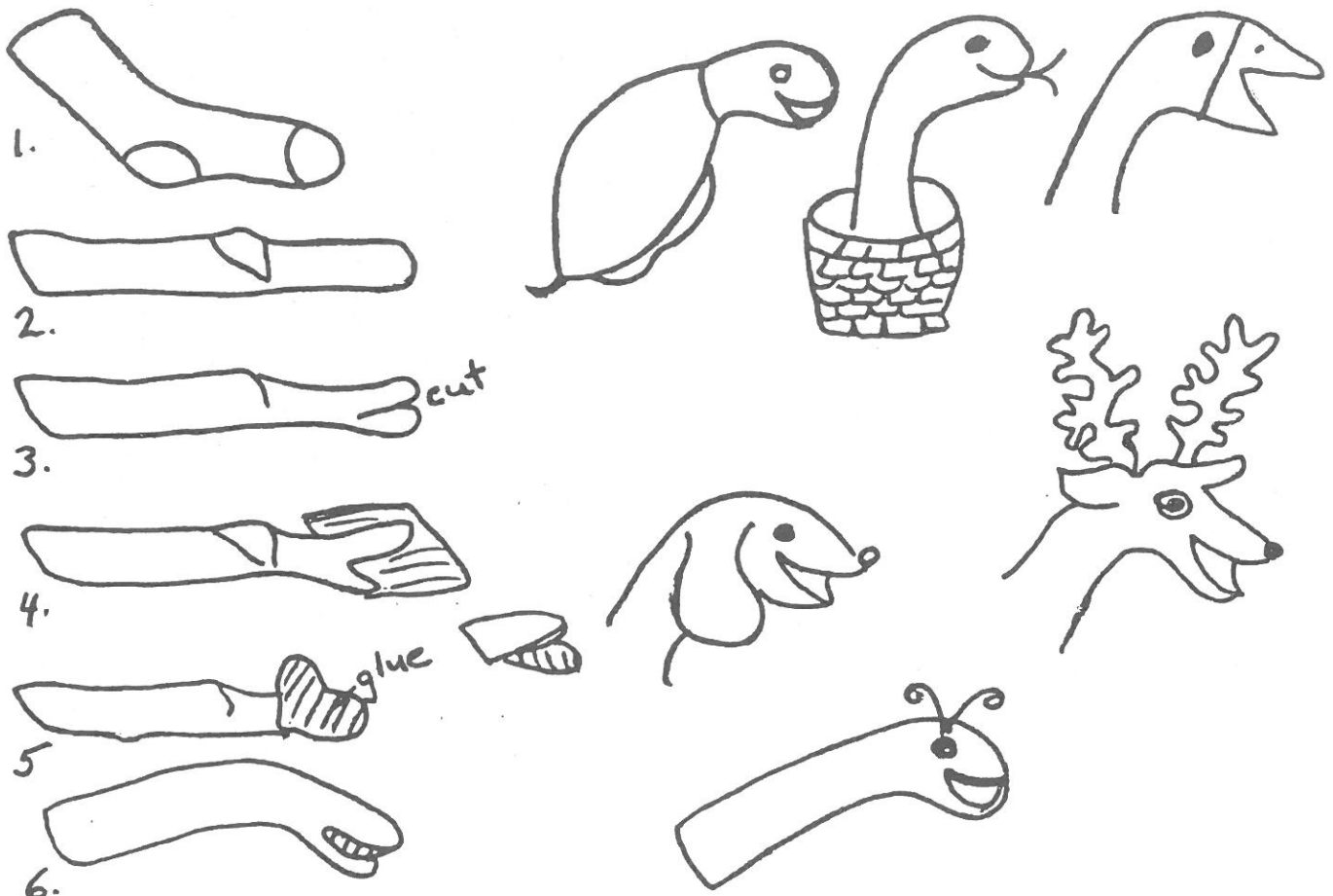


PLAN OF PUPPET STAGE BASE
SCALE: 3/4" = 1'-0"

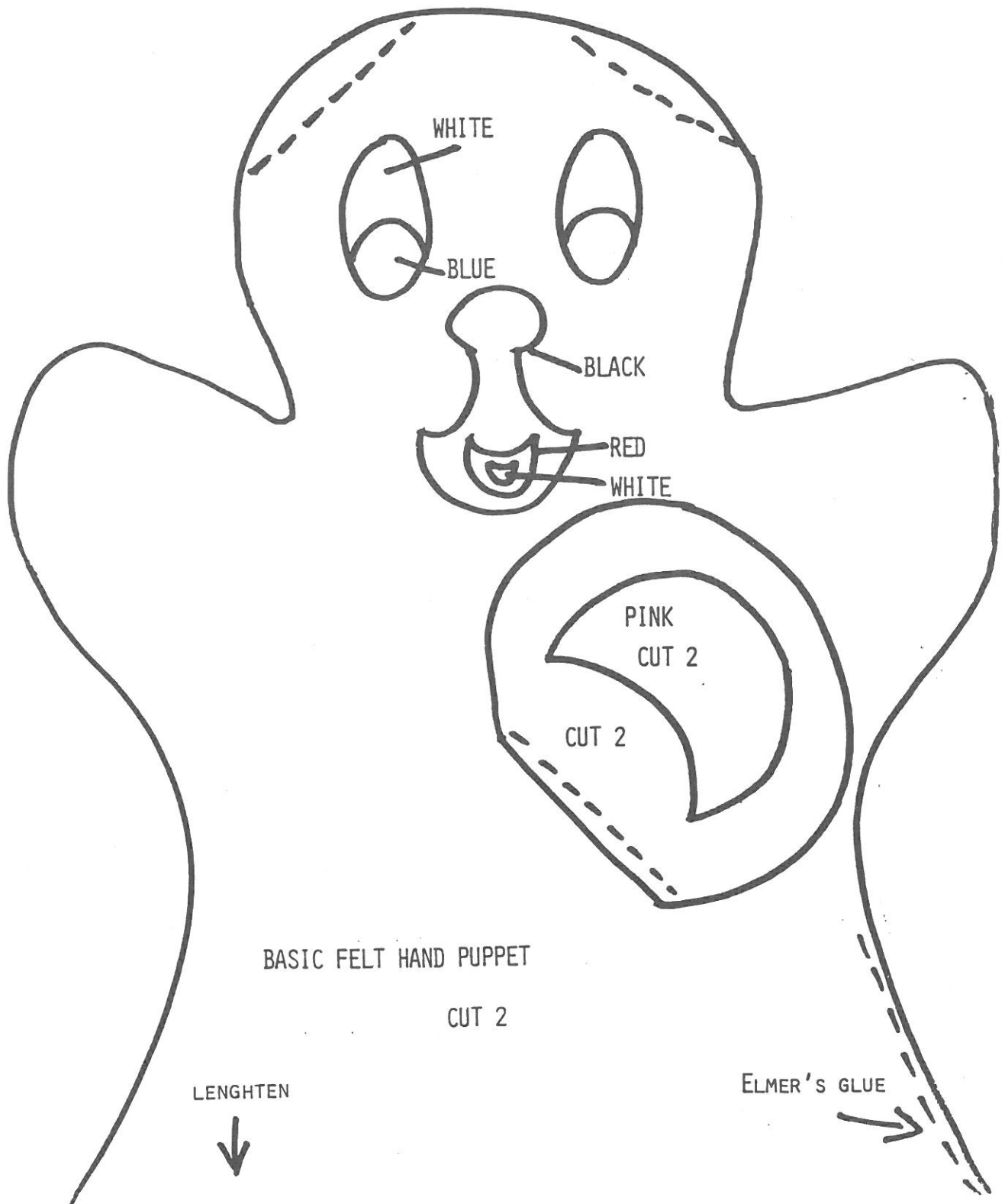
A Talking Puppet From A Sock

1. Use an old sock. Wool or fleecy socks work best.
2. Spread the sock out flat so that the heel is on top.
3. Cut around the edge of the toe and back about 2”.
4. You will need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the end of the cut. Draw around the mouth as shown with a pencil or chalk. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as in step 5.
6. Turn the sock right side out when the glue is dry or the seam has been ironed dry.
7. The thumb should work the bottom lip while all the fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.
9. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

You can be so creative with this easy-to-make puppet that you will think of many more animals and “creatures” to make.



BASIC FELT HAND PUPPETS



BASIC FELT HAND PUPPET

CUT 2

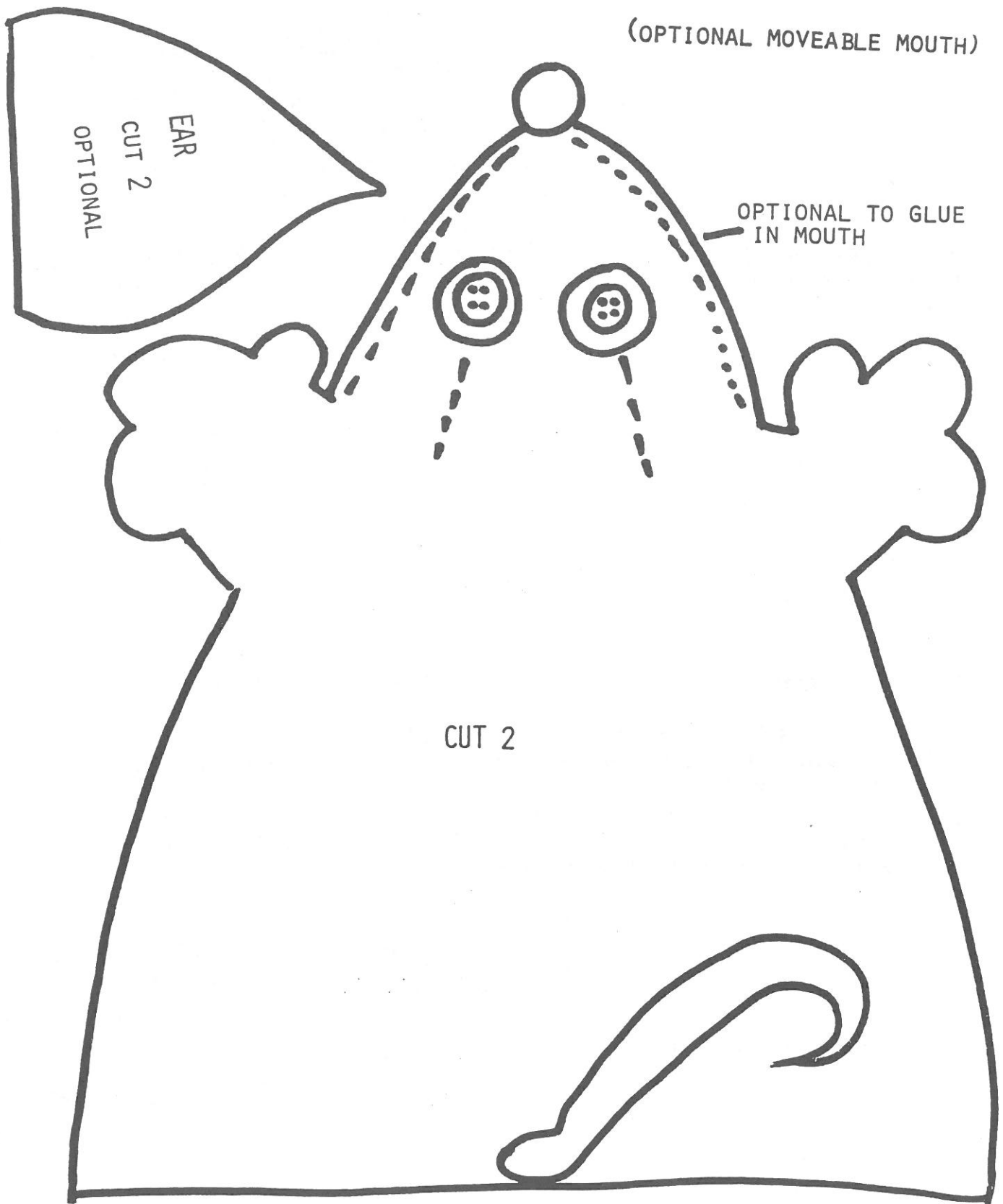
LENGTHEN



ELMER'S GLUE



Whose Mouse Felt Puppet



Materials:

Yellow or gold felt

Pencil

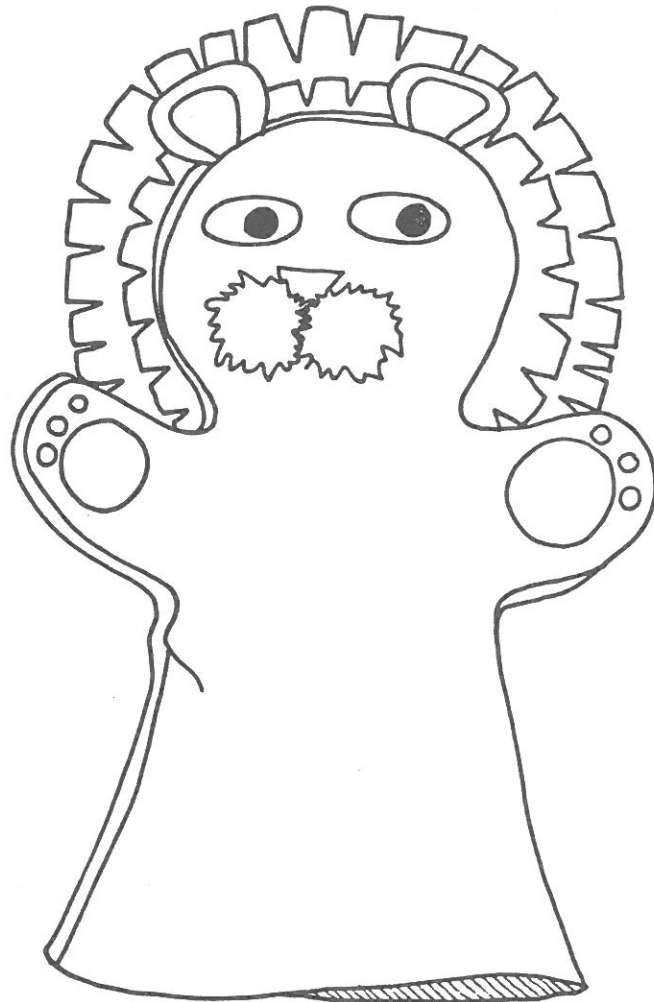
Scissors

Glue

Orange, pink, dark green

And dark yellow felt

Yellow yarn



PUPPET ASSEMBLY:

1. Make a hand puppet from yellow or gold felt.
2. For paws, cut 2 large orange circles and 6 small circles and glue to the puppet's arms (fig. A).
3. Make a nose from a triangle of pink felt (fig. B).
4. Make eyes from 2 ovals of dark green felt and 2 circles of dark yellow felt. Glue the circles on the 2 ovals (fig. C).

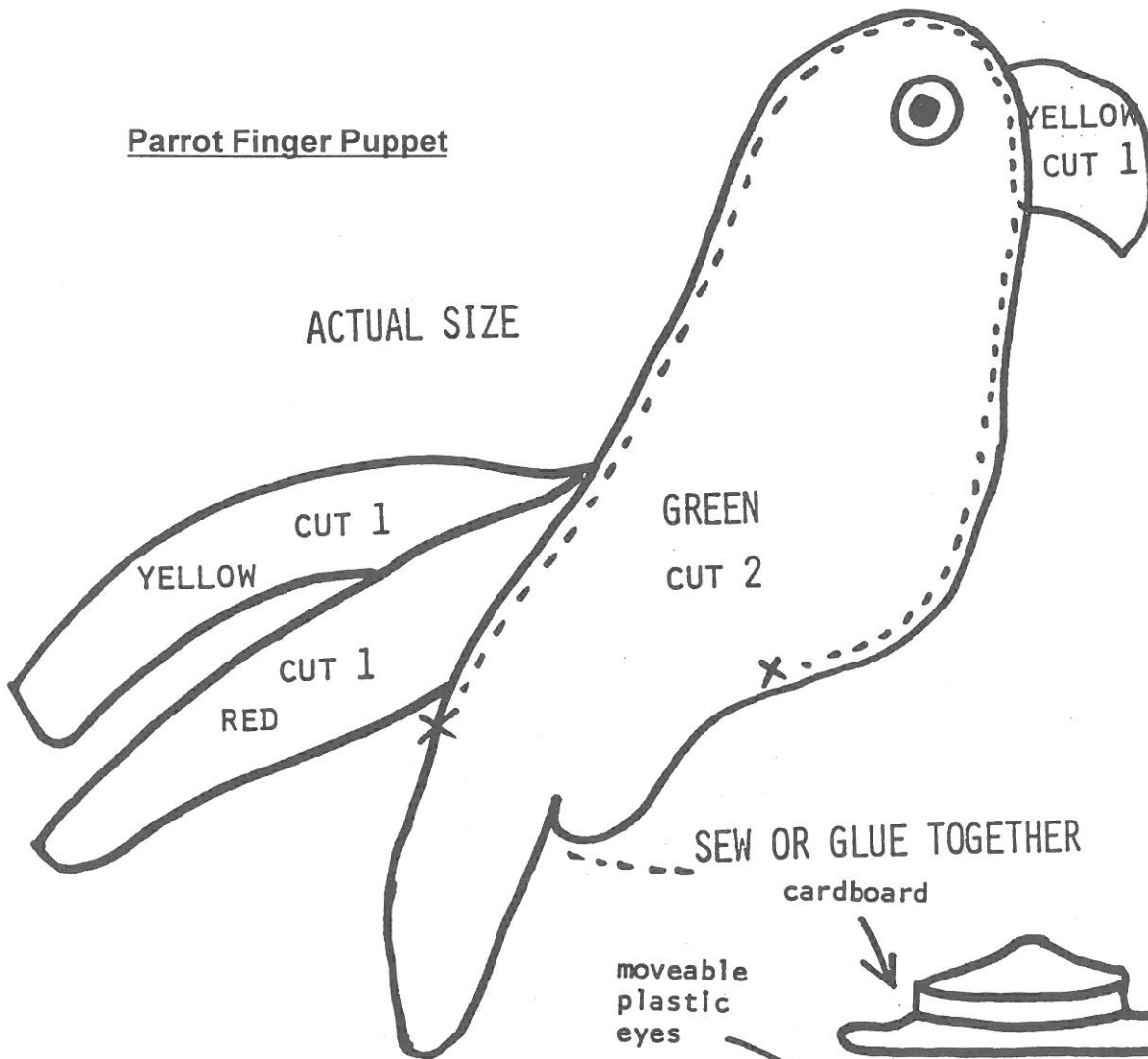


FINGER PUPPETS

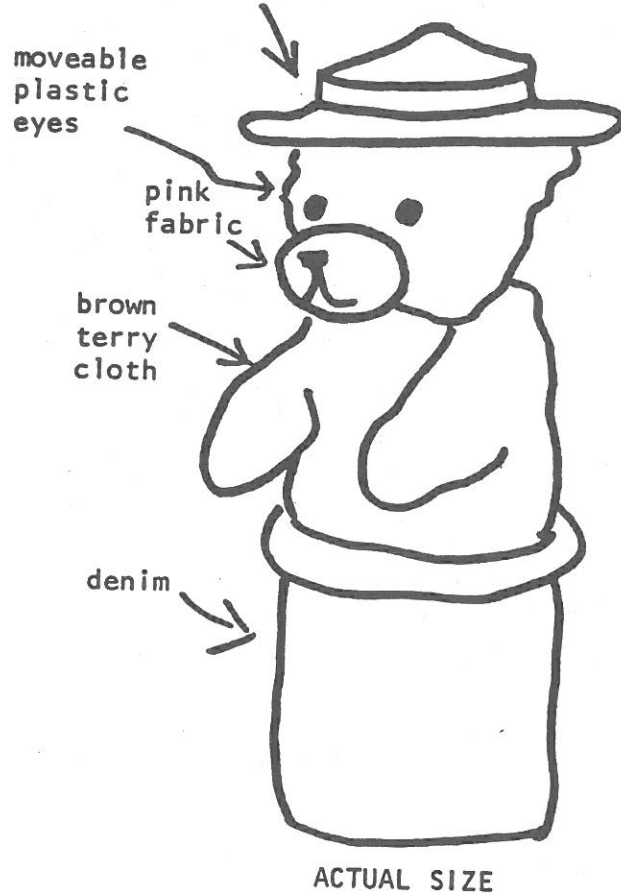
Pictured here are two finger puppets that you can use for giving a puppet show on a table or on the floor. Prop up a mirror on a table so you can see your puppet move as you are practicing. Learn to make the puppet dance, hop, kick, jump and run. Put a puppet on each hand. Learn to make the two puppets move together, like a dance team. To make puppets more real, glue on yarn braids for hair and decorate the costumes with scraps of bright-colored cloth, felt or feathers. For a most unusual effect, paint the puppets with fluorescent paint and use "black light" to illuminate your show presented in a dark room.



Parrot Finger Puppet



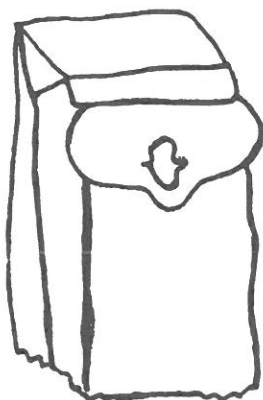
Smokey Bear Finger Puppet



SACK PUPPETS

Sack puppets are fun and very inexpensive. You can buy lunch bags at any grocery store and with scissors, magic markers and glue, you have created a puppet. Turn your table over and you are ready for a puppet show. Children who have difficulty with expression and feeling find security in projecting themselves into another character.

Trace the puppet's face down on a paper. Cut out the two parts of the puppet's face and paste on a paper lunch bag.



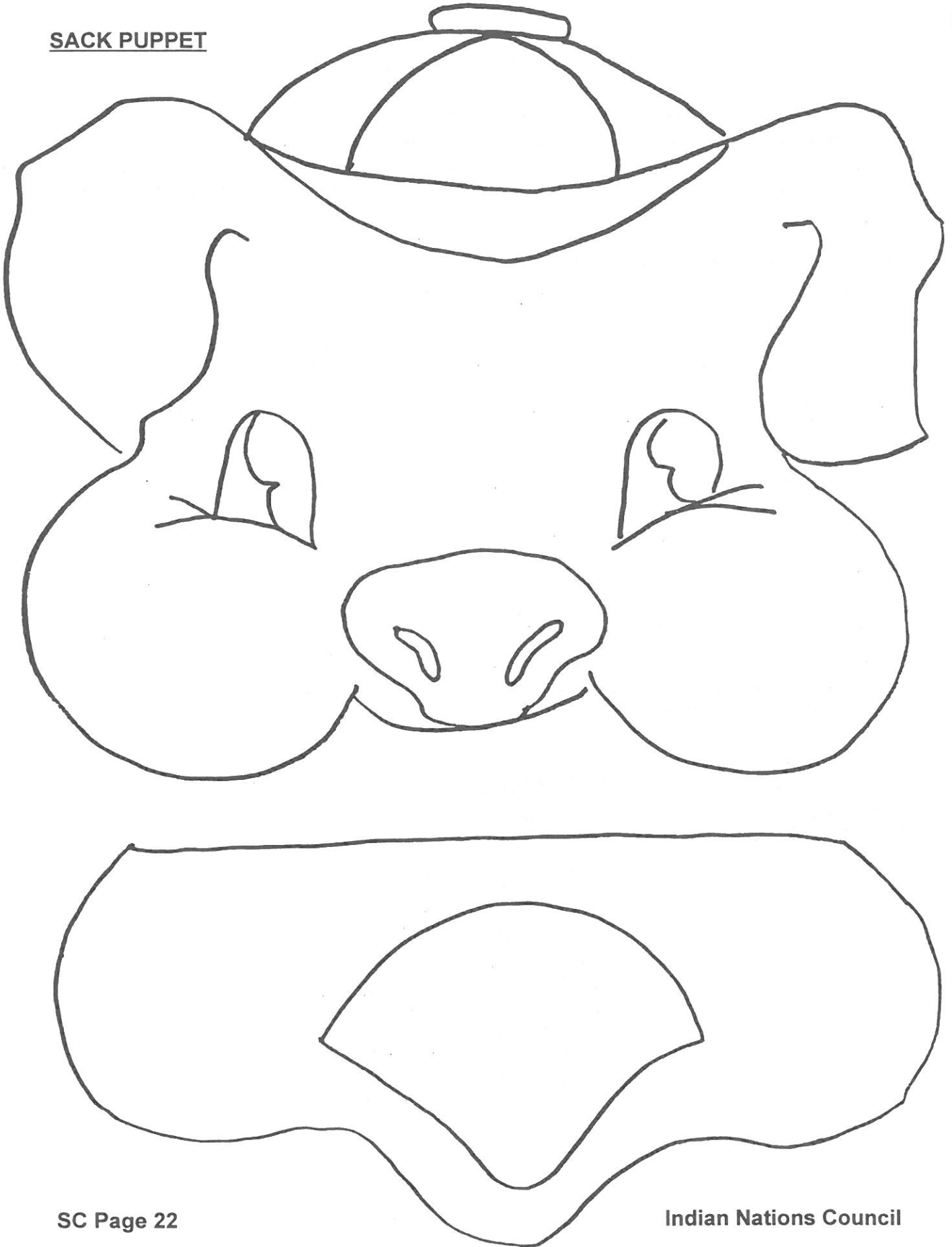
Paste the chin of the puppet's face on the side of the bag under the bottom flap.

Paste the top of the puppet's face on the bottom of the bag.

Slide your hand inside the bag. Bend your fingers to fit in the folded flap. By moving your fingers slightly, the puppet's mouth moves and the puppet appears to be speaking.



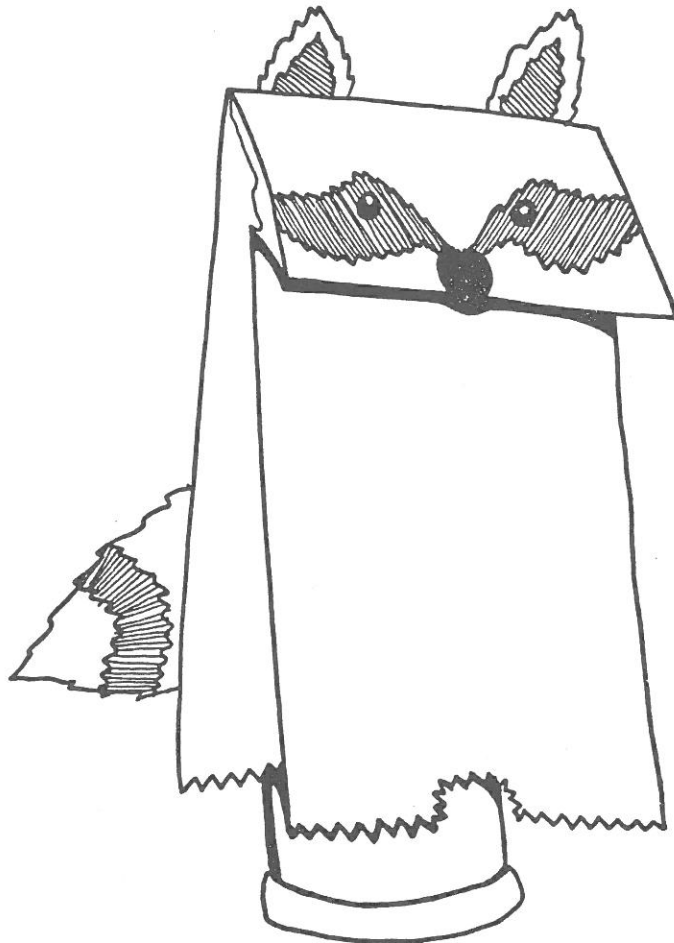
SACK PUPPET



SACK PUPPET



SACK PUPPET

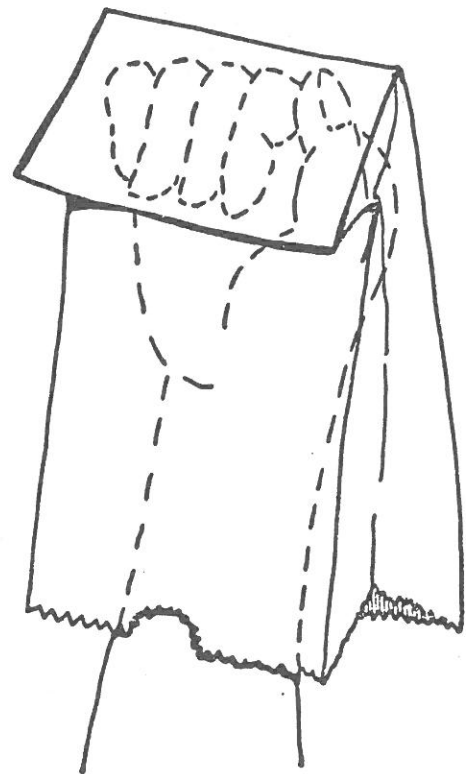


Materials:

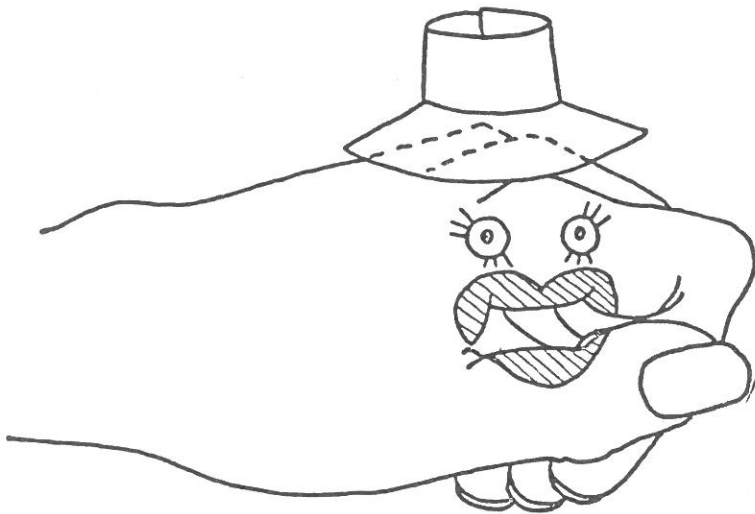
- brown paper bag**
- construction paper**
- glue or tape**
- felt tip pens**
- scissors**

Puppet Assembly:

- 1. Fold the bottom of the bag flat against one side to make the space for your hand.**
- 2. Choose or draw face patterns and glue or tape parts to paper bag.**
- 3. Use felt tip pens to make your paper bag puppet colorful.**



WHOLE HAND PUPPET



Materials:

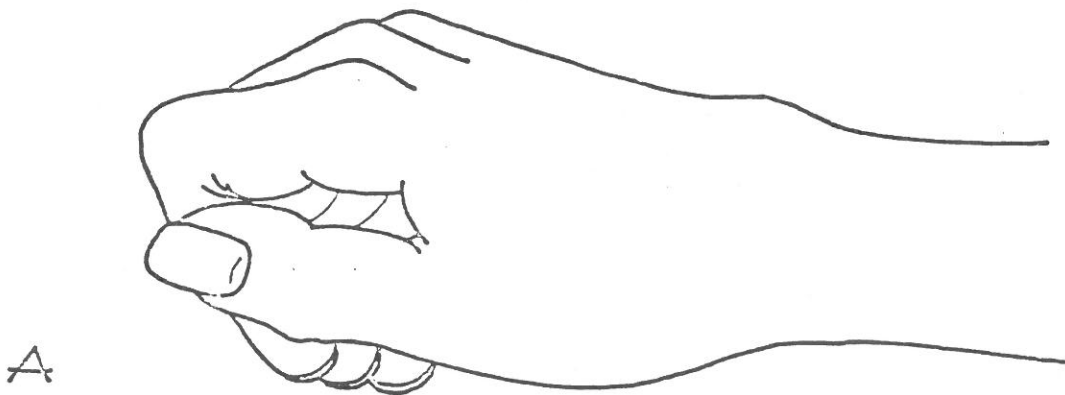
Washable felt tip pens

Yarn

Cloth scraps or handkerchief

Puppet Assembly:

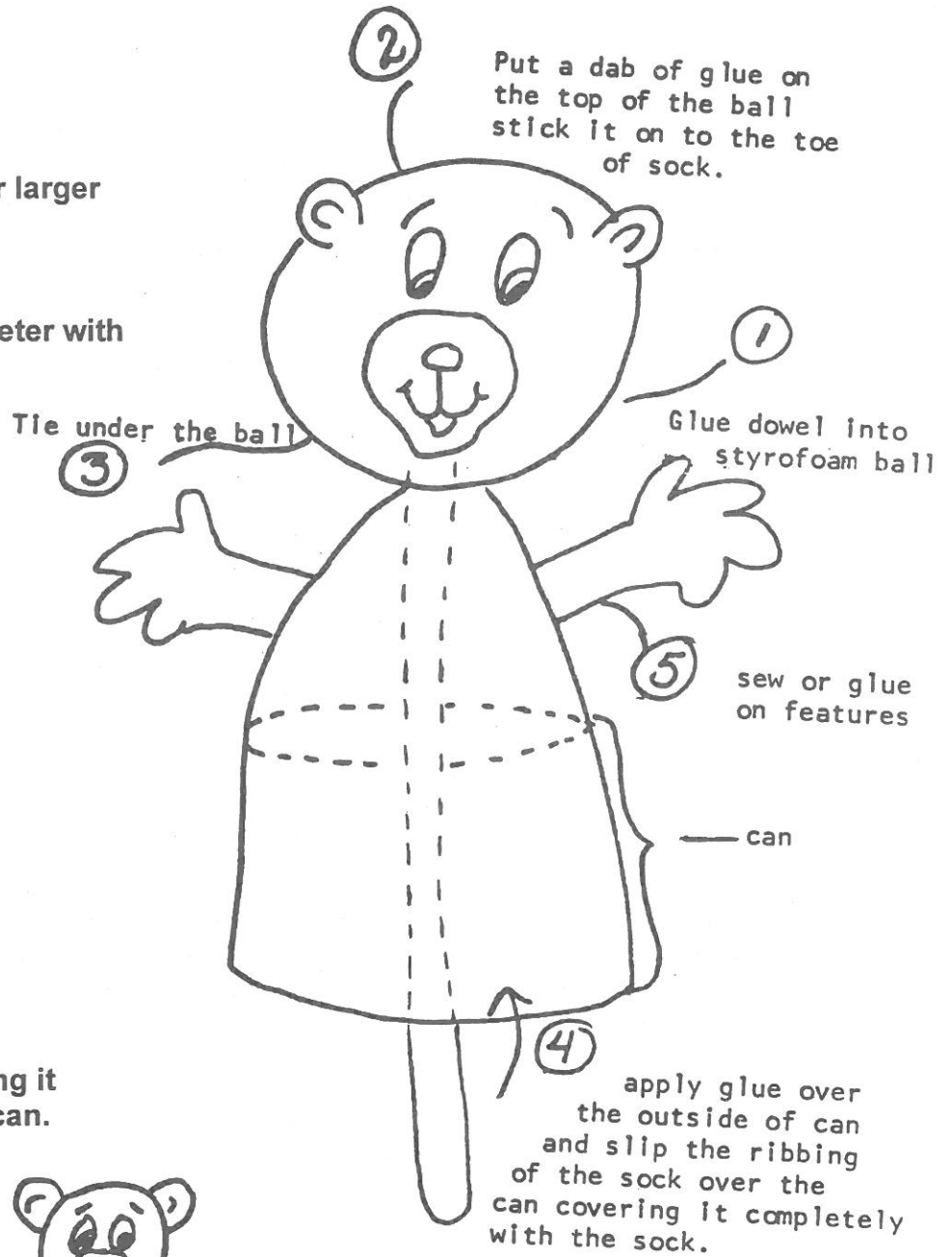
1. Place your hand as shown in figure A.
2. Look at your hand and decide what kind of puppet character you want to create. To help you make this decision you can move your thumb around to get the feel of a mouth opening and closing. You can also practice making the mouth talk, cough, laugh and sing. Then try wiggling the whole hand and the thumb at the same time.
3. Use the pens to draw lips, eyes and an nose (or use mom's old makeup). Add a mustache, beard, dimples, or freckles for interest.
4. If you want to get fancy, you can use yarn or cloth to add a hat, hair, scarf or ears.



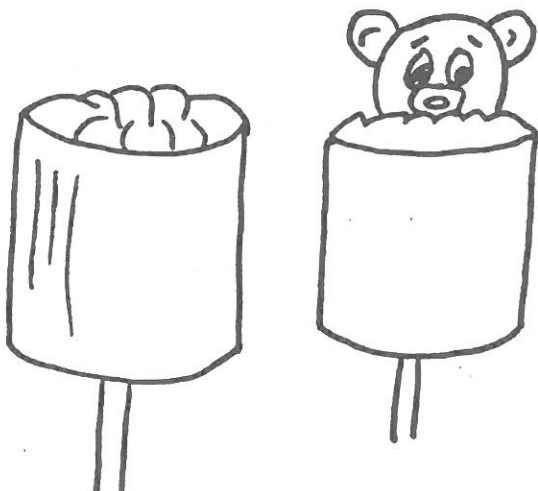
POP-UP PUPPETS

Materials:

- One Stocking...size 11 or larger
- 2 1/2" styrofoam ball
- felt scraps
- glue
- large fruit can 3" in diameter with both end removed
- thread
- one dowel



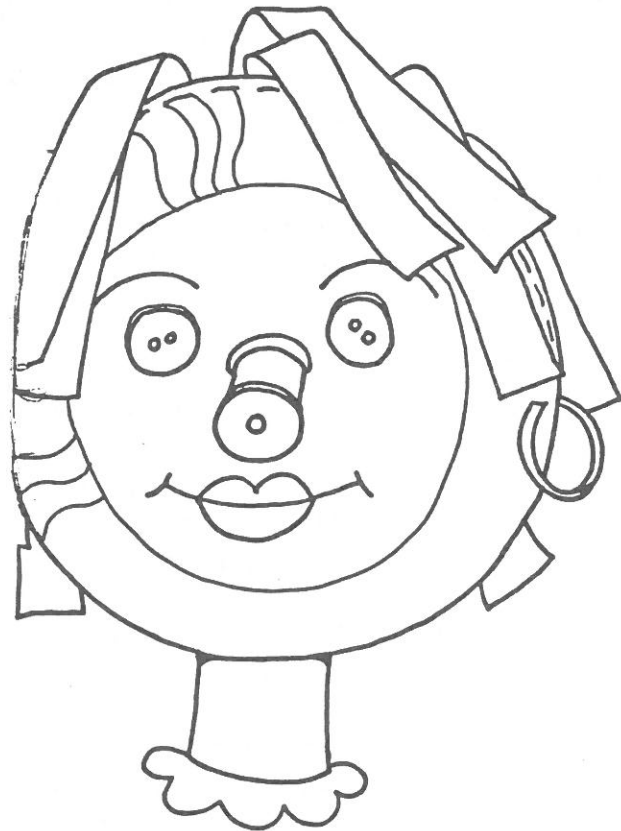
Operate puppet by moving it up and down inside the can.



PAPER PLATE PUPPET

Materials:

2 white paper plates
glue or stapler
crayons, felt tip pens, or paint
scissors
construction paper
odds and ends



Puppet Assembly:

1. Design the back of 1 plate with a creative face you like. Color, paint or draw eyes, nose and a mouth.
2. Cut another paper plate in half.
3. Glue or staple it to the face-plate so that the inside of the plates are facing each other. This is the space for your hand.
4. Finish your paper plate puppet with odds and ends from the scrap box, construction paper ears, a hat or earrings. You can make a small hole for the mouth, stick you finger out and wiggle it.

FAMOUS AMERICANS PUPPET SKIT

The cast includes a narrator and six operators. The narrator reads the verses, the operators' make the puppets perform. On the last verse all perform together.

NARRATOR: We thought that you would like to see
Some folks from out of history,
And see them in a different light.
Now, don't go 'way – you just sit tight.



GEORGE WASHINGTON: We bet you've always wondered why,
George never, never told a lie.
Well, he was proud and did it so
He did not look like Pinocchio.
(Operator lengthens George's nose)

ABRAHAM LINCOLN: Here's Honest Abe, so calm and cool,
So poised, serene, nobody's fool
That's why, upon a election night,
The crowds were startled at this sight!
(Operator raises Lincoln's hat and twirls it)



POCAHONTAS: Fair Pocahontas, Indian maid
Entranced John Rolf, a planter staid.
Although they had no common ground,
She found this way to bring John 'round.
(Operator curls and uncurls Pocahontas' feather)



BENJAMIN FRANKLIN: Ben Franklin who, the books all tell
Did many things and did them well.
But here's a piece of data rare.
Here's why his glasses were so square!
(Operator swings the glasses open)

BETSY ROSS: Now, Betsy Ross, the legend goes
Made the first flag, but no one knows.
We doubt she did, 'cause here's a blow
This happened when she's start to sew.
(Operator lowers Betsy's hat over her face)



ALL: We hope you liked these glimpses of
Americans you've grown to love
It's all in fun, we hope you won't
Mind what we've said – we know they don't!

PUPPET SKITS OR STORIES

“Very Tall Mouse and Very Short Mouse” by Arnold Lobel

Once there was a very tall mouse and a very short mouse who were good friends. When they met, Very Tall Mouse would say, “Hello, Very Short Mouse.” Very Short Mouse would say, “Hello, Very Tall Mouse.”

The two friends would often take walks together. As they walked along Very Tall Mouse would say, Hello, birds.” Very Short Mouse would say, “Hello, bugs.”

When they passed by a garden Very Tall Mouse would say, “Hello flowers.” Very Short Mouse would say, “Hello, roots.”

When they passe by a house Very Tall Mouse would say “Hello roof.” Very Short Mouse would say, “Hello, cellar.”

One day the two mice were caught in a storm. Very Tall Mouse said “Hello raindrops.” Very Short Mouse said, “Hello puddles.” They ran indoors to get dry. “Hello, ceiling,” said Very Tall Mouse. “Hello floor,” said Very Short Mouse.

Soon the storm was over. The two friends ran to the window. Very Tall Mouse held Very Short Mouse up to see. “Hello rainbow,” they both said together.

Whose Mouse Are You By Robert Kraus

Whose Mouse are you?
Nobody’s mouse.
Where is your mother?
Inside the cat.
Where is your father?
Caught in a trap.
Where is your sister?
Far from home.
Where is your brother?
I have none.

What will you do?
Shake my mother out of the cat.
Free my father from the trap.
Find my sister and bring here home.
Wish for a brother, as I have none.

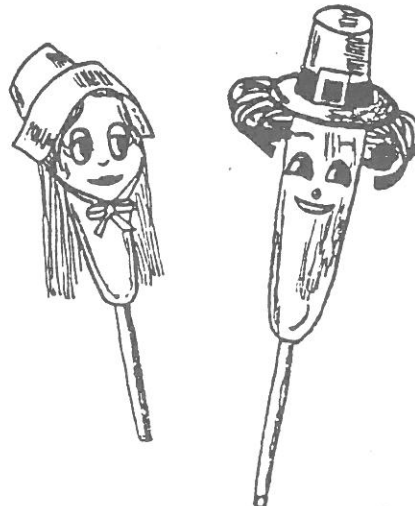
Now whose mouse are you?
My mother’s mouse, she love me so.
My father’s mouse, from head to toe.
My sister’s mouse, she loves me too.
My brother’s mouse....

Your brother’s mouse?
My brother’s mouse--- he’s brand new!

VEGETABLE PUPPET THANKSGIVING

The characters from the first Thanksgiving are made like the following:

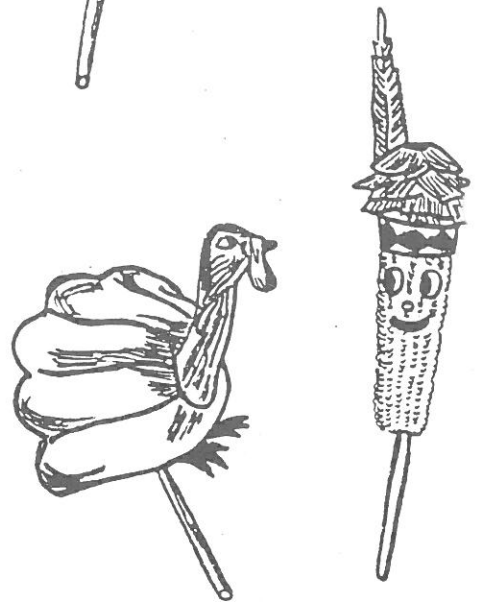
PILGRIM WOMAN: For this puppet use A yellow squash, corn silk for her hair, A foam cup and paper towel for the hat, Paper features, and a pencil.



PILGRIM MAN: Use a zucchini squash About the size of an ear of corn; paper For hair, features, and hat brim; a paper Cup for crown, and a pencil.

INDIAN: Use an ear of corn; paper for his Headband, feathers and beatures; and coat Hanger wire.

TURKEY: A white squash, paper, crepe Paper and a pencil make a turkey puppet.



Two operators manipulate the puppets While they, or other actors, speak the lines. The skit has two scenes; no scenery is Required. If you want more characters, You will have to make a larger theatre And simply increase the number of Pilgrims and Indians. (If you don't want To do this as a puppet skit, have the boys Dress in costumes and have a narrator and The boys can act the parts out.)

SCENE 1

(As the scene opens, a Pilgrim husband and his wife are talking)

WIFE: (crying) I don't know what I'm going to do! You've invited 150 people for dinner on Thanksgiving. I don't have enough dishes. I don't know what to serve. I have nothing to wear. I just don't know what I'm going to do!

HUSBAND: There, There, dear. I'm sorry. It was just one fo those things. I asked a few people and before I knew it, word got around and everyone wanted to come. Even the Indians asked if they could come. I didn't know what to say!

WIFE: You could have said "No!" 150 people! What am I to do? (a turkey enters)

TURKEY: Gobble, gobble. Sure you've invited 150 people-but not one turkey!

WIFE: I'm sorry, but there are just too many people coming.

TURKEY: Gobble, gobble. Humph! Okay. If that's how you feel. You will be sorry. We turkeys will have our own Thanksgiving dinner. (The turkey exits and an Indian enters)

INDIAN: Say, I want to thank you for inviting all the Indians on Thanksgiving. (The wife begins to cry again.) What's the matter? Did I say something wrong?

HUSBAND: Oh, no. She's just a little upset about the dinner. There are 150 people coming, and she doesn't know how to handle it.

INDIAN: Tell here not to worry about a thing. Just leave everything to the old "Kernel" here! I'll help you fix a dinner that's fingerlickin' good!

HUSBAND: You will? But how?

INDIAN: It's easy! I'm the owner of Plymouth Rock catering. Are the turkeys coming?

WIFE: No That would be just to many people. Tom Turkey said they'd have their own Thanksgiving dinner.

INDIAN: In that case, I'll serve my specialty-southern fried chicken. The turkeys hate it.

WIFE: Southern fried chicken! It sounds delightful. How do you make it?

INDIAN: That's an old tribe secret. But I promise you'll love it. Now, that's settled, a southern fried chicken dinner for 150 people on Thursday. Right?

WIFE: That's right. We can't thank you enough. See you then.

INDIAN: Okay. And don't worry about a thing. Goodbye.

(All three exit)

SCENE 2

(It's the day of the dinner. The Pilgrims and Indians come on stage)

INDIAN: Well, everything's all set. I'm surprised nobody's here yet.

WIFE: I am too. Here it is time for dinner, and not one person is here. I wonder where they could be!

HUSBAND: Will the chicken stay warm?

INDIAN: It should. I'll check the kitchen to make sure everything's all right.

WIFE: Let me know if you see anyone coming too. (Indian exists)

HUSBAND: I really don't understand it. I'm sure I told everybody the right day, Thanksgiving; the fourth Thursday in November. How could they be confused? (The Indian come back on.)

INDIAN: Now that's strange. I just went to check the kitchen, and everyone's gone-the cooks, the waitresses-everyone! I don't even see a turkey.

HUSBAND: I'm not surprised you didn't see a turkey. All of the turkeys are at their own thanksgiving dinner.

WIFE: Where do you think everyone went?

INDIAN: I don't know. But here comes Tom Turkey. Maybe he can help us?

(The turkey enter)

TURKEY: Gobble, gobble. Well, folks how's your dinner coming along without us?

HUSBAND: Not too well. Nobody's here. Have you seen anybody?

TURKEY: O, sure. I've seen everybody.

HUSBAND: You have? Where?

TURKEY: Over at our place., of course.

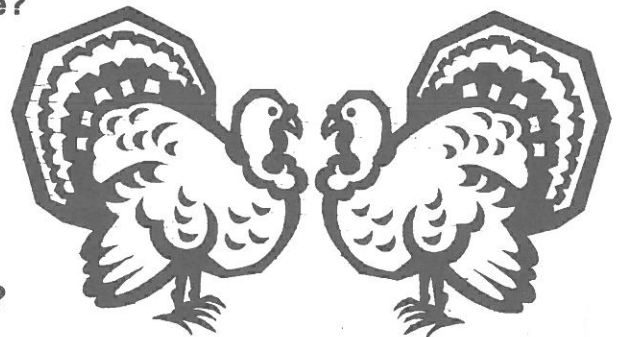
INDIAN: Your place? What are they doing there?

TURKEY: They're having dinner.

WIFE: Dinner? But they were invited here.

TURKEY: Well, I invited them, too.

INDIAN: And they went to your place? But why?



TURKEY: Because they remembered something you should never, ever forget.

HUSBAND: Oh, my gosh. Of course. Now we remember!

ALL: THANKSGIVING IS NOT THANKSGIVING IF YOU DON'T HAVE DINNER WITH A TURKEY!

A BAT COSTUME

Plastic trash bags are ideal to use for costumes. They are sturdy, can be cut or stapled, and come in a variety of sizes and colors. In addition, they are easy to draw on if you use felt markers. By cutting the bags in different ways and adding various elements, which can be taped on securely with transparent tape, you can create a surprising variety of simple but effective costumes.



To make the Bat you will need:

- Lawn-n-leaf size black plastic trash bag
- Lightweight cardboard
- A stapler
- Tape
- Construction paper
- String

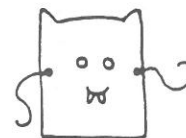
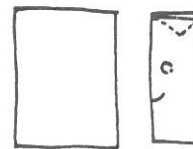
The Mask

Use a 9 x 12" sheet of black construction Paper. Fold it in half the long way.

Cut out the ear and eye shapes as shown.

Open the mask and poke a hole in each side.

Thread a knotted string through each hole.



The Body

Hold the trash bag horizontally.

Fold it in half. Cut out the shape shown.

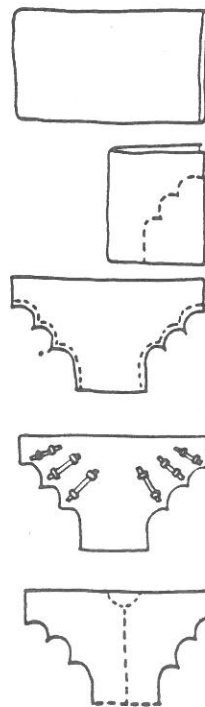
Now open the bag. Lay if flat. Staple the Side seams together.

Cut 6 strips of cardboard – two 6" x 1"; Two 9" x 1"; and two 12" x 1". Tape the Cardboard strips to the wings as shown. This is the front of the costume.

Turn the costume over and cut a neck Opening and a slit down the back. Also Slit the bottom of the costume open.

To put on the costume:

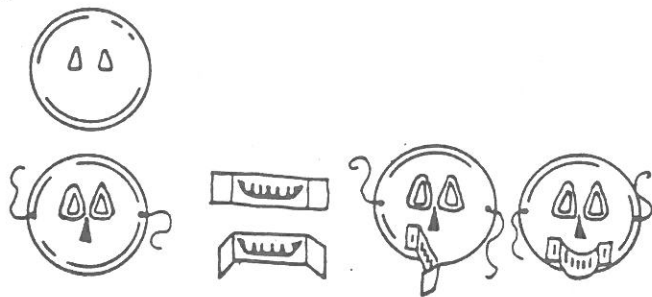
Have the child put his or her arms in the wings. Tape the costume closed in the back. Put the mask on and tie it in place.



A BONY SKELETON

To make the Skeleton you will need:

- A lawn-n-leaf size black plastic bag
- Heavy white paper
- Stapler
- Tape
- A paper plate
- Felt maker
- string



The Mask

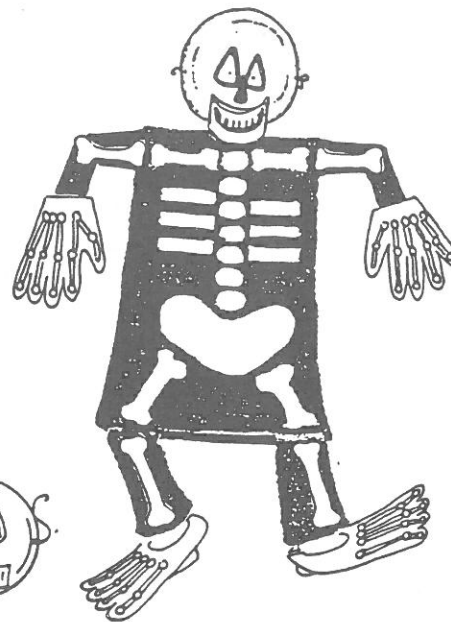
Cut eye holes in the paper plate and draw heavy black outlines around them with the maker. Draw a nose.

Pole holes in each side of the mask and strings through.

For a mouth, cut a strip of paper and draw

on teeth.

Fold the ends of the strip forward. Staple the strip to the mask as shown so that the mouth piece curves out.



The Skeleton's Body

Cut the bag down in both width and length to fit the child.
The bag should be just wide enough to fit without any fullness
And it should hang just below the child's knees.

After you have cut the bag to size, staple the seam together on
The cut side, leaving a space at the top for 1 arm hole.

Cut the other arm hole in the other side of the bag.

Cut a hole in the top for the neck and slit the costume down the
Back.

Now cut out the bone parts from the heavy white paper as follows:
Cut out 7 oval shapes for the spine, 6 strips for the ribs, 8 large
bones for the arms and legs, and a large heart shape for the pelvic
bone.

Put aside 4 of the large bones to be used when the costume is put
on.

Lay the bag flat, front side up, and tape the rest of the bone parts on
as shown

Cut 2 large hands and 2 large feet out of lightweight cardboard.

To put on the costume:

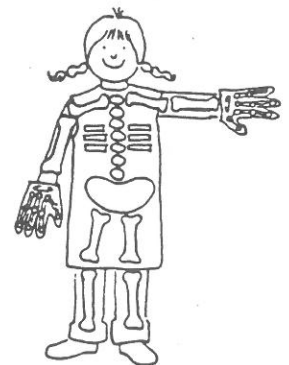
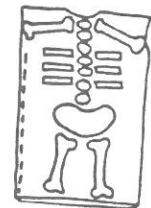
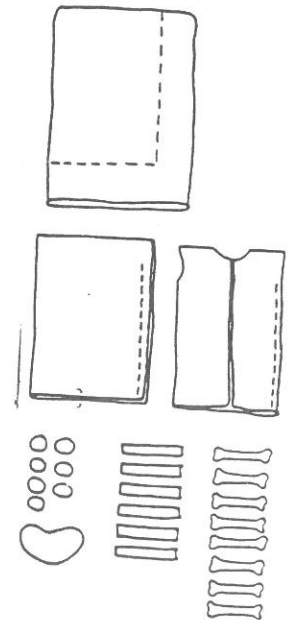
Have the child wear black pants and a black sweater under the
Costume.

Put the costume on the child and tape the back closed.

Now get the 4 large bones you put aside earlier. Tape 2 of the
bones to the child's sweater sleeves and the other 2 bones to
the pants as shown.

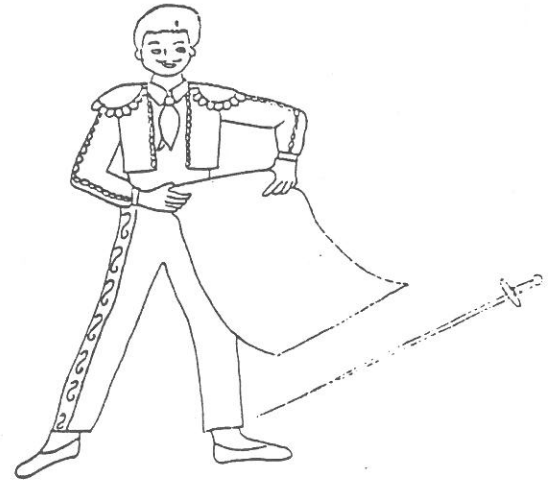
Pin the skeleton hands to the cuffs of the sweater sleeves. Put
the skeleton feet around the child's ankles. Poke 2 holes where
the shoelaces tie. Pull the laces through and tie the skeleton feet
in place.

Put the mask on and tie it in place.



BULLFIGHTER

Blue jeans with decorative trim down side seams. Long sleeve shirt (colorful) with trim on sleeves. Silk scarf tied around neck. Bright colored vest. Cardboard shoulder pads with ring fringe or braid trim.

**PAPER SACKS**

Paper sacks can be used effectively for both costumes and masks. Save large and oversized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

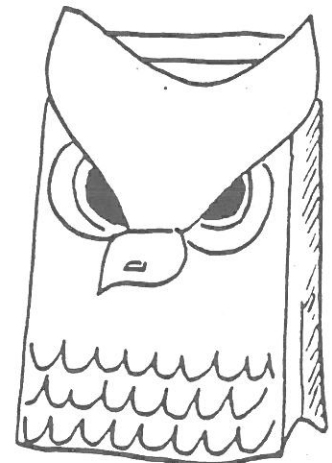
These masks are fun to make and help make costumes very easy. Supplies include ordinary brown paper bags, glue, scraps of yarn, soda straws, paints or crayons, and construction paper. For each mask, cut small slits or holes for eyes and nose.

LION

To make a lion's head, draw face on paper bag and paint or color it with crayons. Cut out ears at sides of bag, and fold forward. Draw the mane on another piece of paper and cut it out-folding like a paper fan. Fold tabs on mane and paste lion's ears down on mane. Add a few broom straws for whiskers.

**OWL**

The owl's big forehead is made from a separate piece of black paper cut in shape of a triangle. Fold the bottom point upward for a beak, and paint or color it yellow. Big, round eyes will make him look wise. Cut bottom edge of mask to make the feathers, as shown.

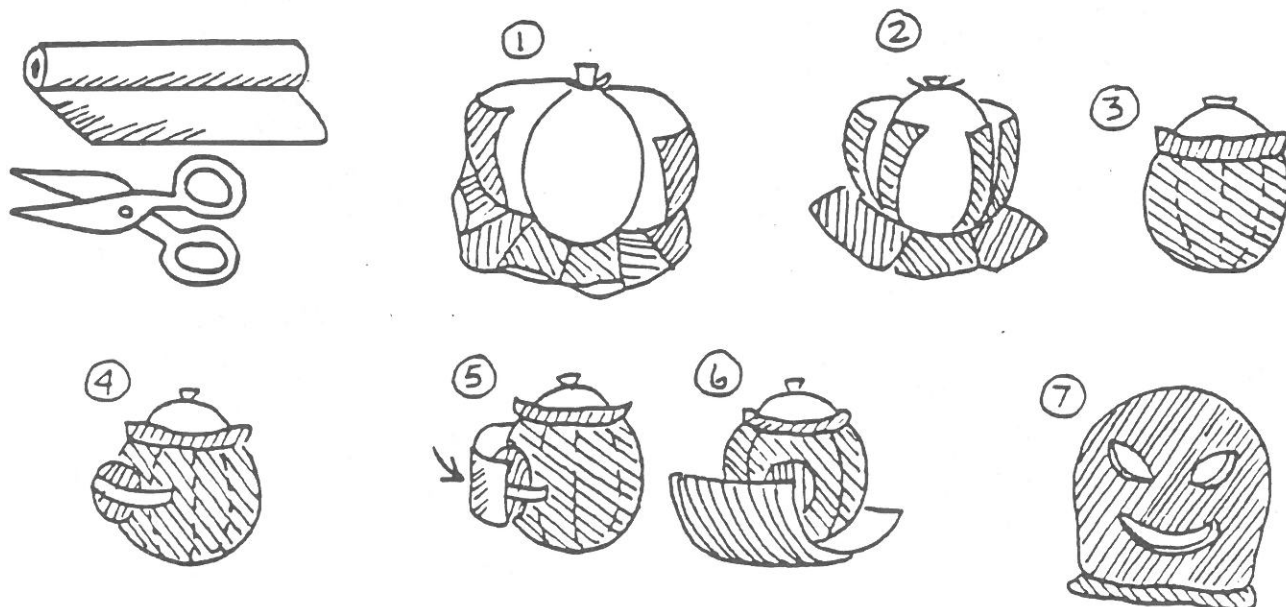


ALUMINUM FOIL MASK AND HATS

Aluminum foil is an interesting material that can be used in costumes. Cub Scouts can make their own aluminum foil masks or hats. It takes less than an hour. Rabbits, kittens, owls, and clowns are all easy to make. Robots with foil-covered boxes for bodies, and space men are naturals for foil masks.

One of these masks or hats can be made from a single roll of aluminum foil. Foil masks also reflect the gleam from lights.

1. Inflate large balloon to size mask desired. For children, 10-12 inch diameter. Tear a 25' roll of foil into sheets 3' in length. Place balloon, blowing spout up, on the first sheet of foil.
2. Shape foil up around balloon. Put balloon on next sheet so foil will shape up over uncovered portion of balloon.
3. Repeat with third sheet.
4. Wad up one sheet of foil into a ball for the nose. Fasten into position with cellophane tape.
5. Mold next sheet of foil over center of balloon and over ball, shaping to form nose.
6. Bring remainder of foil over balloon, smoothing neatly into place. Crimp or tuck in edges of foil at top to form head opening of foil at top to form head opening (7-9" diameter). Do not tuck in edges before this step or mask will not hold together properly. Let air out of balloon and remove it from mask.
7. Cut out eyes and mouth with scissors.

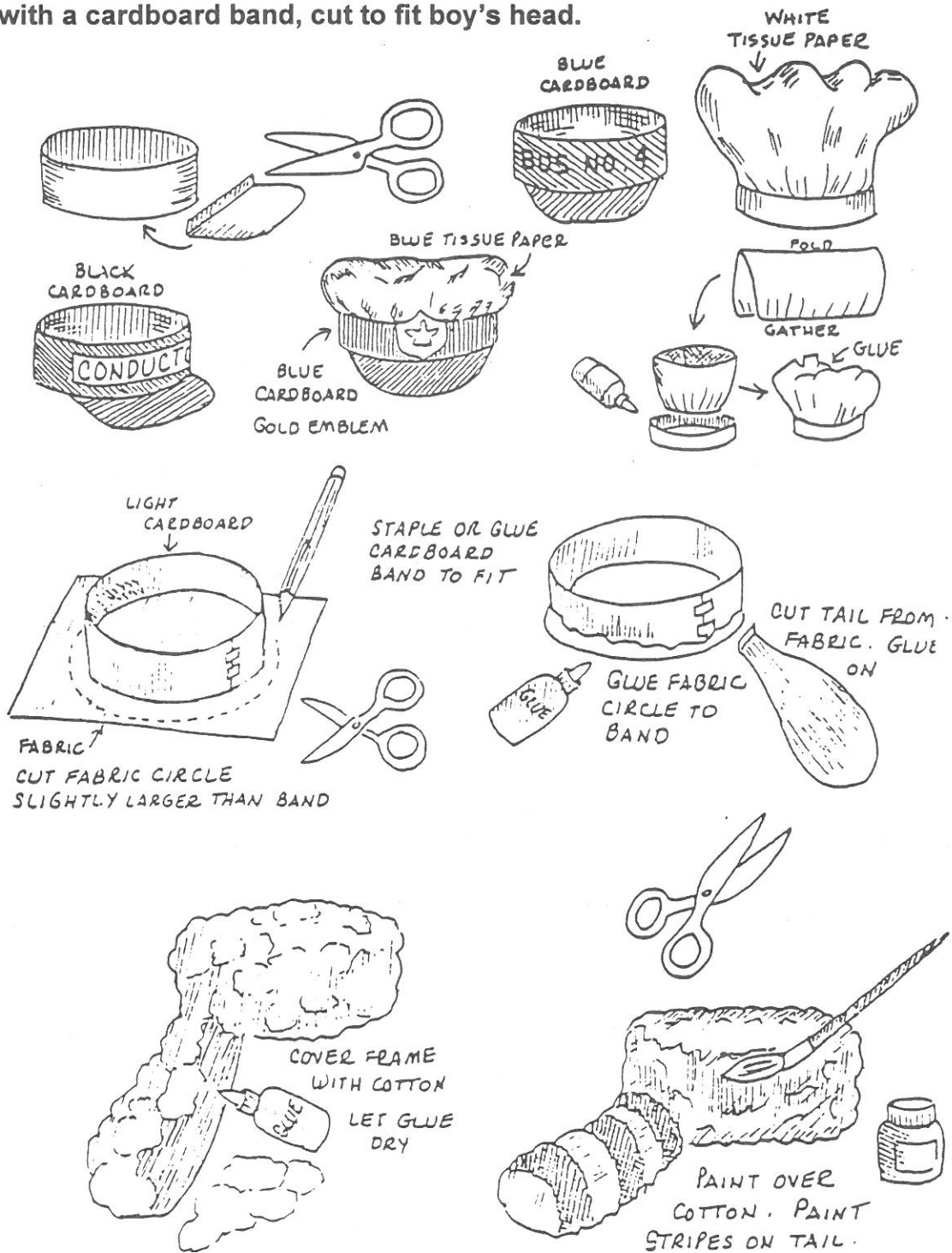


BRAIDS

Stretch about three strips of crepe paper $\frac{3}{4}$ " wide. Twist each strip around and around. Now braid the three strips together.

HATS

Start with a cardboard band, cut to fit boy's head.



HOW BIG SKIT

- Characters:** Den Leader, any number of Cub Scouts with presents.
- Setting:** Den Leader is standing on stage. If desired, a decorated Christmas tree may be used as backdrop. Boys enter one at a time.
- First Boy:** Merry Christmas, Mrs. _____, I brought you something. (Hands her a box.)
- Den Leader:** That's very nice, Bill, but there was no need.....
- Second Boy:** Hi, Mrs. _____, look at the present I brought you. (Hands her a bigger box.)
- Den Leader:** Well, Bob.....
- Third Boy:** (Rushes in) Here's a present, Mrs. _____. Boy, its heavy!
- Den Leader:** Well, Tom.... What a surprise. You really didn't have to....
- Fourth Boy:** (Rushes in carrying box almost too large to handle) Look what I have! Boy, are you going to like it!
- Den Leader:** Oh dear! Boys.....
- Fifth Boy:** (Pushing box across floor...too heavy to carry) Here's a Christmas gift from me, Mrs. _____ It's really neat!
- Den Leader:** My Goodness.....
- Sixth Boy:** (Pulling a wagon on which is a box much too large to carry.) Wait till you see this one! I really spent a lot of money!
- Den Leader:** Boys, you are all very kind. But I think we should have a talk about all this. Where's Jim?
- First Boy:** He's coming. I don't know what is taking him so long. He doesn't have a very big gift. In fact, I didn't see him carrying anything.

Second Boy: Here he is now. (Jim enters.)

Jim: Sorry I'm late for the meeting, Mrs. _____. I stayed after school to finish your Christmas present.

Third Boy: I don't see a present. Look at all the BIG presents we brought. I can't even see yours. (Smirks.)

Jim: Mine isn't very large, Mrs. _____, but I hope you'll like it. It's a poem.

All: What a present! (Lots of Laughing.)

Den Leader: May I see it, Jim. (He hands her the paper and she reads)

I have no money, so I guess I'm poor
 But I have friends, that is for sure.
 I have no money so I couldn't buy
 The things I'd like, though Christmas is nigh.
 I have no money, but I don't care
 Cause I have you, with whom to share
 A happy Christmas Season.
 I have no money, so I was sad:
 But I looked around, and I was glad.
 The things I have are worth a lot;
 Some kids don't have the things I got.
 I have my dad, I have my mom,
 I have my dog—he loves me some.
 And in my den I've learned to share.
 Not things or money, but love and care.
 For each of you I wish as much,
 That you'll each know the work of such,
 As family, friends and all the things
 That last when Christmas gifts are gone.



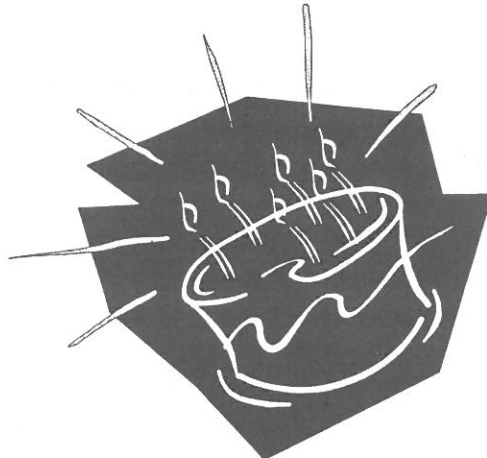
HAPPY BIRTHDAY SKIT

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

Cub 1: Well, here we are. But where is Ed?

- Cub 2: I don't know. It's just like Ed to invite us over for the surprise party and then he is not here.
- Cub 3: Does anyone know who's birthday we're celebrating?
- Cub 4: It isn't mine. Mine's in April.
- Cub 5: Who cares?
- Cub 4: I do! Besides, now that you know when it is, you can save your money and buy me a super present!
- Cub 1: Boy! Will you look at that cake?
- Cub 2: Man, that's big enough to feed an army!
- Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!
- Cub 4: I can't help it. I'm just a growing boy...just like the Law of the Pack says we should.
- Cub 5: Yeah, but we're to grow up....not out!
- Cub 1: Look, here's a note.
- Cub 2: Read it. Maybe it will explain what this is all about.
- Cub 1: Okay, okay! (Reads from note.) We're a gang that's really true, Here to celebrate our ____, Our organization rates an "A" plus, so let's all sing.....
- Small Cub: (Jumps out of cake and yells Happy Birthday to us!)



TOSSED SALAD SKIT

Characters: Farmer in the Dell, Cucumber, Tomato, Carrot, Celery, Onion

Farmer in the Dell: *(Cub Scout dressed in overalls, straw hat, plaid shirt, red hanky, rake or hoe in hand, and a very large green thumb made by stuffing toy balloon with cotton and placed on thumb. Curtain opens with Farmer in The Dell onstage):* I'm the Farmer in the Dell and you know me well, 'cause I grow good things to eat. That's easy to be seen, 'cause my thumb is green *(Hold out thumb with green balloon, which was hidden behind back.)* And I have some friends I want you to meet.

(All the vegetables are Cub Scouts hidden behind very large cardboard cutouts to represent the vegetables they represent.)

Cucumber: I'm a long cucumber, cool and green, and people like me to eat. I'm really tickled, 'cause raw or pickled they all say I am a treat.

Tomato: I'm a ripe red tomato, juicy and round, and you better not squeeze me, you betcha', 'cause if you do, I'll squirt on you and I won't be tomato, I'll be CATSUP.

Carrot: I'm a bright orange carrot, tall and wise. I'm a health food for lads and lasses. They say, and it's true, I'm good for your eyes. Did you ever see a rabbit wearing glasses?

Celery: You know me, I'm one of the bunch, and I'm very good for your diet; but I always crunch, whenever you munch; so I'm not too good for your peace and quiet.

Onion: Whatever would a salad be, without poor little me. For that distinctive touch that adds so much, chop me up and see.

All Together Sing: *(to the tune of "Friendship")* Friendship, friendship, just a prefect bendship. When other salads have been forgot, ours will hit the spot. La-de-da-de-la-de-da-da---. *(As the curtain closes.)*

THE ROBOT INVENTORS

- Scene:** Table, covered with old sheet or cover reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc., are on table. Six scientists in lab jackets (*women's blouses, collars turned inside, put on backwards*) stand at each end and back of table. Scientist 2 is reading a book, plainly titled, *How to Invent a Robot*. Scientist 3 is looking over his shoulder. Scientist 4 is stirring liquid in bowl with wooden spoon.
- Scientist 1:** It doesn't seem to be working.
- Scientist 2:** I can't understand it.
- Scientist 3:** We'll have to change the formula.
- (*Scientist 4 adds soda to vinegar water in bowl, mixture fizzes.*)
- Scientist 7:** (enters from stage left, carrying top hat): I've got it! I've got it! A friend of mine told me just how to do it (*places hat on table*). You just say "Abracadabra 1 – 2 – 3," reach in, and....
- Scientist 4:** Wait a minute. What did you say your friend's name was?
- Scientist 7:** Magisto the Magician. He says he's pulled a robot out of a hat lots of times.
- Scientist 5:** That's *rabbit*, you idiot!
- (*Scientist 2 raises book, Scientist 4 raises spoon, Scientists 1,2,3,4, and 5 chase Scientist 7 offstage left. Scientist 6 starts to follow, stops, and looks at hat.*)
- Scientist 6:** (shrugging shoulders): It might work. "Abracadabra 1 – 2 – 3" (*takes hold of hat with left hand, tips it toward himself at edge of table, reaches "in", really reaches behind table---grabs "robot" who has been hidden behind table and pulls him out of hat*).
- Scientist 6:** Hey it worked! Now I'll just push this button (*pushes button robot, robot drops to all fours, hops offstage, showing bunny tail bobbing at back*).

FRESH FISH

Several Cubs present this short skit. The first one hangs up a large paper sign that reads: Fresh Fish Sold Here. He remarks on how hard and expensive it has been to make this sign. The second Cub criticizes the sign saying, "You don't need the word 'Fresh'....you wouldn't sell anything else would you?" He then tears off word "Fresh." The third Cub says, "Why use the word 'Here'.... everybody knows it's here?" He tears off word "Here." The next Cub tears off word "Sold," because he claims things are always sold in a store. The last Cub says, "Look, friend, you don't need that sign 'Fish'...you can smell'em for 10 blocks." Storekeeper chases him offstage.

THE INVENTION

Characters: 3 or 4 boys. (More can be added)

Scene opens: First boy is sitting on a chair (bed). Toys and clothes are scattered around the room. He is deep in thought. Several of his friends have come over to see him.

Friends enter.

All: Hi _____! What are you doing?

1st Boy: Just thinking.

2nd Boy: Thinking about what?

1st Boy: My invention.

3rd Boy: Are you inventing something?

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

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

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

All: Sure!

1st Boy: O.K. *(getting up)*. First of all, I need a big box. There's one in my closet.

(one of the boys goes offstage to get box)

Then I need two toy airplanes. *(another boy picks them up off floor)*

And I need some kite string. *(another boy pick it up)*

(continue until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that.

(they pick up clothes)

Now, put everything in the box. *(looks around room)* Well, that just about takes care of it.

4th Boy: Takes care of what?

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

GIANT CATERPILLAR

A group of boys are in a line bending over to represent a giant caterpillar.

Sheets or blankets are over them.

The explorer who has captured this monster tells the audience he would like to have them watch this phenomenal animal devour food. He sticks a box of fruit in the caterpillar's mouth – and it eats it up (boys underneath shake tin cans filled with rocks, move up and down to give the appearance of digesting food.) Contents of the box are emptied and the boy in the rear tosses out the empty box.

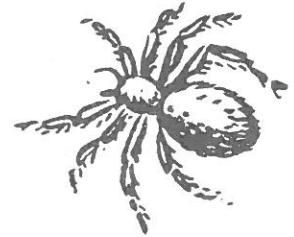
Next the explorer feeds the caterpillar a paper sack filled with food. The same procedure is followed, with the sack thrown out in pieces.

Finally, the caterpillar grabs the explorer. After a great commotion, articles of clothing which have been concealed under the sheets are tossed out, giving the appearance of undressing the victim (the explorer.) The caterpillar makes a hasty exit with the victim under the sheet.

THE SPIDER'S PLEA

Four Cub Scouts wear spider costumes with eight legs sewn on. Den Chief will introduce the skit as the spiders line up across the stage. Each spider steps forward to speak his lines. After the fifth stanza recited together, four other Cub Scouts armed with spray guns run onto stage and chase the spiders off into the audience.

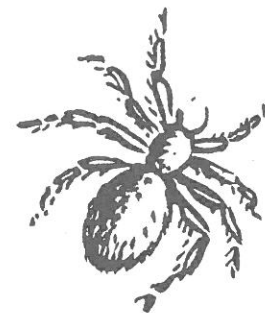
Spider #1: We lowly spiders aren't all bad;
As a matter of fact, it's quite sad.
We wish to tell you now our story,
You be the judge and also the jury.



Spider #2: No neck, no arms, no feelers have we;
But eight legs, a body and eyes to see.
Our American family of ten, you realize,
Is half cobweb, half hunter, and quite good size.

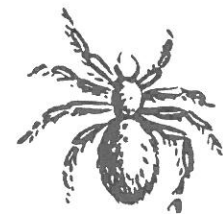
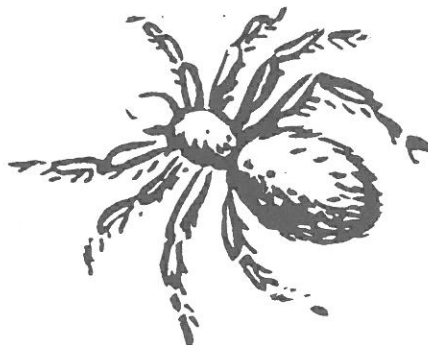
Spider #3: We, the hunters, are runners and jumpers;
Some, being patient, are really good stalkers.
Living among the flowers and grass
To prey on insects that come to pass.

Spider #4: We, as cobwebs, are very bright;
Catching our prey is sheer delight.
Spinning our own silk in making a web
Affords us protection, food and a bed.



**All Spiders
In Unison:** Men and birds give us quite a fright;
Is it because you don't like our sight?
Ridding the world of foies and bugs-
And all you do is exterminate us!!!

(Enter Cub Scouts with spray guns and chase spiders.)





CRAFTS

CRAFTS

Why We Use Crafts

As Cub Scouts work on craft projects, they not only learn to make useful items but also get valuable experience in using and caring for basic tools and materials, learning to follow directions, using their imaginations, and developing coordination and dexterity.

Crafts can help leaders to develop the monthly theme in den and pack meetings and tie the whole month's activities together. Some projects are for advancement requirements. Others are done just for fun.

Making his own craft project calls for creativity in each boy. He must plan the project and put it together. As he learns new techniques, he may need to measure, trace a pattern, cut or saw, sand, and assemble a project with nails, screws, or glue. Then he may need to paint or decorate it. For each of these steps he may require help from his leader and family.

As boys work with crafts, they learn to shape materials into useful articles. While decorating them, they learn that art is making useful things beautiful. They gain confidence to experiment with materials and tools and new ways to do things. Who can measure the satisfaction that comes to a boy when he produces with his own hands the exact item he has planned in his mind?

Crafts are a natural means of expression for most boys. Crafts develop their ability to understand and satisfy their urge to experiment. Physical development and mental growth are by-products of the craft program. Muscle coordination comes from lifting, moving, sawing, drilling, hammering, and pounding. Painting helps improve arm and hand control. Folding, cutting, shaping, filing, and sanding help to develop eye and hand coordination.

Handicraft improves a boy's alertness and mental skills through designing, planning, and making decisions and choices. He learns to choose materials, colors, tools, sizes, shapes, and weights, and figures out ways to hold work steady while sawing, drilling, or nailing.

The job of the leader is to stimulate each boy's interest and curiosity and to encourage him to try more difficult projects. The boy who is building a boat, rocket, or spaceship has an answer to the question: "What'll we do?" He is making more than just things. His is building dreams.

Teaching Crafts

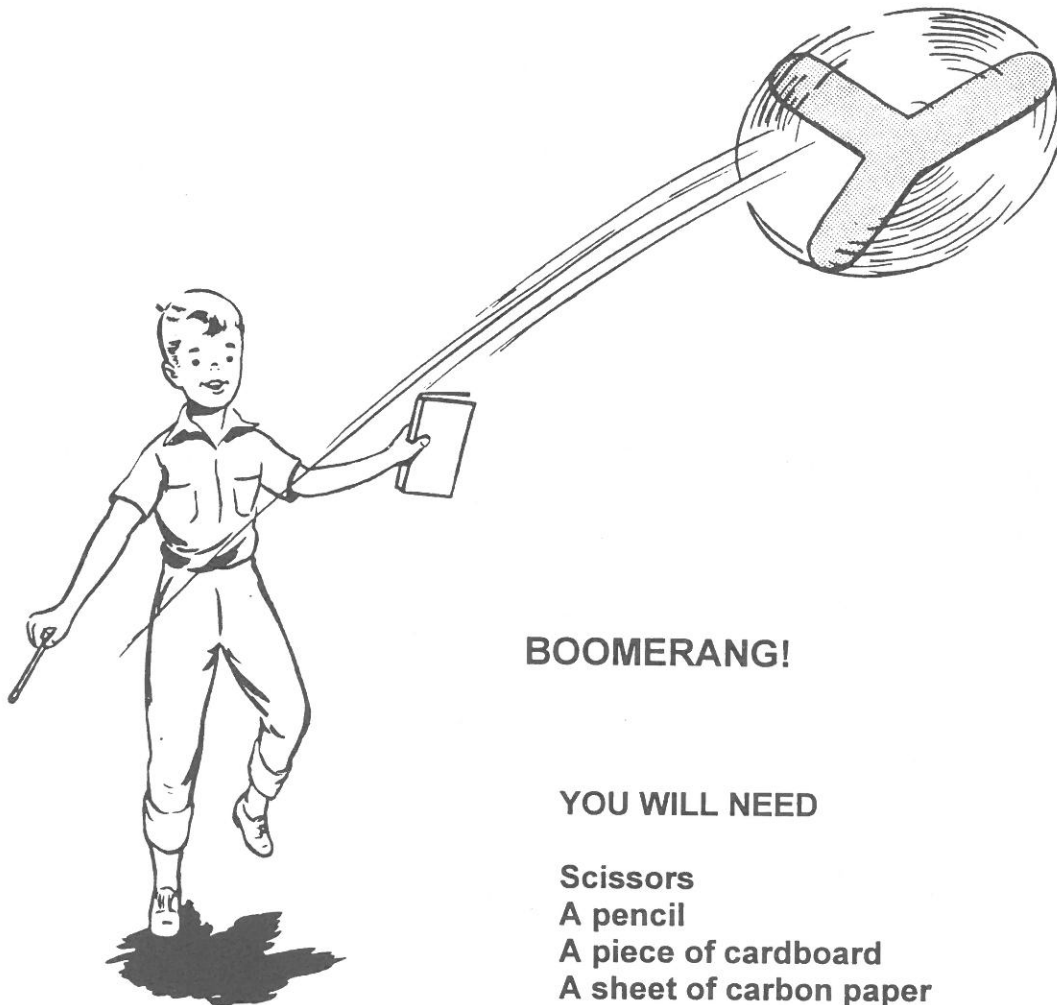
All Cub Scout leaders have different backgrounds and experience, so their knowledge of craft techniques and tools will vary. Those with limited experience may enlist parents and other adults to teach specific techniques or to provide materials and tools.

The Cub Scout Leader Book provides some excellent tips for leaders working with boys on craft projects. In addition, the following steps will help leaders in teaching crafts:

1. Select a project with the help of the boys. Be sure it is something that has a purpose and that they will enjoy making.
2. Make a pattern, if needed. Have enough pattern pieces available so boys don't have to wait to track them.
3. Make a sample to show the boys.
4. Gather materials and tools and teach the craft step by step:
 - Cut out parts, as required
 - Put them together
 - Finish it (sand, polish, paint, etc.)
 - Clean up
5. If possible, start a craft in a den meeting that boys can finish at home with family help.
6. Display the crafts should be simple and inexpensive. In most cases, they can be made from scrap materials found around the home. Some may be purchased at craft or hobby stores.

Leaders should guard against using crafts that are simply "busywork" or the "cut-and-paste" type, which are below the boys' abilities and interests. Some leaders think of crafts as mere handiwork and fail to use craftwork as a creative outlet, a form of expression, as well as a way to learn skills. By relating crafts to the monthly theme, we give each boy a chance to live a new dream each month and to make the costumes, props, and other items to help make that dream a reality

Some leaders have the mistaken idea that it is necessary to have a craft project at every den meeting. That just isn't so. Crafts are only one of many activities used to accomplish the purposes of Cub Scouting. Overemphasis on crafts may discourage boys whose interests and abilities lean in another direction.



BOOMERANG!

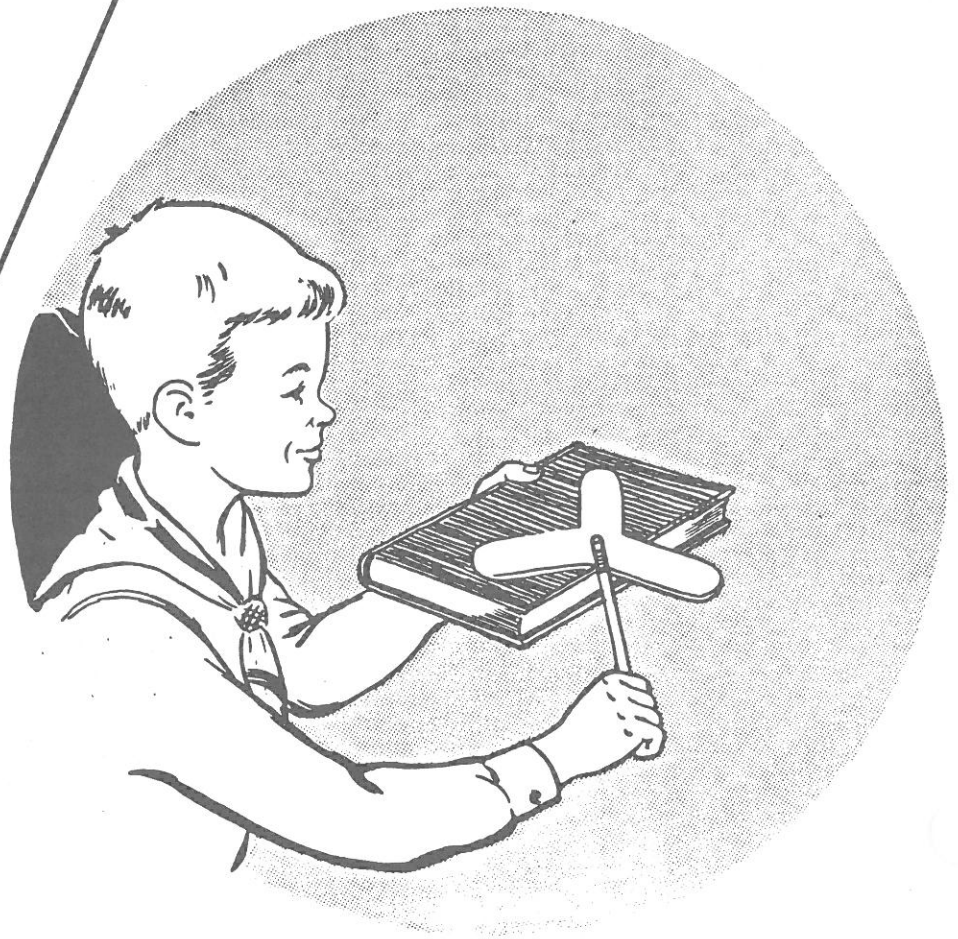
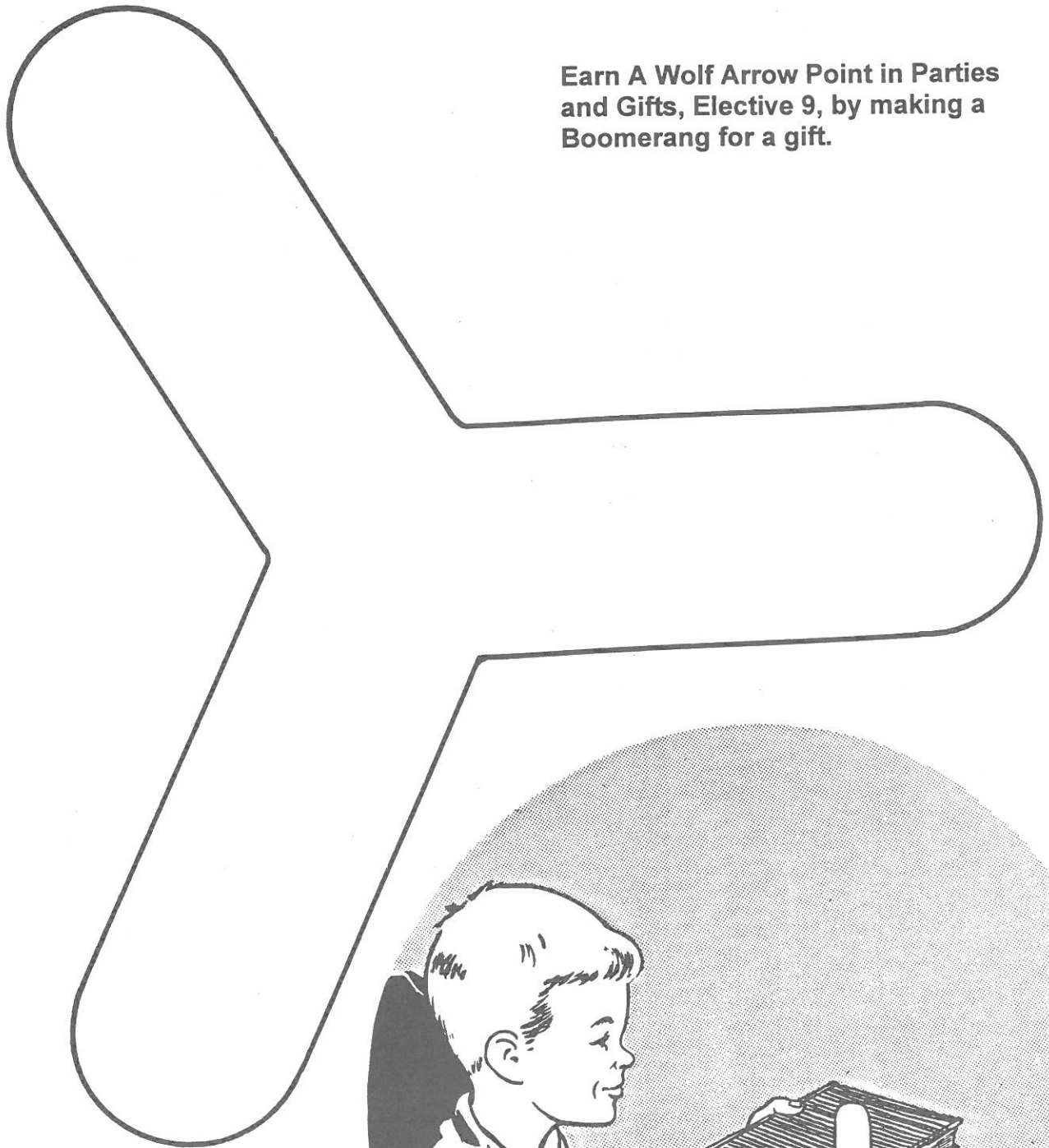
YOU WILL NEED

- Scissors
- A pencil
- A piece of cardboard
- A sheet of carbon paper
- A book larger than the boomerang

This boomerang is a simple one, but it will work exactly like the boomerangs used by natives of Australia, South Africa, and India. You can make it whirl across the room and return to the spot from which you threw it.

1. Trace the boomerang pattern on a piece of stiff cardboard and cut it out.
2. Lay the boomerang on a book or magazine with one prong extending over the side of the book.
3. Tip the front of the book up a little and hit the prong of the boomerang with a quick forward stroke of a pencil.
4. If you hit it correctly, the boomerang will whirl out across the room and return to the spot where you are standing.

Earn A Wolf Arrow Point in Parties and Gifts, Elective 9, by making a Boomerang for a gift.



HAT, SLIDE, OR NECKERCHIEF HOLDER

Use this holder to store your hat, slides, or Neckerchief.

ADVANCEMENT POSSIBILITIES

Wolf Elective 3: Make It Yourself
Webelos Craftsman Activity Badge

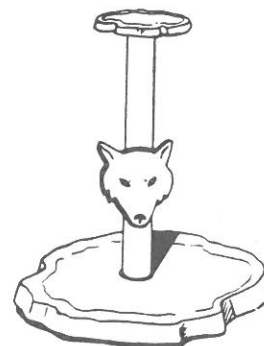
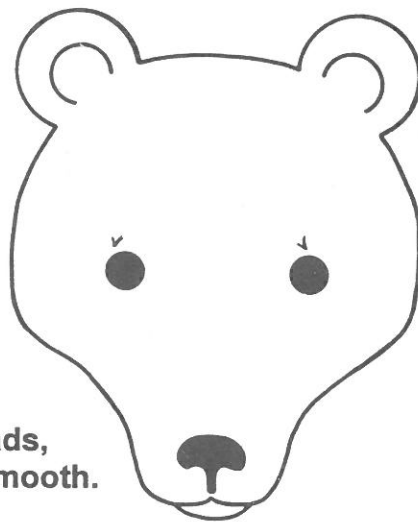
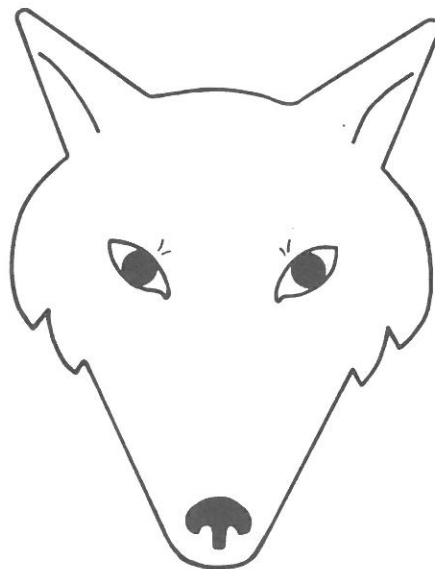
MATERIALS

7" circle of $\frac{3}{4}$ " pine or plywood
2 1/2" circle of $\frac{3}{4}$ " pine or plywood
10" length of 1" dowel rod
 $\frac{1}{4}$ " pine or plywood for wolf or bear head
Wood glue
Small nails
Paint, stain, or varnish, if desired
Sandpaper
Coping Saw
Hammer

PROCEDURE

1. Cut out and sand 7" and 2 1/2" circles for base and top.
2. Using a coping saw, cut out the wolf or bear heads, following the patterns shown. Sand the edges smooth.
3. Glue, then nail, 2 1/2" circle to one end of the dowel.
4. Glue, then nail, 7" circle to the other end of the dowel to form the base.
5. Glue the head to the dowel.
6. Paint or stain, if you like.
7. Now you can put your neckerchief slides on the wolf or bear ears; the hat goes on top of the holder, and your neckerchief fits around the ears.

PATTERNS



HURRICANE LAMP

Make a friendly light for evening activities in your yard.



ADVANCEMENT POSSIBILITY

Wolf Elective 3: Make It Yourself

MATERIAL

Saw

Candle

Sharp Knife

One-half cup of flour

Hammer and nail

Broomstick or long stick of wood

Clean tuna or cat food can

Medium-size screw and screwdriver

Small jar that fits inside the can

PROCEDURE

1. Mix a half cup of flour with water to make a thick paste. Drop the ball of paste into the bottom of a small jar and set a candle in it. Allow the paste to dry thoroughly.
2. Saw off the top of a broomstick to make a flat surface. Then, with a sharp knife, whittle the other end of the stick to a point.
3. With a hammer, pound down any rough edges along the top of the can.
4. Use a hammer and a nail to punch a hole in the bottom center of the can and then screw the can to the top of the broomstick.
5. Paint & decorate the lamp holder. You can paint a narrow band of color around the rim of the candle jar if you want the jar to match the holder.
6. Punch the holder into the ground and set the candle jar in the holder.

This easy-to-make hurricane lamp gives a friendly light for nighttime picnics and backyard gatherings.

BUILD A BUG HOUSE

Learn about insects by building an insect "zoo".



ADVANCEMENT POSSIBILITY

Webelos Naturalist Activity Badge

MATERIALS

Two tuna or cat food cans

Screen wire 10" x 10"

Two metal paper fasteners

Plaster or caulking

Enamel paint

Bottle cap

Twig

Wire for handle (use coathanger)

Paintbrush

PROCEDURE

1. Form screen into a 10" long cylinder, overlapping sides. Secure with metal fasteners.
2. Paint cans with enamel paint. If you wish, you may paint a design on the lid. Let paint dry.



3. Fill bottom can half full of plaster or caulking. Before it hardens, stick in a twig (for bugs to crawl on) and bottle cap (to hold water).
4. Insert screen wire cylinder into plaster and let harden.



5. Attach wire handles to sides of the screen. Set lid (other can) on top of wire cylinder. The lid is not attached so it can be easily removed.
6. Now find a bug for your "bug house." Don't forget to feed and water your pet.

SNOWSTORM JAR

ADVANCEMENT POSSIBILITY

Wolf Elective 3: Make It Yourself

MATERIALS

Baby food jar
Water-proof cement
Small figure
Mice snow or moth flakes
Water

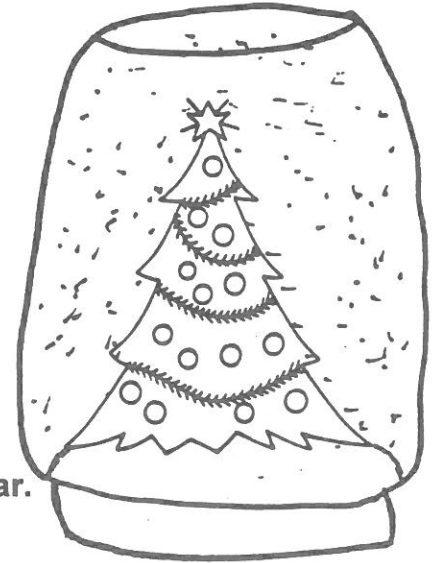
PROCEDURE

Select a jar with a screw on lid, such as a baby food jar.

With water proof cement, glue small figure, such as reindeer, snowman, tree, etc. (plastic or china) inside bottom of jar lid. Let glue dry throughly.

Fill jar with water. Add two teaspoons of mice snow or moth flakes to water. Apply cement liberally around outside rim of jar and screw on lid. Let dry thoroughly before turning upside down.

Jars made a few weeks in advance allow the snow to settle rather than float.



TIKI LAMPS

ADVANCEMENT POSSIBILITY

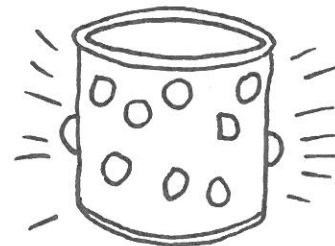
Wolf Elective 3: Make It Yourself

MATERIALS

Tin Can
Black Paint
Punch
Glue
Marbles
Votive Candles

Take top off tin can. Paint can black and punch small holes in it. Insert marbles in holes and glue in. Use candles for illumination.

For a garden light, secure to a broomstick an stick into the ground.



CARDBOARD TUBE ORNAMENTS

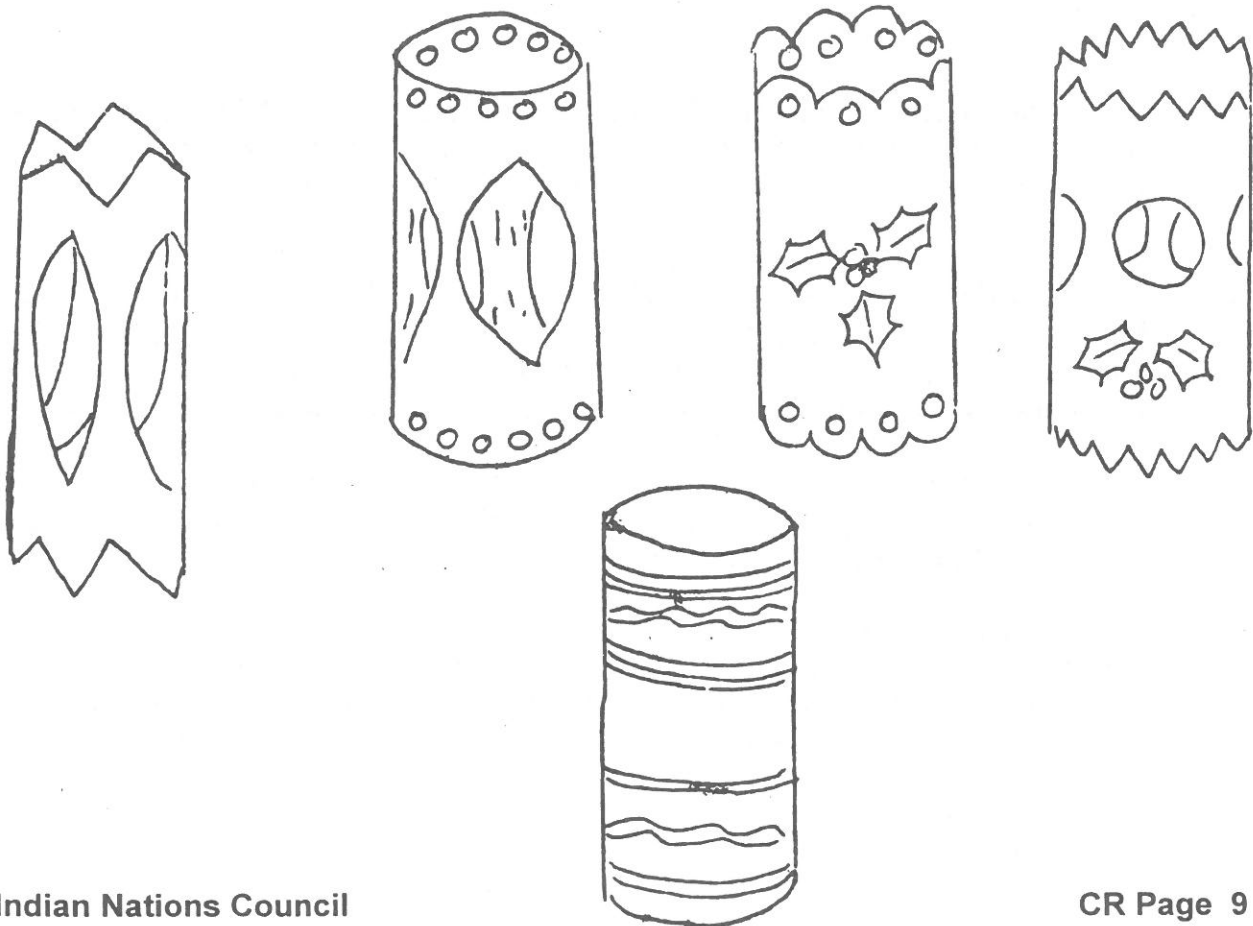
ADVANCEMENT POSSIBILITY
Wolf Elective 3: Make It Yourself

MATERIALS

Cardboard tube
Tempra or poster paint
Glue
Glitter

PROCEDURES

1. Cut a zig-zag or scalloped edge on each end of a short cardboard tube. Use hole punch to punch holes along edges.
2. Paint tube with tempra or poster paint.
3. Add glitter or tiny decorations such as braid, rick-rack, etc.
4. When tube is completely dry, punch two holes at top edge. Tie a string through these holes for hanging ornament.

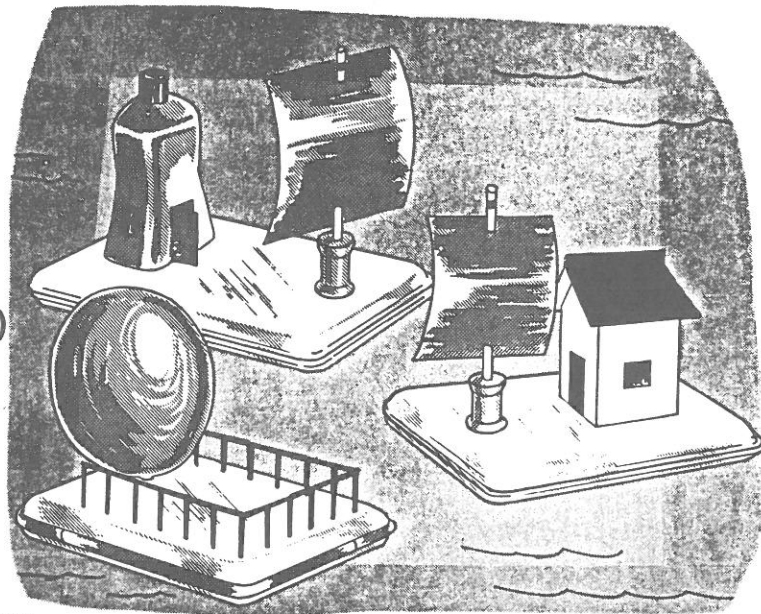


FOAM TRAY RAFTS

ADVANCEMENT POSSIBILITY
Wolf Elective 3: Make It Yourself

MATERIALS

Plastic foam trays (meat or produce trays)
 Rubber cement or waterproof tape
 Balloon
 Toothpicks
 Craft glue (thick)
 Pencil
 Thread spool
 Colored Paper
 Pint milk cartons or Tops of plastic bottles
 Latex or acrylic paint



PROCEDURES

1. To make each raft, use two identical foam trays. Invert one tray and use rubber cement to glue the edges of the two trays together. You could tape the trays together instead, but be sure to use a waterproof tape so as to prevent any naval disaster.
2. On the balloon raft, inflate and insert the neck of the balloon in a small hole in the top tray before gluing the trays together. Make a toothpick railing, simply inserting the toothpicks into the tray for the vertical posts. Use a thick craft glue to attach toothpicks for the horizontal top on the railing.
3. For a paper sail raft, insert a pencil for the mast into a thread spool. Then, use rubber cement to glue the spool to the raft. Cut a sail from colored paper and insert the mast through it.
4. For shelters on the raft, use either pint milk cartons or the tops of plastic bottles. For the milk carton shelter, paint the carton with latex or acrylic paint. Glue on a colored paper roof over the peaked top of the carton. Cut doors and windows in the shelters; add any other decorations you want.

MERRY MARBLE INSECTS

ADVANCEMENT POSSIBILITY

Wolf Elective 3: Make It Yourself

Tiger Big Ideas 10: Something Special All Your Own

Tiger Big Ideas 12: Make Your Own

MATERIALS

Marbles

Washers

Bell wire

Craft glue and Clear glue

Tissue Paper

PROCEDURES

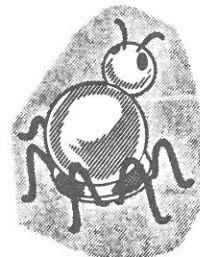
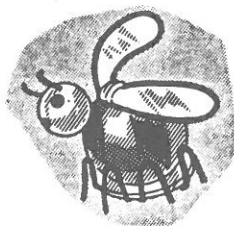
Marbles are used for the bodies of the critters. Be sure to work on wax paper, so you will be able to remove your “bugs” after the glue dries. Use white glue (the kind that is clear when dry) for coating tissue paper for wings; for all other gluing, use craft glue.

Use kitchen shears for cutting the bell wire. Paint on features with acrylic paint, or glue on tiny seed beads.

If you have trouble gluing parts together which have no support underneath (for example, gluing a bead head to a marble body), apply glue to both parts and wait until partially dry – about 5 minutes. Then, press the parts together firmly.

To make wings, bend the wire, following the shape illustrated for each insect. For all wings (except the fly), overlap the ends of the wire slightly at the center, where the wings are joined. Apply glue where the ends overlap and wrap with 2-ply yarn, gluing to hold.

Prepare the tissue paper for applying to the wire frames. Lay tissue paper on a sheet of waxed paper and brush on white glue. Let dry; then peel the tissue paper off the waxed paper and cut it to fit the shape of the wire. Glue it to the underside of the wire frame.



Bee and Beetle

Glue a circle of felt under a ½” washer. For the legs, cut six pieces of wire, 1” long. Bend each wire, as illustrated, and glue to the felt, gluing three legs on

each side. Glue a marble to the top of the washer for the body and glue on a small bead for the head. Paint stripes and features. Add wire antennae. Make the wings, using a piece of wire, 4 ½" long. Glue the wings in place on top of the body.

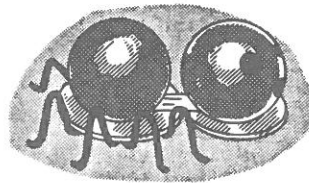
The beetle is made the same as the bee, except you omit the wings.

Fly

The fly is made the same as the bee, except for the wings.



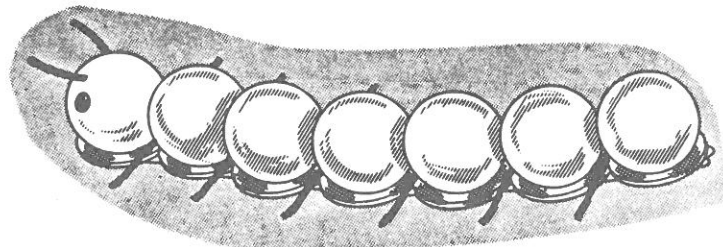
Make each wing separately from a piece of wire, 2 ¼" long. Bend it into the shape shown. Apply glue to the ends of each wire, and wrap the ends together with yarn, gluing to hold. Add the tissue paper, and glue the wings to the sides of the body. Omit Antennae.



Spider

Any good bug collection deserves a spider, and this specimen is a dandy!

To make the spider, you will need a ¾" washer and a ½" washer. With yarn, wrap the two washers together, side by side, wrapping the yarn through the holes; glue to hold. Glue a felt circle to the underside of each washer. For the legs, cut eight pieces of wire, 1 ½" long. Bend to shape, and glue them to the felt, gluing four legs on each side. Glue a marble on top of each washer. The marble on the smaller washer will be the head. Paint features on the head.



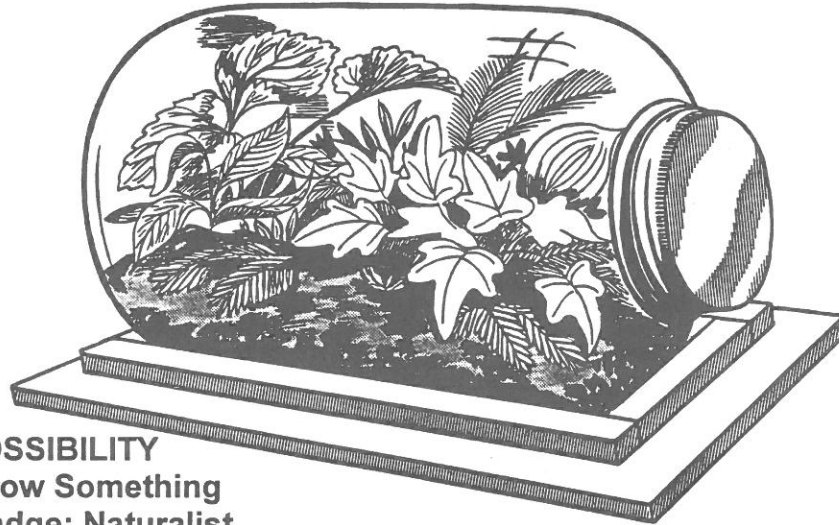
Caterpillar

Since his "humps" are made individually, you can place him so that he's crawling over or around a rock.

Lay two pieces of yarn, 4" long, side by side. Glue seven ½" washers along the top of the two pieces of yarn. For legs, cut 12 pieces of bell wire, ½" long, and glue them to the yarn between each washer, on both sides of the body. Glue marbles on top of the washers. Glue 1" wire antennae to the top of the head. Add features.

SMALL GREENHOUSE

Learn to grow and care for plants by making a terrarium. It is a little garden sealed in a glass container. Rich soil and moisture inside the jar make the garden grow quickly. In planting your garden, use wild ferns, violets, moss, and small cuttings of ivy or any houseplant that will grow in water.



ADVANCEMENT POSSIBILITY
Wolf Elective 15: Grow Something
Webelos Activity Badge: Naturalist

MATERIALS

A clear, wide-mouth, 1-gallon glass jar and lid (ask at your neighborhood grocery, restaurant, or delicatessen for an empty pickle jar.)

Sand or bird gravel

A piece of burned wood or some charcoal

About 2 cups of rich garden soil

Plywood, 12" x 8"

Strips of wood ½" thick and 1" wide

Thin brads or nails

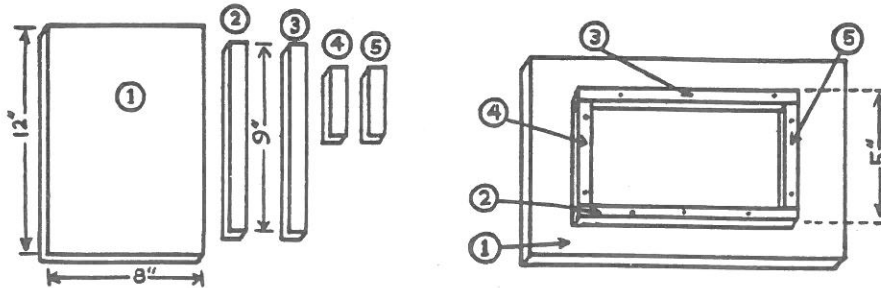
Hammer, Saw & Sandpaper

Paint or stain, if desired

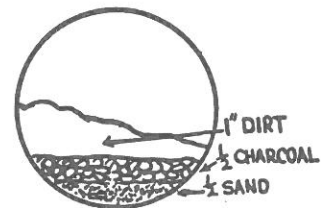
Variety of small plants

BUILD THE BASE FOR THE GARDEN

1. Five pieces of wood are used to make the base, as pictured. Sandpaper the inside edges of the frame to make the jar fit snugly within it.



2. Place the jar, thoroughly clean, on its side on the wooden base.
3. Put a $\frac{1}{2}$ " layer of sand or bird gravel in the bottom of the jar as it lies on its side.
4. Crush a piece of charcoal or burned wood between newspapers and sprinkle a layer of charcoal over the sand.
5. Add a layer of rich dirt. The garden can be higher at the backside of the jar, but be sure the dirt is smoothed away from the mouth of the jar so that it will not spill out.



6. Set your plants at least an inch deep in the soil.
7. Spray the garden with water. Do not get the dirt too wet.
8. Seal the jar with the lid and set the tiny greenhouse in a spot where it will get some sunlight each day.
9. Watch the garden carefully for a day or two. If it appears to be too wet, take off the jar lid for a day or more until the garden dries some.
10. The garden will grow for 2 or 3 months without having to be opened.

WOODEN BIRD FEEDERS

Attract birds to your backyard or porch in Winter.



BIRD FEEDER NO. 1

1. Put a screw eye in the top center of a 10" log.
2. Use a brace and $\frac{3}{4}$ " bit to drill four holes, $\frac{1}{2}$ " deep, as pictured. Holes should be staggered.
3. Holes slant downward.
4. Hang feeder from a tree with wire and fill with birdseed.

ADVANCEMENT POSSIBILITY

Wolf Elective 13: Birds

Tiger Cub Big Ideas 3: Discovery Nature and Energy

MATERIALS

Three large screw eyes

Piece of wire

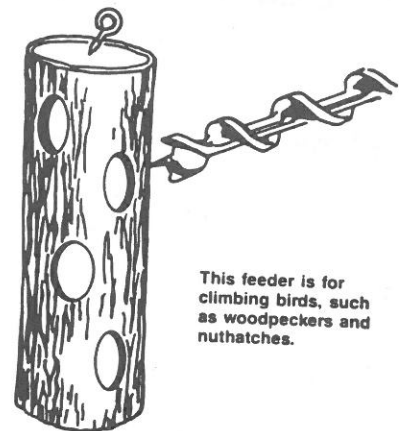
Brace and bits to drill $\frac{1}{4}$ " and $\frac{3}{4}$ " holes

Small log about 10" long

$\frac{1}{4}$ " dowel or small sticks

2" x 4" piece of wood 10" long

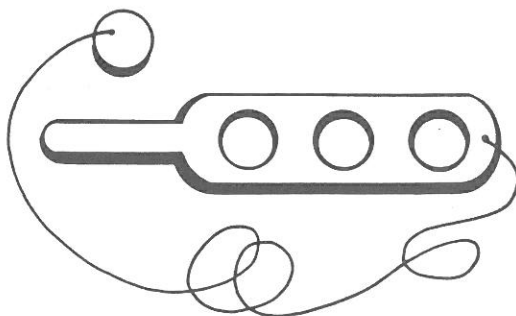
Some evergreen twigs



This feeder is for climbing birds, such as woodpeckers and nuthatches.

GO-ZIN-TA

Play this game with family or friends or Give it to someone special.



ADVANCEMENT POSSIBILITY
 Wolf Achievement 10: Family Fun
 Wolf Elective 9: Let's Have a Party
 Webelos Craftsman Activity Badge

MATERIALS

1/2" board 5" x 24"

Old tennis ball or other rubber ball

4" length of strong cord

Sandpaper

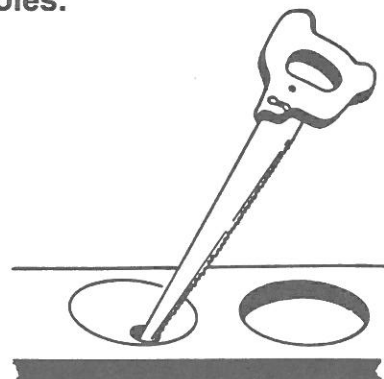
Coping Saw

Keyhole saw

Hand drill

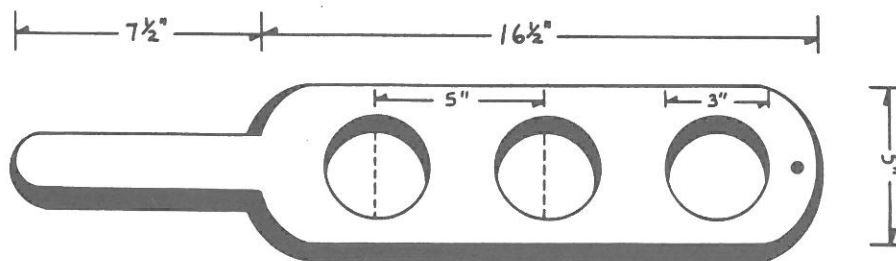
PROCEDURE

1. Cut board. Sand edges. Draw placement of holes with a pencil.
2. Use a hand drill with 1/2" bit to drill a hole near edge of each opening. Insert a keyhole saw and saw out holes.



3. Drill a 1/16" hole at end of Go-Zin-Ta and insert strong cord. Knot underneath.
4. Fasten ball at other end of 4' cord.

To Play: Toss ball into the air and catch it in one of the holes. Take turns playing with family members or friends. You may Wish to give each hole a different point value, such as 5 For each of the end holes and 10 for the middle hole. Add up Score to find the winner.

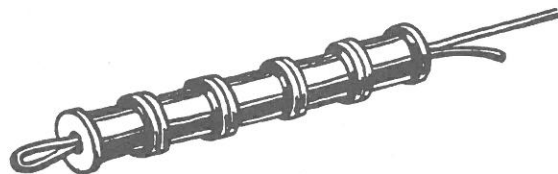


WIENER STICK

Everybody likes a good wiener stick
For picnics. Ask your dad to help you
make one for each member of your family.
Store the sticks on a nail in the basement
or garage. They can be used year after
year.

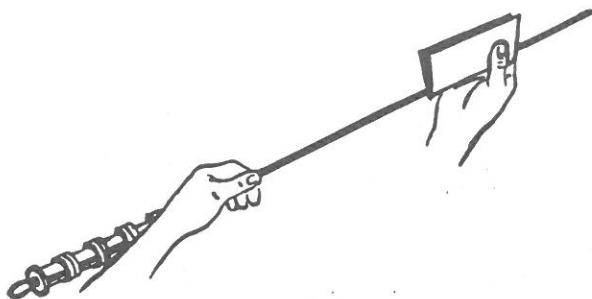
MATERIALS

- Pair of pliers
- Wire coat hanger
- Four or five spools

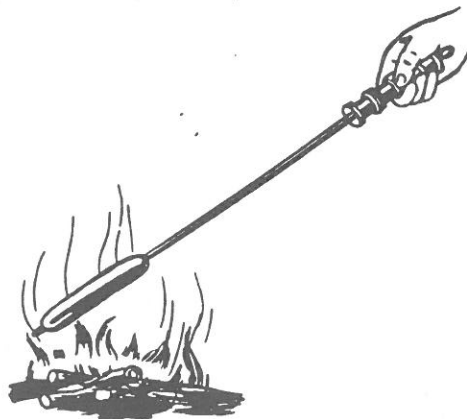


1. Straighten out a wire coat hanger—the lighter the wire the better. Dad may have to help you untwist the wire.

2. Use spools and pliers to make a handle on one end of the wire. The handle should be made long enough to fit comfortably into your hand.



3. Sandpaper the point of the wiener stick or hold it in a fire long enough to burn off the paint. Then jab the point into the ground to polish it.



4. Be sure the holder is long enough so that you can stand back from the fire when using it.

A BIRD SHELF FOR A GIFT

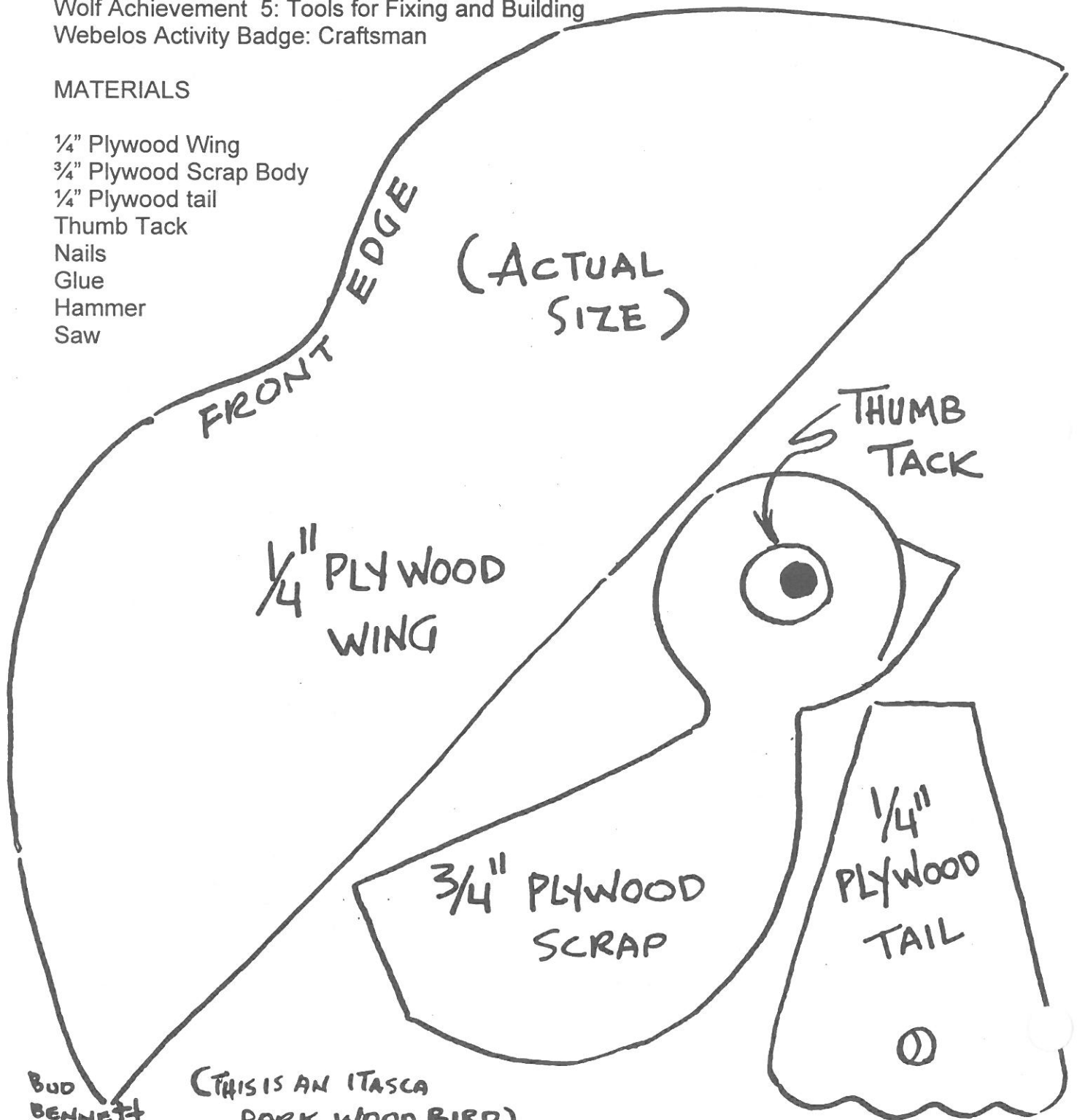
ADVANCEMENT POSSIBILITY

Wolf Achievement 5: Tools for Fixing and Building

Webelos Activity Badge: Craftsman

MATERIALS

- 1/4" Plywood Wing
- 3/4" Plywood Scrap Body
- 1/4" Plywood tail
- Thumb Tack
- Nails
- Glue
- Hammer
- Saw



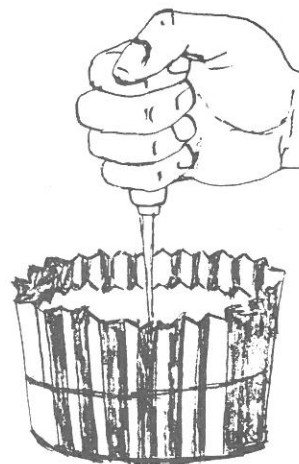
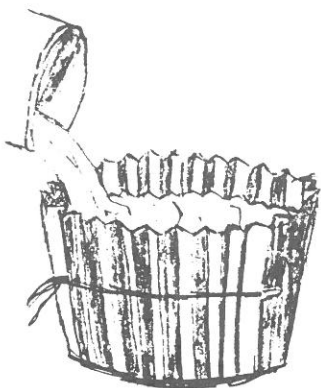
BUD BENNETT
CR Page 18

(THIS IS AN ITASCA
PARK WOOD BIRD)

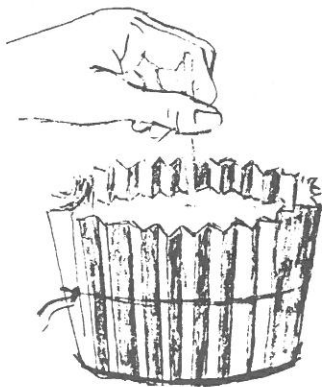
BLUE AND GOLD BANQUET CAST CANDLES

Webelos Scouts may make candles to help decorate the blue and gold banquet table. Here are three ways to make candles.

Pour mold a little less than full so that Candle can be easily removed.



Make wick hole with hot ice pick.



Poke stiff wick into hole.

Stiffen wick by dipping in hot wax and then cooling.



Candle is ready for burning.

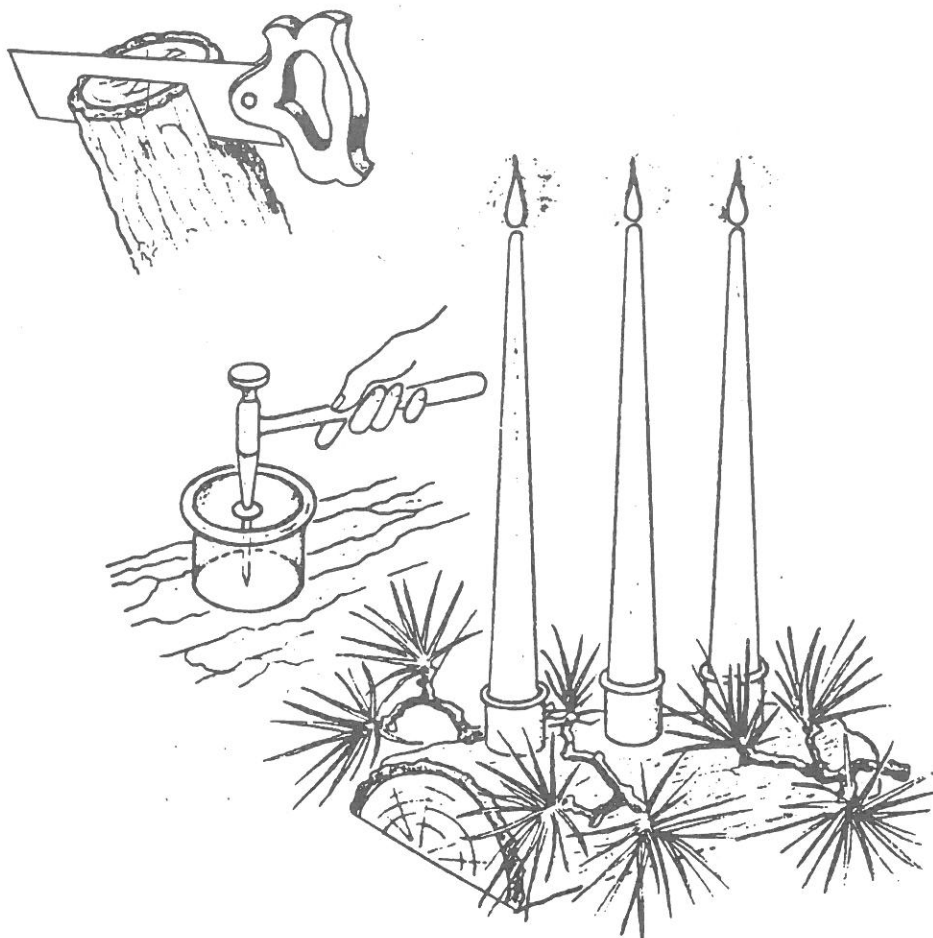
CENTERPIECE

Use a log approximately 12" long. Ask the den leaders for help in sawing the log in half lengthwise. (This will make two centerpieces.)

Nail metal caps (such as from catsup bottles) on top of log. The boys can bring these caps from home. The caps can be spray-painted if they are an undesirable color. Boys nail through cap into the log.

You can add pinecones, greenery, tinsel, etc. to further decorate the centerpiece.

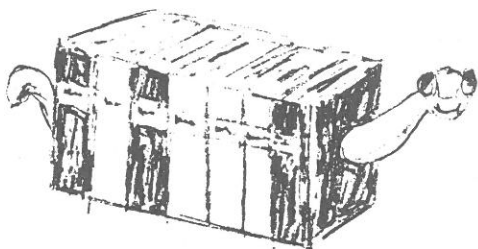
Centerpiece can be decorated for blue and gold banquets, pack meetings, christmas, thanksgiving, etc.



MATCHBOX HIDEAWAYS

Boxes from wooden kitchen matches can make clever little hideaways – to store tiny treasures.

The sliding drawers on boxes from wooden kitchen matches make them perfect little containers to store desk or dresser items, or other little treasures. perk them up in one of the following ways, and you'll also have a decoration! The boxes measure about 2 ½" x 4 ¾", and are about 1 ½" high. Use white glue for all gluing.



Bookworm

A matchbox, colored paper, plain paper, S-shaped foam packing pieces or wads of clay and a ¾" foam ball (or ball of cotton) make this bookworm.

Use the box on its side. Glue strips of colored paper on the front to simulate book bindings. Glue paper to the drawer ends to match the end books. Glue plain paper over the top and back of the hideaway. Glue narrow strips of paper on the top to simulate the covers of the books. Draw lines to look like pages. Add book titles on the front.

For the "worm," glue an S-shaped foam packing piece (or shaped clay) to each drawer end. (Trim the pieces to provide a flat gluing surface.) For the head, glue on the foam ball (or ball of cotton). Add paper eyes and mouth. Store your treasures inside.

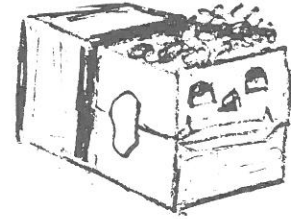
Tadpole

To make the tadpole, you need a matchbox, cardboard, paper and yarn. Paint the matchbox for the body. Cut a tapered, curved tail, about 5" long, and glue it under the body at the back. Cut a mouth from paper and glue it to the front end of the drawer. Cut eyes from paper, paint them, and glue to the top of the body. Add a curled piece of yarn for hair in back of the eyes.



Monster Head

To make the monster, you need two matchboxes, cardboard, paper and yarn. Glue the two matchboxes together, one on top of the other. Paint the boxes. Glue paper features on the drawers at one end, gluing the top lip to the top drawer and the bottom lip to the bottom drawer. Glue paper teeth inside the top edge of the bottom drawer. From cardboard, cut ears with tabs. Paint the ears. Bend the tabs and glue them to the sides of the head. For the neck, glue a piece of paper, 2" wide, around the back end of the boxes. Glue on a ½" strip of paper for a collar. Cover the top of the head in front of the collar with yarn loops for hair.



Alligator

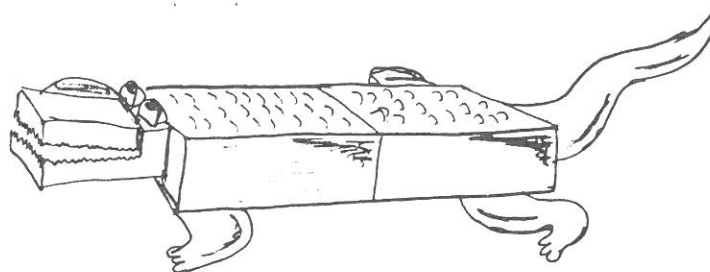
You'll need two matchboxes, some cardboard, tape, a giant toothpaste box, and a pulp egg carton (or clay).

For the body, place the matchboxes together, end to end, and tape the sleeves together at the center. Paint the sleeves together at the center. Paint the boxes. For the head, cut the toothpaste box to 3" long. Cut around the front and sides of the head (closed end), as shown, to make an open mouth. Cut slits at the back of the upper mouth so it will open. Cut jagged teeth.

Paint the head. Glue it to the drawer at the front of the body. For the eyes, cut two peaks from between the cups on a pulp egg carton (or use a wad of clay). Make eyeballs from cardboard; paint them and glue them to the open end of the egg carton pieces. Glue the eyes to the top of the head.

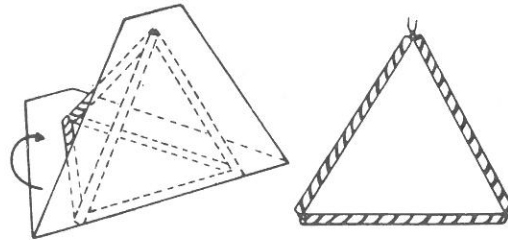
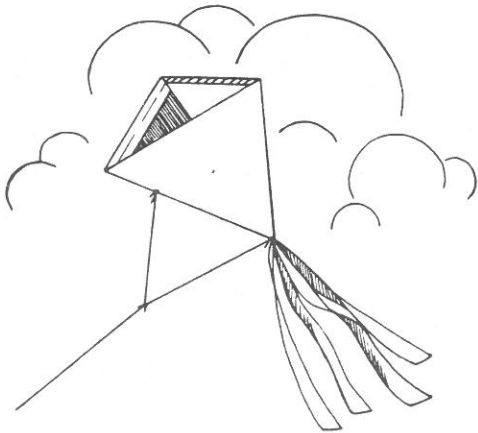
From cardboard, cut a tapering tail, about 11" long. Paint the tail. Bend a tab at the wide end and glue it to the drawer at the back of the body. Cut legs, as shown, from cardboard. Paint the legs and glue them under the body.

Pull on the head to open the front drawer. Pull on the tail to open the back drawer. The alligator's mouth provides additional storage space.



FLY A MINIATURE KITE

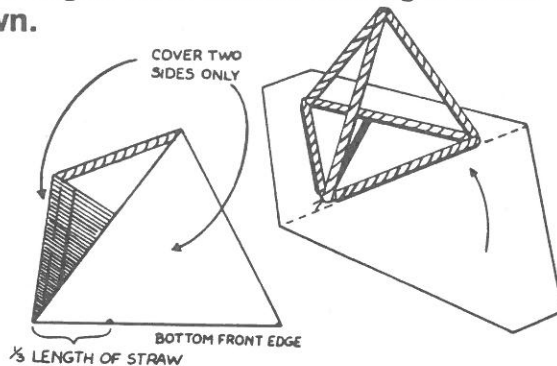
See how high a little kite can fly.



2. Make a pyramid, adding the other 3 straws.

3. Lay completed pyramid on the tissue paper. Cut one piece of tissue paper 2" larger on all sides than two sides of the pyramid frame.

4. Fold edges over frame, cutting it to fit. Glue down.



5. Measure one-third of the distance from Front edge of kite down the covered side. Attach 12" length of kite string.

6. Attach rest of kite string at the top of the Tail of the kite. Tie two strings together.

7. Attach several 2" wide strips of tissue paper at the bottom front edge of the kite for a tail.

NOTE: *This kite will fly easily in even light winds.*

ADVANCEMENT POSSIBILITY Wolf Elective 5: Sparetime Fun

MATERIALS

Six soda straws

Glue

Kite String

Scissors

Tissue paper

PROCEDURE

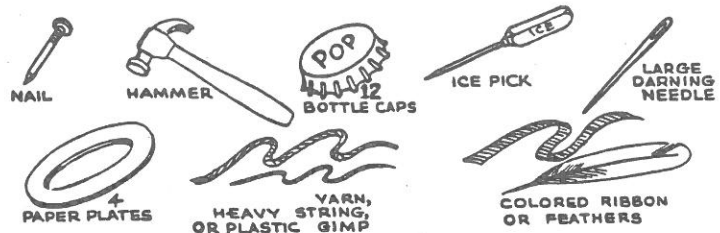
1. Insert kite string through three straws to make a triangle. Tie the string securely and cut off excess.

HOW TO MAKE A TAMBOURINE

ADVANCEMENT POSSIBILITY
 Bear Elective 9: Cub Scout Band

MATERIALS

- Nail
- Hammer
- Bottle Caps
- Ice Pick
- Large Darning Needle
- Paper Plates
- Yarn, Heavy string, or plastic gimp
- Colored ribbon or feathers



PROCEDURES

1. Set four heavy paper plates one inside the other. Punch holes, 1 1/2" apart, around the rim of the plates.
2. Place two plates (one inside the other) face to face with the other two plates. Lace and tie the plates together with yarn, heavy string, cord, plastic gimp, or craftstrip.
3. With a nail and hammer, punch holes in the centers of twelve pop bottle caps. String the bottle caps – four to a group – on heavy string or cord. Tie groups of bottle caps to the tambourine so they will jingle.
4. Paint or color the tambourine with bright designs. Then tie streamers of ribbon or feathers to the rim as the final decoration.
5. Shake the tambourine and beat it with a closed fist.

WIND CHIMES



- Materials Needed:**
 1 1/2" flowerpot
 3" plastic foam ball
 leather shoelace
 shoelace
 Plastic lids
 Paint & brushes
 Permanent felt tip makers
 Wooden spool or bead
 Knitting needle or ice pick

Be sure to cut the wind catcher (feet and lower legs) in one piece. Tie end of shoelace through opening between legs and knot.

For the crown of his hat, cut a 1" or so cylinder from a small plastic bottle. No top or bottom is needed.

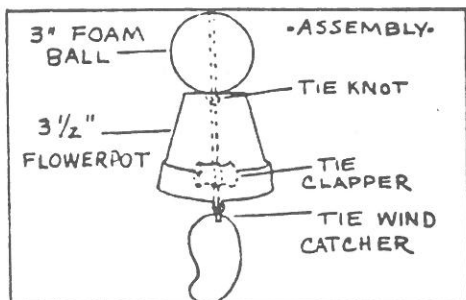
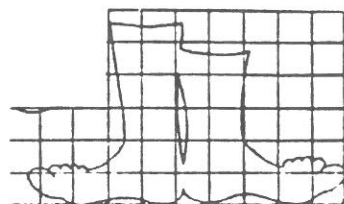
Cut a circular brim from a plastic lid.

Glue crown to brim.

Punch a hole in the top of the hat to run shoelace through.

Glue hat to head.

Cut jagged edges around the top of the hat for a real hayseed look.



TAKE TIME

Take Time TO THINK...

It is the source of power.

Take Time TO PLAY...

It is the secret of perpetual youth.

Take Time TO READ...

It is the fountain of wisdom.

Take Time TO PRAY...

It is the greatest power on earth.

Take Time TO LOVE and TO BE LOVED...

It is a God-given privilege.

Take Time TO BE FRIENDLY...

It is the road to happiness.

Take Time TO LAUGH...

It is the music of the soul.





AUDIENCE PARTICIPATION

AUDIENCE PARTICIPATION

A SCOUTING STORY

Divide audience into three groups to respond with words and hand signs below:

HISTORY: "Way Back Then" (hold up both index fingers pointing different ways.)

SCOUTS: "Be Prepared" (give Scout sign)

CUB SCOUTS: "Do Your Best" (give Cub Scout sign)

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's SUB SCOUT Den Leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had all been packed and put in the back yard tent. When Johnny CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the backyard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh, boy," thought Johnny, "I thought I would make a well-prepared Scout, but I wasn't prepared for this!"

A SCOUTING STORY (con't)

After new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny CUB SCOUT hung his head and said: "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY."

So Johnny learned in one day that he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Mother told him that is what CUB SCOUTING is for . . . to teach boys to Do Their Best and to Prepare them to become SCOUTS.



THE LION HUNT

The leader takes a seated position in front of audience so all can see him and instructs everyone to make signs and gestures as indicated.

LEADER: Would you like to go on a lion hunt? O.K. let's go.

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief got up, yawned, stretched, and looked at the sky. (All go through motions.) He called all the Pygmy braves from their huts. (Sound one "whoop" by cupping hand over mouth.)

The braves all come out, stretch, and answer their chief with two whoops. (All give two whoops.) The warriors go to the chief's hut to talk over the plans. (Sound effect: All repeat "Soda water bottle—soda water bottle.")

The Pygmies say good-bye to their wives. (Make sound, "Low wo-wo-wo-wo," by cupping hands over mouths.) Here we go down the trail. (Everyone produces sound of marching Pygmies by striking knees with palms of hands, alternating.)

We're getting out in the tall grasses now. (Rubbing palms of hands back and forth against each other.) Up ahead there's a big river with a bridge. Here we go across the bridge. (Hit chest with fists, alternating.) We're across. (Regular marching resumed.)

We're starting up a mountain (tempo slows). This is hard work. (Slower and slower.) We're getting close to the top now. (Tempo quite slow, then back to normal.) We're on top now; here we go down the other side. (Speed marching up to a run tempo, then back to normal.) O.K. , we're back on level ground.

Oh! Oh! Narrow river. No bridge. Better jump. Run! (Slap knees fast, long pause, then one smart slap.) Made it. More tall grass. (Rub palms together.) Sh-h! (All repeat Sh-h)! Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him. (Walk fingers of right hand across palm of left hand.) Suddenly the lion charges with a roar. R O A R! The Pygmies turn and run (Running tempo against knees. Now repeat all actions and gestures in reverse):

THE LION HUNT (con't)

We're back to the mountain . . . jump the creek . . . cross the bridge . . . run through the grass . . . through the gate . . . slam the gate shut . . . big sigh of relief. And then wives start asking questions all at once. You know how women talk. (all say "rhubarb, rhubarb" in a high pitch to imitate old women.)

O.K. We've been on a Pygmy lion hunt.



A VERY SPECIAL BIRTHDAY PARTY

Divide audience into four groups to respond with the following:

DEN LEADER: "Oh, Dear"
CUB DEN 5: "Oh boy, Oh boy"
BIRTHDAY CAKE: "Happy Birthday to You" (sung)
BIRTHDAY PARTY: "Yippee"

This is the story of a DEN LEADER, CUB DEN 5, and a BIRTHDAY CAKE. One Thursday afternoon, as CUB DEN 5 was meeting at the home of their DEN LEADER, Mr. Jones, the boys overheard him on the phone, say "It will be a very special BIRTHDAY PARTY".

BIRTHDAY PARTY? they said, to each other, whose BIRTHDAY PARTY is it? Each asked the other . . . Not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it's Mr. Jones, our DEN LEADER!

Yeah, they chorused. I know, said Jimmy. Why don't we give her a BIRTHDAY PARTY. That's a neat idea, said Johnny. Let's have a BIRTHDAY CAKE, said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY for their DEN LEADER.

Den Meeting day dawned bright and sunny. At 3:30 all five boys arrived at their DEN LEADER'S house. Mike and Ike brought a BIRTHDAY CAKE. Jimmy brought paper hats. Johnny brought balloons and Billy brought ice cream for the BIRTHDAY PARTY.

As they trooped in the door, they all yelled Surprise! We're having a BIRTHDAY PARTY. Mr. Jones, their DEN LEADER looked shocked. My BIRTHDAY PARTY? Why it's not my birthday.

But we heard you talking about a special BIRTHDAY PARTY on the phone last week, said Jimmy. Oh, said their DEN LEADER, and smiled. It's Cub Scouting's birthday, he said. Cub Scouting is 88 years old, this month. But I think this is a wonderful idea. We'll just celebrate a little early.

And so they did. And that is how CUB DEN 5 and their DEN LEADER had a very special BIRTHDAY PARTY!

THE SEASICK WITCH

Witch: Booo. . .Booo. . .Booo
 Hat: Pretend to put hat on head
 Broom: Sweeping motion
 Moon: Big smile on face with arms over head
 Cat: Scree. . .eech

Once there was a young witch _____ who lived on the moon _____. The witch _____ had or thought she had everything that a good witch _____ ought to have. She had a hat _____. She had a cape, and she had a broom _____. But one thing was wrong. Whenever the witch _____ put on her hat _____ and her cape and got on her broom _____ and flew away from the moon _____, she got seasick. The poor witch _____ had tried three times, but she never had any fun witching around at all.

So, in desperation, the witch _____ decided to go see the oldest witch _____ on the moon _____, and ask her what to do. The old witch _____ said, "What's the trouble dearie?" The young witch _____ said "Everytime I put on my hat _____ and my cape and get on my broom _____ and fly away from the moon _____ I get seasick. I never have any fun witching around at all. She began to cry.

The old witch _____ patted her on the shoulder, and then she said: "Where is your cat _____? "My cat _____?" "Why yes, dearie. You need a cat _____ on the back of your broom _____ to hold it steady. Then you will fly smoothly when you leave the moon _____." So the young witch _____ put on her hat _____ and her cape, and got a cat _____ and put it on the back of her broom _____ and flew smoothly away from the moon _____. From then on, she had lots of fun witching around on Halloween.

So remember, whenever you see a witch _____ flying through the air on her boom _____ you can be sure that she'll have a cat _____ riding along behind her.



THE WALKING CASKET

Casket:	Eeek! Eeek! Eeek!	Everyone:	All sounds together
Monster:	Thump! Thump! Thump!	Midnight:	Bong! Bong! (12 times)
Victim:	Help! Help! Help!	Leprechaun:	Ho! Ha! He! Ho! Ha! He!
Mummies	Oo-ah! Oo-ah!		

Once upon a time, there was a walking casket____. It was at least a trillion years old. The casket____walked by day, and the casket____walked by night. Whenever it came upon an unsuspecting victim____, the door sprang open and out popped a Frankenstein-like monster____. The monster____was horrible. So horrible, the monster____spread goose bumps up and down and all over his victim____. And you know how that feels.

This monster____was a towering creature. . .at least 100 feet tall. And he always carried a flickering candle____. A candle____that burned on and on and on. Upon spotting a likely victim____, the monster____, would wail and shriek something awful, paralyzing his victim____into mummies____. Little sister and brother mummies____. Big papa and mama mummies____.

This terror went on for years and years. Would it ever stop? It seemed doubtful. Then one night a strange thing happened. The casket____was making its regular rounds through the cemetery (the casket____always paid a special visit to the cemetery at the stroke of midnight____) when the casket____came upon still another victim____. A Leprechaun____of all things. Well, thought the monster____perring from his casket____here's a Leprechaun____I can take care of in short order. Out popped the monster____from his casket____. He carried on something fierce. Was the tricky little Leprechaun____frightened? You bet your boots he was! But the determined little Leprechaun____wasn't about to be scared off by this ghostly monster____. Not on your life! The Leprechaun____was going to out-smart the monster____. The Leprechaun____raised himself up to his full two foot, seven inch height (the Leprechaun____was a real shorty) and with one mighty blow. . .what did he do? Did the Leprechaun____strike the monster____square in the stomach? No! Did the Leprechaun____kick the monster____in the shins? No! Did the Leprechaun____clobber the monster____over the head? Nope! The brave little Leprechaun____with one mighty blow. . .blew out the monster's____candle____. That did it! Without his candle____the monster____had had it! The monster____vanished in a puff of smoke. From that midnight____on, no one ever saw the walking casket____again. Everyone____was happy!

THE HAPPY HIKERS

NARRATOR: We're going on a hike. Just do what I do and listen carefully.

(begin hiking in place) Here we go on a hike through the woods and over the mountains. Come on along with me. (smile, wave to audience, hike in place) We're coming to a steep hill. (bend over as if climbing) Now we're on top. What a lovely view. (look around in appreciation) Now, we'll have to go down. (slip and slide down hill) Wheeee, we're out of breath. (hold hands on chest, breathe heavily)

Now we're passing through a meadow. (hike in place) What's that I see? (stop, peer to one side) It's a rabbit! And a meadow lark. (look up) And a bumblebee! (run swiftly in place, waving arms as if fighting off a bumblebee)

We're happy hikers. (hike in place) We're happy because of the beautiful mountains we see (shade eyes with hand and smile) and because of all that clean fresh air we are breathing (breathe while expanding chest) and especially because we got away from that buzzing bumblebee. (smile, turn heads slightly to rear, and wave goodbye to the bumblebee).

Now we're getting tired. (slow pace, walk droopily) There's what we need! (points)

A

cool, refreshing drink from the river. (smile, pick up hiking pace, kneel down at river, drink, scoop water over face) Ahhh, how refreshing. Let's be on our way (hike in place) Now let's try to jump over the river without getting our feet wet. (take big step, get feet wet, shake them off) Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.

(hike in place) Look what's up ahead. . .a fork in the road. Hope we take the right road. (still hiking in place) No, it's really the left road. . .oh well. Let's see what happens. (hike in place, turn to right, then to left) Now we're lost. I guess the right road was the right road after all. (hike in place) Now we're on the right road again.

We'd better stop for lunch. (stop, reach into pocket, bring out imaginary sandwich, munch briefly, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place) Ummmmm, that feels better.

THE HAPPY HIKERS (con't)

Look, there's a lovely lake. (points) Let's swim across. (making swimming motions)
That's better than trying to hike across. (resume hiking) Look at that crooked trail
ahead. (points) It's nothing but twists and turns. (continues hiking, twisting and
turning as you hike) I'm glad that's over. . . I was getting dizzy.

Looks like we have come to the end of the trail. (stop) What do we do now? (resume
hiking in place) Hike some more? Hare your tired? Do you want to stop? So do I.
(sits down, wipes brow and slumps in chair)



THE THREE TREES

Enact the following stunt by making the specified sounds or motions as characters are mentioned.

Big Tree:	Plunk	Rabbit:	Clippety-clip
Middle-Sized Tree:	Plink	Hunters:	Bugle call
Baby Tree:	Pink	Gun:	BANG!
Babbling Brook:	Gurgle-gurgle		

Once upon a time in the deep, dark woods there stood three trees - the **BIG TREE**, the **MIDDLE-SIZE TREE**, and the wee **BABY TREE** - and through the trees ran the **BABBLING BROOK** and hopped the little **RABBIT**.

One day a group of **HUNTERS** came into the forest where stood the three trees - the **BIG TREE**, the **MIDDLE-SIZED TREE**, and the little **BABY TREE** - and through the trees ran the **BABBLING BROOK** and hopped the little **RABBIT**.

As the **HUNTERS** wandered through the forest, in which stood the three trees - the **BIG TREE**, the **MIDDLE-SIZED TREE**, and the little **BABY TREE**, and through which ran the **BABBLING BROOK** and hopped the little **RABBIT** - one of the **HUNTERS** spied the little **RABBIT**. He raised his **GUN** at the little **RABBIT**, and sadness reigned in the forest, in which stood the three trees - the **BIG TREE**, the **MIDDLE-SIZED TREE**, and the little **BABY TREE** - and through which ran the **BABBLING BROOK**, but no longer hopped the little **RABBIT**.

The **BIG TREE**, the **MIDDLE-SIZED TREE**, and the little **BABY TREE** were all very sad. Even the **BABBLING BROOK** was sad. But all of a sudden, out from the thicket hopped the little **RABBIT**. The **HUNTER'S GUN** had missed.

And once again happiness reigned in the forest where the three trees - the **BIG TREE**, the **MIDDLE-SIZED TREE**, and the little **BABY TREE**, and through which ran the **BABBLING BROOK** and hopped the little **RABBIT**.

THE BIG WHEEL

Divide audience into four groups to respond to the following words in the story:

BIG WHEEL: Spin, Spin

CARS: Rattle, Rattle, Bang

CANOE: Paddle, Paddle

AIRPLANES: Zoooooom

Man has invented many different things that go and have provided him with transportation down through the years. The Indian made his CANOE that took him from place to place and served his purpose well. Men like Henry Ford invented CARS which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE. And then there is a group of people called the BIG WHEELS who really don't go anyplace or do anything, but they like to feel important.

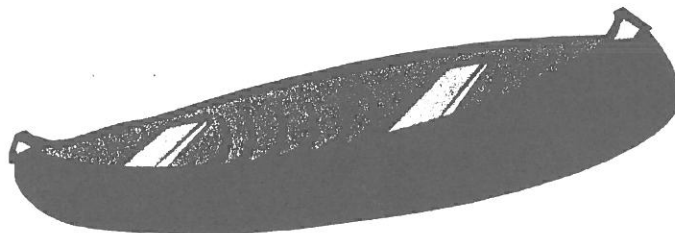
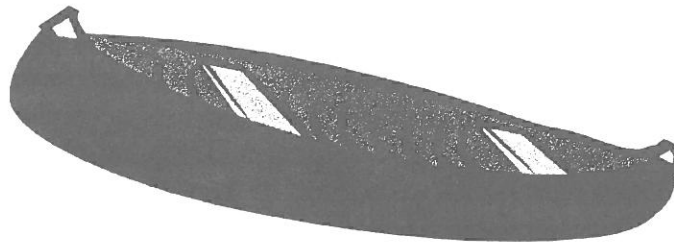
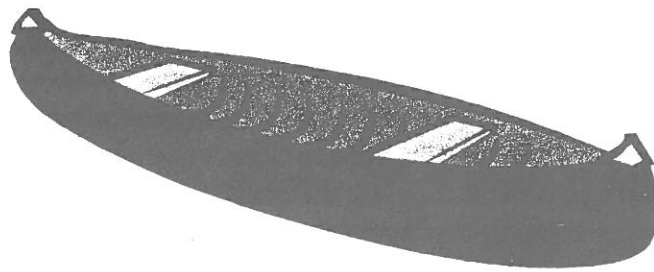
This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES, designing new and more efficient CARS and designing and testing new and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally, one day something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on the CANOES, the CARS, and the AIRPLANES decided it was time to teach the BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on CANOES, CARS, and AIRPLANES. BIG WHEEL felt very bad.

THE BIG WHEEL (con't)

It was a terrible feeling when BIG WHEEL finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE.



HOW TO WASH AN ELEPHANT

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes:

NARRATOR: One morning, Farmer Friendly went out to the barn to begin his chores. (Pantomime walking) He threw open the barn door, and to his surprise, he found an elephant in his barn. (Pantomime throwing open door, surprise) The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn. (Pantomime picking up elephant's trunk and walking with it over your shoulder. (Open and close the barn door) He left the elephant near the pump got a bucket and scrub brush and pumped the bucket full of water. (Pantomime actions) Now he was ready to begin. First he scrubbed the right side. (Pantomime scrubbing. Lift up elephant's ear and wash them) Then he was ready for the stomach. (Lie on underside) Next, the right side. (Repeat same actions as for left side) then he scrubbed the elephant's face. (Pantomime scrubbing between eyes and down length of trunk) Almost done? (Walk to rear of elephant, gingerly lift up tail and quickly scrub there) There, that's done! (Pantomime throwing out rest of water, putting brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit or narrative. The first person will pantomime what he remembers for the second, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. And by the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, narrator explains the story and tells them what they are doing.

FISHERMAN'S LUCK

Divide audience into three groups:

FISHERMAN:	"Great Day for Fishing!"
FISH:	"Bubble, bubble"
WORM:	"Wiggle, wiggle"
REEL:	Everyone in audience pantomimes reeling in a fish

Once there was a FISHERMAN who went fishing on a sunny April day. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

The FISHERMAN put the REEL on his rod, and a WORM from a can on his hook and started to FISH. He patiently waited and waited, but no FISH came to eat the WORM on his hook. The FISHERMAN decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over, and he was sure he had caught a big FISH.

The FISHERMAN wound in the REEL, and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another WORM from the can on the hook and left his rod propped up on a stick again. This time when he came back, the FISHERMAN found the rod was bent over and he was sure he had caught a big FISH. But when he wound in the REEL, he found a tin can on his hook, and the WORM was gone.

The FISHERMAN put another WORM on his hook, propped up the rod on a stick, and closed his eyes and went to sleep. He dreamed of big, big FISH. . . hundreds of FISH, jumping out of the river. When he awoke, his rod was bending over again, but he said to himself: "It's probably another stick or tin can." But when he wound in the REEL, there was a beautiful big FISH on the hook, Just what the FISHERMAN wanted!

WHY SANTA HAS A BEARD

SANTA:	Holds hands on stomach while saying - "HO-HO-HO"
NORTH POLE:	Fold arms hugging self tightly while saying "BR-R-R"
SLEIGH:	Wave arm from right to left across front of body while saying "SWOOSH-SH-SH-H"
WORKSHOP:	Holding hands over ears while saying "BANG, BANG, CLATTER"

You've all heard many stories about SANTA and his WORKSHOP at the NORTH POLE. You've also heard stories about his SLEIGH and reindeer. But here's a story that very few people know about. How SANTA got his beard.

As you know, the weather at the NORTH POLE is very, very cold. SANTA works hard throughout the year in his WORKSHOP, making toys for that important visit on Christmas Eve. Like everyone else, SANTA needs some relaxation and a chance to get away from it all. The thing he liked to do the most was to take a leisurely ride in his SLEIGH.

With weather like it is at the NORTH POLE, old SANTA always had to bundle up tightly before taking his SLEIGH ride. It seems that on one such excursion he forgot to bundle up as tightly as usual and failed to wrap his heavy woolen scarf around his face, leaving only his eyes exposed, as he usually did when he went SLEIGH riding. It was unusually cold that night, with lots of sleet and snow. So when SANTA returned from his ride around the NORTH POLE and came walking into the WORKSHOP he had the most beautiful white flowing icicles covering his chin. The icicles were covered with sparkling white snowflakes.

When Mrs. Claus looked up and saw him, she squealed with delight. "Why, SANTA, you look absolutely handsome with your sparkling white icicle beard." Old SANTA saw how delighted his wife was, and he was flattered. He decided right then and there to grow a long, flowing white beard and mustache. And that he did.

Of course, by doing this, he killed two birds with one stone. He made himself handsome for Mrs. Claus, so that whenever she passed him in the NORTH POLE WORKSHOP, she gave him such a look of approval that old SANTA blushed. To this day, he is still blushing. That's why his cheeks always look so rosy. But he also had grown himself a built-in wrap for his face. He no longer had to remember to wrap his woolen scarf around his face when he took time out from his work in the WORKSHOP for a SLEIGH ride around the NORTH POLE. And Mrs. Claus is secretly happy because she was the one responsible for SANTA growing a beard.

THE HELPFUL CHRISTMAS MOUSE

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.

THE HELPFUL CHRISTMAS MOUSE (con't)

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.

WILD WEST SHOW

THE COWBOYS: Yee Ha!
THE INDIANS: An Indian Yell
THE WOMEN: Scream
THE HORSES: Clippety-clop, Clippety-clop
THE STAGECOACH: Rumble, Rumble
THE RIFLES: Bang, Bang,
THE BOWS & ARROWS: Zip, Zip

It was in the days of Stagecoaches and COWBOYS and INDIANS. Alkali Ike, Dippy Dick and Pony Pete were three courageous COWBOYS. When the STAGECOACH left for Rainbow's End they were aboard, as were also two WOMEN, Salty Sal and a doll-faced blond. The STAGECOACH was drawn by three handsome HORSES and it left Dead End exactly on time.

The most dangerous part of the journey was the pass known as Gory Gulch. As the STAGECOACH neared this spot the WOMEN were a bit nervous and the COWBOYS were alert, fingering their RIFLES as if to be ready for any emergency. Then the HORSES seemed to sense the danger.

Sure enough - just as the STAGECOACH entered the Gulch, there sounded the blood curdling war cry of the INDIANS. Mounted on HORSES, they rode wildly toward the STAGECOACH aiming their BOW & ARROWS. The COWBOYS took aim with their RIFLES and fired. The WOMEN screamed The HORSES pranced nervously. The INDIANS shot their BOWS & ARROWS. The COWBOYS aimed their RIFLES again, this time shooting with more deadly effect. The leading brave fell and the INDIANS turned their HORSES and fled, leaving their BOWS & ARROWS behind. The WOMEN fainted. The COWBOYS shot one more volley from their RIFLES just for Gulch. The driver urged the HORSES and the STAGECOACH sped down the trail toward Rainbow's End.



OUTDOOR ACTIVITIES



OUTDOOR ACTIVITIES

Outdoor activities are an important part of the Cub Scout program. Cub Scouts learn to appreciate and care for our beautiful outdoors as they hike, explore, and investigate the world around them. The Cub Scout outdoor program is a foundation for the outdoor adventure they will experience when they move on to a Boy Scout troop.

Cub Scouts should be given opportunities to enjoy the outdoors in the spring, summer, fall, and winter. Included in this section are nature and outdoor activities for both the city and the country during all four seasons.

HEALTH AND SAFETY

The health and safety of the boys, leaders and families must be one of the first considerations in planning any outdoor activity. Try to anticipate and eliminate hazards – or at least warn against them. Most accidents can be prevented. See the Guide to Safe Scouting Book at you Local Council Office for safety rules for outdoor activities, the Safe Swim Defense, and Safety Afloat.

Also follow these tips when planning and conducting an outdoor activity:

- Always get permission from parents or guardians for activities that are held away from the regular den and pack meeting places. Better yet, take the families with you.
- Be sure to have sufficient adult leaders for the activity planned.
- Check out the site prior to the activity. Find out about gathering places, restroom facilities, and safe drinking water sources. Look for hazards such as poison ivy.
- Get permission from the owner to use the property.
- Use the buddy system to prevent anyone from getting lost. Coach the boys in advance what to do if lost.
- Carry a first aid kit and know how to use it. Be prepared with emergency procedures.
- File a local Tour Permit with the local Scout council office a couple of weeks in advance for trips which will last several hours or are a distance away from your regular meeting place.
- Have adequate and safe transportation.
- When leaving the site, take everything you brought with you. Leave site in its natural condition.



RESOURCES FOR NATURE AND OUTDOOR ACTIVITIES

Book References

Golden Guide Books
Scout Handbook
Scout Field Guide
Sharing Nature with Children by Cornell
Field Book Boy Scouts of America
Boys Life Magazine
Ranger Rick Magazine
Bruchac – Caduto Book Series
 The Keepers of Animals
 The Keepers of Earth
 The Keepers of Life



Dept of Wildlife

 The Project Wild Workshop – check for dates
Great for dens and packs, provides program activities for working with children on animal activities games.

Fifty Common Birds of Oklahoma by George Miksch Sutton
Field Guide to the Birds of North America, National Geographic Society



TOURING ACTIVITIES

NATURE

PARKS AND TRAILS

Keystone State Park....



Salt Creek, Washington Irving North, Walnut Creek
Keystone Scout Camp

Nature Trail- located at Keystone Dam approx. 1 mile long.
Tours of Keystone Dam in Summertime – 865-4999

Oologah Lake...

Oologah Dam

Skull Hollow Nature Trail – approx. 2 miles long – located at Hawthorn
Bluff Recreation Area near the Dam at Oologah Lake. Camping available.

John Zink Ranch...

Cub World – 4 theme areas for Cub Scouts, with camping available.
Nature Trails. Call Indian Nations Council for reservations. 743-6125

Webelos Sailing Academy in the summertime. Call 743-6125 to register.

Wooloroc Museum...

Nature Trail – Bartlesville at Wooloroc Park. 336-0307. There is a patch you
may earn from the Indian Nations Council, BSA or “Wooloroc Pioneer
Badge” (Cherokee Area Council, BSA) for hiking the trail and completing
questionnaire.

Red Bud Valley...

Nature Trail – one mile long, located east of Tulsa, West of 161 st East
Avenue, between Highway 266 and I-44.

Ft Gibson Lake...

Taylor Ferry South Trail – one quarter mile nature trail, south of the Taylor
Ferry Public Use Area, Camping available.

Okmulgee Historic Trail...

Hike the trail and complete other requirements and earn the "Historic Trail Patch." Contact the Okmulgee Chamber of Commerce at 756-6172.

Mohawk Park...

Tulsa Zoological Park – Open 10 a.m. to dusk. Guide tours, earn a patch if you go as den or pack. Call 596-2419

Oxley Nature Center – Located at Mohawk Park, 4700 Mohawk Blvd, 832-3112. Open 8 a.m. to 4:30 p.m. Eight trails ranging from 100 yards to 1 mile long. Patch can be earned and purchased there. Guided tours.

Allen Ranch....

19600 South Memorial Drive 366-3010. Trail rides and hayrides with wiener roast. Over-night campouts available. Campground facilities and group discounts.

Honor Heights Park....

Azalea Festival – Famous for Spring festival. Contains every flower and shrub native to Oklahoma.

TOURS



Frankoma Pottery – Frankoma Road, Sapulpa 224-5511. Showroom open 8 a.m. – 6p.m., Monday – Saturday; Sunday 12 p.m. – 6 p.m. Tours start at 8:30 a.m. until 2/45 p.m. Call in advance to schedule tour.

Keystone Dam – Call 865-2919 for information and to schedule tours.



Oklahoma Air National Guard – Tulsa International Airport, call 832-8300 to schedule tours during Spring and Summer weekdays only.

Oklahoma Army National Guard – 637 East College, Broken Arrow, Please call first, 258-8643.

Oral Roberts University – 7777 South Lewis. Self-guided Tour fo Prayer Tower, also a slide show. Please call 495-6807 for further information. 10 a.m. – 4:30 pm.

Pepsi Bottling Plant – 510 West Skelly Drive. Please call ahead. Prefer to give tours on Tuesday and Wednesday with last tour at 3:30 pm. Takes one hour.

PSO Generating Plant- at Riverside (Jenks) Call 599-2318 to schedule tour.

Southwestern Bell Telephone Company – (downtown Tulsa) Call 585-6140 to schedule a tour. Advance notice is required. Tours are given through the weekdays.

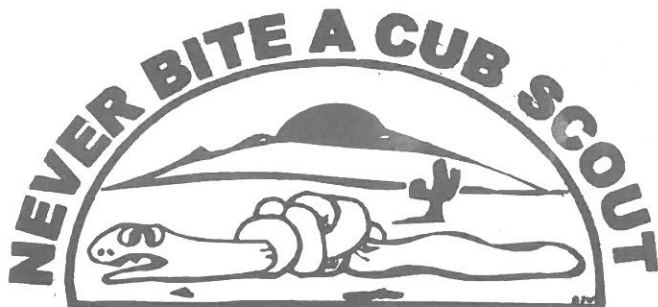
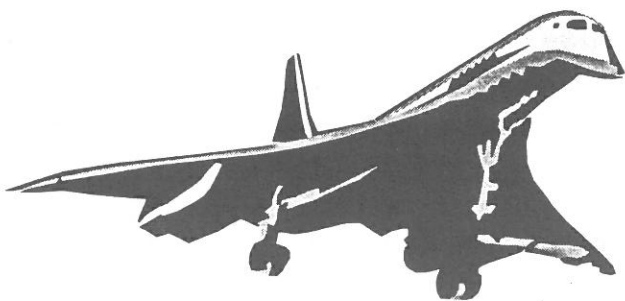
Sun Oil Refinery – Call 586-7601 to schedule tours. Tours vary as to when they can be given.

Television Stations – Contact individual stations for information and to schedule tours. There are age limits. Please call ahead.

Radio Stations – Contact individual stations for information and to schedule tours.

United States Weather Bureau – Tulsa International Airport. Call 838-7838 to schedule tours. Tours are Monday through Friday 8 am – 5 pm.

Tulsa Air and Space Center – Tulsa International Airport. Call to Schedule Tours.



HOW TO MAKE A BIRD CALL

Take a piece of close-grained hardwood, a dowel rod from the hardware store will do fine, about two-inches long. You will also need a "chunky" eye screw purchased at the same hardware store. Drill a hole slightly smaller than the screw threads, in the end of the block, and turn the screw eye into it. Unscrew the eye, put some powdered resin (purchase a pitcher's rosin bag at the sports store) in the hole. As you twist the screw eye back and forth in the hole, very slowly, you will make a chirp-chirp or trill in loud, clear notes.

With practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird callout with marking pen designs or your own initials or other means of identification.

LEARN TO IMITATE BIRD CALLS AND SONGS



Distress Call

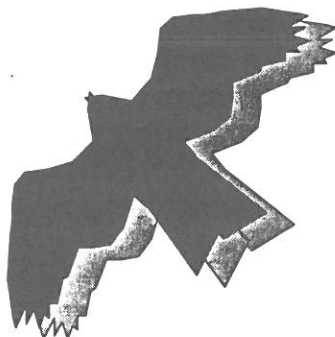


High Notes



Low Notes

The distress call will attract many birds to you. It's a sucking sound. You produce it by kissing a finger [with a loud smack, drawing in breath. For high notes, pucker you lips and whistle the way you would a tune. For low notes, form a large O with your lips and keep your tongue flat.



KNOTS

Why is it important to learn to tie knots? There are a few people in each generation that just get a kick out of seeing how many of the approximately 4,000 different knots they can learn to tie. For most people knots keep your shoes from fall off, tie up bundles of limbs and twigs for trash pickup, fly a kite or tie a fly on a fishing line and all those other things that involve string, cord, line or rope.

Each of the 4,000 or so knots has an application for which it is best but we really don't expect Cub Leaders to teach all 4,000 knots to the Cubs. The Boy Scouts have selected five knots that will fill most of the Cub's needs. These knots are Square Knot, Sheet Bend, Bowline, Two Half Hitches and Slipknot. Instructions for tying these knots are in the Bear Cub Scout Book, The Scouting Book of Knots and the Boy Scout Handbook as well as numerous non Boy Scout publications. The uses of these basic knots are:

Square Knot – tie two ropes of the same size and material together.

Sheet Bend – tie two ropes of different sizes and/or materials together.

Bowline – tie a fixed non-slipping loop in a rope.

Two Half Hitches – all-purpose hitch attaching rope to an uneven shape.

Slip Knot – can be used in place of two half hitches where it can be slipped over the end of an object to which it is to be attached.

TEACHING KNOTS

Try to teach Cub Scout's basic knots over an extended period. Do not try to teach them more than two knots in any given session.

Most boys will start to get confused after the second knot.

Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys see more clearly how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your den chief would be good at this.

ROPE CARE

The ends of a rope should be whipped or taped to hold the fibers in place. Instructions for this are in the Bear book. The rope should be stored dry. A natural fiber rope will rot if put away wet and manufactured fiber will mildew. The rope should be clean. Dirt in the rope will damage the fibers and weaken the rope. Remove all knots and kinks. Knots or kinks in a rope for a long period of time will damage the fibers and weaken the rope.

LEAF COLLECTIONS

One of the best ways to learn to identify trees is by their leaves. Leaves can be preserved by drying or by sealing them with a wax or glycerine solution. Leaf prints can be made in several ways. Plaster casts can also be made of leaves.

DRYING LEAVES

1. Select a leaf that is fully grown and has not been damaged by insects. Keep it in a sealed plastic bag until ready to dry.
2. Lay the leaf between a folded sheet of newspaper. Add several more layers of newspaper underneath and on top. Cover with a board the same size as the newspaper.
3. Weight the newspaper pad with books or rocks. Leave to dry for about 10 days, changing the inside layers of newspapers every few days.

MOUNTING LEAVES

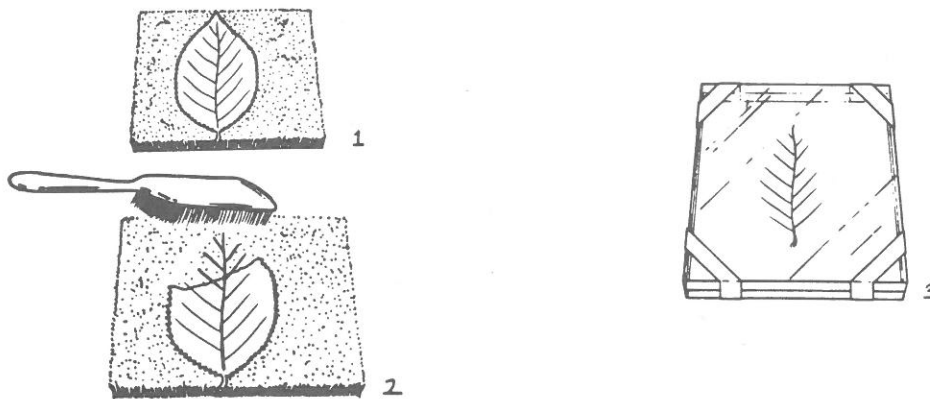
1. Glue the dried leaf to mounting paper, such as cardboard, large index cards, construction paper, or a scrapbook page. Thick stems can be held in place with tape.
2. Label with name and location of tree and date.
3. Dried or fresh leaves can be protected with transparent adhesive-back plastic.

MAKING A LEAF SKELETON

The delicate veins of a leaf can be seen by removing the fleshy part of the leaf. This will allow you to see the network of leaf veins through which the leaf got the raw materials (minerals and water) needed to make food that was carried through

the veins to the rest of the tree. Use a fresh, green leaf with touch veins, such as an oak leaf.

1. Place leaf on an old piece of carpet or a pad made from several thickness' of felt or soft cloth.
2. Tap leaf with a hairbrush or shoebrush. Periodically turn leaf over to tap the other side. Continue tapping until only the veins are left.
3. Dry the leaf skeleton between layers of weighted newspaper. Then mount on paper or between two pieces of glass held together with tape.



MAGIC LEAF GAME

Each boy gets to know his leaf by its shape, size, veins, etc. Then put all leaves in a pile and let one boy at a time try to find his.

GRAB BAG GAME

Collect about 15 nature items such as pine cones, nuts, shells, etc. and place each in small paper sack. Pass the sacks around the circle of boys and let them try to identify the object by feeling the bag.

ABC HIKE GAME

Write the letters of the alphabet vertically on a piece of paper. On hike, find an object, sound, or smell in nature for each letter.

LEAF QUIZ

Identify each leaf in the squares below it. Letters in large spaces spell out a message. When written in the squares on the bottom of this page. The clues should be you!

1. EXAMPLE:

NOTE: THE LARGE "C" IS THE FIRST LETTER OF THE MESSAGE BELOW. THE OTHER LARGE LETTERS FOLLOW IN SEQUENCE.

ALSO CALLED CANOE BIRCH

SEED

PAPER BIRCH

2. ...FROM LITTLE ACORNS GROW	3. LIKE IN BALES, MAN	4. WHAT'S LEFT OF A FIRE	5. SEED	6. SEEN' RED
7. ALSO CALLED SHADBUSH. HAS RED BERRIES	8. TALLEST TREE IN THE WORLD! RELATED TO THE GIANT SEQUOIA	9. SOCRATES DRANK IT—HIS LAST DRINK	10. ITS FLOWERS RESEMBLE THE DUTCH KIND	11. LIKE GETTING ALL DRESSED UP
12. A CONIFER—SOUNDS LIKE A WOOD USED FOR MODEL PLANES	13. FRUIT ALSO CALLED PLANE TREES	14. HAS THREE DIFFERENT-SHAPED LEAVES ON EACH TREE. ROOTS USED TO MAKE A TEA	15. ITS NUTS ARE GOOD TO EAT	16. ALSO CALLED TUPELO AND PEPPERIDGE
17. SEED ALSO A BIBLICAL PLAGUE	18. SEED THINK OF WAFFLES AND PANCAKES	19. ALSO CALLED AMERICAN BASSWOOD	20. WHAT SCOUTS ARE (WITHOUT A U)—ALSO CALLED QUAKING ASPEN	21. NUT THIS THE BLACK VARIETY. THE WHITE IS CALLED BUTTERNUT

SCORE YOURSELF
 19-21 YOU'RE A REAL WOODSMAN.
 13-18 VERY GOOD
 6-12 YOU MUST BE A CITY BOY.
 0-5 TURN IN YOUR AXE.

HERE'S
 THE
 MESSAGE:

C [] [] [] [] []
 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

ANSWERS:
 1. PAPER BIRCH
 2. HICKORY
 3. HICKORY
 4. SPRUCE
 5. HICKORY
 6. RED MAPLE
 7. HICKORY
 8. SEQUOIA
 9. SPRUCE
 10. DUTCHMAN'S PIPE
 11. SPRUCE
 12. PINE
 13. MAPLE
 14. HICKORY
 15. HICKORY
 16. HICKORY
 17. HICKORY
 18. MAPLE
 19. HICKORY
 20. HICKORY
 21. HICKORY

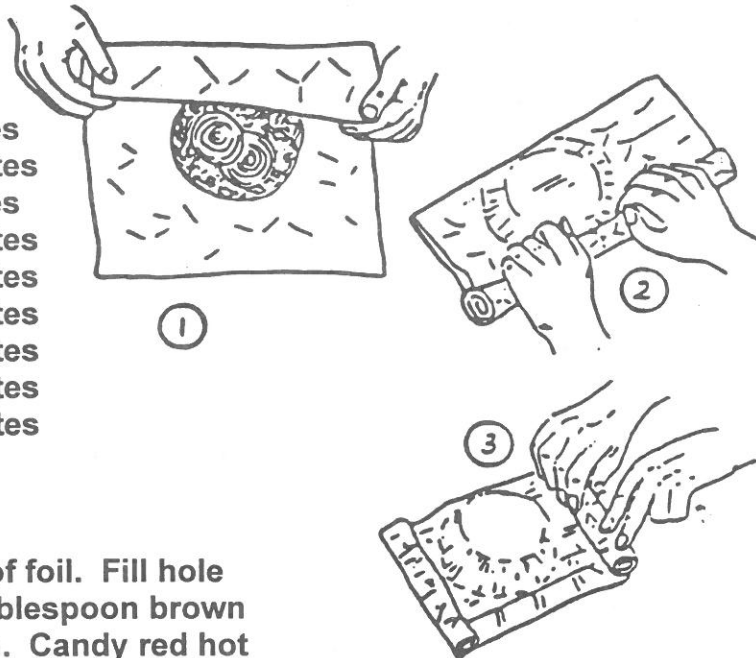
FOIL COOKING

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

A shallow bed of glowing coals that will last the length of cooking time is necessary.

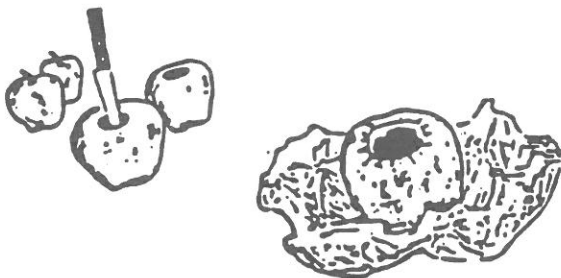
FOIL COOKING TIMES

Hamburger	8-12 minutes
Chicken pieces	10-30 minutes
Wieners	5-10 minutes
Pork Chops	30-40 minutes
Carrots	15-20 minutes
Ears of Corn	10-15 minutes
Whole potatos	45-60 minutes
Potato slices	10-15 minutes
Whole apples	20-30 minutes



BAKED APPLES

Core apple. Place on square of foil. Fill hole with 1 tablespoon raisins, 1 tablespoon brown sugar and a dash of cinnamon. Candy red hot also make a good filling. Wrap foil around apple and bake in coals for 20 minutes.



FOIL DINNER

Lay a hamburger patty or pork chop on sheet of heavy-duty foil. Cover with slices of potato, onion, and carrots. Season with butter, salt, and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

BOX OVEN

1. Cut around box top leaving it attached at back.
2. Line inside of box and inside of cover with two (2) layers of heavy duty aluminum foil.
3. Make side holes for rods or coat hangers – about 5” apart.
 1st pair holes – 4” from bottom
 2nd pair holes – 6” from bottom
4. Make air hole in back of box – about 1 – ½” square.
5. Insert rods or opened coat hangers through side holes.
6. Put wire mesh over coat hangers to hold food. (If using rods, no wire mesh is needed).

FUN WITH TREES

Each tree is a special, individual living thing, just as each person is. So it's fun to try to get to know one tree individually. Walk through a forest, park, or yard and choose one tree – any tree you like.

- Look at the tree from a distance. Where is it growing? What color is it?
- With your fingertip, “trace” in the air the shape of the tree. Start from the ground, go up to the top, and back down to the ground.
- Describe the shape of the tree. Do the branches grow upwards, sideways, or downwards?
- Make a telescope with rolled-up paper or your hands. Look through this telescope at the tree from a distance.
- Take a close look at the tree. What things do you notice about it? Write them down. Does it have leaves? Needles? Cones? Blossoms? Nuts? Fruit? Are there birds in it? What kind? Do you see a nest?
- How are you and your tree alike? Different?
- Look at the trunk. Is it straight or bent, single or divided? Is there any moss or lichen growing on it?
- Close your eyes. Press your cheek against the tree. How does it feel? Is it rough? Smooth? Uneven? Even? Is the bark thick or thin?
- Keep your eyes closed and sniff the tree. How does it smell? What does the smell remind you of? Smell the sap, needles, leaves, and bark.
- Press your ear or a stethoscope against the tree. Can you hear its heartbeat? What other sounds does the tree make.
- Measure the distance around the trunk 3 feet from the ground.

- How old do you think the tree is? Who are its neighbors? Can you see any roots?
- What plants grow under the tree?
- Make a sketch of the tree.
- How might the tree look 25 years from now, or 100 years from now?
- What do all trees have in common? How are some different from others?
- Make bark and leaf rubbings.
- If you can climb the tree, do. Sit up there and look around to see how the world looks to your tree. What has this tree seen in its life? What does the tree know?

COUNTING TREE RINGS

Find the stump of a tree that has just been cut down. Count the rings to see how old the tree is. Each ring represents a growth of one year. A wide ring shows a good year of growth for the tree, with lots of rain and plenty of sunshine. A narrow ring shows the opposite; not enough rain and a poor growing season. When a tree is hurt by forest fire, its growth may be slowed down for several years.

BE A STUMP DETECTIVE

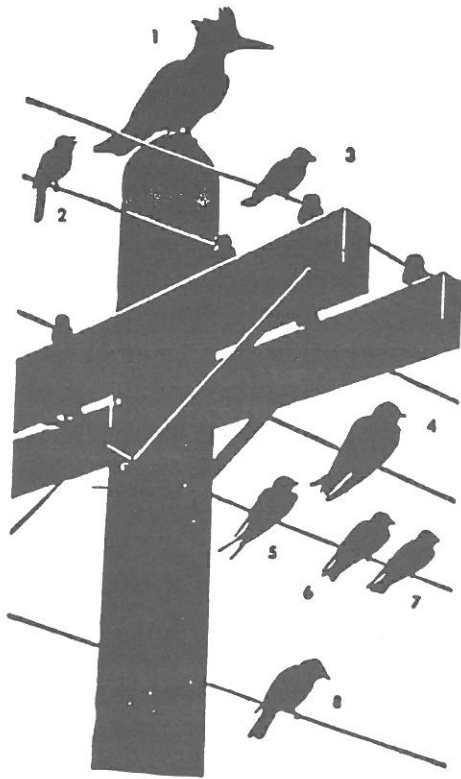
Study a tree stump and, by observation and deduction, decide the facts about the tree's life and death.

- What kind of tree was it? There may be dry leaves still lying around the base.
- How old was it when it was cut?
- In what year did it start growing?
- In what year did it grow most rapidly?
- Was the summer 20 years ago rainy or dry?
- How was the weather 12 years ago?
- Was the tree damaged in a forest fire? In what year?
- How was the tree cut? With an ax? With a saw? With both?

TREE TAGGING

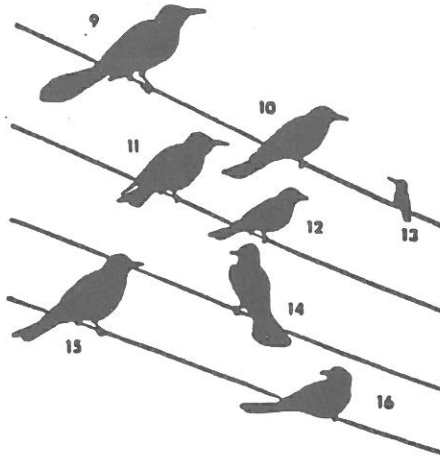
Divide group into teams. Give each team 20 pieces of 1-inch gauze bandage, 12 inches long, with numbers from 1 to 20 written on them in a different color for each team. The object is to tie the gauze bandages on as many different trees as possible within 100 feet of a starting point. One team member keeps a list of the trees tagged. The team tagging the most trees correctly within the time limit is the winner. Remove the gauze before you leave.

BIRD SILHOUETTES



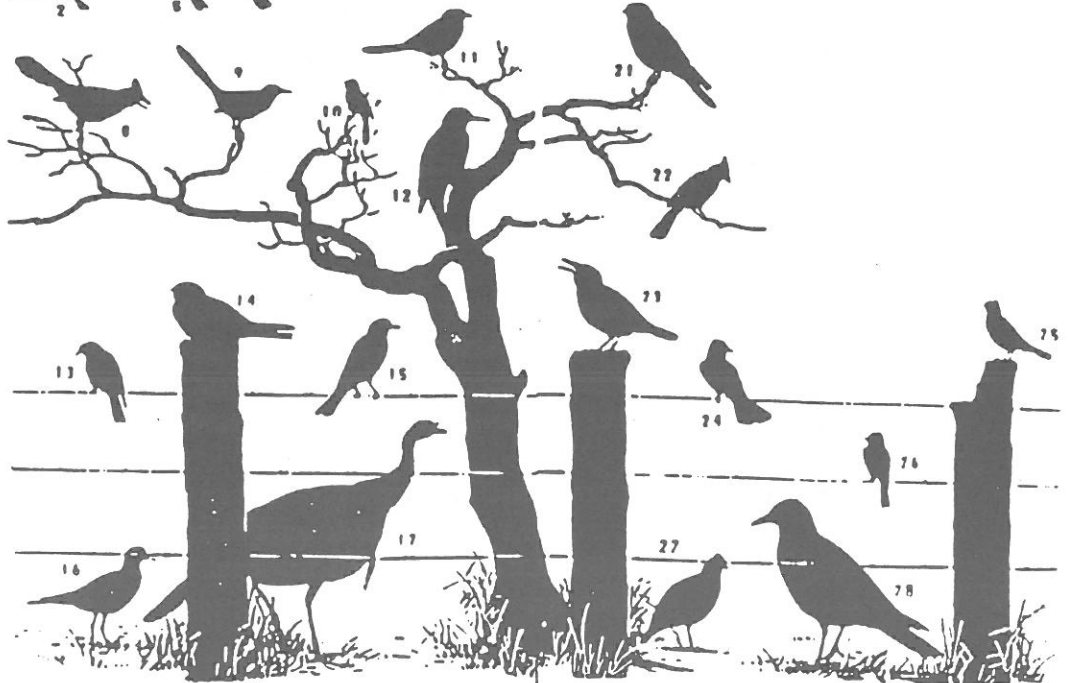
ROADSIDE SILHOUETTES

- | | |
|------------------|-----------------|
| 1. Kingfisher | 9. Grackle |
| 2. Lark Sparrow | 10. Blackbird |
| 3. House Sparrow | 11. Starling |
| 4. Purple Martin | 12. Cowbird |
| 5. Barn Swallow | 13. Hummingbird |
| 6. Tree Swallow | 14. Kingbird |
| 7. Cliff Swallow | 15. Robin |
| 8. Bluebird | 16. Shrike |

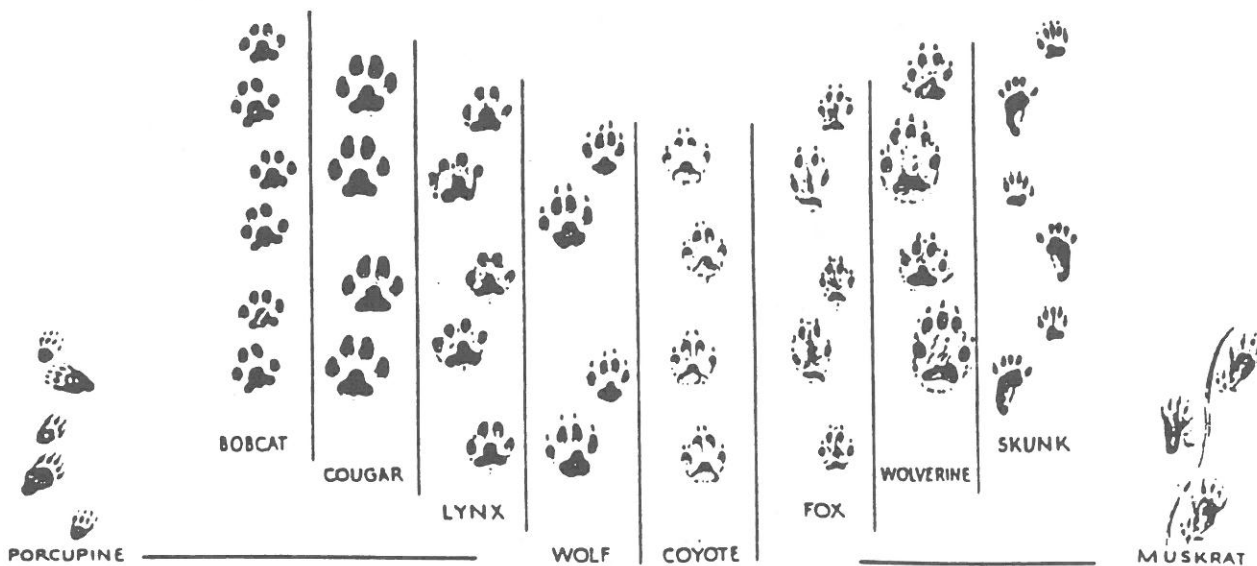
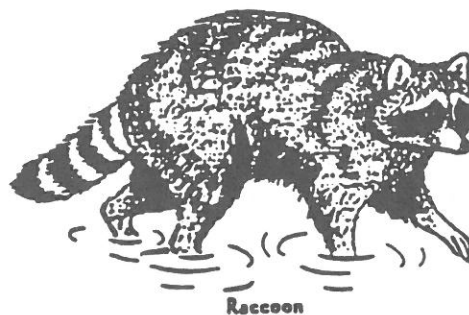
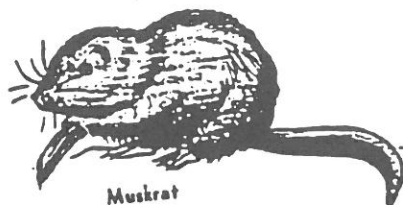
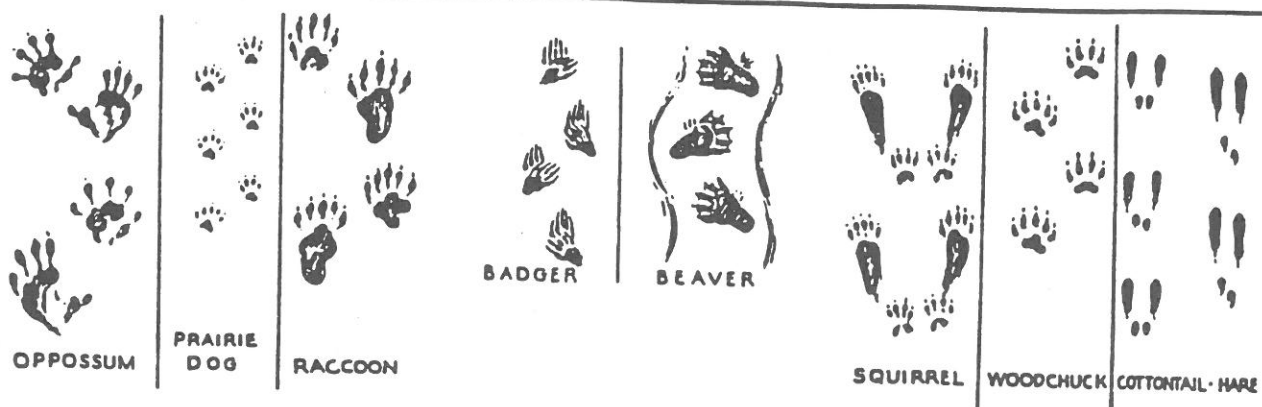


ROADSIDE SILHOUETTES

1. Mourning Dove
2. House Sparrow
3. Grackle
4. Starling
5. Cowbird
6. Blackbird
7. Kingfisher
8. Blue Jay
9. Mockingbird
10. Lark Sparrow
11. Shrike
12. Flicker
13. Bluebird
14. Nighthawk
15. Robin
16. Killdeer
17. Turkey
18. Purple Martin
19. Barn Swallow
20. Cliff Sparrow
21. Sparrow Hawk
22. Cardinal
23. Meadowlark
24. Kingbird
25. Horned Lark
26. Plover
27. Bobwhite
28. Crow



COMPARATIVE TRACKS





WEBELOS

WEBELOS PROGRAM

Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family-based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Webelos Den Leaders have two objectives:

Provide every Webelos Scout the opportunity to earn his Arrow of Light.

Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.

WEBELOS DEN LEADERSHIP

Webelos Den Leader - Should be interested and enjoy working with 4th and 5th grade boys and serve as a role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos Den Leader also provides regular coaching to the Den Chief related to the den's program activities.

Assistant Webelos Den leader – Assists the Webelos Den Leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief – A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader.

Activity Badge Counselor – Various adults, often parents who have knowledge of one or more activity badge areas. They are recruited by the Webelos Den Leader and help Webelos Scouts gain self-confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach – In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos Resource Person – A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills, but equally important, should know where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos den(s).

KEEP IN MIND YOU DO NOT HAVE TO DO IT ALL YOURSELF. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope with both your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.

UNDERSTANDING WEBELOS SCOUTS

As a Webelos leader this may be your first exposure to dealing with several boys in this age group. You may feel intimidated or even frightened. If you are in either of these groups you are not alone. Many new leaders feel the same way. As nine and ten year old's a group of boys can be a challenge, but they are also a lot of fun. The Webelos program, as designed, allows the boys of this age group to stretch themselves, be challenged and have fun.

Nine-year old boys are very inquisitive by nature and want to be challenged. The program you provide should fill their needs yet not be so difficult as to discourage them. Exposure to skills does not necessarily mean mastery of skills, just a challenge, a learning experience and fun. Some boys this age have a terrible time with skills. The desire is there, but ability may not be. Remember that any real attempt on their part is the challenge and even the reward. Never compare one boy's accomplishment to another's. At this age a boy needs a compliment for a job done to his ability. Nine year old's also need learning to be fun. Along the theme of the particular activity use games, both mental and/or physical, where possible. The challenge to this age boy comes in many forms, and when fun is involved the learning can become easier.

At nine the boys can be unpredictable. One week he loves the current activity. The next week the continuance of the same activity bores him. The key here is to keep them busy, and to keep all the boys involved. Have the bored boy show the others or you how he is doing his project or skill. Two-deep leadership is an important factor here. Two helping and guiding works well.

First-year Webelos also like to tease, poke, verbalize or antagonize the other boys, but hate it when the same is done to them. Two will "gang up" on one, then just as fast one of the pair will be best friends with the boy being teased. As the group gets older thought it generally gels into a unit and although everyone isn't "best friends" they look out for one another.

As the first year progresses you will begin to see a change in the boys overall maturity level. At first it may not be readily apparent. Then after a particular meeting you will be aware the boys were more attentive, or quieter, or more on task. After a little thought you will realize they have been this way over the last few meetings, or maybe at the last pack meeting. At this point you begin to hand over more responsibility to the boys.

The ten-year old Webelos is generally more mature than he was in his first year in your den. His self-control is greater. His willingness and ability to lead is better. His strength and self-confidence are higher. The poking and teasing and silliness general decreases. The unit becomes stronger as a result. As this happens you as their leader should hand over more of the den responsibilities to the boys. Taking roll, collecting dues, deciding on activity pins to work on, den activities planning, etc. goes to the boys, and your job becomes easier.

As second-year Webelos the boys are now most likely mature enough to understand the need for being quiet at pack meetings and often begin to attempt to keep the younger boys in the pack quiet at the appropriate times. However, remember these ten year olds are still boys, so don't expect too much from them.

In summary, when you reflect back on your first few meetings with nine year olds and compare them to your last meeting with them as ten year olds you will see a greater change than you ever imagined possible.

TRAINING AVAILABLE

Webelos den leaders and assistants should complete their district's Cub Scout Leader Basic Training and a Outdoor Webelos Training experience. They should also attend their district's monthly roundtables and council pow wow.

Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout Scoutmastership Fundamentals before they start the second year. In this way, the leaders will better understand the Boy Scout program and will be able to adapt their meeting and activities in the final stages of this transitional period.

PROGRAM PLANNING

The Webelos den does not operate with the recommended monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack, and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Annual Planning – A Webelos/Troop annual planning meeting should be held during the summer before the pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

Monthly Planning – At least once each month the Webelos den leader, assistant, Webelos den chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

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 the way to manhood.

THE TWO YEAR WEBELOS PROGRAM

The Webelos program is structured as a two-year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances for each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second year boys.

SEPARATE DENS

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (*or dens*) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (*or dens*) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as

second year badges. Keeping in mind, that Fitness is required for the Webelos rank, and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First Year	Second Year
Aquanaut	Artist
Communicator	Athlete
Craftsman	Citizen
Family Member	Engineer
Fitness	Geologist
Forester	Outdoorsman
Handyman	Readyman
Naturalist	Scholar
Showman	Scientist
Traveler	Sportsman

Other arrangements are, of course, possible.

Combined Dens

For small packs with limited membership and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2-year program. One way, is to run a combined first and second year program, alternating working on first and second year badges.

Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.



AQUANAUT ACTIVITY BADGE

AQUA-SPUD

Number:	4 or more	Equipment:	One or two beach balls
Organization:	Individual	Area:	Shallow water

This is a variation of the traditional dry-land game, which has been so popular through the ages.

All participants stand in a group in the center of the beginners' area. One player has a light beach ball, which he throws into the air. As he throws the ball he calls the name of one of the contestants. This contestant rushes to get possession of the ball, and all other players scatter as fast and as far as possible. When the player secures the ball whose name was called, he shouts, "Halt!" All participants stop and stand still. The player with the ball then has an opportunity to try and hit any one of the other players by throwing the ball at him. Players may avoid being hit by ducking underwater. If the thrower misses his target he has one spud counted against him. If he hits the one at whom he is aiming, the player so hit receives one spud. When the ball strikes a player, he may try to hit someone else. The first player to receive three spuds must duck under water five times.

NOTE: The more players, the more fun. Success also depends on keeping the ball moving rapidly so that the players don't have much time to "get set". If things are moving slowly, use two balls.

DUCKING NUMBERS

Number:	6 or more	Equipment:	None
Organization:	Circle	Area:	Shallow water

Players form a circle and each player has a number. The instructor calls three or four numbers and the players with those numbers must duck underwater before the instructor counts to three. If anyone fails to duck in the allotted amount of time, he goes to the center of the circle. As the game progresses the count may be shortened. Those splash the players in the center of the circle when the game ends in the outer circle.

STEAMBOAT RACE

Number:	2 or more	Equipment:	None
Organization:	Individual	Area:	Shallow water

Beginners line up on starting line. At the signal everyone does a prone glide and flutter kick to the opposite side of the beginners' swim area. Contestants may come up for air, but must stand up to do so. The race may also be run as a round trip with the first one back to the starting line the winner. Vary this one by doing it in relay fashion.

TUGBOAT RELAY

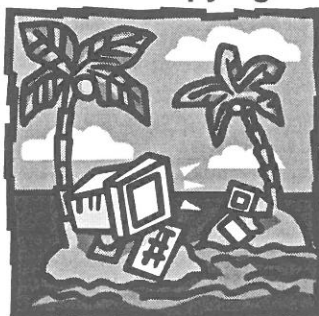
Number:	8 or more	Equipment:	None
Organization:	Team	Area:	Shallow water

Divide the group into as many teams of four as possible. Team members line up four abreast, each member about three feet from the one next to him. Number one (on the left of the team) does a prone float. Number two grasps number one's wrists and pulls him along until number three can grasp number one's wrists, he pulls number one until number four can grasp number one's wrists, and number four then pulls number one along until number one reaches the end of his team. Number one then takes number four's place and number two does the prone glide. The tugboats pull along each team member in turn, until the team members are back in their original positions. First team to have all the tugboats back in original position wins.

I SPY!

Number:	2 or more	Equipment:	None
Organization:	Pairs	Area:	Shallow water

This stunt makes it necessary to open the eyes underwater. Participants pair off. One player of each pair takes a deep breath, submerges his face and opens his eyes. The other player extends, underwater, as many fingers of one hand as he likes. The player whose face is underwater tries to see the number of fingers extended by his buddy. When he thinks he has seen correctly he brings his head out of the water and says, "I spy three fingers" (or one finger, two fingers, five fingers) ... however many he thinks he sees. The number of fingers extended must be identified by sight. It is not permissible for the underwater spy to touch his opponent's fingers in order to ascertain the number extended! The fingers should be held fairly close to the spy's eyes so that too much water does not distort the vision. Players take turns at spying.



ARTIST ACTIVITY BADGE

TRY THIS! AFTERIMAGES

Eyes are funny things. Sometimes they can fool you. Here is proof. Get some pieces of brightly colored paper, cardboard or cloth. Be sure the colors are bright. Use red, green, blue, yellow, orange and violet. Cut 3-inch circles from the colored sheets. You'll need a sheet of black and a sheet of gray paper or cardboard too.

Go outdoors in the bright sunlight or sit under a bright lamp indoors. Put the red circle on the black paper and look at it steadily for at least thirty seconds. Be sure that you don't move your eyes. Sometimes the experiment works better if you shut one eye. Now take the red circle away and continue looking steadily at the black background. You should see a circle on it...but the color will be green, not red!

Try the experiment again, with a gray instead of black background. The gray will also appear to be green. Turning off the light or moving into shadow sometimes increases the effect.

Try again, using a green circle. The afterimage will be red. Use a blue circle and the afterimage will be orange. An orange circle will give a blue image; yellow will give violet and violet will give yellow.

We say that opposites are complementary colors. We can arrangement them in a circle as shown below. The order of colors, starting from violet to blue is the same as in the rainbow.

Many of the beautiful effects in paintings come from the action of afterimages. The afterimages come from the "retinal fatigue". The eye can get tired, just like a muscle. It gets tired from looking at just red. And so, when you take the red away, the retina of the eye tries to see just the opposite or complementary color. Look at the circle below again and see if you can determine the afterimage or complementary color to red-orange. What about blue-green?

SLIPPERY FINGER PAINT

Put on OLD clothes and cover your worktable well with old newspapers when you try this colorful project.

You'll need:

- 1 envelope unflavored gelatin
- $\frac{1}{2}$ cup cornstarch
- 2 cups hot water
- 1 small bowl
- 1 large spoon
- 1 stove
- powdered or liquid clothing dye (if liquid dye is used, increase cornstarch to $\frac{3}{4}$ cup)
- $\frac{1}{4}$ cup cold water
- $\frac{3}{4}$ cup cold water
- $\frac{1}{2}$ cup mild soap flakes or detergent
- 1 medium-size saucepan
- heavy paper to paint on

(You might also use old bowls or jars)

In a small bowl, soak gelatin in $\frac{1}{4}$ cup cold water. In saucepan, combine cornstarch and $\frac{3}{4}$ cup cold water. Stir 2 cups hot water into starch mixture and cook over medium heat, stirring constantly till mixture comes to a boil.

When mixture becomes smooth and creamy-looking, remove from heat. Blend in softened gelatin. Add soap flakes or detergent and stir till mixture is thoroughly dissolved.

If you want different colors of paint, divide mixture into portions in jars or bowls before you add dyes.

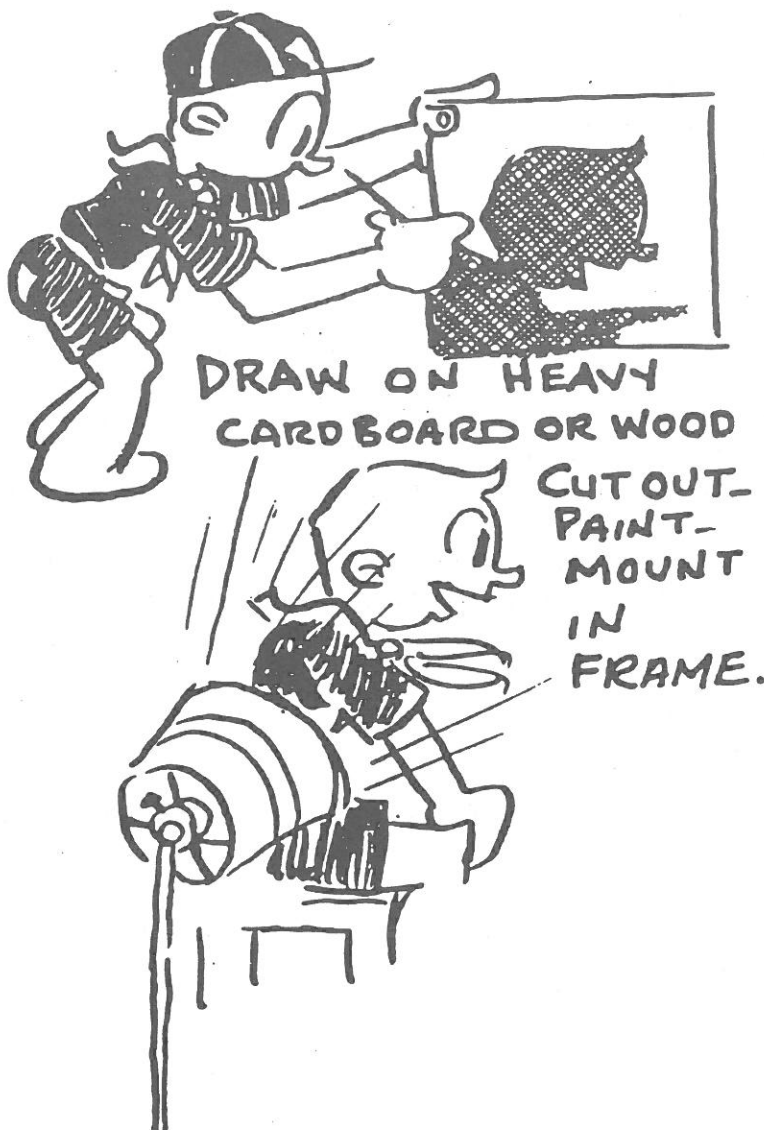
Stir in about a teaspoon powdered dye or a tablespoon liquid dye for each cup of mixture. Paint should be cooled before you use it.

Rub, smudge, or blend paint on paper. To keep paper from curling, weight edges down while pain dries.

HOW TO MAKE SILHOUETTES

Silhouettes of each den member make the meeting place take on new meaning. Tract the Cub Scout's shadow on plywood or thick cardboard as shown. Cut out, paint black, and mount on colored or white background. Now frame it and hang in your hall of fame.

Changing the distance of the light to the subject can regulate the size of the shadow.

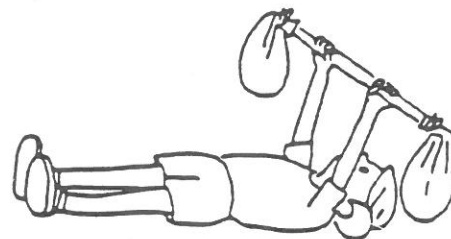
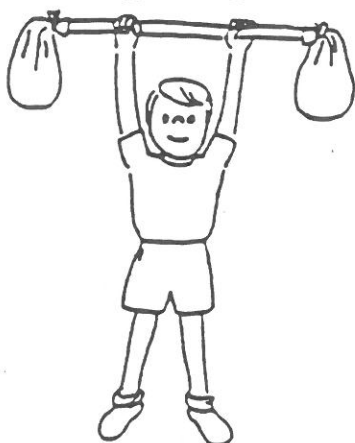


ATHLETE ACTIVITY BADGE

Athletes are strong. But they also have agility and coordination. Agility permits the athlete to move quickly in any direction. Coordination means muscles do quickly what the brain orders. Webelos Scouts can improve their strength, agility and coordination while earning the ATHLETE ACTIVITY BADGE.

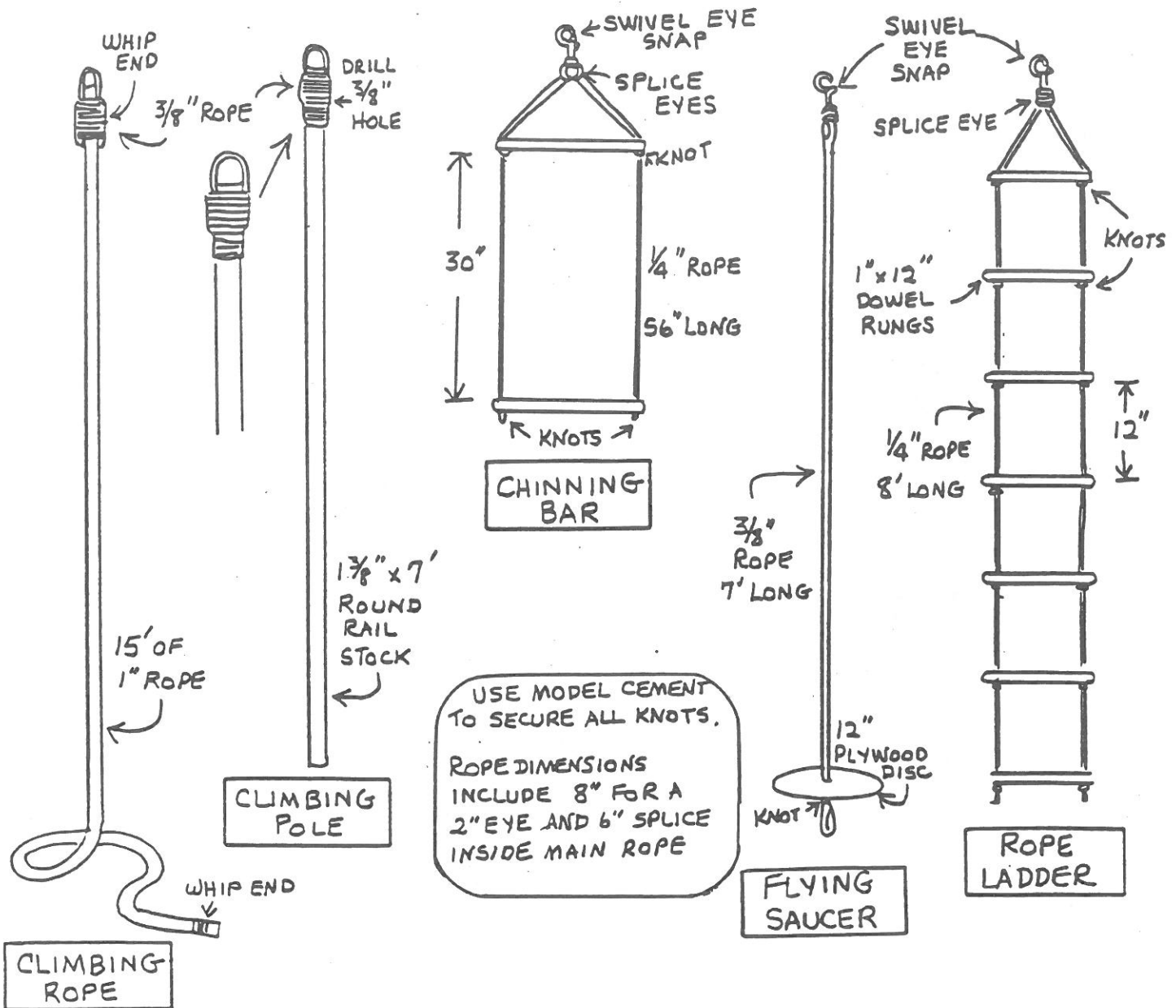
To make homemade barbells you need a broomstick and two strong sacks (or maybe an old pillowcase.) Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place. The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.

Try this for a month. Every other day do 20 minutes of pull-ups; push ups, and sit-ups. Work hardest on the exercise equipment to complete the Athlete Activity badge. If you don't have a bar for practicing pull-ups, balance a broom between two chairs. Pull-ups are easier this way. But if you can do six pull-ups in this manner, you should be able to do three on a regular chinning bar. After practicing, you may find that push-ups from the floor are too easy. Make them harder by putting your hands on the seats of two chairs, fingers pointing forward. Keep your body straight and dip as low as you can. Then up. Then down. If it still is too easy put chair and try again.



SKY HOOK GYM

With this skyhook gym, you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unsnap one piece of equipment and snap-fasten another of your choice in its' place. They gym is designed for use indoors or outdoors. For outdoor use, all you need is a suitable tree limb from which you can hand a large pulley and suspend the sky-hook line. For indoor use you can use a garage doorway which has an 8' clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye 8' above the ground. Remember to use a mattress or pad underneath the line if there is concrete or hard paving underneath. Braided polypropylene rope is used because it is 40% stronger than manila and it is so easy to splice. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.



CITIZEN ACTIVITY BADGE

STORY OF THE STAR SPANGLED BANNER

Francis Scott Key was a lawyer in Washington D.C. In 1814, during the War of 1812, Key was asked to go on a mission with Colonel J.S. Skinner. They were to sail under a flag of truce to ask for the release of an American prisoner, but would not let the Americans return immediately because the British were planning to attack Baltimore.

During the night of September 13-14, Key, Skinner and Dr. Beanes (the prisoner) stood on the deck of their flag-of-truce ship which was anchored eight miles down river, watching the attack. They were well out of the fight, but near enough to see most of the action. During the night the bombs and rockets provide that the city had not surrendered, but now there was an eerie silence, broken only by an occasional distant gun. Key found himself torn with anxiety. He did not know the fate of the city or of Fort McHenry. He hated the war, yet here he was in the middle of it. But he was first and last an American, and in these hours of suspense he fervently, desperately prayed that the American flag was still waving over the Fort.

The rest of the night the three Americans paced the deck, scarcely daring to think what daylight might bring. Again and again they pulled out their watches trying to judge when the dawn would come. At five o'clock the first light of day tinged the sky. But there was no sun ... rain clouds hung low ... and patches of mist swirled across the water. It was growing brighter all the time. Finally Key raised his spyglass and he saw it! Standing out against the dull gray of the clouds and hills was the American flag, still proudly floating above the Fort. Turbulent, fervent thoughts raced through his mind. These thoughts began to take poetic shape. Using the back of a letter, which happened to be in his pocket, Francis Scott Key began to jot down lines and phrases...

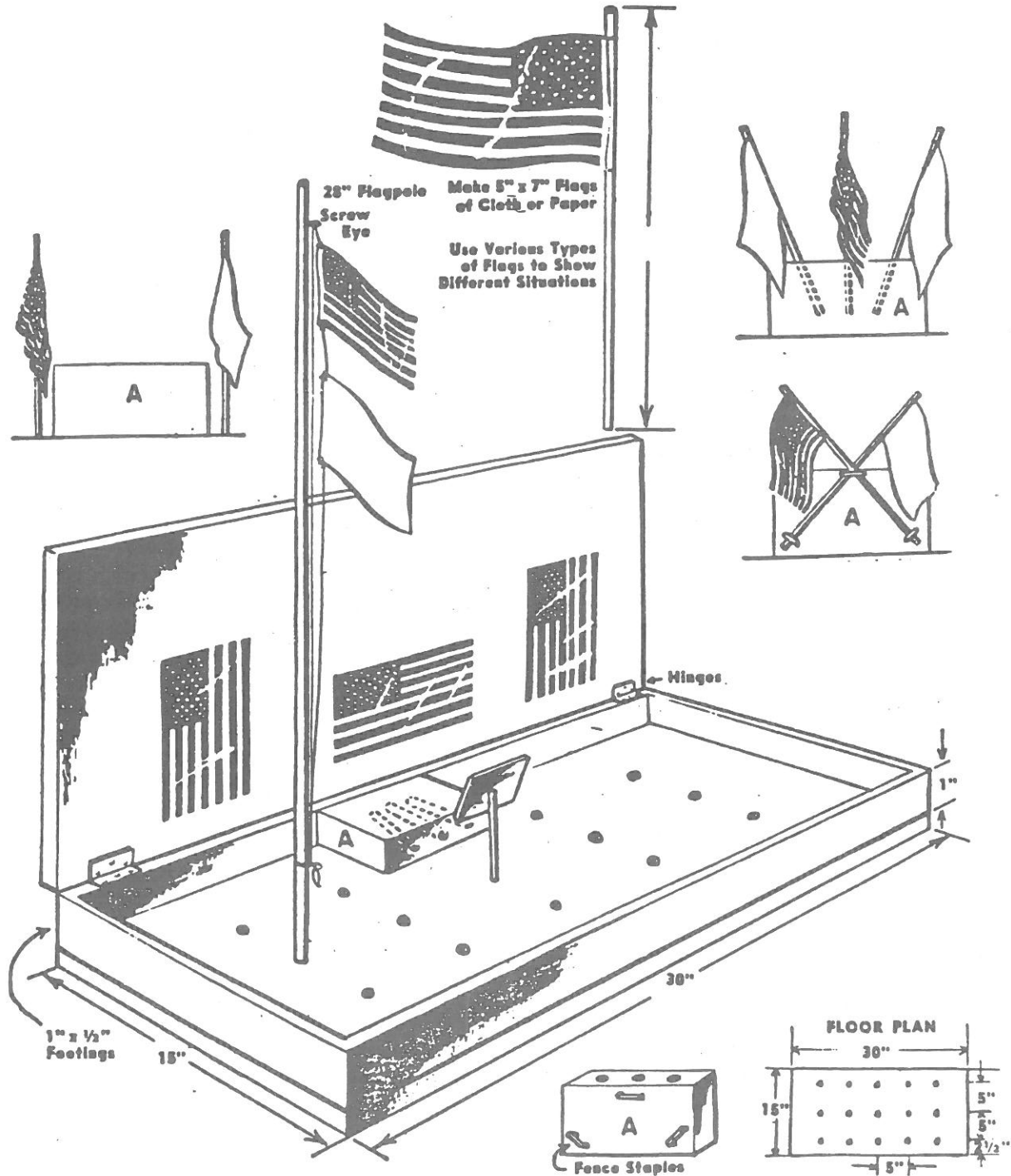
Finally on the evening of September 16, the Americans returned to Baltimore. There would be no sleep for Francis Scott Key that night. Vivid thoughts of the scenes he had witnessed raced through his poetic mind. He had tried to express his feelings – the thrill of seeing the flag at dawn – in a few lines scribbled down right after the attack. Later he added more lines. He called this poem “The Defense of For McHenry”. Almost from the start he thought of it as being sun to the tune of “To Anacreon in Heaven”, a popular song of that period. It would be weeks before it would become known as “The Star Spangled Banner”.

The song caught Baltimore’s fancy right away. It was published in the newspaper and people were singing it. The fort McHenry garrison adopted it – every man received a copy – and the tavern crowds took it up. The song quickly spread to other cities, as the whole nation rejoiced in the news from Baltimore. Everywhere

Key's stirring lyrics struck the right chord – the rare sense of exultation people felt about this totally unexpected victory.

“The Star Spangled Banner” was made the official United States National Anthem by an Act of Congress in 1931.

Teach flag courtesy in your Webelos Den. Build and use this kit as an aid to teaching and testing flag courtesy.



CRAFTSMAN ACTIVITY BADGE

TOTE TRAY FOR TOOLS

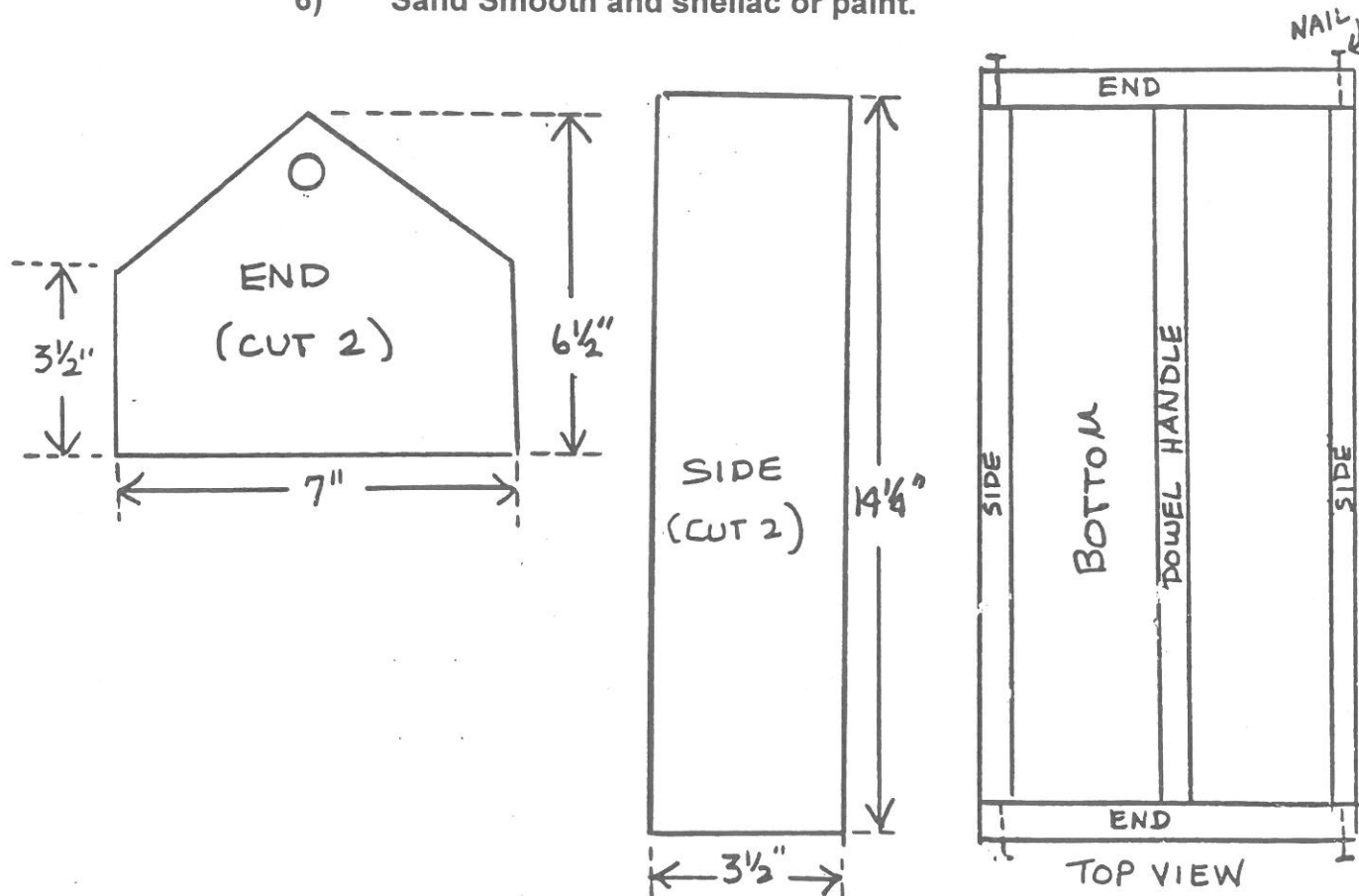
Materials:

Ends 2 @ 3/4" pine 6 1/2" x 7"
 Bottom 1/8" Masonite 7" x 15 3/4"
 Nails 8 @ 1 1/2" for sides

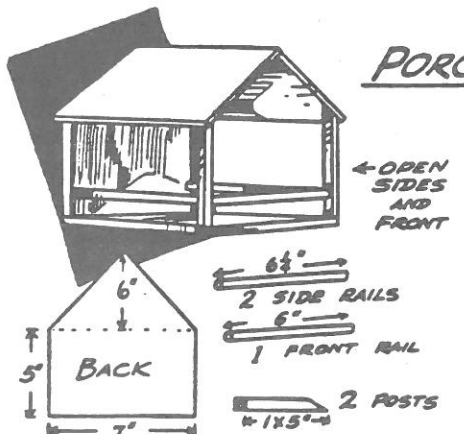
Sides 2 @ 3/4" pine, 3 1/2" x 14 1/4"
 Handle 3/4" dowel - 14 7/8" long
 Nails 14 @ 1" for bottom

Instructions:

- 1) Cut 2 ends as shown in illustration.
- 2) Drill 3/4" holes, 1/2" deep in each.
- 3) Cut 2 sides with sidepieces inside of ends, holes on inside of tray.
- 4) Insert handles in holes before nailing on second end.
- 5) Nail on bottom.
- 6) Sand Smooth and shellac or paint.



BUILD A BIRDHOUSE

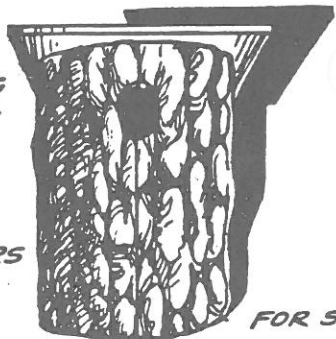


PORCH FOR ROBIN AND BARN SWALLOW

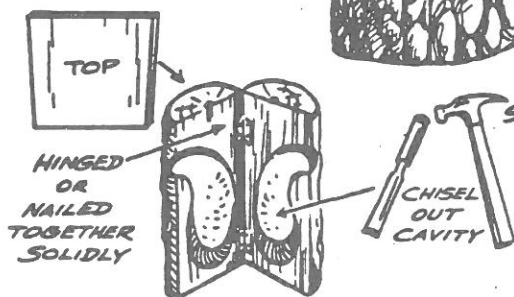


NATURAL LOG

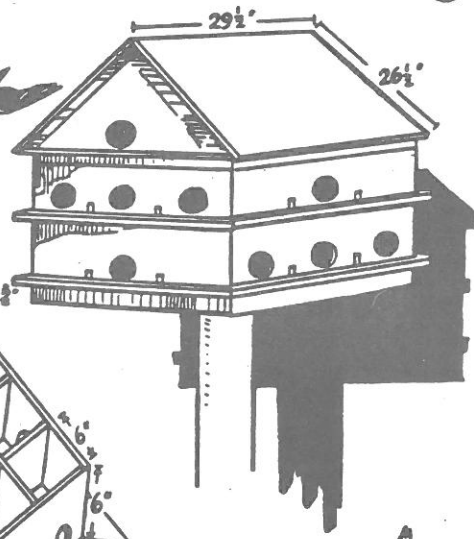
FOR BLUEBIRD
CHICKADEE
WREN
WOODPECKERS



FOR SIZE FOLLOW SPECIFICATION AT BOTTOM OF PAGE

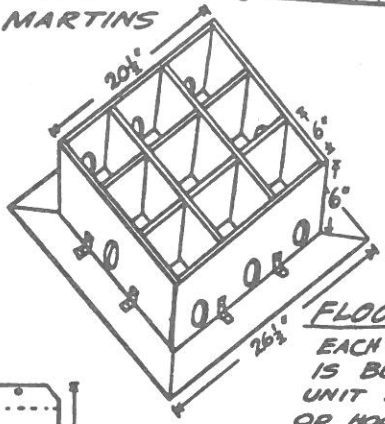


TOP, BACK, AND BOTTOM MADE FROM 1/2" LUMBER
TOP (RIGHT) 7 X 9"
TOP (LEFT) 7 1/2 X 9"
BOTTOM 7 X 8"

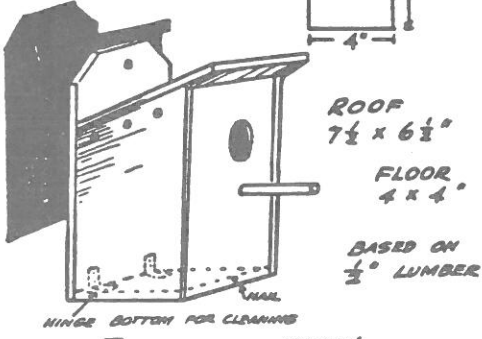
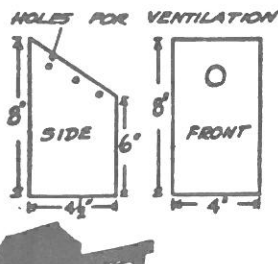


BIRD HOUSES SHOULD BE PLANNED AND BUILT FOR A DEFINITE TYPE OF BIRD (i.e., Martin, Wren, Bluebird, etc.) AND NOT FOR "JUST BIRDS." LISTED ARE MODEL SPECIFICATIONS FOR THE CONSTRUCTION OF EACH TYPE OF HOUSE. ORIGINAL DERIVATIONS CAN BE BUILT. HOUSES SHOULD BE MADE OF WOOD AND IF PAINTED, ALLOWED TO "SEASON" FOR SEVERAL WEEKS. DO NOT PLACE THE BIRD HOUSES IN CLOSE PROXIMITY TO EACH OTHER. ABOUT 4 TO AN ACRE OF LAND IS RECOMMENDED. HOUSES SHOULD BE TAKEN DOWN AND THE OLD NESTS REMOVED AFTER THE NESTING PERIOD.

APARTMENT FOR MARTINS



FLOOR PLAN
EACH STORY IS BUILT AS A UNIT AND HINGED OR HOOKED TOGETHER.



BOX FOR WREN, CHICKADEE, ETC.
FOR BLUEBIRD FLOOR CAVITY 5 X 5"

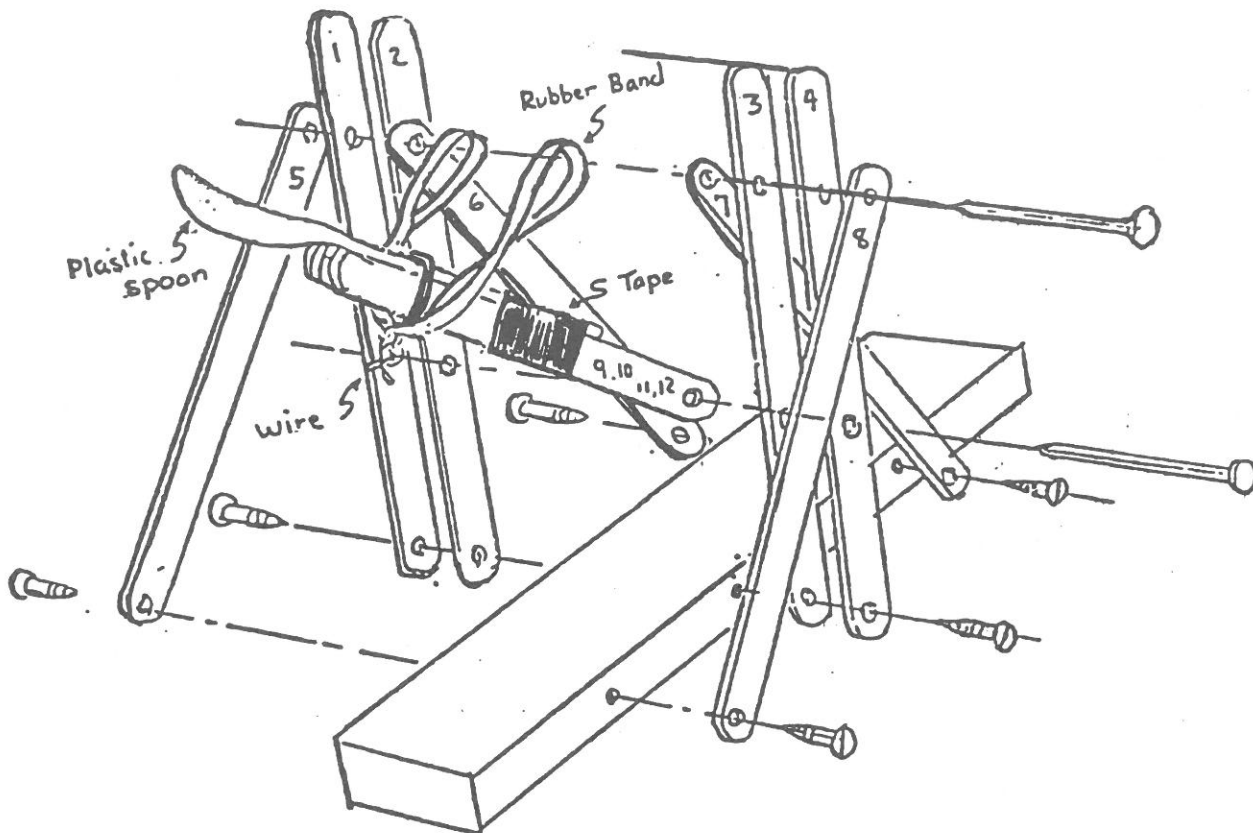
SPECIFICATIONS FOR:	FLOOR OF CAVITY	DEPTH OF CAVITY	ENTRANCE ABOVE FLOOR	DIAMETER OF ENTRANCE	HEIGHT ABOVE GROUND
BLUEBIRD	5 X 5"	8"	6"	1 1/2"	8-10 FT.
WREN	4 X 4"	6-8"	1-6"	1/8"	6-10 FT.
CHICKADEE	4 X 4"	8"	6-8"	1 1/8"	6-15 FT.
TITMOUSE	4 X 4"	8-10"	8"	1 1/2"	6-15 FT.
NUTHATCH	4 X 4"	8"	6-8"	1 1/2"	12-20 FT.
MARTIN	6 X 6"	6"	1"	2-2 1/2"	16-30 FT.
FLICKER	7 X 7"	16"	16"	2 1/2"	6-20 FT.
RED-HEADED WOODPECKER	6 X 6"	12"	9-12"	2"	12-20 FT.
DOWNY WOODPECKER	4 X 4"	8"	6-8"	1 1/2"	6-20 FT.
BARN SWALLOW	6 X 6"		OPEN SIDES		
ROBIN	7 X 8"		OPEN SIDES		

Wallace Higgins

ENGINEER ACTIVITY BADGE

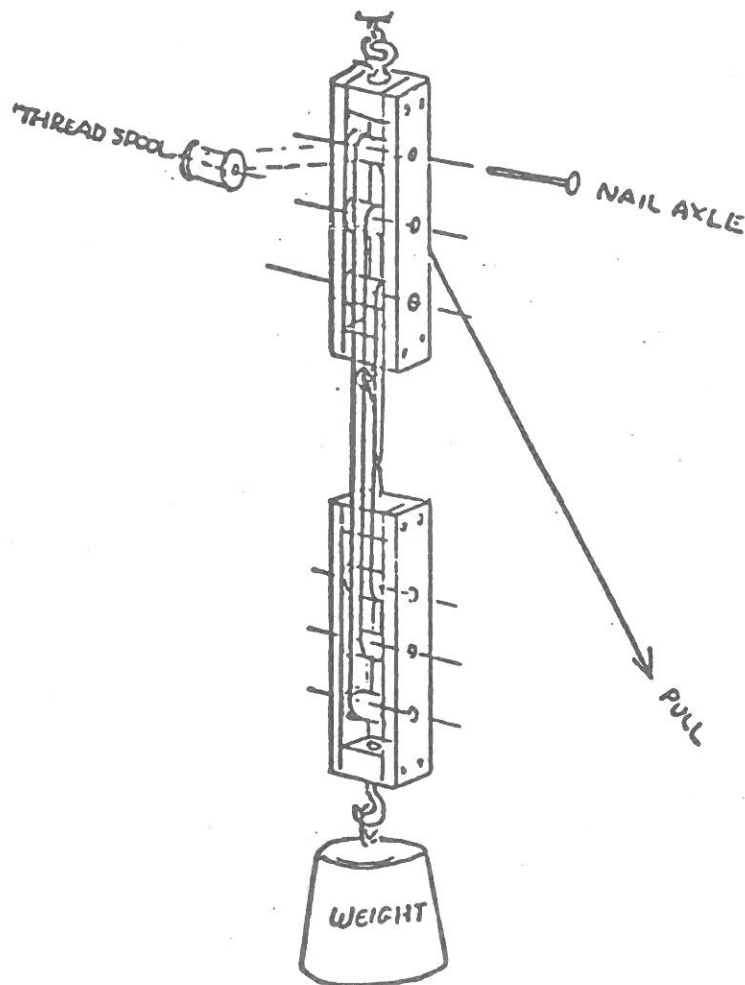
CATAPULT

- | | | |
|-----------------------------------|-----------------------------|--|
| <p>Building materials:</p> | <p>Catapult Arm:</p> | <p>4 popsicle stick, plastic spoon tied on with wire and tape (twist wire for rubber band stop)
1 one rubber band.</p> |
| | <p>Base:</p> | <p>Wooden slat 1 x 2, 10" long</p> |
| | <p>Sides:</p> | <p>8 Popsicle sticks
2 2¼" nails
6 3/8" wood screws</p> |



BLOCK AND TACKLE POWER

One of the requirements for the Engineer Badge is to make a block and tackle and show how it works. This simple machine can be made in the Den with material around the house without going to great expense. The only materials necessary are a few pieces of wood, some hooks, a length of light rope, thread spools, and nails for axles. To construct see illustration. These blocks can be made with 1, 2 or 3 spools.



FORESTER ACTIVITY BADGE

TREE COLLECTIONS

To collect leaves, you have to wait until early summer to secure the best specimens. But there are other collections connected with trees that you can make at other times. The collecting of various woods and different types of bark can be undertaken any time of the year. The seasons for collecting buds are late winter and very early spring; for collecting tree seeds, the fall of the year.

WOOD COLLECTIONS

A collection of wood specimens gives you a chance to study the interior structure of a tree. It will make you marvel at the fact that millions of cells can grow together to form a substance as soft and as easily carved as white pine or as hard as the maple wood used for making fine furniture.

In making your collection, settle on a reasonable length and thickness for your specimens. Then cut them with various cuts – crosswise, lengthwise, slanting – to show all the features of the wood.

BARK COLLECTIONS

Each kind of tree has its own special kind of bark. Some trees have smooth bark that fits tightly around the trunks, other have rough bark that flakes off as the trees grow older, still others have coarse and deeply furrowed bark.

The best way of studying and comparing different kinds of bark is with the help of a collection of bark rubbings. Such rubbings will also help in identifying trees, in the same way that fingerprints are used for identifying people.

TREE SEED COLLECTIONS

Tree seeds are collected when completely ripe and dry – in other words, when they start falling off the trees.

For identification, be sure to include the cups of acorns, the shells of hickory nuts, the pods of black locust and redbud, as well as similar features of other trees.

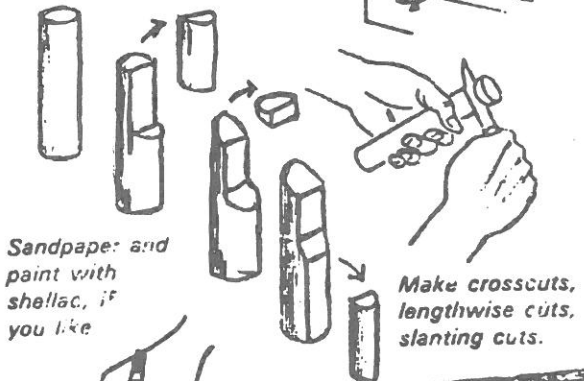
TWIG AND BUD COLLECTIONS

For a twig and bud collection, decide on the length you want the twigs to be, then cut them to this length with slanting cuts. Let them dry for a week, then dip them in shellac, or spray them with a clear plastic spray to protect them.

Identify the twigs and mount them on heavy cardboard or on plywood, according to the tree families to which they belong.

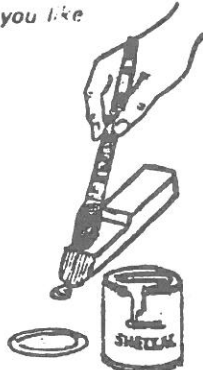


For wood specimens, do not cut live trees. Instead, cut branches off fallen trees to size you have decided on.

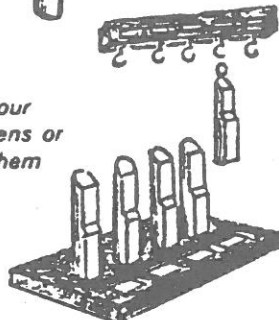


Sandpaper and paint with shellac, if you like

Make crosscuts, lengthwise cuts, slanting cuts.



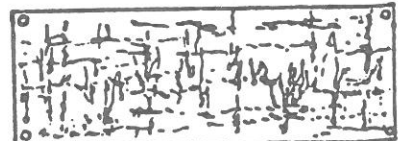
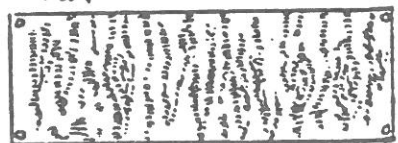
Hang your specimens or stand them upright



For bark rubbings, ring the tree with shelf paper or some other kind of soft paper.



Make rubbings with crayon or, far better, shoemaker's burnishing wax. Trim finished rubbings down to the size you want for your collection.



OTHER TREE COLLECTIONS

To collect leaves, you have to wait until early summer to secure the best specimens. But there are other collections connected with trees that you can make at other times. The collecting of various woods and different types of bark can be undertaken any time of the year. The seasons for collecting buds are late winter and very early spring; for collecting tree seeds, the fall of the year.

WOOD COLLECTIONS A collection of wood specimens gives you a chance to study the interior structure of a tree. It will make you marvel at the fact that millions of cells can grow together to form a substance as soft and as easily carved as white pine or as hard as the maple wood used for making fine furniture.

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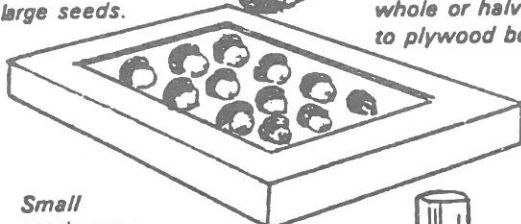
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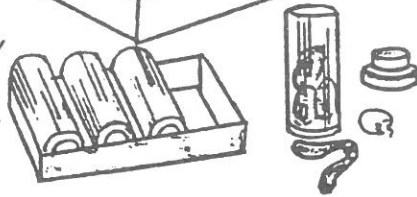
Use Riker mount (page 65) for large seeds.



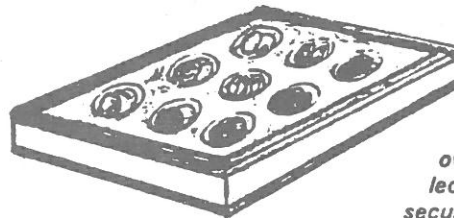
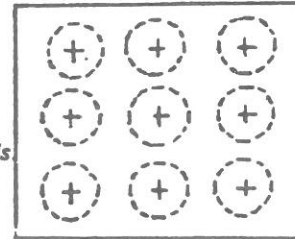
Acorns with their cups may be wired whole or halved to plywood board.



Small seeds may be kept in plastic containers used for coins.



For medium seeds, drill holes in piece of wood or block of styrofoam. Glue to plywood base. Fill holes with seeds.



Put glass over seed collection. Tape it securely in place.

week, then dip them in shellac, or spray them with a clear plastic spray to protect them.

Identify the twigs and mount them on heavy cardboard or on plywood, according to the tree families to which they belong.

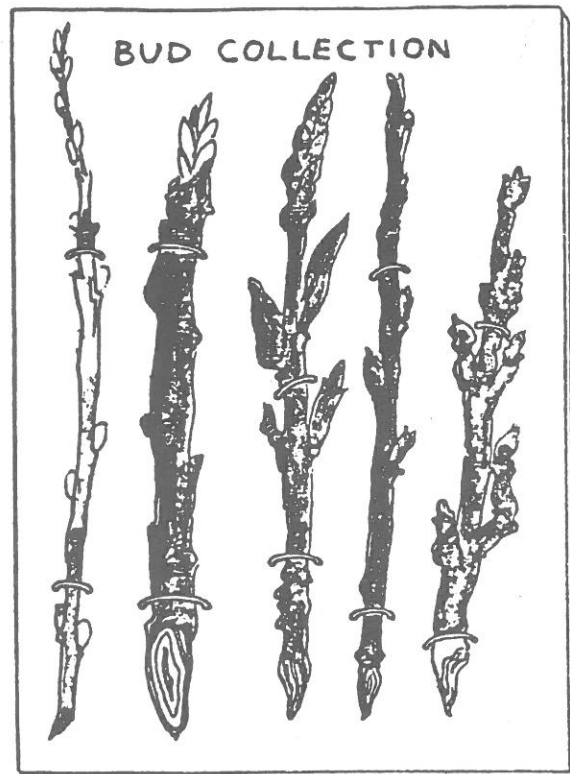
trees grow older, still others have coarse and deeply furrowed bark.

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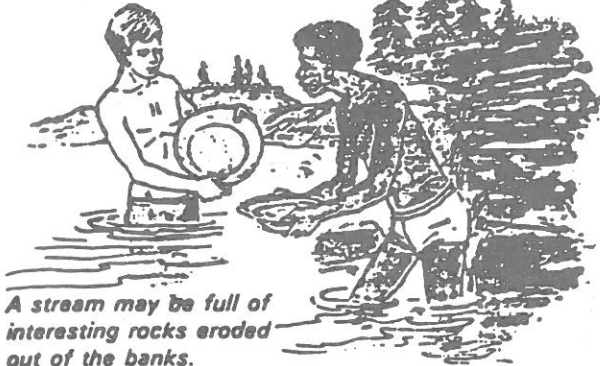
TWIG AND BUD COLLECTIONS For a twig and bud collection, decide on the length you want the twigs to be, then cut them to this length with slanting cuts. Let them dry for a



GEOLOGY ACTIVITY BADGE



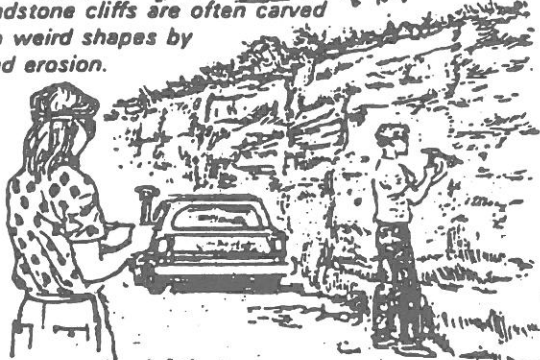
Deserts may have outcrops of rocks and may offer minerals as "floats."



A stream may be full of interesting rocks eroded out of the banks.



Sandstone cliffs are often carved into weird shapes by wind erosion.



A quarry gives you a chance to find rocks and to study rock formations.

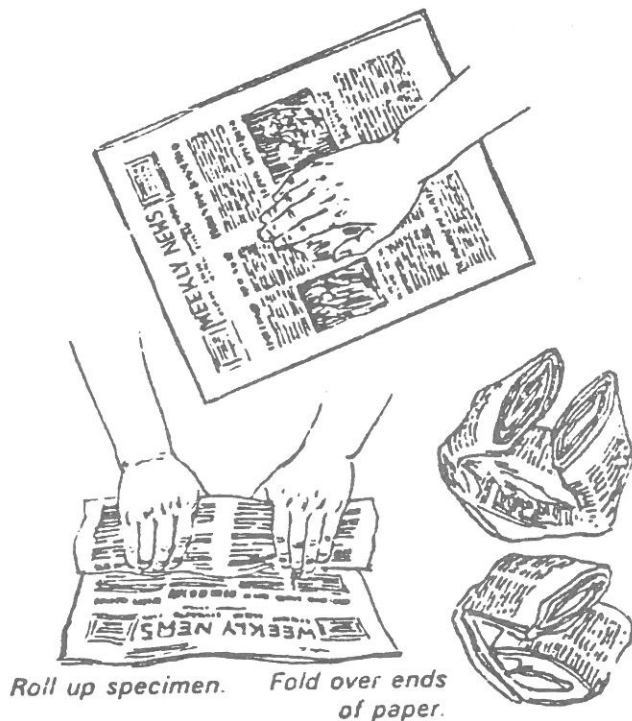
FINDING ROCKS AND MINERALS

Wherever you go on a nature hike, there will be rocks right under your feet. In the mountainous parts of our country – the Rockies in the West, the Appalachian range in the East, the states of New England, the Pacific coast – you may actually be climbing over exposed surfaces of the original igneous or metamorphic rocks of these areas.

In some of the states to the north, the rocks and boulders you encounter may not be natives at all – they may have been carried down from the North about 2 million years ago, during the Ice Age, when vast masses of ice spread down over our continent.

In the Midwest and the South, sedimentary bedrock of sandstone or limestone may be several feet below the surface. The soil you step on will be rock nevertheless, ground into powder by wind and water and turned into a complex mixture by the addition of decayed vegetable and animal matter.

If you live among mountains, you'll have no trouble finding rocks and minerals. But whether your neighborhood is truly mountainous or not, look for specimens first of all where they may be naturally exposed in your locality; in outcrops, in cliffs and ridges, along the seacoast, in valleys where rivers have eroded deep gashes into the banks. Even an



old dried-up streambed may contain gravel and pebbles and rocks that may prove of interest – after all, it was in just such a location that gold was first discovered in California. Although your Southwestern deserts may seem unlikely places for rock collecting, they are avidly searched by thousands of “rockhounds” for special rocks, for petrified wood, and for a great variety of minerals that may be lying loose on the desert sand as “floats,” or that may be imbedded in some outcrop.

Next to natural locations, look for places where rocks and minerals may be exposed through the work of people. Such as: Where excavations are being made for the construction of some large building, where hills are being bulldozed for the making of a new highway, where the foundations are being prepared for a new bridge.

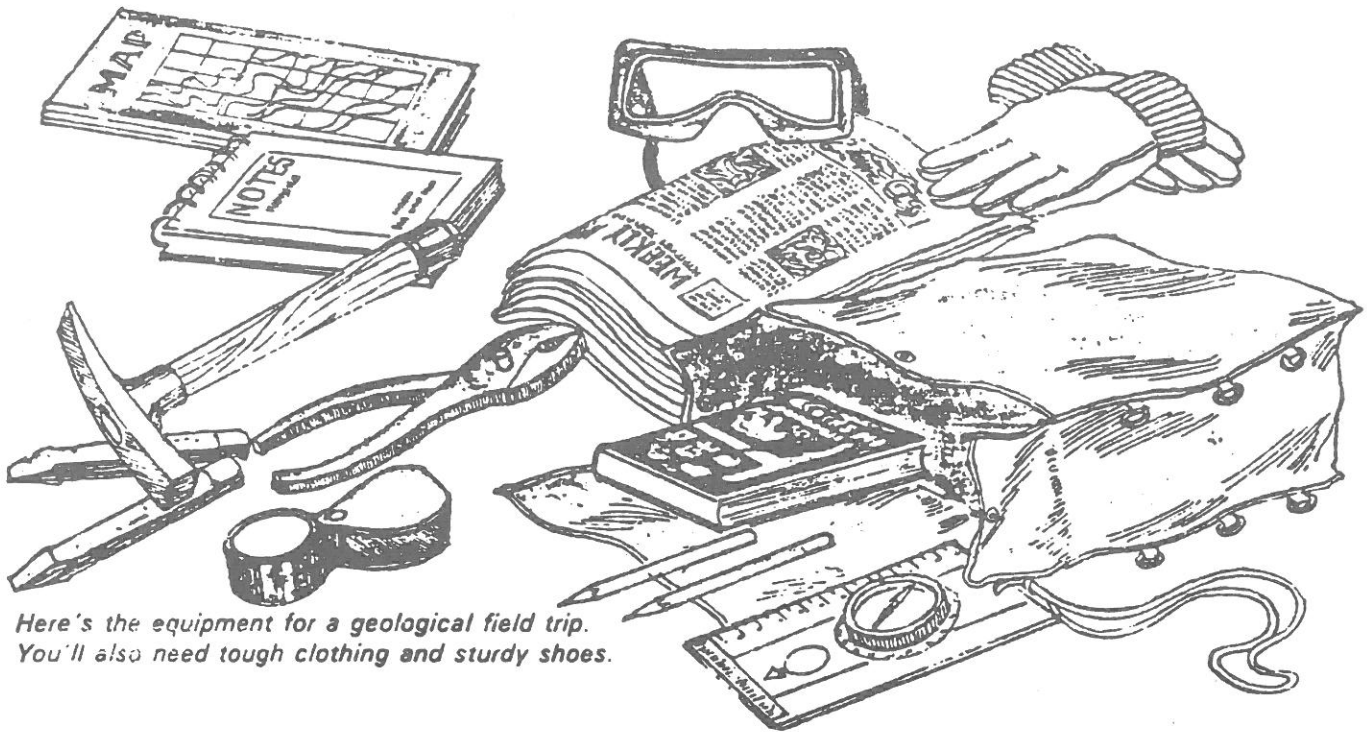
If yours is a mining area, you may be able to get permission to search through the waste dumpings for rocks and minerals. And if you can locate a stone quarry nearby, the owner may let you rummage through some of the rock rubble or even let you study the quarry face itself in a nonworking part of the quarry.

The day you decide to take up rock and mineral collecting in earnest, you will need a few pieces of equipment.

The most important is a good geological hammer. Such hammers come with two different kinds of heads: one has a chisel head and is intended for “soft” (sedimentary) rocks: the other has a pick head for use on “hard (igneous and metamorphic) rocks. The most important uses for a geological hammer are to expose a weathered rock surface to find out what the rock really looks like; to break off specimens; to lay open certain rounded rocks that may look like lumps of clay, but are actually “geodes” that may be hollow inside and lined with numerous mineral crystals. In addition to the hammer, you will probably want one or two chisels for extra-careful work in removing samples and for digging minerals out of their rock bases.

For safety's sake, when working with hammers and chisels always keep your eyes protected with a pair of goggles. You may also want to protect your hands by wearing cotton work gloves.

In addition to these pieces of equipment, you need wrapping materials to prevent your specimens from being damaged by rubbing against each other – newspaper will do – and a sturdy knapsack for carrying home your loot. Fieldbook, notebook and pencils require no explanation. Neither do map and compass if you expect your rock-collecting expedition to take you far up into the mountains. You'll also need tough clothing and sturdy shoes.



*Here's the equipment for a geological field trip.
You'll also need tough clothing and sturdy shoes.*

ROCKS, MINERALS AND FOSSILS

When you deal with rocks and minerals – the chemicals that make up the rocks – you deal with the oldest things on earth, the very ingredients that make up its crust. As a matter of fact, some of the rocks you pick up on a hike may have been formed comparatively soon after the birth of the earth. This might make the 4 ½ billion years old or older, according to recent estimates.

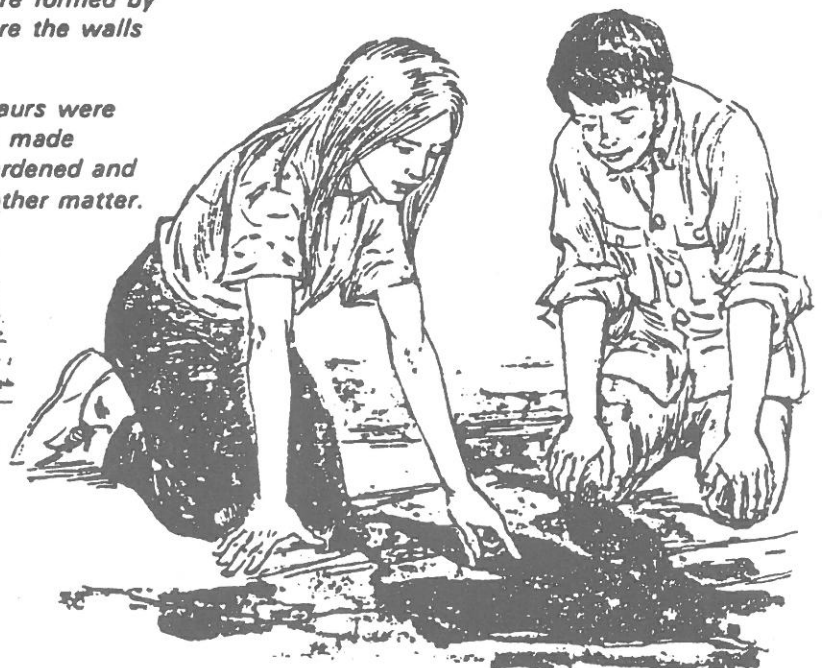
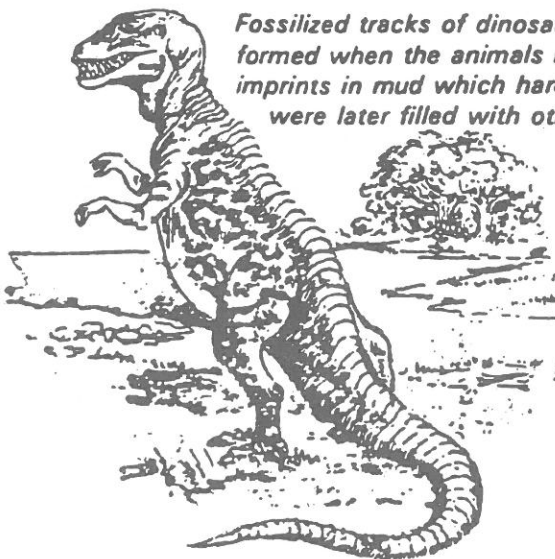
Using methods invented within the last few years, scientists have become able to figure out the approximate age of certain rock formations. They can also calculate when certain upheavals took place that changed the features of the landscape. And they can determine from fossils, during which geological ages life came to earth – when the first plant life began and when the earliest forms of animals made their appearance, millions of years ago.

So when you take up the study of rocks (petrology) or of minerals (mineralogy) or of fossils (paleontology), you are delving into the past as far back as human knowledge and imagination can take you.

FOSSILS are the actual remains or the changed remains or the imprints of dead plants or animal life. They are always found in sedimentary rocks—never in igneous or metamorphic rocks. Some fossils may be the actual shells of sea animals. Some were formed by replacement—such as petrified wood, where the walls of the cells were replaced with agate.

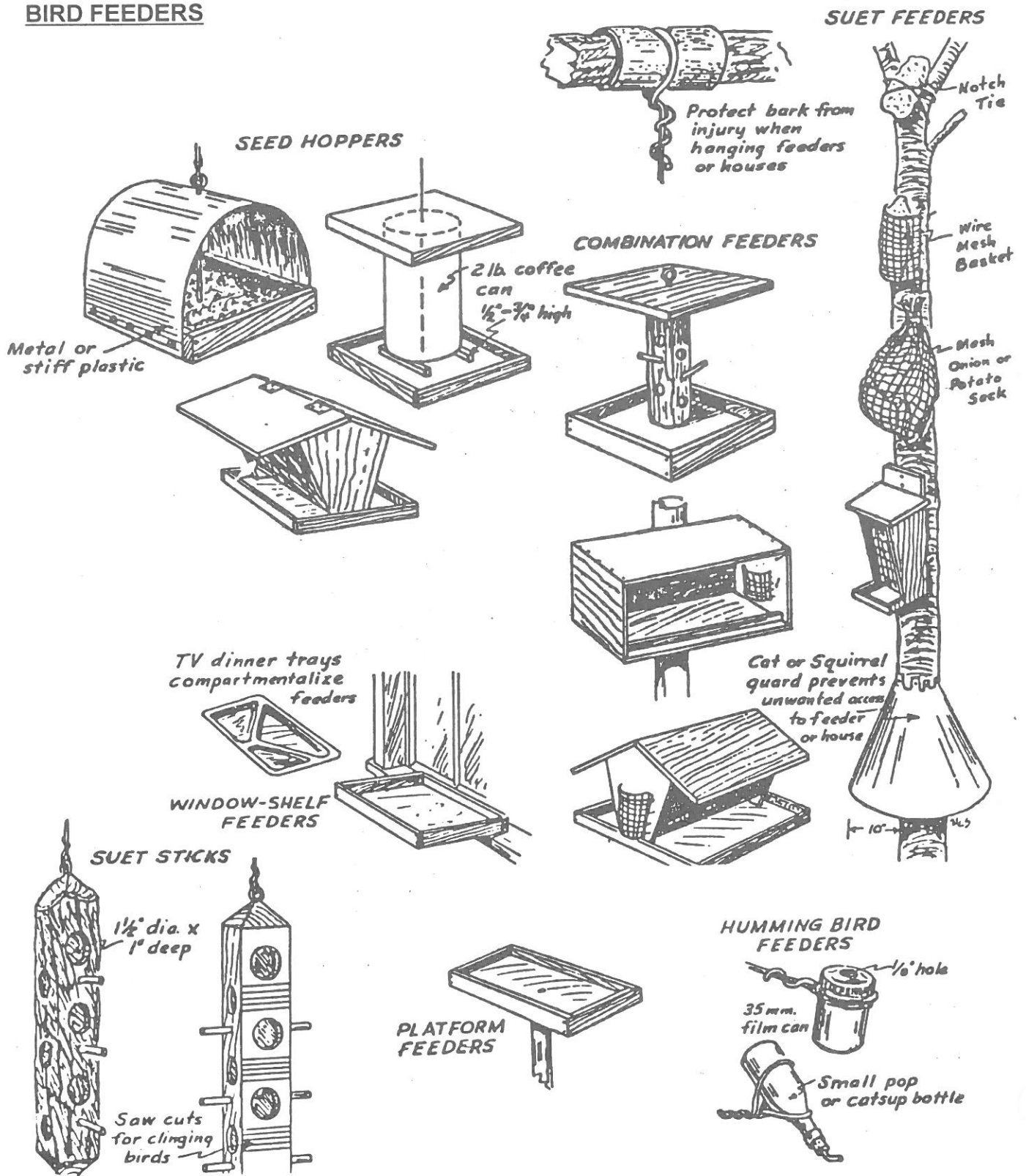
The fossilized imprints of ancient plants and animal life may be found in such sedimentary rocks as shale and limestone.

Fossilized tracks of dinosaurs were formed when the animals made imprints in mud which hardened and were later filled with other matter.



NATURALIST ACTIVITY BADGE

BIRD FEEDERS



HOW TO CAST ANIMAL TRACKS

Materials: Plaster of Paris A measuring cup
 A tin can (2-lb. coffee can) Paper cups
 An old toothbrush Water
 Paper Clips Vaseline
 Strips of light cardboard (2" wide, 12-24" long)

A mudbank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.

Encircle the print with light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, building up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before proceeding. If print is in snow and temperature is below freezing, spray the area with water.

Mix plaster of Paris in the tin can. Use about 1 2/3 cups plaster to one-cup water. You need a consistency like pancake batter – neither too thick nor too thin. Stir until it's smooth and creamy. Let stand in can two or three minutes then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brush off dirt.

NOTE: The first cast of the animal's track is the "negative". The second cast or "positive shows the track as it actually looked on the ground. This can be painted to emphasize the track.

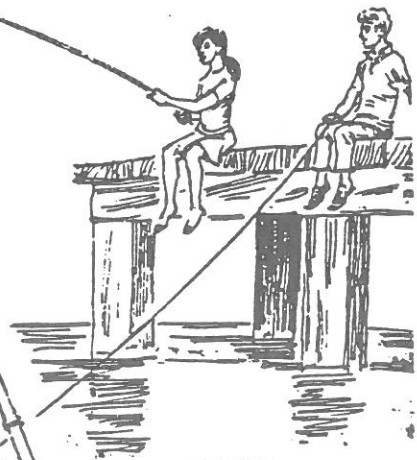
To make the positive cast, smear the "negative" with a coat of Vaseline. Mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scrape date, location, and animal's name, etc. on back of cast for a record. When hard, remove the "positive".

GOING FISHING

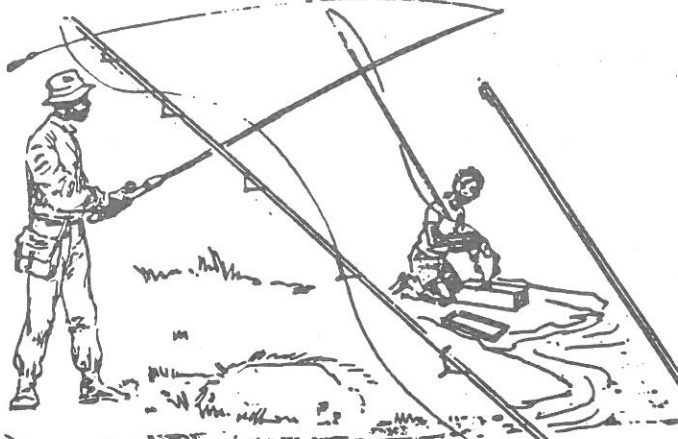
The best excuse for studying fish life is "going fishing." "Going fishing" is one of the finest forms of recreation. It gets you out in the open. It fills your hours with expectation. It teaches you patience. It provides you with some very special thrills each time a finny "denizen of the deep" grabs your lure.

In the beginning, even the simplest cane-pole outfit will do, with the old-time earthworm on your hook.

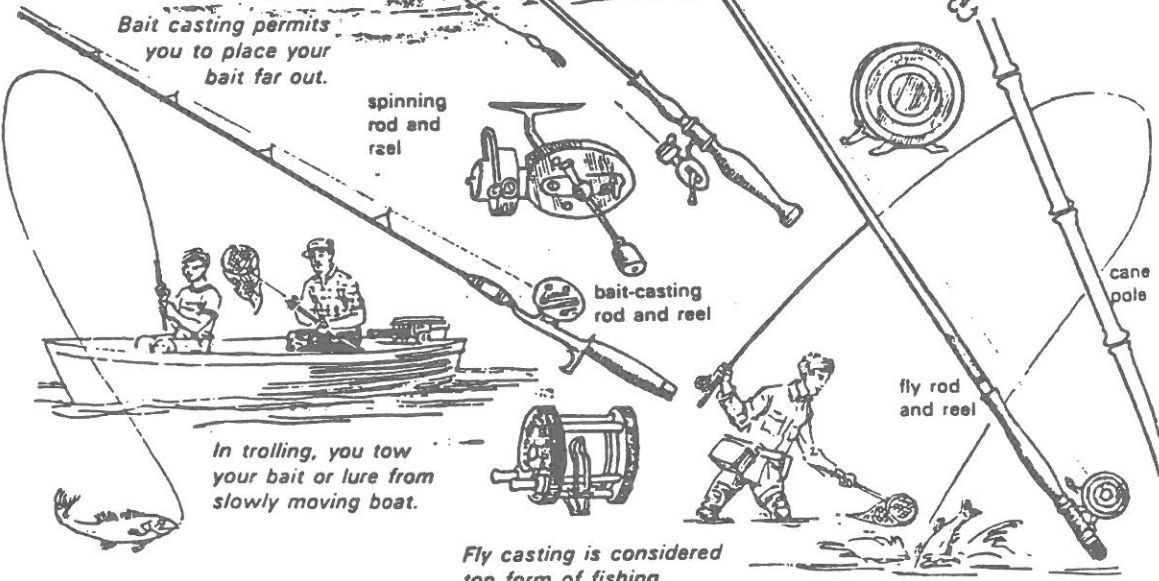
But you will probably want to graduate as quickly as possible to bait casting, fly casting, and spin casting. To have success with these methods, you need to know your fish, their haunts, and their habits, as well as the proper kind of equipment.



Simple cane-pole fishing is still a favorite method.



Bait casting permits you to place your bait far out.



spinning rod and reel

bait-casting rod and reel

fly rod and reel

cane pole

float

various baits

hand line

In trolling, you tow your bait or lure from slowly moving boat.

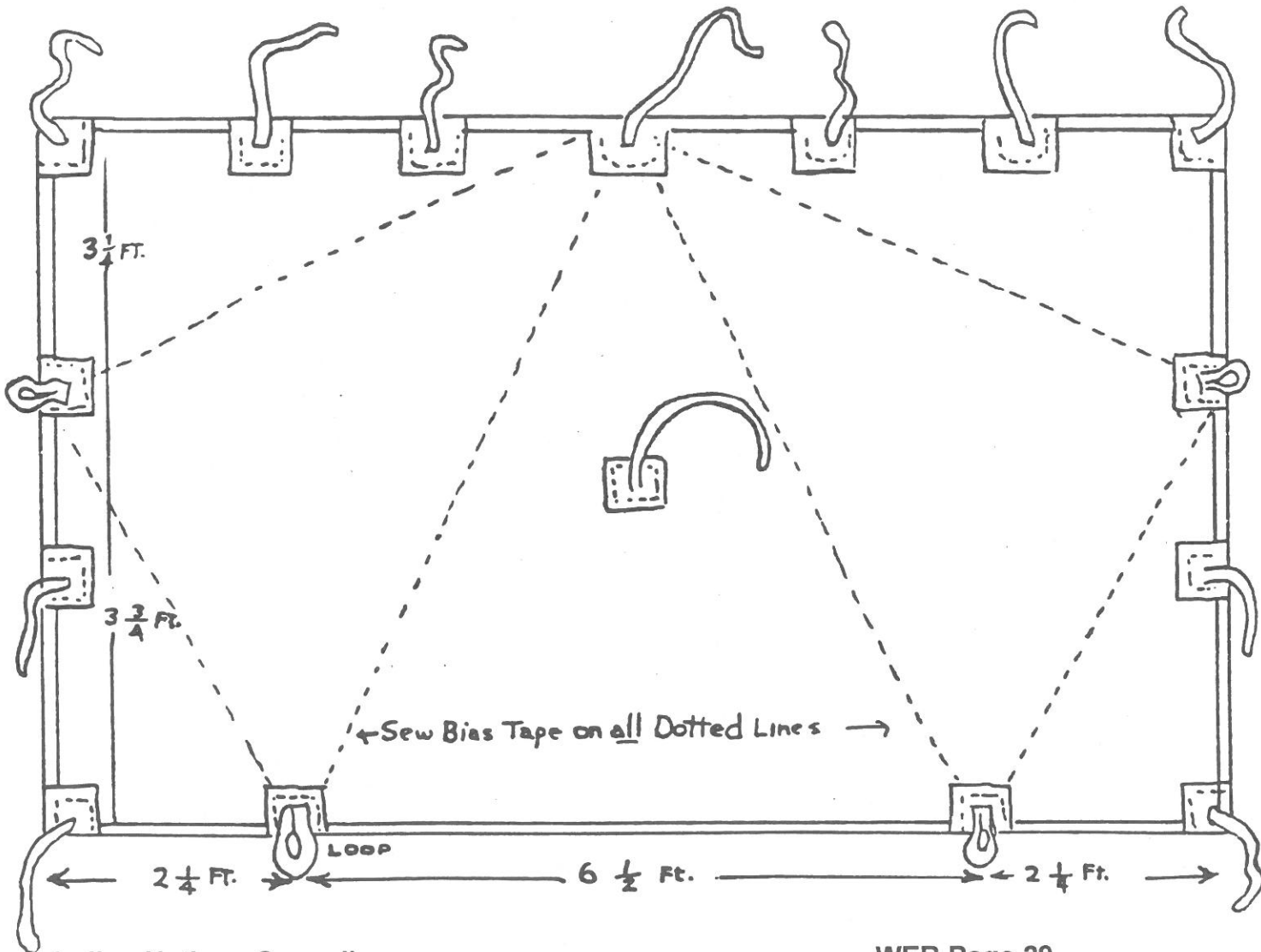
Fly casting is considered top form of fishing.

OUTDOORSMAN ACTIVITY BADGE

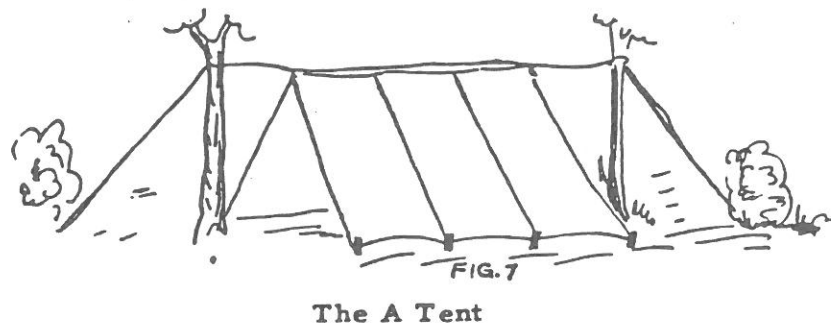
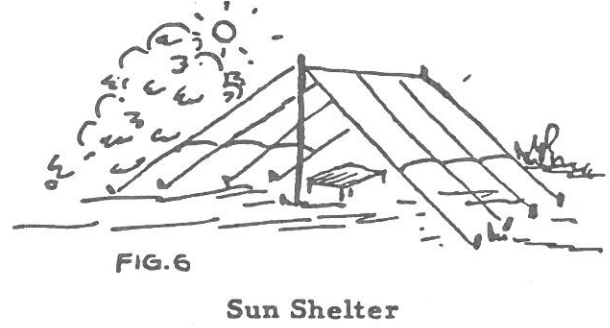
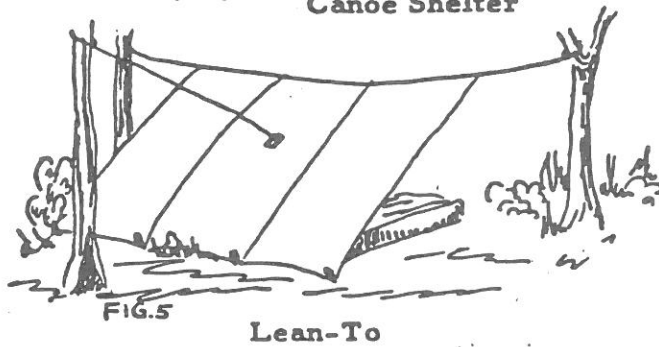
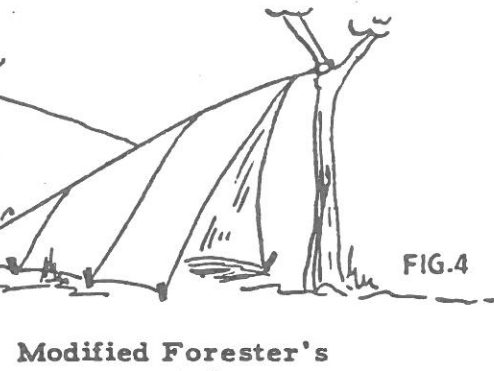
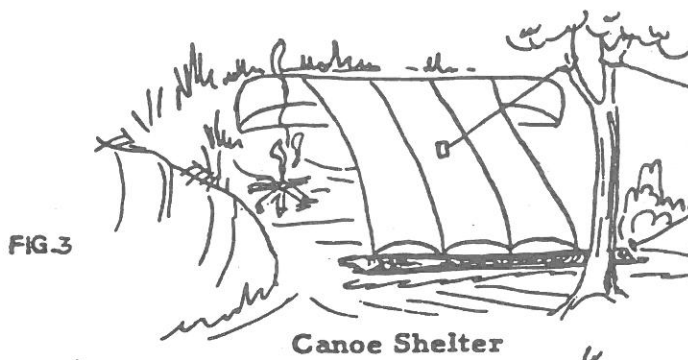
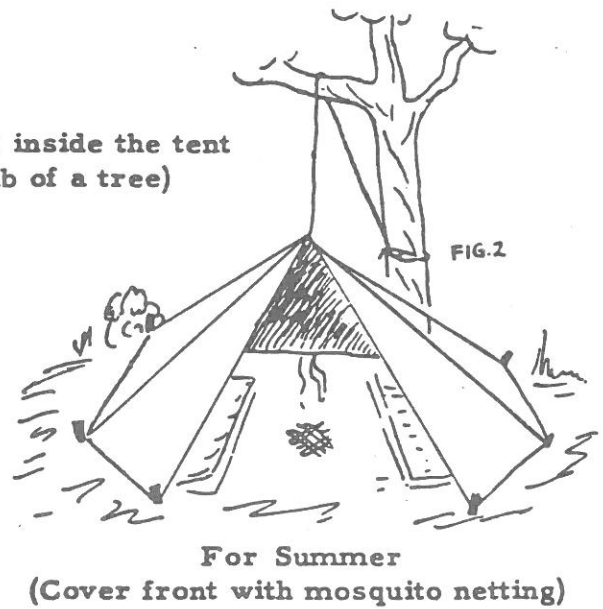
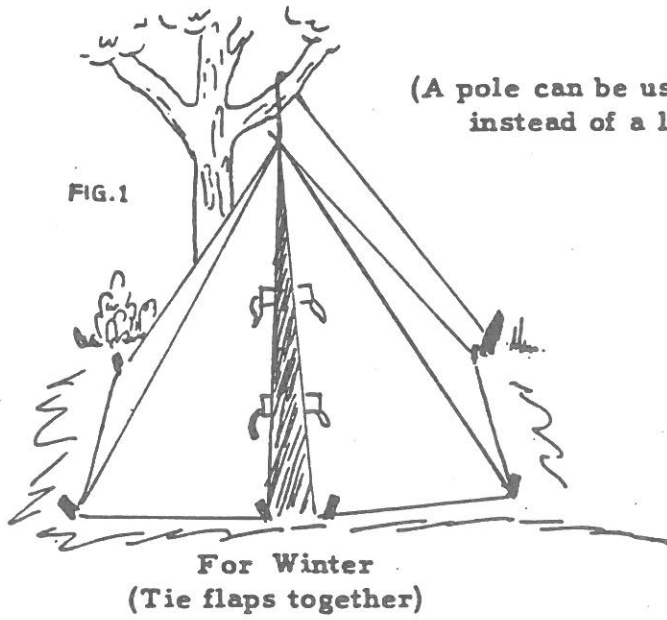
THE "SEVEN WAY" CUB TENT

This tent may be pitched seven different ways. Ordinary narrow bias tape is sewn on dotted lines. Permanent loops are sewn where the loops are drawn on the tent. "Tie Pieces" of 5/8" wide cloth are sewn at the other places indicated on the drawing. Sewing on square patches of cloth reinforces places where the tie pieces and the loops are attached. Ropes of various lengths are tied to the tie pieces and loops for pitching the tent in the various ways indicated on the next page.

The overall dimensions of the tent are 7' x 11'. It may be made from any material desired; inexpensive muslin is recommended. The Bud method of waterproofing follows: Rub with paraffin and press with a warm (not hot) iron.



SEVEN WAYS TO PITCH THE CUB TENT



SCHOLAR ACTIVITY BADGE

Let's face it, a majority of Webelos-age boys may not like school. There may be one or a dozen reasons. Probably the main reason is that a 10-year-old boy is...or would like to be...a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, mathematics, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity badge, we hope to encourage boys to do well in their schoolwork, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

DEN ACTIVITIES

- Discuss the history of education – how schools developed in America.
- Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.
- Plant flowers or shrubs on school grounds.
- Help the custodian set up the meeting room for PTA meeting.
- Raise flag at school over a period of several weeks.
- Take a tour of the Education Service Center.
- Invite someone to come and discuss careers, which are available in the field of education.
- Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Display this at pack meeting. You may want to contact the Education Service Center for information about the educational chain-of-command in your area.
- Encourage the boys to talk about what is going on at school – the people who work at the school – how each boy is progressing in school. Get them to talk about the jobs they are going at school (such as safety patrol) and why they are important.
- Obtain some old school books for the boys to browse through. It will be interesting for them to see how fast education is moving forward.
- Encourage the boys to find out all they can about the school in your community – the good things, the problems. Discuss these points at a den meeting.

BRAINTEASER GAMESTwo Cars

Two cars start from Denver to drive to Colorado Springs, a distance of approximately 80 miles. If they are both the same make of car, and if both are being driven at the same rate of speed, and yet, while one of the cars makes the distance in 80 minutes, it takes the other one an hour and 20 minutes. Can you explain the reason?

Answer: 80 minutes and one hour and 20 minutes are the same.

Windows

I walked up the street to the top of the hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many windows did I count?

Answer: Fifty. The windows on my right going up were the same 50. They were on my left going back.

Baby Duck

Papa Duck, Mama Duck and baby duck went for a swim. Baby duck said, "Aren't we all four having a lot of fun?" Why did baby duck say four instead of three?

Answer: Baby duck was too young to count.

Cab Driver

Suppose you are a cab driver. A lady with two suitcases hails you and asks to be driven to the railway station in a hurry. On the way there is an accident which results in a traffic jam. The lady gets impatient, jumps out of the cab, and runs to the depot. She had forgotten the suitcases. She missed the train and now she starts looking for the cab driver. She does not know his name. What was the cab driver's name?

Answer: His name is the same as yours, for "You are the cab driver."

Dog in the Woods

How far can a dog go into the woods?

Answer: Only halfway. When he gets halfway in, he starts coming out again.

SCIENTIST ACTIVITY BADGE

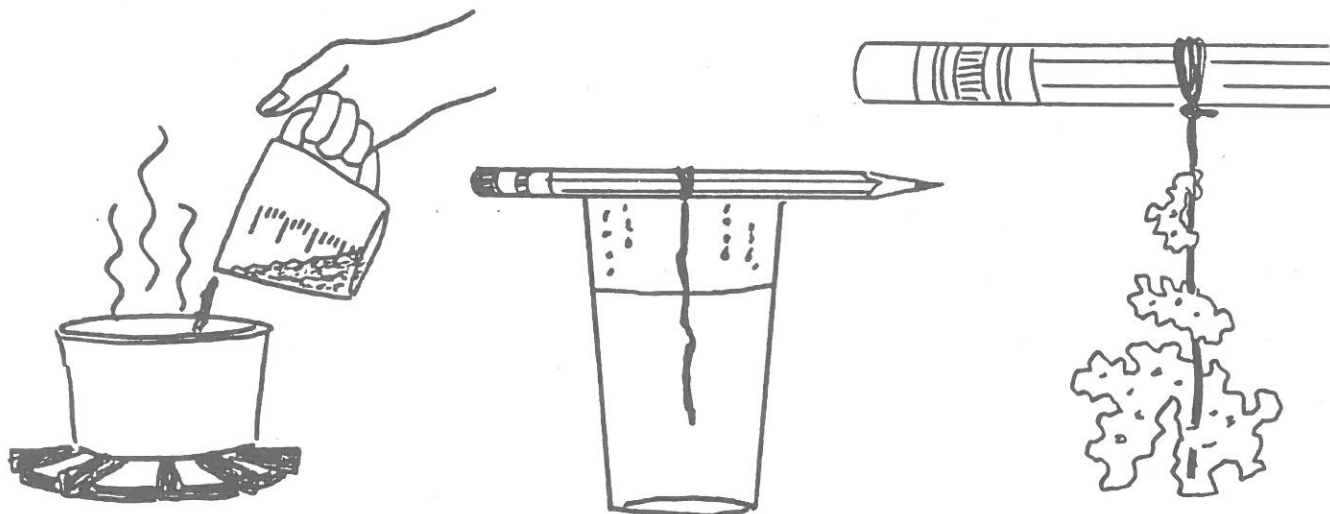
MAKE CRYSTALS YOU CAN EAT

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you've come face-to-face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick cross the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days, large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.

Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from the many inner surfaces of the crystal.

Many minerals found in the outdoors are crystals too. Quartz, mica, gold, silver and graphite are some of these. If you're hiking in the woods and find a shiny stone embedded in a duller one, then you've probably discovered quartz. If the shiny stone peels in layers, then you've found mica. Take a good look at all the crystals you find. Examine them under a magnifying glass, and hold them up to the light. You will have begun the exciting study of crystals.

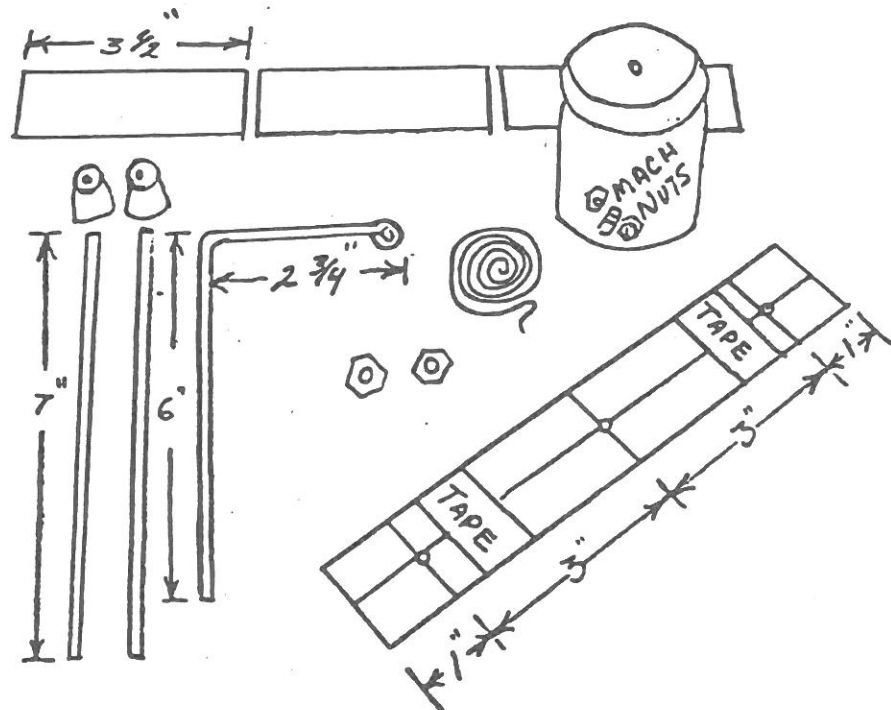


ALMOST PERPETUAL MOTION MACHINE

Two forces of nature – gravity and centrifugal force – team up to power this interesting mechanical movement. Set the machine on the edge of a table with the weight hanging over the side. Wind it up by rotating the boom clockwise until the cord is wrapped around the shaft. Release the boom and your machine will go to work until it uses up all the string on the shaft.

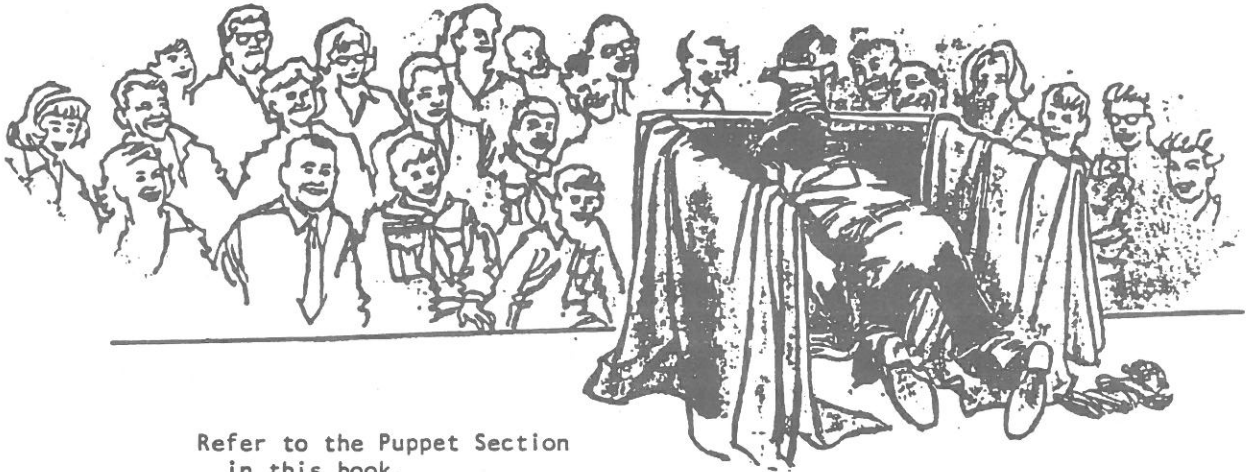
Men have been trying for centuries to invent a perpetual motion machine. This model comes closest to it in theory. In fact, if you could wrap a mile or more of string on the shaft and hang the weight over the edge of Grand Canyon, it would work for days without any attention – or until the parts wore out. That’s why we call it a perpetual motion machine – well almost!

- Equipment List:**
- 2 @ 8" length pine lattice stock 1/4" x 1 3/8"
 - 3 @ 3 1/2" lengths of pine lattice stock 1/4" and 1 3/8"
 - 2 @ 7" lengths of 1/8" dowel
 - 2 large machine nuts
 - 2 plastic toothpaste tube caps with 1/8" holes drilled through the center
 - 1 @ 9 1/2" length of clotheshanger wire
 - Baby food jar with lid filled with nuts or washers so it weighs 6 To 8 oz.
 - Stout cord or nylon thread



SHOWMAN ACTIVITY BADGE

HAVE A PUPPET SHOW

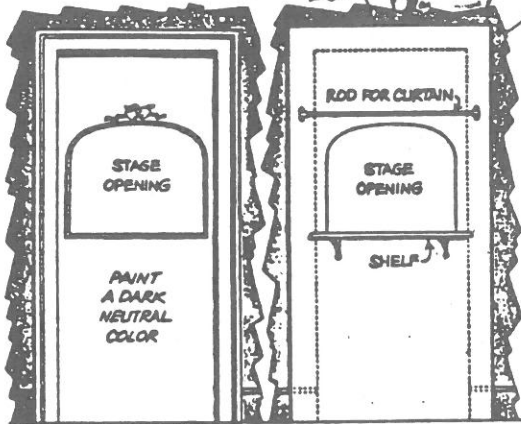


Refer to the Puppet Section in this book.

SETTING UP YOUR PUPPET STAGE IN A DOORWAY IS A VERY PRACTICAL METHOD. USE A PIECE OF WALL BOARD WITH THE STAGE OPENING CUT OUT, OR USE PIECES OF CORRUGATED BOARD. AN ASSISTANT CAN TURN THE "AUDIENCE" LIGHTS ON AND OFF.

...ONE OF THE EARLIEST FORMS OF ENTERTAINMENT AND STILL AS POPULAR AS EVER. HERE ARE SOME TIPS ON CONSTRUCTING THE STAGE AND SETS. ON OTHER PAGES ARE TIPS ON MAKING PUPPETS AND A SUGGESTED SCRIPT. TRY YOUR HAND AS A PUPPETEER. ...IT'S FUN!

TO MAKE BURNWOOD'S ROAD, FASTEN A KNOTTED STRING TO A TIN CAN... THEN HOLDING THE CAN AND SLIDING YOUR THUMB ALONG THE KNOTS... BOOM! A ROAD!



FOR LIGHTING, TWO BRIDGE LAMPS, ONE ON EITHER SIDE OF THE STAGE ON THE "WORKING" SIDE WILL DO NICELY.

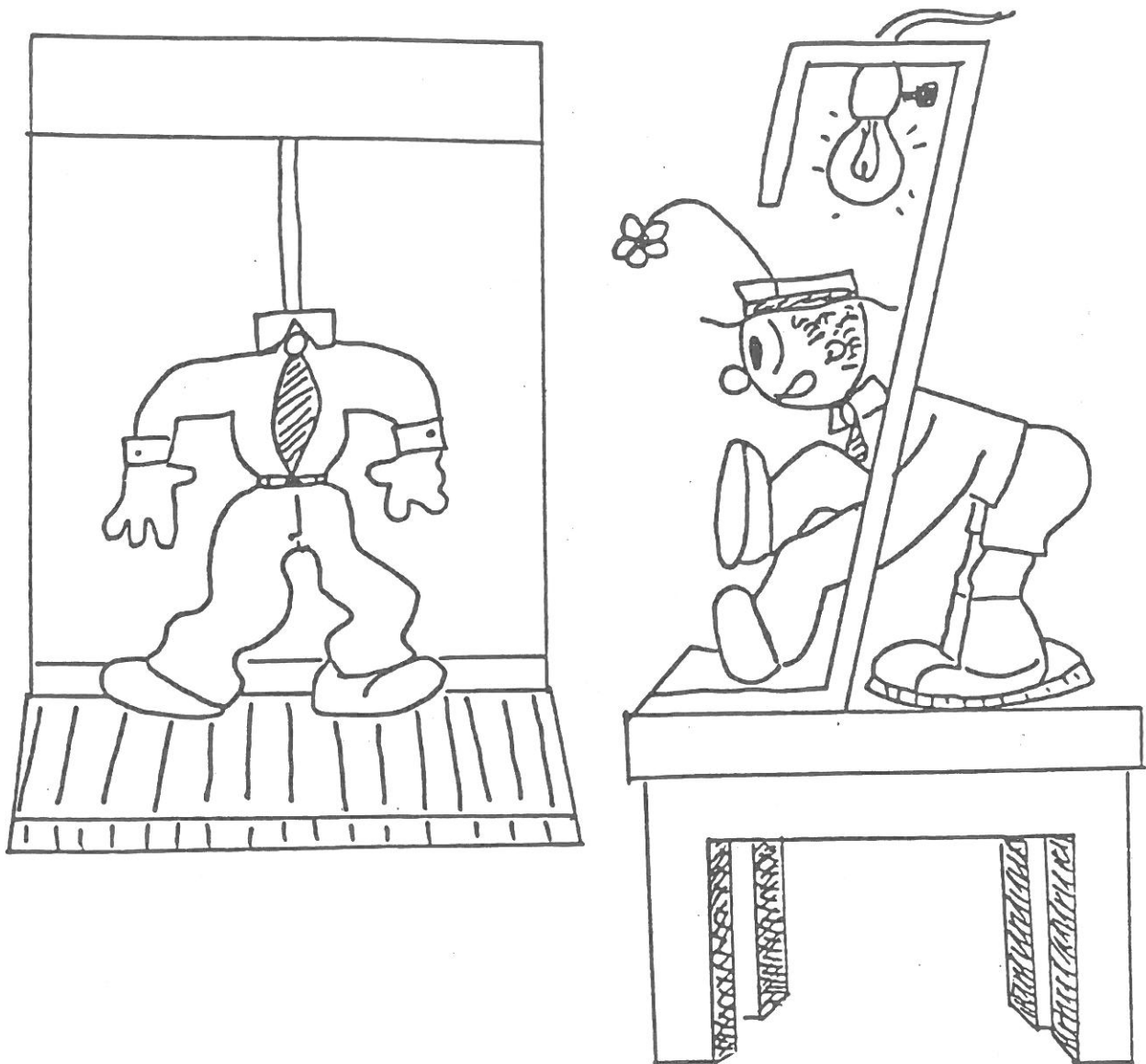
THE STAGE OPENINGS MUST BE HIGH ENOUGH TO ALLOW THE PUPPETEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.



A SONG AND DANCE MAN

Put your boys into the act by using this clever device for a live puppet. If you make two or more you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover frame with a plain colored cloth. Sew or paint a shirt on background and fasten a pair of pants onto frame at puppet's waist. Cut a slit to insert boy's head and make two more slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to shirt cuffs on background. To operate have boy put his head through the slit above the shirt put an appropriate hat on his head and tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.



SPORTSMAN ACTIVITY BADGE

START THE SPRINT

In any sport a spring is an all-out effort for a short distance. In track competition sprints, or dashes, are races of 440 yards or less. For your Cub Scout Pentathlon competition, the boys will be running 50 yards. Sprinters try to use all their energy and speed in one sudden burst.

A good sprinter's start is explosive. He does more than simply crouch and take off with the sound of a gun. A sprinter uses his legs, of course, but he also uses his upper body, arms, hands, and head to get the most out of his start.

At the command "Take your marks", The runner takes a crouching position with more than half his weight on his hands and arms. When the command "Get set" comes, he raises his body, his head down and eyes only a short distance beyond the starting line.

When the starting gunfire or the command "Go" is given, the sprinter launches himself. His forward leg drives, and the hand beside it shoots out and back as if it were pulling him forward. Body and head still lean forward.

The sprinter's arms continue to reach out and up as he makes the second stride, and it is not until about the third stride down the track that his body rises to its normal running position.

All these actions take place so fast the eye can scarcely follow, yet the explosive start of the sprints is one reason those races are so popular with most track fans.

DRIBBLE THE CIRCLE

Divide den into two teams. Mark two circles of about 18' diameter on the ground. Players scatter on the perimeter of their team's circle. On signal, the first player on each team dribbles a basketball all round the circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run. First team finished wins.

SOCCER TEN KICKS

Divide den into two teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate

number (1,2,3, etc.). Hands may not be used. The team making 10kicks in a row without interception wins.

SOCCER DODGE BALL

This is played like Dodge Ball, except the players around the circle kick the ball instead of throwing it. (See "Webelos Den Leader's Book" for Dodge Ball.)

BUCKETBALL

Two-bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

SOCCER TRIANGLE

On a large field, mark off a lane about 10 yards deep, using twine or lime. Three players are on offense, one on defense. Starting at one end of the lane, the three offensive players try to advance the ball by kicking and heading it, while the defensive player tries to intercept. The offensive players should stay in a triangle formation not more than 10 yards deep.

BROOM HOCKEY

Give each player an old household broom or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

SIDEWALK TENNIS

Played with a tennis ball on two squares of sidewalk or patch of level ground marked off in similar size. Ball is batted with the hands. Use regular tennis rules, except that there is no serving court.

WEAR YOUR FISHING TACKLE

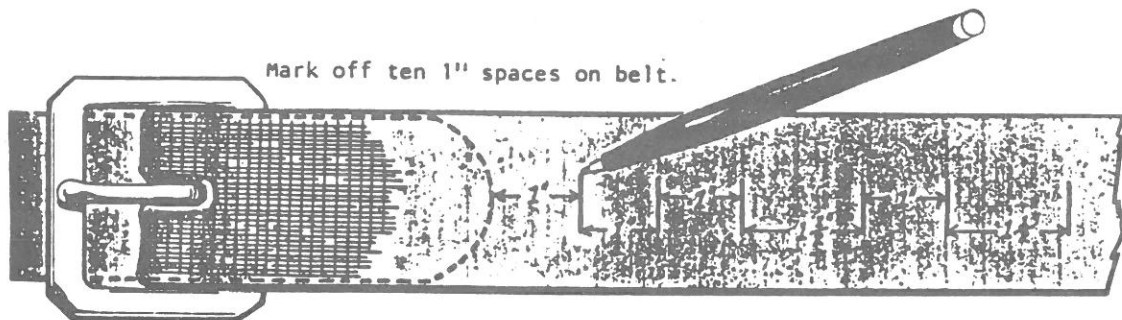
Repairmen wear tools on their belts. It keeps them within easy reach. You can easily fix up a belt to do the same with your fishing lures, hooks and other gear.

For the fishing-tackle belt you'll need a yard of 1" elastic braid, some strong thread, and an old web-type belt. The belt will hold eight 35mm size film canisters or plastic pill bottles the same size.

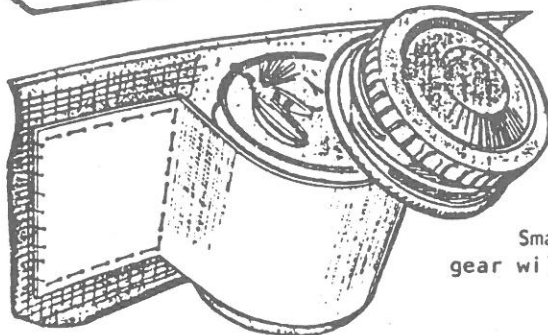
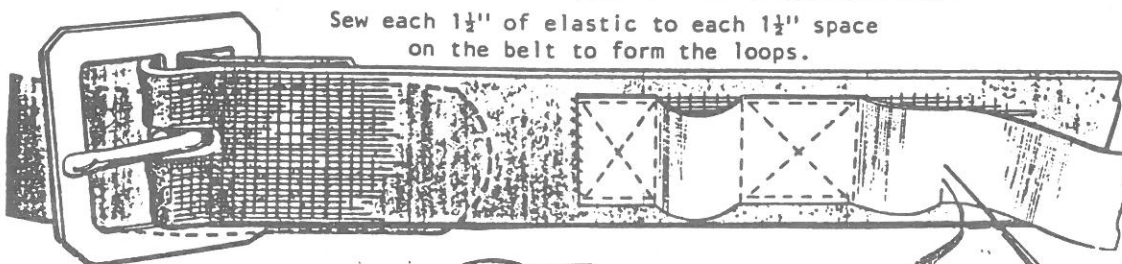
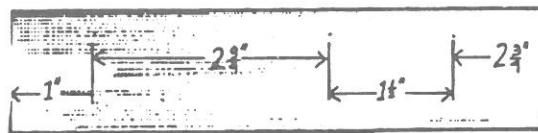
Put the belt loosely around you with a permanent marker, mark 1" beyond where the tip reaches after it is buckled. Lay the belt flat and mark it as shown in the drawing. Then lay the elastic flat and mark it as shown.

Sew the 1½" elastic sections to the 1½" belt sections with an "X-in-square" stitching pattern. When finished, you will have 8 loops for the round containers, plus belt room to slip on a pouch for larger lures.

- Mark off ten 1" spaces on belt.
- Mark off 1" of elastic, then alternate 2¾" and 1½" marks for 8 spaces. End with 1" space.
- Sew each 1½" of elastic to each 1½" space on the belt to form the loops.
- Small containers for fishing gear will fit into the best loops.



Mark off 1" of elastic, then alternate 2¾" and 1½" marks for 8 spaces. End with 1" space.



Small containers for fishing gear will fit into the belt loops.

TRAVELER ACTIVITY BADGE

WEBELOS TRAVEL "POSSIBLE KIT"

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

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

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

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

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

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

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

under 14 years of age, you probably won't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

Travel experience or special family needs will determine other items you may want for your own possible kit. But, whatever your choice, being ready for the "possibles" will make travel easier and more fun for you and your family.

BUCKLE UP

During the next year, safety belts will fail to save thousands of lives because people will be sitting on them when accidents occur. Some of those people may be Cub Scout families, riding to and from den meetings, Scout shows and more.

When you stop to think that ... within 16 seconds someone will be injured in a car accident ... within 10 minutes someone will die in such an accident, and ... by the end of the week 1000 persons will be killed and 40,000 others injured in traffic accidents ... it's easy to see that you could easily be involved. So you need to protect yourself.

Maybe you don't wear safety belts because you can't tell the fact from the fiction. Here's the difference:

Fiction: I don't need a safety belt when I'm going a short way or traveling at a low speed.

Fact: More than half the accidents causing injury occur at speeds of less than 40 mph. Three out of four accidents causing death happen within 25 miles of home.

Fiction: I'll be saved if I'm thrown clear of the car.

Fact: Your chances of dying are almost five times greater if thrown from the car.

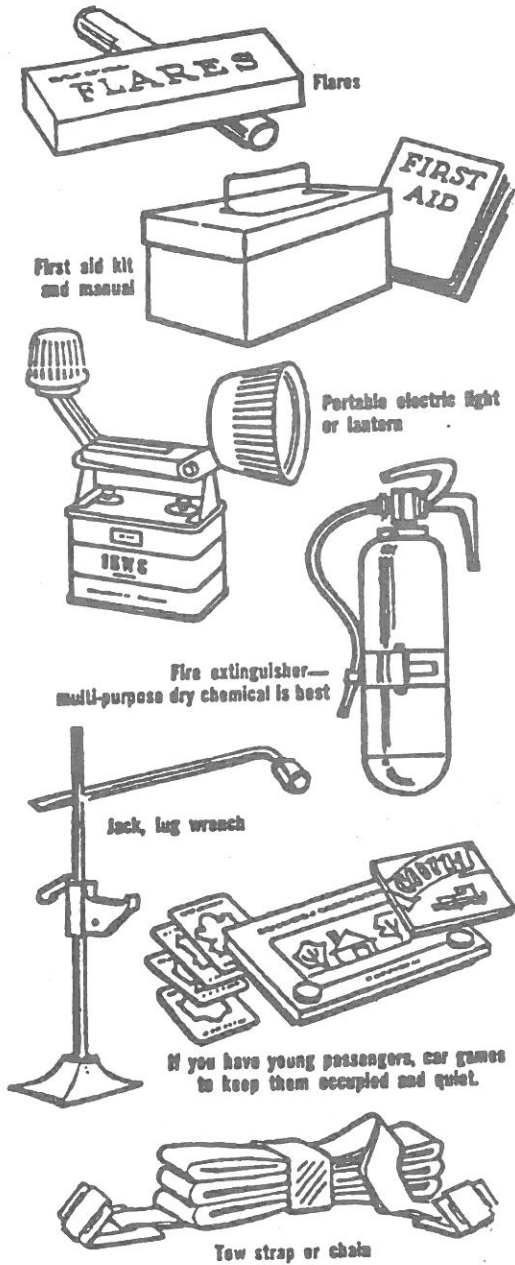
Fiction: Safety belts can actually cause injury.

Fact: This happened only in one percent of all injuries. Even then, the injury is less severe than for the person not wearing the belt.

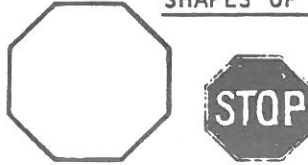
Fiction: Safety belts can't prevent me from having an accident.

Fact: Safety belts keep the driver in place and in control of the car. It also protects passengers. Without a belt you may be knocked unconscious allowing no chance for escape.

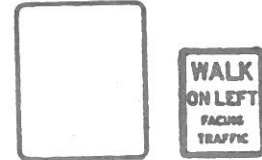
EMERGENCY EQUIPMENT



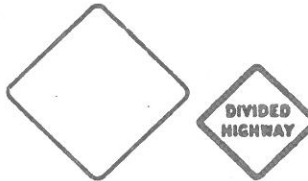
SHAPES OF SIGNS



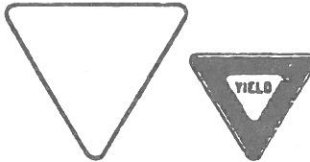
Octagon (eight-sided) shape always means stop. When you come to it, you must make a complete stop at a marked stop line before entering the intersection. If there is no stop line, stop before entering the crosswalk on your side of the intersection. If there is no crosswalk, stop before entering the intersection at a point from which you can best see oncoming traffic. After stopping, you must not start again until you yield the right-of-way to pedestrians and closely approaching traffic if it is on an intersecting through highway. If it is a four-way stop, await your turn. In either case, you must wait until a safe interval occurs.



Vertical Rectangles are generally used for regulatory signs that tell you the law—what you must do.



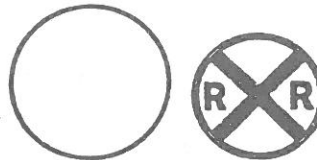
Diamond shape is a warning of existing or possible hazards on roadways or adjacent areas. It is yellow or orange and has black letters or symbols. They tell you what to expect ahead, so be alert.



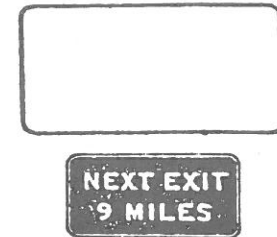
Triangle shape means yield. You must slow down to a speed that is reasonable for existing conditions and stop if necessary for safety. After slowing or stopping, you must yield the right-of-way to other vehicles in the intersection or those approaching closely on another roadway.



Pentagon (five-sided) shape tells you there is a school zone or school crossing ahead.



Round means railroad crossing. It is posted from 400 to 700 ft. in front of the tracks in rural areas. This sign tells you to look, listen and slow down, because you may have to stop. Roll down the car window—if the wind is in the wrong direction, you may not hear the train. If a train is approaching, STOP! Don't try to figure time and distance . . . you'll never have another chance if you figure incorrectly.



Horizontal Rectangle shapes are guide signs. They give you special information, usually a location or direction.



MISCELLANEOUS

Miscellaneous

In this section you will find a variety of information that is important to the Cub Scout age boys. Please take time to go through this section that may cover something useful to a new den leader; however, the topic did not fall right for the other section and space was not available.

STORYTELLING

Storytelling is a good way for den leaders to introduce the theme for the next month. Depending on the theme, this could be done with a true story from nature or an incident from the life of a famous person, a myth or an Indian legend.

A story can set the scene for a special outing or trip. It can meet a special need such as a behavior problem, allowing you to get the point across without actually pointing out one particular boy or incident. One of the best reasons for telling stories is because they are fun and boys enjoy them.

Here are a few tips to help you become a good storyteller:

1. **TELL** the story, **DON'T READ IT** if possible.
2. Try to imagine yourself in the story so you can really feel it.
3. Decide on a catchy line for a beginning to create interest.
4. Practice telling the story.
5. Don't make the story too long. Having it short and to the point will keep the boys interest.
6. Keep eye contact while telling the story.
7. Speak clearly. Use simple language. Don't be afraid to use different voices for the characters or to make sounds.
8. When you've finished, its time for you to start listening. Discuss the story with the boys. A few simple questions will help get them going.

HALLOWEEN STORY

Story

There was an old, old, lady who lived all alone in the woods and she wanted someone to come to see her, and while she waited, she spun cloth-

Children: Refrain

“And still she sat (fold hands)
And still She spun (roll hands)
And still she waited for some one to come!”

Then one night, when it was dark, dark, the old lady was sitting spinning, she heard a sound at the door—and she said “come in”- then “S-Q-U-E-A-K” went the door and in came two big shoes and sat themselves down and she thought- “Oh how strange to see those, big, big shoes on the cold, cold floor”, but

Refrain:

“still she sat (fold hands)
and still she spun (roll hands)
and still she waited for some one to come!”

Soon she heard another sound and she said, “come in”- then “S-Q-U-E-A-K” went the door and in came two short, short legs and sat themselves down on the big, big shoes on the cold, cold floor.”

Refrain:

“and still she sat (fold hands)
and still she spun (roll hands)
and still she waited for someone to come!”

Before long she heard another sound outside and she said, “come in” then “S-Q-U-E-A-K” went the door, and in came a wee, wee waist on the short, short legs- and she thought:

“Oh how strange to see that wee, wee, waist on the short, short legs-on those big, big shoes on the cold, cold floor.”

Refrain: (repeat as above)

And while she was looking she heard another knock and she said “come in” then “S-Q-U-E-A-K” went the door and in flew, two broad, broad shoulders and sat themselves down on the wee, wee waist-and the old woman thought,

Children:

"Oh how strange to see those broad, broad shoulders on the wee, wee waist-on the short, short legs- In those big, big shoes-on the cold, cold floor."

Refrain: (repeat as above)

And as she was spinning she heard another knock at the door so she said, "come-in", and "S-Q-U-E-A-K" went the door and in jumped 2 long, long arms and hung themselves on the broad, broad shoulders, and she thought,

Children:

"Oh how strange to see those long, long arms on the Broad, broad shoulders, on that-wee, wee waist, on those-Short, short legs, in those-big, big shoes-on that cold, cold floor."

Refrain: (repeat as above)

And in just a few minutes she heard another sound, so she said, "Come in" and in came two fat, fat hands and fastened on to those long, long arms, and she thought:

Children:

"Oh how strange to see those-fat, fat hands on those long, long arms, on the broad, broad shoulders, on that wee, wee waist, on those-big, big shoes-on that cold, cold floor."

But,

Refrain (repeat as above)

And the old woman was beginning to be a little afraid but then she heard another sound and she said, "come in" and in rolled a round, round head and sat itself down on these broad, broad shoulders and she thought:

Children:

"Oh how strange to see that-round, round head on the broad, broad shoulders, on the long, long arms on the fat, fat hands, on the wee, wee waist, on the short, short legs, in those big, big shoes, on the cold, cold floor."

So she said:

"Where did you get such big, big feet?"

(a child)

"Much walking, much walking"

And she asked:

"Where did you get such short, short legs?"

(a child)

"Much running, much running"

Then she asked:

"Where did you get such broad, broad shoulders?"

(a child)

“Carrying brooms, carrying brooms”.

Then she asked:

“Where did you get such long, long arms?”

(a child)

“Swinging an axe, swinging an axe.”

Then she asked:

“Where did you get such fat, fat hands?”

(a child)

Threshing wheat, threshing wheat”

Then she asked:

“Well, where did you get such a round, round head?”

(a child)

“A pumpkin shell, a pumpkin shell.”

Then she asked:

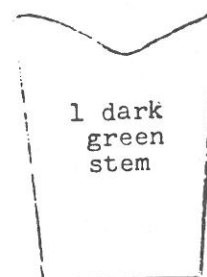
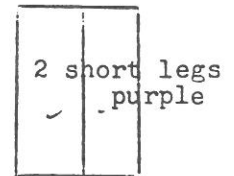
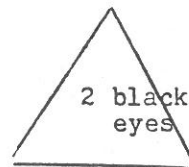
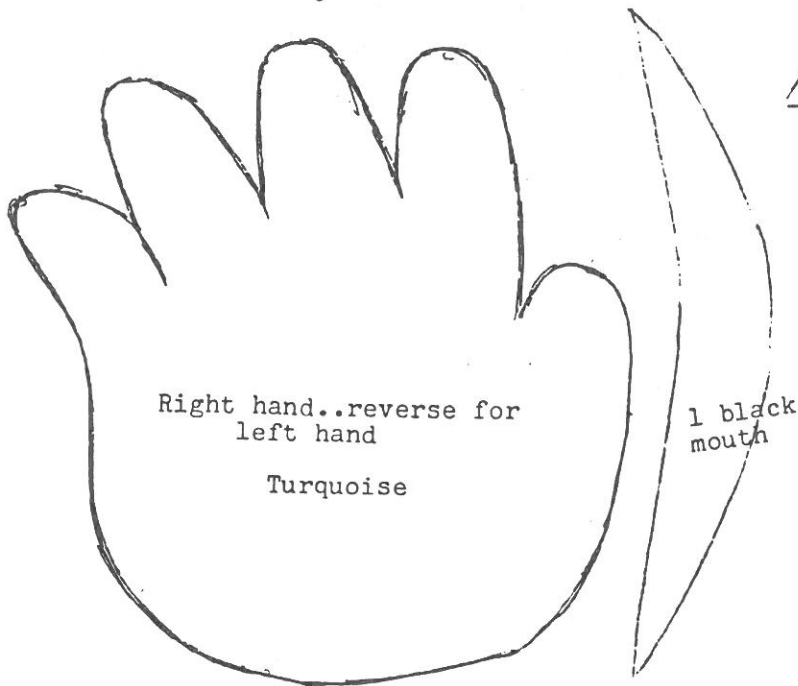
“Well---What did you come for?”

(a child) “Y-O-U!!”

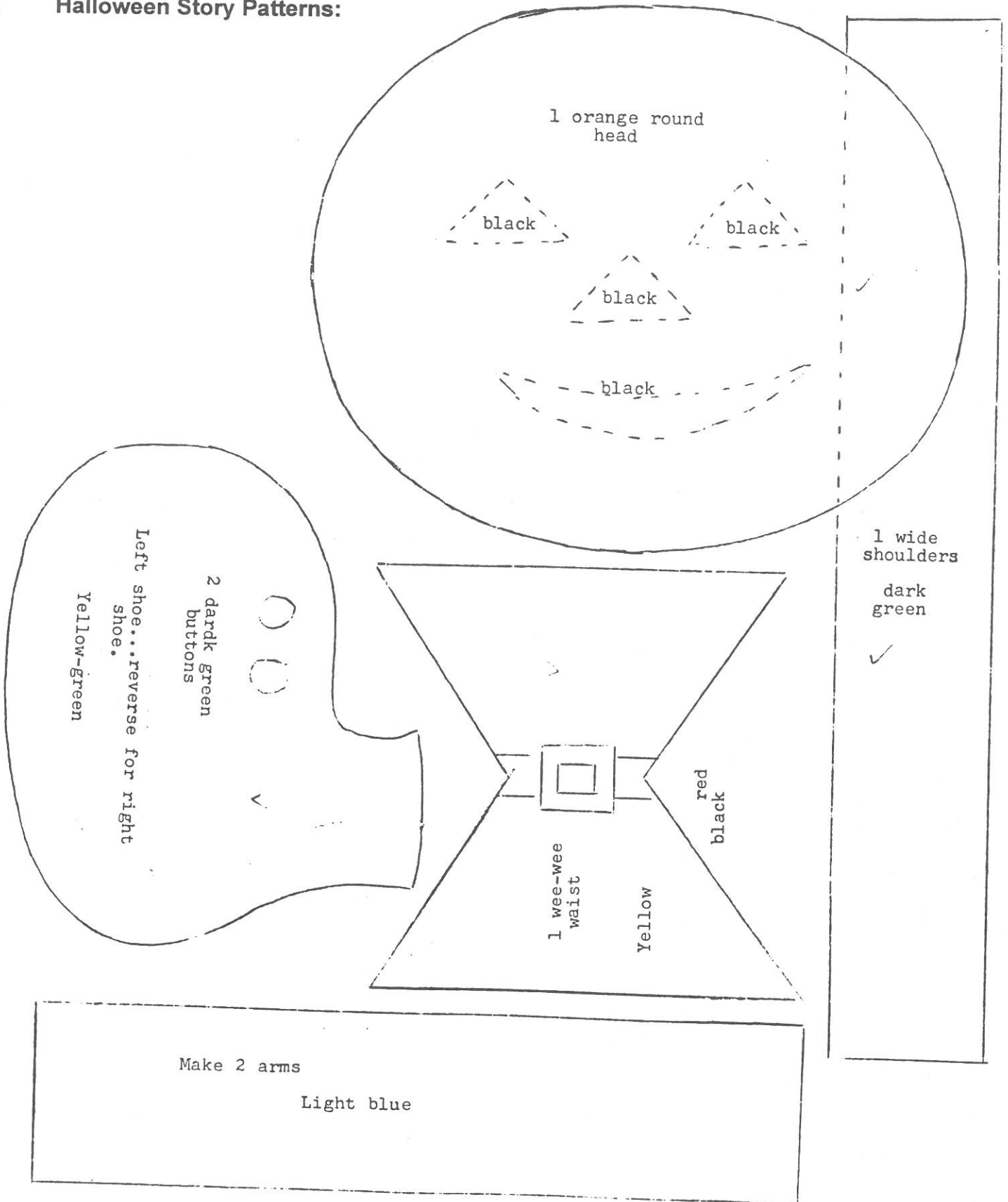
And that is the story of the man with the
Round, round head, and the fat, fat hands,
On those long, long arms,
On those broad, broad shoulders,
On that wee, wee waist, on the
Short, short legs, on the
Cold, cold floor!

Note: When you are doing this story with younger children you will probably do the refrain and the children’s part yourself as the younger children won’t remember the refrain and children’s parts.

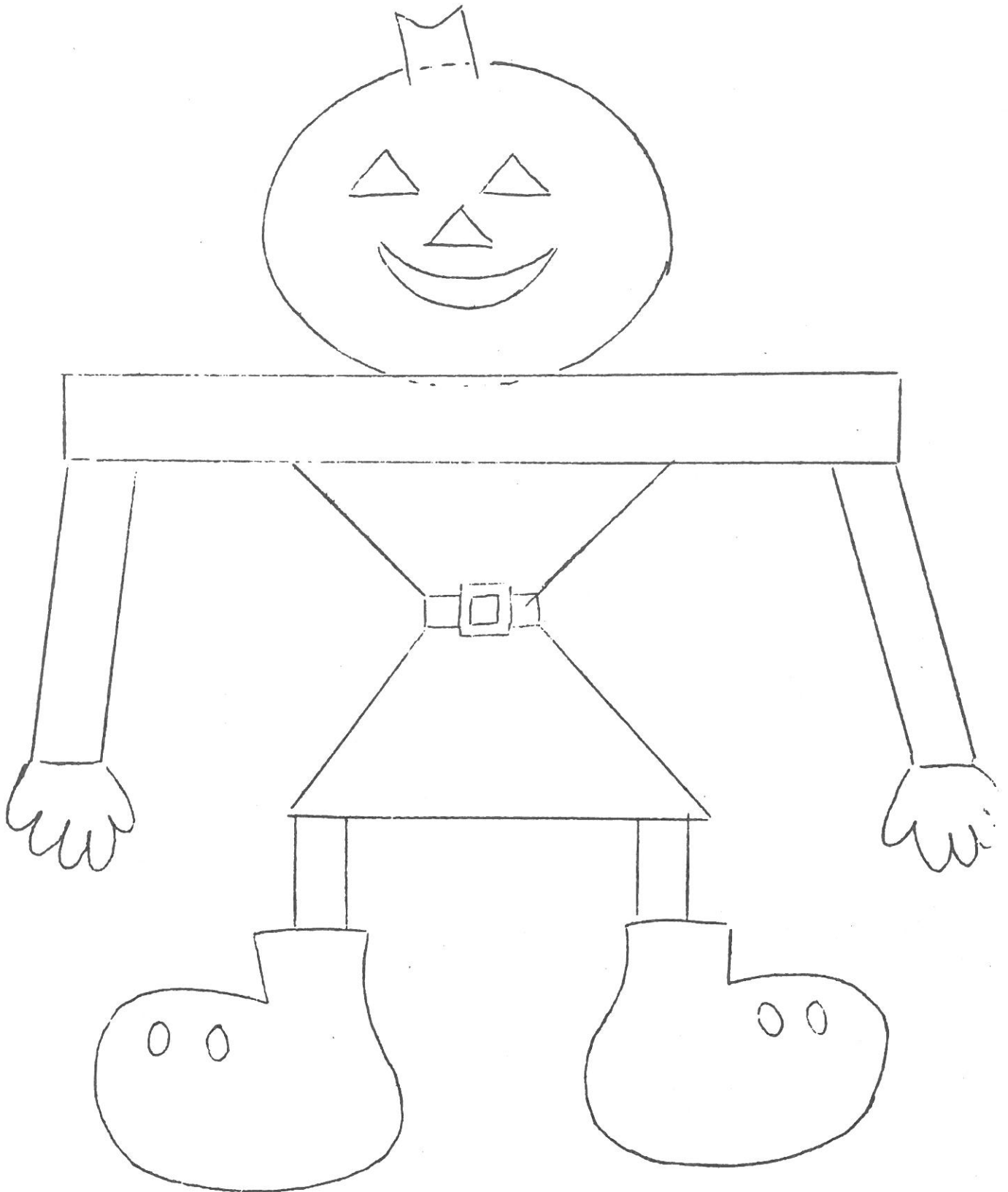
Halloween Story Patterns:



Halloween Story Patterns:



Halloween Man



Service Projects

Service, best exemplified by the daily Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best way to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves. They will experience a warm feeling that comes from giving to others.

Pack Projects

- Contributions to one of the many organization, which help, alleviate hunger and starvation around our community or the world.
- Plan a trip to a nursing or convalescent home around one of the Cub Scouts themes. Wear costumes, put on skits or puppet shows, or provide some type of entertainment.
- Plan a service project to benefit your chartering organization. Check to see what type of help is needed, then get to work.

Den Projects

- Shut-in adults and children need excitement added to their lives. Many times they receive special attention during the holidays. Why not select some other time of the year to make them feel "special".
- Visit and put on a den skit, sing Cub Scout songs or make gifts.
- Make tray favors for hospitals or nursing homes.
- Collect games, books or puzzles to take to a day care center.
- Make puppets and put on a show for a children hospital.
- Collect and donate magazines to nursing homes or hospitals.
- Leaf raking party. Rake into one big pile, toll and jump in them and then put them in plastic bags or on a compost pile.

Individual Projects

- Run errands of sick or elderly persons, or neighbors.
- Read to a smaller child.
- Pick up litter.
- Plan new trees.

No doubt you and your Cub Scouts will be able to think of many more useful service projects. Most institutions have restrictions, so be sure to clear your project with the person in charge. This will eliminate duplicate efforts by other groups, and will prevent embarrassment if some regulation is not followed.

DEN YELLS

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

DEN DOODLES

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

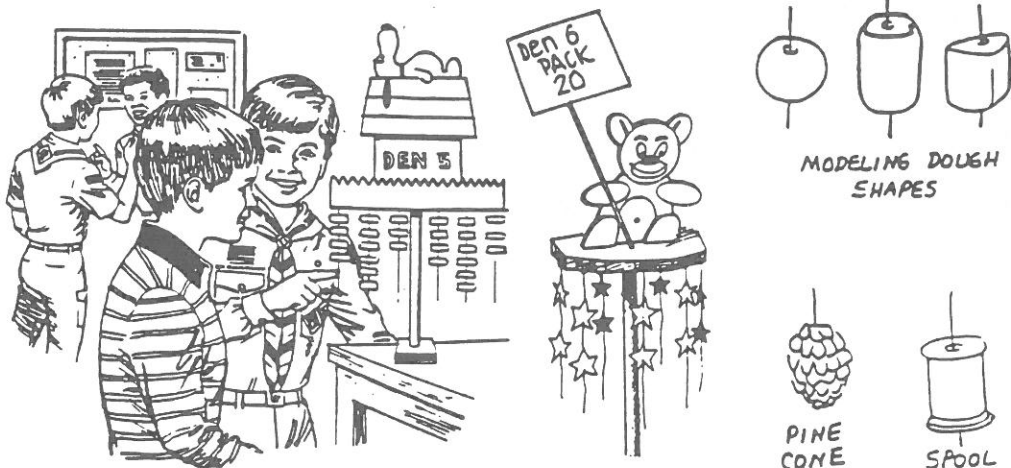
There are many types and ways to make Den Doodles. Let your imagination be your guide.

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

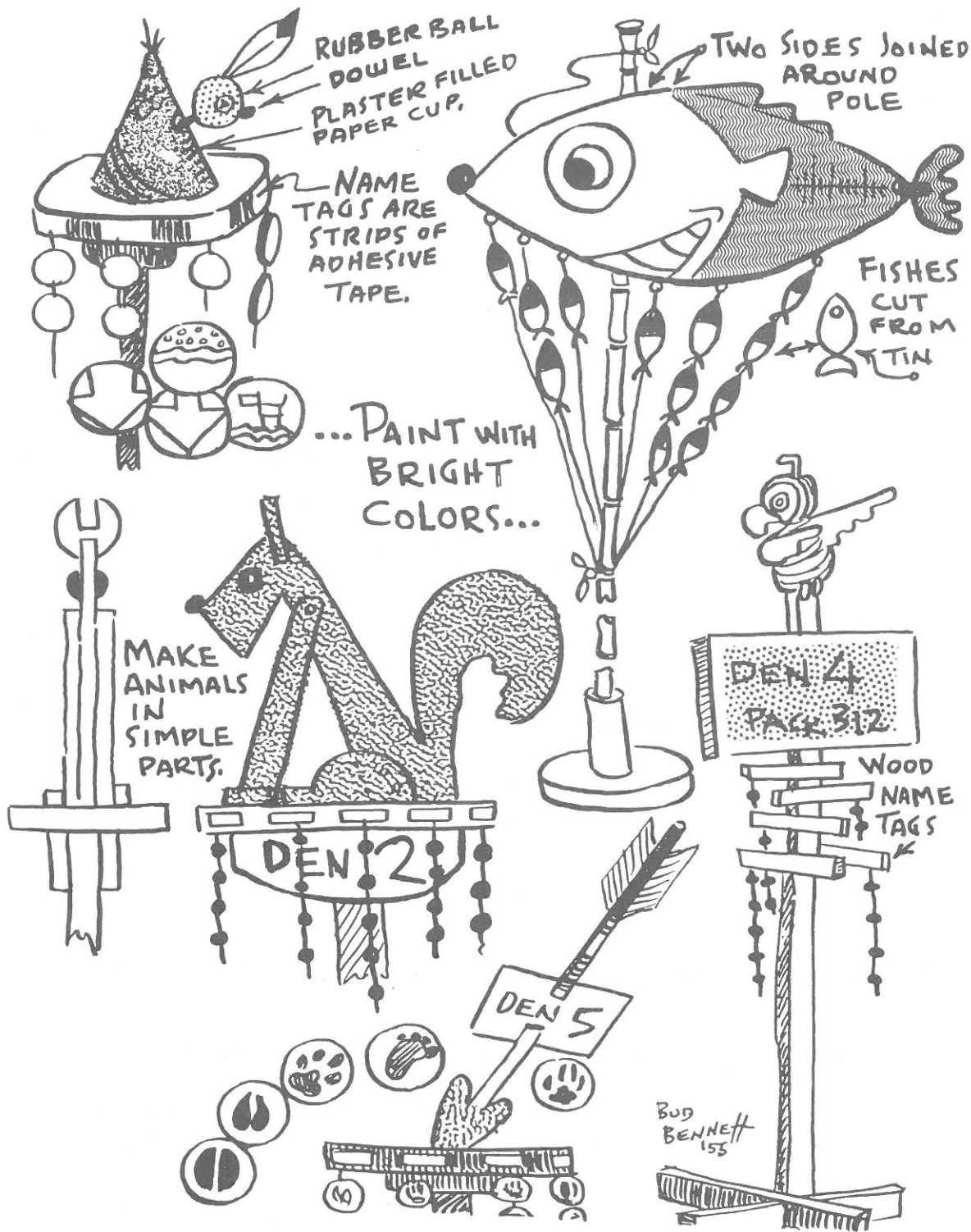
Any number of things can be used to recognize advancements on the doodle. Examples, Colored beads, spools, wood cutouts, peanuts, walnut shells, etc.

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

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



Den Doodle Examples



ETHICS IN ACTION

Teaching values has always been a part of the mission of the Boy Scouts of America, but parents of Cub Scouts told us they wanted even greater emphasis on values education.

Cub Scouts and Webelos Scouts are growing up in a complicated world. Ideas--- good and bad--- come at them from all directions. Many of these are in conflict with what their parents want them to learn, yet parents are not always around to help them choose.

Ethics in Action provides a series of activities and experiences designed to help boys learn to make good choices. The activities are designed to help boys understand such Scouting values as honesty, fairness and respect for themselves and others. Then, they learn to use these values to make choices in their daily lives.

Ethics inAction activities may be scheduled into the yearly plan for den meetings, or they may be used when a specific situation arises. One set of activities, for example, deals with "name calling." This can cause bad feelings in a den at any time and needs to be dealt with when it happens.

There are 14 sets of activities, each built around a single theme. They are:

BE A FRIEND. Discusses what friendship means, and how friends act toward each other.

BE AWARE AND CARE #1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE #2. Discusses other physical handicaps; suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. Uses a mock court to deal with taking care of one's own things and showing respect for the property of others.

CONSUMERS ALERT. Helps boys analyze TV commercial messages and print advertisements.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE! Explores the responsible use of fire; deals with the kinds of decisions regarding fire that Cub Scouts and Webelos Scouts are likely to face.

HARD LESSONS. Shows boys what it is like to have learning disabilities and underscores the need for understanding problems faced by those with such conditions.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.

PEACE IS... Explores ways to introduce the positive aspects of peace; suggests how boys can contribute to world-wide understanding.

SAYING HELLO, SAYING GOODBYE. Provides way to help boys who are joining or who are leaving the group.

SAYING NO. Helps reinforce what boys already know about personal safety, drug use, etc., through the making of a "public service announcement."



CUB SCOUT CHEFS

Eating is fun and so is fixing food to eat! Cub Scouts love to do both. This section will focus on cooking inside, instead of cooking outdoors.

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

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

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

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

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



RECIPES

CHEESE DOG ROLL-UPS

Preheat oven to 375 degrees.

1 can refrigerator crescent dinner rolls

8 hot dogs

8 strips cheddar cheese

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

FRUIT SPARKLE

1 can of frozen juice concentrate – any flavor

Ginger Ale

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

CUB SCOUT PIZZA

Preheat oven to 300 degrees

English muffins

Pizza sauce

Grated cheese (any kind)

Meat of your choice, pre-cooked

Toppings of your choice i.e. mushrooms, onions

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

LEMONADE

½ lemon
2 teaspoons sugar
½ cup cold water

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

TING A LING NOODLE CLUSTERS

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

BBQ WIENERS

Take 1 package of wieners and cut into bit sizes or buy the bite size wieners. Place in pan and let brown, but not dark. Add 1 ½ cups of your favorite BBQ Sauce. Let simmer for 15 minutes.

HIKERS BIRD SEED

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

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

GOOBER APPLES

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

MARSHMELLOW PUFFS

Preheat oven to 375 degrees

- 2 tablespoons sugar
- ½ teaspoon cinnamon
- 1 can refrigerated crescent rolls
- 2 tablespoons butter or margarine
- 8 large marshmallows

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

GRILLED CHEESE TORTILLA

- Tortilla's
- Grated Cheese (*any kind*)

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

DUMP CAKE

- ½ cup brown sugar
- 1 egg
- 1 can cherries
- 1 cake mix
- 1 stick margarine

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

