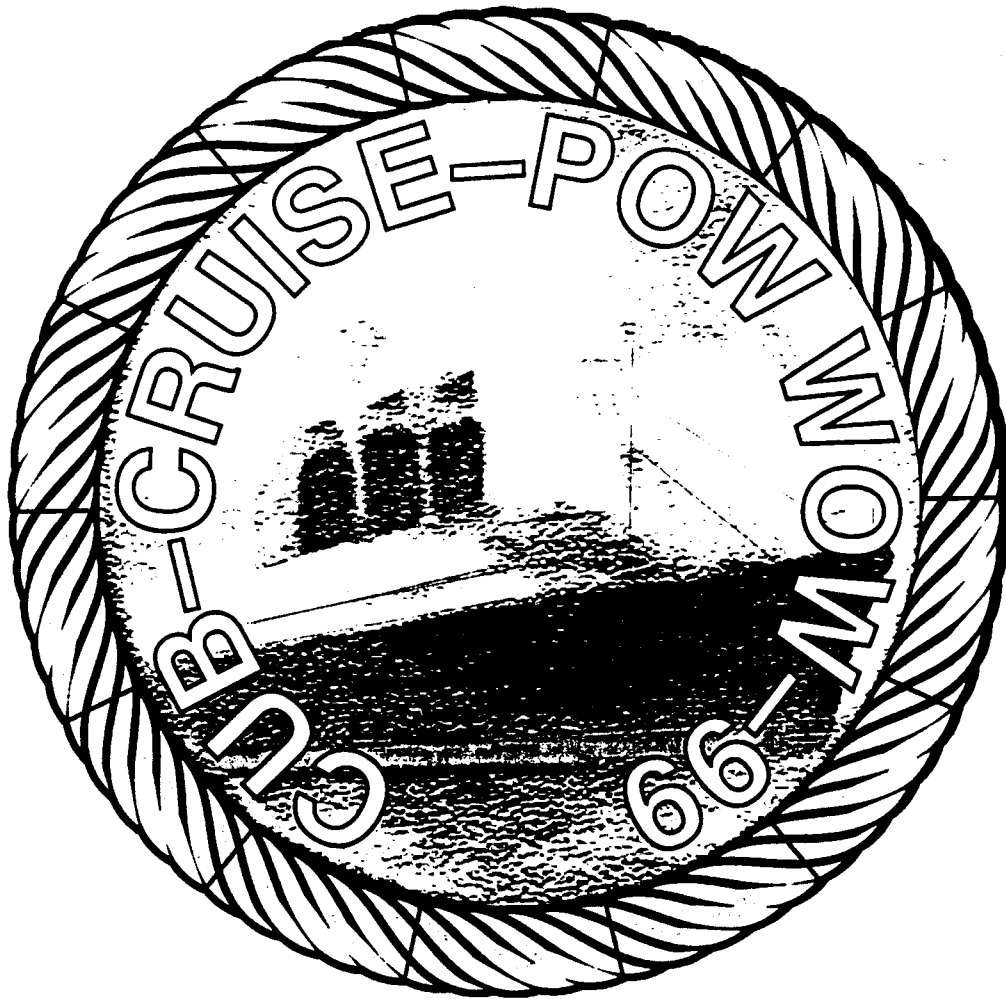


1999—POW—WOW—BOOK



Southern New Jersey Council
Boy Scouts of America—Beaver District

Saturday November 6, 1999

November 1999

Dear Fellow Scouters:

Welcome to this year's POW WOW! We are so glad to have you here participating in one of the great events of Cub Scouting.

Thank you to all those who helped with the "Cub Scout Cruise" and who made this experience possible. It is not an easy task, but it is well worth it. We appreciate all the scout leaders out there who are interested in boys enough to do something about it. Your effort does not go unnoticed.

As to this Pow Wow book, it would not have been complete if not for the efforts of many other councils and Pow Wow books from across the country. It also wouldn't be complete without Carol James' wonderful comprehensive file. Thank you Carol! This is definitely an example of "CASE" (Copy And Steal Everything). We appreciate all the sources of information that are available.

Special thanks to our families, who put up with our "one hour a week" scouting addictions. Some weeks are better than others!

We hope that these ideas will help you and that your scouting adventures will be smooth sailing as you embark on your own personal "Cub Scout Cruise".

Yours in Scouting,

Ann Marie Ondricek
Toni Soltanuk
1999 Pow Wow Leaders

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TIGER CUBS

WEBELOS

DERBIES

DEN LEADER HELPS

SKITS

November 1999
Discover Our Family Heritage

Our American Heritage - Opening ceremony

Set Up: Cub Scout stands blindfolded, gagged, and bound before the audience.

The Cubmaster says:

This is an American boy. The American Revolution won him freedom.
(Scoutmaster unbinds him.)

The Constitution guarantees him free speech.
(He removes the gag.)

A free education gives him the ability to see and to understand.
(He removes the blindfold.)

Let us help Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Turn off lights, spotlight American Flag, and repeat the Pledge of Allegiance.

Closing Ceremony

Set up: Pass strips of colored paper to each member of the audience and have a small stapler handy to pass along. Have the audience fold their paper into a paper chain link and staple it the one before.

Cubmaster: Tonight we have talked and learned about our families. Each one of us is unique. We are a blend of the family members who have come before us. Not one of us stands alone - we have families who are with us now that we know, and family members who we can only learn about by studying history. This great country we live in is also unique. It is made of a blend of immigrants from every country in the world. Not one country stands alone as the source of the heritage of the United States. Our families and our country are a lot like this beautiful chain we are making. Each color represents a unique heritage. Each link is important in making our chain beautiful and strong. As we leave tonight let us turn our thoughts to those good people who came before us to make our families and this country strong and unique in the world.

Show the chain and use it as a final decoration.

Heritage Cheer

Have the audience call out cheers as you call on them according to their heritage (each participant will probably be able to answer to more than one country).

French: Oo La La!

Spanish: Si Señor!

English: I say, Good Job Bloke!

German: Zer Gut!

Japanese: Ahh Soo!

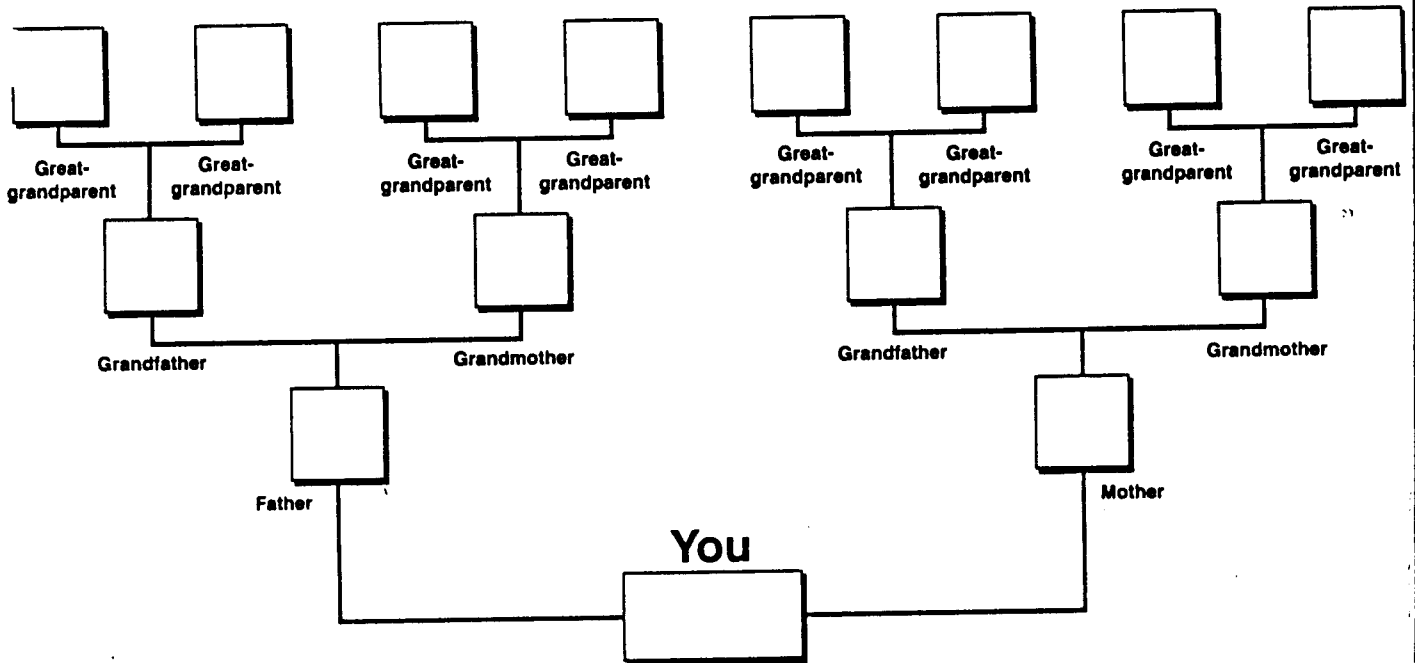
Others as needed to represent *your* group.



MY FAMILY TREE

If you have many family photos, you could create a family picture tree to show at your pack heritages celebration. Arrange the photos as shown and glue or tape them into place. Put your picture at the bottom of the tree, your parents' photos above your picture, their parents' above them, and your great-grandparents' pictures on the top row.

MY FAMILY PICTURE TREE



My Family Heritage

1. I was born in _____
City, county, state, country

2. My mother's name is _____ She
was born in _____ on _____,
State, country Date Year

3. My father's name is _____ He
was born in _____ on _____,
State, country Date Year

4. My mother's mother is _____
Name (before she married)
She was born in _____ on _____,
State, country Date Year
My mother's father is _____
Name
He was born in _____ on _____,
State, country Date Year

5. My father's mother is _____
Name (before she married)
She was born in _____ on _____,
State, country Date Year
My father's father is _____
He was born in _____ on _____,
State, country Date Year

6. Did any of my ancestors immigrate to the United States from another country?
_____ yes _____ no
If yes, what country? _____

8. Some of my family's special customs or traditions are _____

9. A special relative or ancestor who is important in my family's history is _____ . This person has a special place in our family's history because

MY FAMILY STORY

Write a story about your family heritage. You could tell what you have found out about your grandparents or great-grandparents, where they lived, what traditions were special to them, and what hardships they had in their lives. Or you could tell about a relative or ancestor who is especially important in your family's history. Or you could tell a family story that a relative told to you.

Make a poster or other display to show or exhibit at your pack heritages celebration. Here is one idea for arranging your family heritage display:

THE (YOUR LAST NAME) FAMILY

(Glue or tape a family photo here. If you have any newspaper clippings or other mementos of your family's history such as old jewelry, etc. - add that too.)

Put your story about your family heritage in this space. You might want to write it on another piece of paper first, then neatly copy it onto your poster or exhibit for the pack heritages celebration.

Ethnic heritage or country of origin:

Language:

Religion:

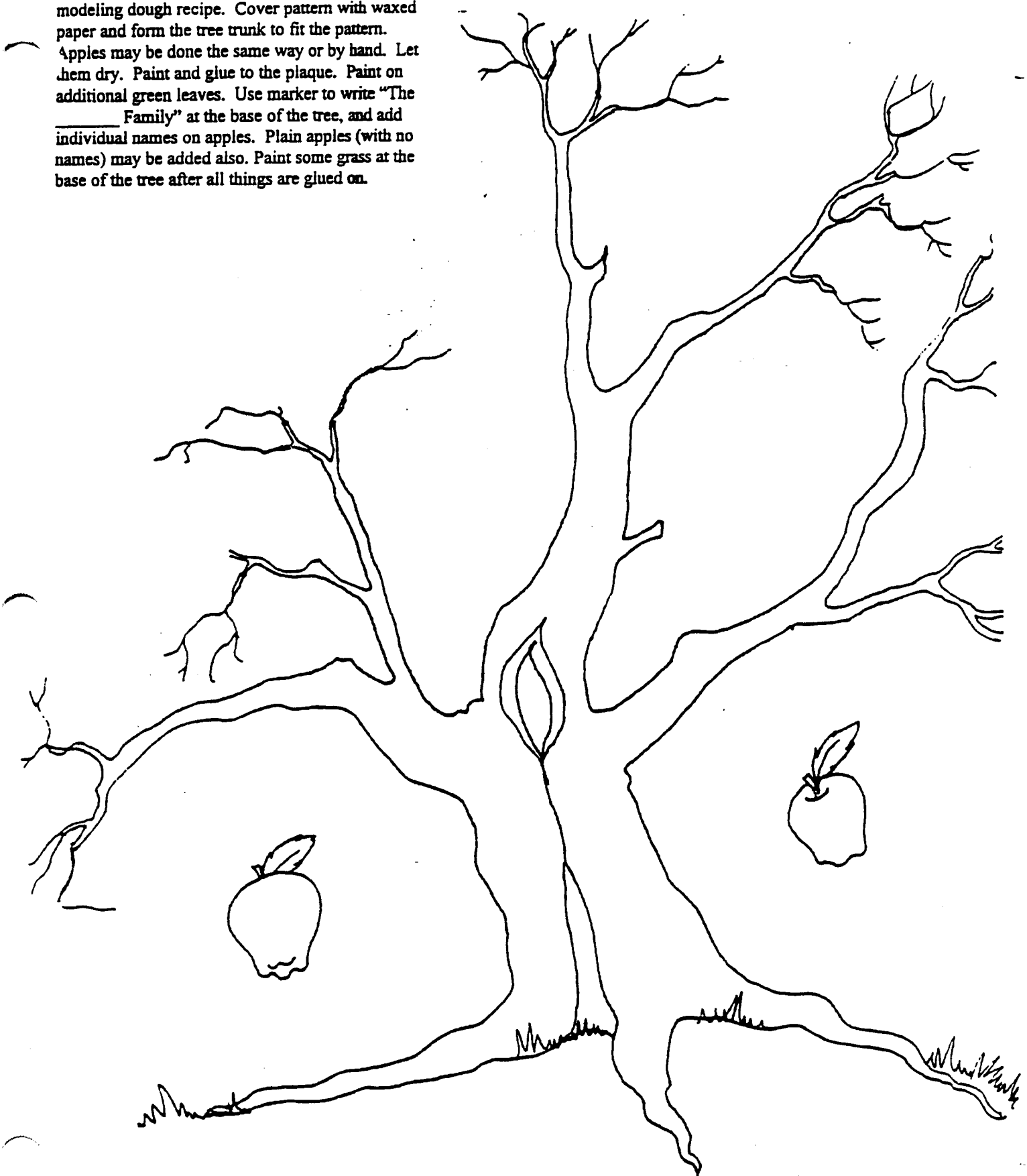
Traditional foods:

Traditional clothing or style of dress:

Special days or events:

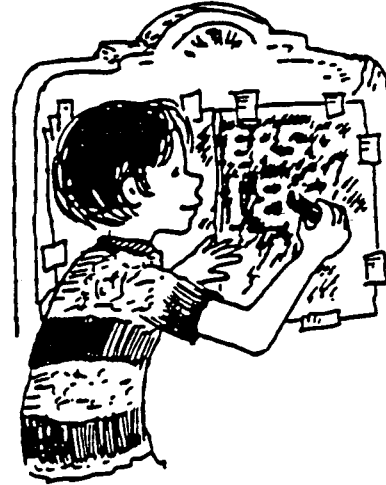
Family Tree

Paint an appropriately sized plaque. Use favorite modeling dough recipe. Cover pattern with waxed paper and form the tree trunk to fit the pattern. Apples may be done the same way or by hand. Let them dry. Paint and glue to the plaque. Paint on additional green leaves. Use marker to write "The _____ Family" at the base of the tree, and add individual names on apples. Plain apples (with no names) may be added also. Paint some grass at the base of the tree after all things are glued on.



Gravestone Rubbings

This is a great way to “document” relatives that have passed away and is a wonderful memento of past times and people. And it’s easy to do! Start by locating the headstone of the relative (your parents should be able to help you with this part). Use a soft brush to clean dirt off the stone. Tape a sheet of paper over the name, date and other information you wish to copy. (Use two sheets, if necessary, to get all the information.) Remove the wrapper from a large black crayon (a lumber-marking crayon works great) and use its side. Holding the paper firmly, gently rub the crayon over the entire surface. If the paper shifts, the image might blur, so go slowly. Continue carefully rubbing over each area. Letter, numbers and designs that were carved into the stone should appear white with black around them. Keep rubbing until the message is readable on the paper.



Relationship Chart

Did you ever wonder what a second cousin was? Or a first cousin, once removed? Are they the same thing? There are lots of terms used as “shorthand” to explain exactly how you are related to your relatives. For example, *cousin* is a term for any relative who is descended from a common ancestor with you, but who is not a sister or brother. The children of your parents’ brothers and sisters are your cousins. So are the children of your parents’ cousins. But one is a first cousin and one is a second cousin.

To use the relationship chart, follow these simple steps:

1. Figure out what relative (“X”) you have in common with another relative.
2. Find your relationship to “X” in the far left-hand column.
3. Have your relative find his or her relationship to “X” in the very top column.
4. Now figure out where both of your columns meet. That’s the formal term for *your* relationship.

Example: Sharon and Evie are both related to Ida. Sharon is Ida’s granddaughter (far left column, #2). Evie is Ida’s great-granddaughter (top column, #3). Sharon and Evie are first cousins, once removed.

	1	2	3	4	5	6
COMMON ANCESTOR	CHILD	GRAND-CHILD	GREAT-GRAND-CHILD	G-C-GRAND-CHILD	G-C-C-GRAND-CHILD	G-C-C-C-GRAND-CHILD
1	CHILD	BROTHER/SISTER	NEPHEW/NIECE	GRAND-NEPHEW/NIECE	GREAT-GRAND-NEPHEW/NIECE	G-C-GRAND-NEPHEW/NIECE
2	GRAND-CHILD	NEPHEW/NIECE	1ST COUSIN	1ST COUSIN ONCE REMOVED	1ST COUSIN TWICE REMOVED	1ST COUSIN THREE REMOVED
3	GREAT-GRAND-CHILD	GRAND-NEPHEW/NIECE	1ST COUSIN ONCE REMOVED	2ND COUSIN	2ND COUSIN ONCE REMOVED	2ND COUSIN TWICE REMOVED
4	G-C-GRAND-CHILD	GREAT-GRAND-NEPHEW/NIECE	1ST COUSIN TWICE REMOVED	2ND COUSIN ONCE REMOVED	3RD COUSIN	3RD COUSIN ONCE REMOVED
5	G-C-C-GRAND-CHILD	G-C-GRAND-NEPHEW/NIECE	1ST COUSIN THREE REMOVED	2ND COUSIN TWICE REMOVED	3RD COUSIN ONCE REMOVED	4TH COUSIN
6	G-C-C-C-GRAND-CHILD	G-C-C-GRAND-NEPHEW/NIECE	1ST COUSIN FOUR REMOVED	2ND COUSIN THREE REMOVED	3RD COUSIN TWICE REMOVED	4TH COUSIN ONCE REMOVED

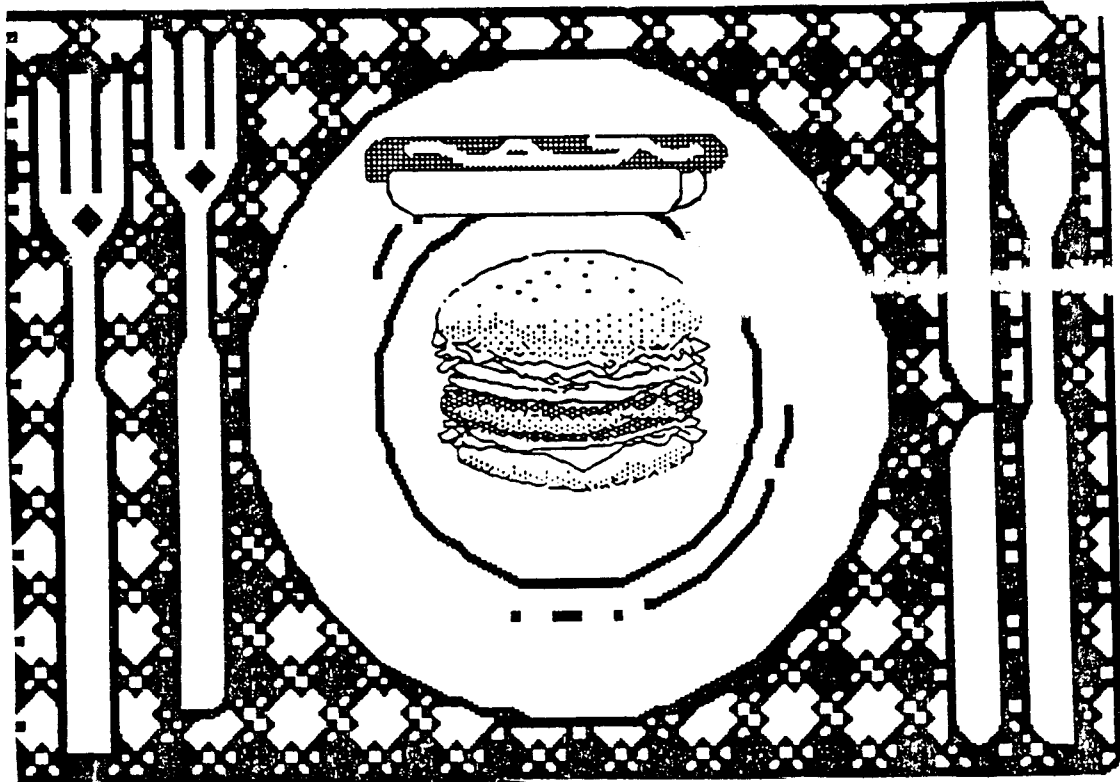
Attention!

It is now November!

Time to think about the

BLUE & GOLD DINNER

(see February for details)



Holiday Crafts

Holiday Crafts-Thanksgiving

Stuff The Turkey Game

Materials:

- 1 large paper grocery bag
- 2 small lunch bags
- masking tape
- hot glue
- newspaper
- staples
- large bowl

Carcass

Turn large bag inside-out so no writing shows on outside. Pull in corners 2" and staple diagonally to give a rounded look. Fold opening under 2" and pleat and staple until opening is about 8" around.

Drumsticks

Staple corners on lunch bags as with carcass. Now stuff in wadded up newspaper until ½ full. Turn under 1" on openings, scrunch up unstuffed halves and tape to look like drumsticks. Attach to carcass with hot glue.

Stuffing

Make balls of "stuffing" by wadding and taping up ½ sheets of newspaper to about fist-size.

Game

You're ready to play! Place in a large bowl with opening facing upwards. Toss stuffing into carcass opening. If you make it, "gobble" like a turkey! A miss is a "fowl!"

Variation

Young Tiger Cubs might enjoy stuffing the turkey with plastic play food! Use toy bread, celery, onions, butter, salt, and pepper!

"Gobble, Gobble!"

Native American Straw Weaving

For bookmark, belt, headband, armband, or neckerchief slide

Materials:

- yarn
- drinking straws

Instructions

Tie 4 1½ long strands of yarn together on one end. Place each strand through a drinking straw and tie together all strands at bottom. Tie a 2-3 yard long yarn strand to top of knot. Weave over straws, keeping weaving tight and close together. Tie on more yarn if desired and continue. Move straws down if needed. When long enough, untie bottom knot, remove straws, and retie.

Variation

For a bendable neckerchief slide, use pipe cleaners instead of warp yarn inside of straws. Can be worn wrapped around neckerchief.

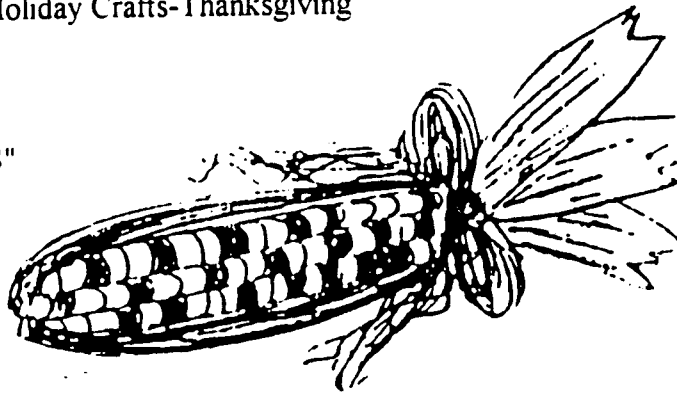


Holiday Crafts-Thanksgiving

Beaded Indian Corn

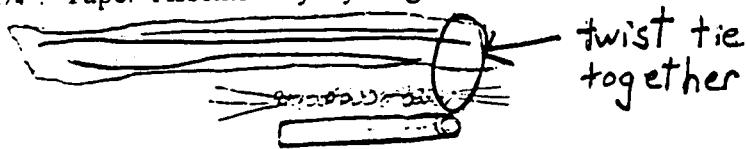
Materials:

- 3 or 4 pipe cleaners, cut to 8"
- pony beads in Fall colors
- 3"x12" ecru paper twist
- ½ sheet of newspaper
- masking tape
- raffia



Instructions

Twist pipe cleaners together at one end, twisting to about 1". String beads onto pipe cleaners and twist bottom ends together in like manner. Fold newspaper into eighths and loosely roll up, resulting in a cylinder 6"x¾". Tape. Assemble by layering as illustrated.



(Paper twist will be covering beads.) Secure bottom ends with twistie tie or pipe cleaner. Hold onto cylinder and beads in one hand, and using the other hand wrap the paper twist around the secured end so that the cylinder is now sandwiched in the middle. Tie raffia bow at top, and cut paper twist into pieces as shown above.

Pilgrim Placemats

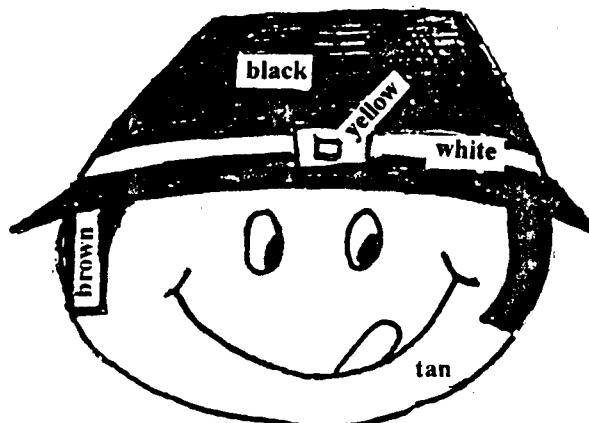
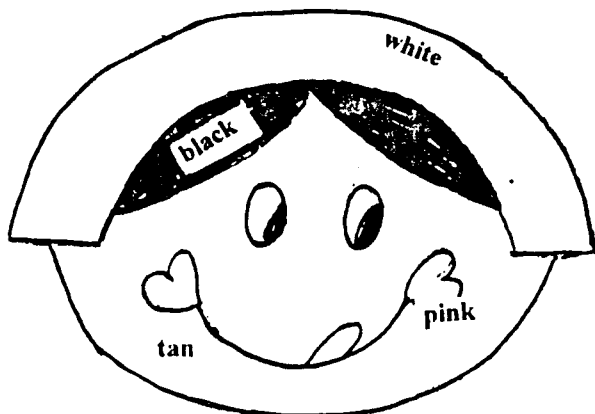
For parents or grandparents-or make & give to a childrens' hospital!

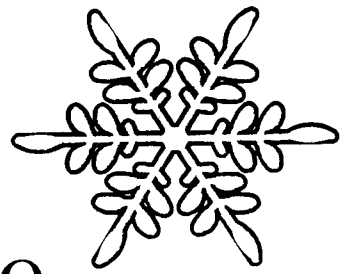
Materials:

- large construction paper in:
tan, black, white, yellow, pink, and brown
- markers
- glue
- clear Contact® paper

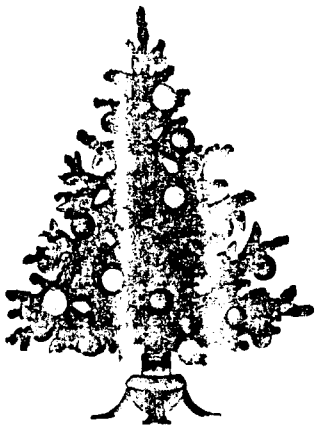
Instructions

Make the following from paper and cover with Contact® paper. *Enjoy!*





Pow Wow 1999
December
"Holiday Magic"



Merry 
Christmas



Hanukkah
Greetings

December 1999
"Holiday Magic"

"Let's Celebrate" Opening Ceremony

Need: Cubmaster and three Cubs

Yule log with three candles inserted, a fourth candle for a lighter

CM: With all the festivities of this busy holiday season, the Cubs of Den # _____ want to light our Yule log that will burn throughout our meeting tonight, and offer to you their holiday wishes.

#1: (Light candle) "This wish is for all of your dreams to come true."

#2: (Light candle) "This wish is for peace for all the children of the world."

#3: (Light candle) "This wish is for a year where everything goes well for those we hold dear."

Greeting Opening Ceremony

Need: Nine large greeting cards, each with one letter of "greetings" printed on it.

Nine Cub Scouts

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

G - "Glad to see you here tonight."

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

E - "Everyone smile and shake that hand."

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

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

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

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

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

S - "So now, Cubmaster _____ our program's begun."
(Cub motions for cubmaster to come up on stage.)

HOLIDAY GIFT ADVANCEMENT CEREMONY

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

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

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

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

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

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

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

OTHER ADVANCEMENT CEREMONY IDEAS

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

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

A Funny Christmas Story

As a gathering game, have the Cubs number a piece of paper from 1 to 23. Ask for (1) time of day; (2) a holiday ... etc. Then read the story, after the start of the meeting, filling in the blanks with answers written by the Cubs.

'Twas the (1) time of day before (2) a holiday, when all through the (3) building, not a creature was stirring, not even a (4) animal. The (5) article of clothing(s) were hung by the (6) part of a room with care, in hopes that (7) famous living person would soon be there. The children were nestled all snug in their (8) piece of furniture while visions of (9) sweets danced in their (10) part of body(s). Mama in her (11) article of clothing and I in my (12) article of clothing had just settled down for a long winter's nap. When out on the lawn there arose such a (13) sound, I sprang from my (14) piece of furniture to see what was the matter. The moon on the breast of the new fallen (15) element of weather gave a luster of (16) time of day to objects below. When what to my wondering (17) part of body should appear but a (18) adjective, (19) adjective sleigh and (20) number (21) adjective (22) animal; with a little old driver, so (23) adjective and (24) adjective, I knew in a moment it must be (25) famous living person!!!



ADVANCEMENT CEREMONY

Attach badge and hang from tree

Equipment - Small Christmas tree with lights. A 3- or 4-inch tree cut from wood and a decal for each rank to be presented on the front of the tree. Behind the tree put a candle or a 110 volt candle. (Badges can be hanging from the tree as decorations.)

Narrator - The custom of celebrating the Christmas season is done differently throughout the world. In the United States we have several ways to celebrate this season. One of the ways is with lights (light tree lights). Tonight as we celebrate the Christmas season we will also celebrate the achievements of our Scouts who have advanced in rank.

Call the Bobcat candidates and parents forward. Talk about the 7 steps in the Bobcat Trail and their accomplishments. Have them light a candle behind the tree that represents the Bobcat. If an electric candle is used, have different colored bulb for each rank. Continue through the ranks that have been completed. If the badges are hanging from the tree, have the Scouts remove the respective badge for the rank they have earned. If the badges are going to be presented, present to the parents to present to the Scouts.

Another variation would be to have the badges in a Christmas card with the name of the Scout on the front or wrap the badges in small packages labeled with their names.

A FEW HOLIDAY GAMES

Holiday Scramble

Need: Any number of Cub Scouts divided into groups of two.
Nine small construction paper trees for every two people.

Print one letter from the word "Christmas" on each tree. Mix up the letters. Divide the players into teams of two. Give every team nine trees. By trading, the teams try to get all of the letters to spell "Christmas." The game continues until one team can spell "Christmas."

The symbols and wording for this game can be changed to fit any religion, holiday, etc.

Snow Moving Relay

Need: Two equal teams of Cub Scouts
Two bowls of "snow" (popped popcorn or miniature marshmallows)
Two empty bowls and two tablespoons

Divide the group into two teams. Have each team line up in a row, one player behind the other. Place a bowl of "snow" in front of each team. Place two other empty bowls on a table across the room. Give the first one in each line a tablespoon. The players are to move as much of the "snow" as possible to the bowls across the room. With one hand holding the spoon and the other hand behind his back, a player picks up as much "snow" as he can with the spoon. If he loses any "snow" on his way across the room, he must stop where it fell off, pick it up and return it to the spoon, and proceed. After putting his "snow" in the bowl, he runs back to the next person in line and gives him the spoon. The game continues until every player on both teams has had a turn. The winning team is the one moving the most "snow". You may need to count kernels of popcorn or marshmallows!



Snowball Toss

Need: Three styrofoam balls and a small Christmas wreath

Have one Cub Scout hold a wreath while the others try to toss the ball through the opening of the wreath. Let each one have three tries. If there is a tie, the wreath could be moved back a little for a playoff.

There are three major celebrations that occur in December in the United States. They are Christmas, Hanukkah, and Kwanzaa. Below is a list of words associated with each of those three celebrations. Let's see how much you know. Place a C in the blank if you believe that word is associated with Christmas, H for Hanukkah, or a K for Kwanzaa.

- | | |
|-------------------------------------|-----------------------------|
| _____ Dreidel | _____ Celebrated for 1 Day |
| _____ Red & Green | _____ Blue, White & Gold |
| _____ Red, Green & Black | _____ Celebrated for 7 Days |
| _____ Celebrated for 8 Days | _____ Sweet Potato Pie |
| _____ Celebrates the birth of Jesus | _____ Celebrates Heritage |
| _____ Menorah | _____ Cookies |
| _____ Kinara | _____ Tree |
| _____ Ornaments | _____ Celebrates a Miracle |
| _____ Rainstick | _____ Yule Log |

Closing Ceremony

Need: Cubmaster and an oversized book

To end this evening I would like to tell you a story. A crowded bus stopped to pick up a bent old woman. With great difficulty she struggled up the steps with a large basket of freshly washed laundry. "You'll have to put your basket in the rear of the bus" said the driver impatiently. "But I don't dare. They don't belong to me," the woman replied. The driver was firm. "You and that basket are in the way. Either stow it or get off!" The old woman was almost in tears when a Cub Scout in uniform stood up. "You sit here, ma'am," he offered. "I'll take your basket to the back and watch it until your stop." The woman was doubtful, but the driver was about to put her off. A second lady, sitting nearby, said to the old woman, "That boy's all right. Can you see his uniform? I'll vouch for him." The old woman was soon seated and the basket of clothes was carried to the rear of the bus. At her stop, the boy gently set the basket down by her, then returned to the bus and continued on his way. "Who's the kid?" the bus driver asked the second woman. "I don't know the kid," came the reply, "But I do know the uniform, and you can trust it every time." In this season of giving and helping, let's make extra sure that we remember what our uniform means to others and to ourselves.

SONGS

CHRISTMAS TIME

(Tune: Jingle Bells)

School is out, we won't pout,
Cubs shout "Hip-hurray"
Something special's coming soon,
And it's Christmas Day.

Wrap the gifts, trim the tree,
Mind your Mom and Dad.
You'll get presents if you do,
Boy, won't we be glad.

DO YOUR BEST

(Tune: Are You Sleeping)

When you do your best
When you do your best
You'll feel great
You'll feel great.

Make and do for others
Make and do for others,
Spread good cheer
Spread good cheer.

PACK GOOD TURNS

Have each Cub Scout make a gift for a resident of a nursing home or other facility for the elderly.

Have a holiday party for residents of a nursing home or the children's ward of a hospital. Bring small gifts, sing holiday songs, and play games. You might also perform the skits for songs prepared for last or this month's pack meeting.

Aid your chartered organization by shoveling snow, or cleaning at one of their holiday events.

Refurbish good used toys and give them to a charitable organization for distribution to the needy.

Collect good used books for a hospital or nursing home.

Collect canned goods and good used clothing for distribution by a charitable organization.

Adopt several elderly persons for the next month (or the winter) and provide regular visits - running errands, shoveling snow, reading to them, etc.

Organize a pack carol sing for the homes of shut-ins.

Organize a holiday party for children in your community.

"TIN PUNCH" CHRISTMAS ORNAMENT

Materials

Small Hammer
 Cardboard - Thick
 Tin
 Masking Tape
 Small Nail
 Scissors

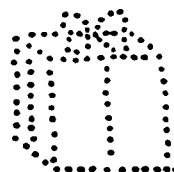
Optional

Fabric Trims
 Ribbon
 Lace
 White Glue
 Pom Poms
 Sequins
 Permanent Markers

NOTE: For tin, you can use sheets of aluminum. Check your newspaper office for this; one side will have print, one side is clear. This cuts easily with children's scissors. Push pins will poke holes into this.

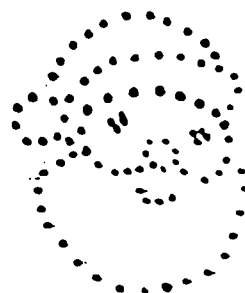
Some designs adapt well to orange juice can lids.

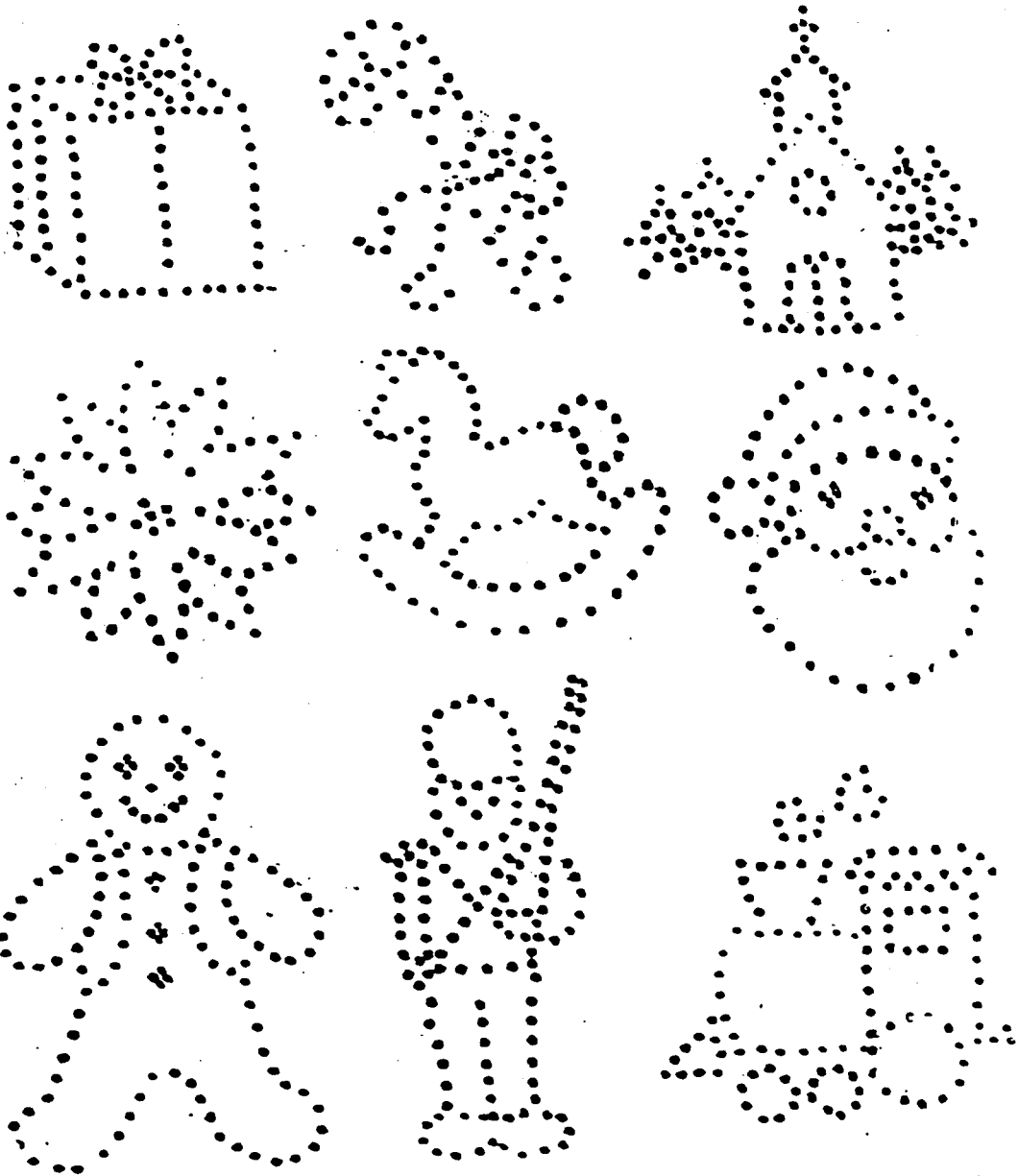
Punching Your Ornament



1. Choose design of your choice.
2. Cut tin (aluminum) a little larger than design.
3. Center design in center of tin (aluminum) and tape in place.
4. Place cardboard under tin (aluminum)
5. Beginning at the center of your design and working out, punch out your design.
6. Hold nail or push pin in the center of each black dot. Push or tap with hammer until it goes through the tin (aluminum). Don't worry if every hole is not perfect. This enhances the ornament.
7. Do not lift your pattern until all dots have been punched.
8. When finished, remove pattern and decorate as you please.

(SEE NEXT PAGE FOR TIN PUNCH DESIGNS)





Pow Wow 1999
January
"Does Not Compute"



January 2000
"Does Not Compute"

Opening Ceremony

Prepare poster with letter on one side and information on the other.

C - is for calculating

O - is for organized information

M - is for memory

P - is for printer

U - is for useful

T - is for time-saving

E - is for entering from a keyboard

R - is for really neat things you can do with a computer

Game - "Spencer's Computer Adventure"

Put all words on small pieces of paper, and give out to scouts (boys may have more than one word.) Read the story to the scouts and each time you come to a blank, point to a different boy. He reads the words on his piece of paper.

On a bright and sunny day, Spencer was in his bedroom, programming his new home computer for a Cub Scout project. He typed _____ into the computer keyboard. As he worked over his program, he suddenly felt a weird sensation of _____ coming over him. Instantly, Spencer was trapped inside his own computer. Spencer saw a huge _____ coming over a microchip, so he ducked behind a tube and hid. On the left wall of the computer he saw a picture of his fellow scout, Paul, and a _____. Below that he saw a sign that said "Do Not Enter". Since all Cub Scouts are naturally curious, Spencer walked right in. He saw two more of his Scout friends, Tyler and Tazman, working very hard, trying to change a little _____ to a big _____ without success. Very, very quietly, Spencer looked around the computer. He saw another two Den 6 Scouts, Brandon and Thomas, with a _____. They were trying to pick up a _____ with it. Spencer moved like a _____, being as silent as he could be. Around another corner were Adam and Karim looking at a _____. It did not move at all. Spencer then heard his mom calling his name. "Wake up, it's time for lunch and all your den members are here and we are going to have _____ and _____.

an electric banana

a talking tomato

gruesome oil can

dusty dinosaurs

green glob of Jell-O

purple pinecones

spiders

a man eating chocolate cake

rusty lampshade

peanut butter sandwiches

pink petunia

talking toothbrush

torn towels

smelly shoe

bent golf club

five small rocks

dirty broom

microchip

old tire

flower pot

COMPUTER SCAVENGER HUNT GAME

Make a den trip to a shopping mall. Divide the boys into two teams, give each team a clipboard and pencil (and an adult) and then have them find as many things that use computer chips in the mall as possible. This list might include cash registers, travel agent terminals, inventory terminals, computer games, toys, televisions, word processors, etc. The team with the longest list after a half hour time limit wins. Then treat the den to ice cream at the mall for a fun outing for all!

TOMORROW'S COMPUTER SONG (Tune: Down by the Station)

Out in the workshop, Early in the morning
See the Cub Scout genius, Busily at work
Building a computer, Watch him push the buttons
Buzz, buzz, flash, flash, Won't compute.



INTERLOCKING PUZZLE: DEN ADVANCEMENT CEREMONY

Equipment: Advancement Puzzle, Advancement Chart, Glue

Set Up: Before the meeting, have the puzzle board displayed along with the advancement chart.

Before the Ceremony: Record all achievements signed off by parents since the last meeting, note which boys need to be recognized for their continued work toward the rank of Wolf (or Bear). With the help of the Den Chief and Denner, make adjustments to the Advancement Chart for each boy progressing. (It would be useful to use a different color pen each time you record so that it is obvious which achievements are from today.)

Ceremony:

Den Leader: A puzzle has interlocking pieces, each piece as it is carefully placed into the puzzle frame adds strength to the surrounding pieces, together they make a whole picture. As in a puzzle, we will learn to work together and support each other through our activities both in the den and at home.

Den Chief: We are using a picture of a wolf (bear) as our symbol of rank which you are each working hard to achieve.

Den Assistant: We have six boys in this den and each of you need 12 achievements to attain the rank of wolf, our puzzle holds 72 pieces, one for each achievement for each boy. This puzzle will be complete when each of you reaches his goal of wolf, the first piece is as important as the last as we add to our goal each week.

Den Chief: We will glue each piece of the puzzle in and make our puzzle permanent, like the achievements that we make in scouting, our puzzle will last a lifetime.

Den Leader: Would Michael please come forward and glue two pieces into the frame. (Denner escorts Michael and aids in gluing two pieces.)

Den Assistant: Michael has helped his family with cooking at a barbecue last weekend and he also helped out his church group picking garbage up at their road clean-up.

Den Leader: Let's give Michael a round of applause in acknowledgment of his work!

Instructions for making Interlocking Puzzle (Wolf or Bear)

This project need not be complicated. Look for a puzzle at your local toy store, with large pieces, usually 60, 72, or 100 piece puzzles are readily available. If you're very lucky, you will find a children's puzzle with a bear or wolf on it, if not, go to plan B: make your own.

Purchase that puzzle of any picture, notice the overall size and get a picture of a wolf or bear that covers the area, (ex: from an old calendar). Put the puzzle together. Carefully turn the puzzle over and number all the pieces starting at the bottom corner working in rows from the bottom to the top. Use a glue that is meant for mounting paper and glue your picture over the completed puzzle. After the glue is completely dry, carefully cut the puzzle apart with a razor blade.

Your puzzle can have an elaborate frame which you can make for it or you can keep it simple. Cut a piece of cardboard to the size of the puzzle, this will become the base for the boys to glue the puzzle to. You should take each piece of the puzzle starting with number one left hand lower corner and trace the outline onto the cardboard, trace each interlocking piece and number each corresponding outline on the cardboard with it's number. If you have a 100 piece puzzle and you only need less pieces for your den, you can glue some of the frame of the puzzle in till you are down the number of pieces you need, thus giving you a base to begin with. The puzzle is ready.

When using the puzzle for advancement, assemble the puzzle systematically so that it fits together correctly. Have the pieces upside down in a box with the numbers showing, this way you know which piece is needed next.

COMPUTER AWARDS ADVANCEMENT CEREMONY

Equipment: Box made up to look like a computer.
Large cards with the words BOBCAT, WOLF, BEAR, etc. on them.

Cubmaster:

In keeping with our theme of World of Computers, I would like to unveil my latest invention. (Uncovers or brings in "computer") This amazing device is able to collate all the information that comes in from our pack committee members, den leaders, Webelos den leaders and parents. It can then determine which Cub and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Show Bobcat card and insert into slot in machine. Pick up pre-positioned awards from rear of box.)

Will the following boys and their parents please come forward?

(Reads names of boys who are to receive the Bobcat rank and presents awards. Follow a similar procedure for the awards of Wolf, Bear, arrow points and activity badges.)

(Present the awards to the parents to present to their sons.)

I want to congratulate you and your parents. The whole pack is proud of your accomplishment and we're sure you'll continue to "Do Your Best".

What's a computer's favorite sport? --Running

How do you know when your computer is angry? --It'll have a chip on its shoulder.

What do computers eat? --A bit of almost anything.

How do computers choose their meals? --From menus, of course.

Why isn't the computer working? --The little person inside is taking a coffee break.

Why won't computers ever replace books? --There's no place to put the bookmark.

COMPUTERIZED AUDIENCE PARTICIPATION

For the computer, use a large appliance carton and equip it with jar lids, plastic caps, film reels and coils. Cut the back side of the carton so two operators can fit inside. Cut a wide slot in the front of the computer for inserting homework papers and for punched paper tape to come out. For lights on this computer, use flashlights, inserting them in holes cut in the computer so only the lights show; tape generously to hold in place. The operators also provide grunts and groans and rock the computer when it's called for toward the end of the skit; they also push the papers and tape out through the slot in the front. As the skit opens, Charlie and his computer are center stage. Charlie sits, dejectedly, beside his computer. The Narrator, standing to one side, reads the script.

NARRATOR: This is the story of Charlie Cub and his computer. Charlie was having trouble in school, so he decided to make a computer to help him with his assignments. Charlie figured that if he could get the computer to give him all the answers, life would be a breeze!
(As the Narrator speaks, Charlie and the operators perform the action.)

NARRATOR: But Charlie felt very sad, because his computer did not work. Every night he would feed his assignments into the computer. He would set all the dials, press all the buttons, spin the tape reels - but nothing would happen. No lights would flash, no buzzers would buzz, no clickers would click. The computer would just spit his papers back without any answers. (The operators push the papers out.) Poor Charlie! What was he to do? He was afraid of flunking!

Say, I've got an idea! Maybe you folks can help Charlie. I bet if the computer made all the right sounds, it would work! I'll tell you what - you folks can make the sounds for Charlie's computer!

(The Narrator then divides the audience into sections for the following sounds:

- "Clickety-click" - when Charlie turns the dials
- "Buzz-buzz" - when Charlie presses the buttons
- "Whirr-whirr" - when Charlie spins the tape reels
- "Blink-blink" - when the lights flash

After dividing the audience and giving them their sounds, Narrator continues.)

NARRATOR: That should do it. Now, let's try it. Okay, Charlie, give the computer your homework again. (Charlie inserts his homework. He and the audience perform as the Narrator gives the instructions.) Now, turn the dials...press the buttons...spin the tape reels. Aha, the lights are flashing!
(But the computer goes dead again and returns his papers without answers.)

NARRATOR: Oh, dear, it didn't work. Now don't worry, Charlie, we'll help you. I think I have it, folks. I don't think we put enough into it. Let's rehearse our sounds a little so they sound like real "buzzes" and "whirrs."
(The Narrator rehearses the audience so the sounds are more authentic.)

NARRATOR: That's much better. Another thing, this time keep making your sound until the computer works. All added together, these sounds have got to do the trick! Okay, Charlie, put your homework into the computer again.

(Charlie inserts the homework again and the Narrator repeats his instructions, while the audience responds on cue. But this time, they continue their sounds as the others are added making one, loud, cumulative noise.)

NARRATOR: That's great, folks! Keep it going! Come on, give it all you've got!
(The Narrator continues to encourage the audience in their noisemaking, as the computer's lights keep flashing and grunts and groans are heard coming from the shaking, rocking machine, courtesy of the operators. After a while, the homework papers come out through the slot again, followed by a long strip of paper tape.)

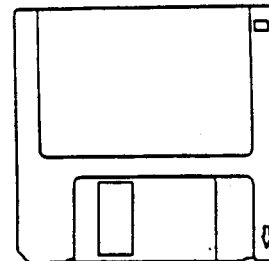
NARRATOR: It worked! Charlie's computer works! Did it do your homework, Charlie? What does the tape say?

CHARLIE (running the tape through his hands and reading): I DID NOT DO YOUR HOMEWORK. WHO CAN THINK - WITH ALL THAT INFERNAL HUMAN NOISE!!

NO COMPUTER NEEDED PARTICIPATION

Ask entire audience to stand. Then as the leader reads the following, individuals are to sit down if the statement applies to them.

- Sit down if you have white socks on.
- Sit down if you sing in the shower.
- Sit down if you are a boy and use hair spray.
- Sit down if your nose is crooked.
- Sit down if you weigh less than 25 pounds.
- Sit down if you are not wearing pajamas.
- Sit down if you have weird parents.
- Sit down if you have a hole in your sock.
- Sit down if you are really good looking.
- STAND UP** if the person next to you just sat down and was wrong!



COMPUTER QUOTATIONS

- "This computer works with the speed of light," Tom said swiftly.
- "This computer doesn't display capital letters," Tom said shiftlessly.
- "I can't get out of this loop," Tom said endlessly.
- "The CRT is out of order," Tom said darkly.
- "The intersection of the set of good computer programs and the programs you write is the null set," Tom said logically.
- "The logic of this program escapes me," Tom said unthinkingly.
- "Someone unplugged his computer," Tom said disconnectedly.

AGE COMPUTER

Tell your audience that your brain has been programmed to react like a computer. Say: "If you follow my instructions closely, I will be able to tell how old a person is. I will also tell the day and month that person was born." Choose a person from the audience. Give that person a pencil and a piece of paper. Ask him or her to do the following:

- Write down as one number the month and day he or she was born.
- Multiply that number by 2.
- Add 5 to the result.
- Multiply that sum by 50.
- Add his or her age to that total.
- Tell you the final sum.

Then you tell the person's age and give the month and day when he or she was born.

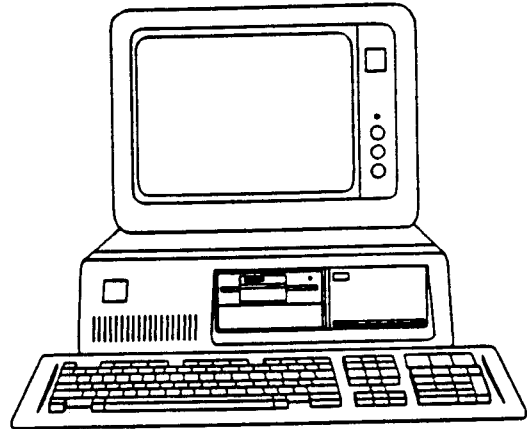
This is the way it works. Say the person was born on May 21st, he or she would write down..... 521

Multiply by 2.....	<u>2</u>	1042
Add 5.....	<u>5</u>	1047
Multiply by 50.....	<u>50</u>	52350
Add age (12).....	<u>12</u>	52362
YOU subtract 250.....	<u>250</u>	52112

The last two digits of the final number -12- will tell you the person's age. The remaining three digits will tell you the month and day he or she was born.

COMPUTER DAFFYNITIONS

- SILICON CHIP:** A boatful of criminals who don't know how to be serious.
- SYNTAX ERROR:** A mistake on a burglar's income tax form.
- KEYBOARD:** What you use to open the lock on your surfboard.
- ALGORITHM:** Why Al is such a good drummer.
- BUGS IN THE SYSTEM:** Terminalites.
- DATA:** Something that brings two computers together on Saturday night.
- KEYPUNCH:** What keys drink at a party.
- DISK DRIVE:** A boulevard for UFO's.
- MICROCOMPUTER:** Not Yourcrocomputer or Hiscrocomputer or Hercrocomputer, either.
- DISPLAY SCREEN:** A play screen closer to your den dat play screen.
- MICROCOMPUTER:** Patrocomputer's brother.
- MINICOMPUTER:** Patrocomputer and Microcomputer's sister
- TERMINAL GLARE:** A look that kills.
- INPUT:** A short stroke that sinks a golf ball in the cup.
- OUTPUT:** What you do to the cat before you go to bed.
- GINA LOLLODIGITA:** A computer's favorite star.
- MEMORY LOSS:** A sure sign of old age in a computer.
- SLIPPED DISK:** A computer back problem.
- HONEYWELL:** What computer bees make.
- OUT TOOT:** Music from a computer-operated horn.
- SILENT SCREEN:** The new horror movie for computers.
- CPU:** What everyone said when the science teacher crossed a computer with a skunk.
- FISHIN' CHIPS:** A completely automated tuna fleet.
- CORETETTE:** Four computers that sing together.
- DISKUSSION:** What computers do when they meet to solve a problem.
- FRIENDCHIP AND COURCHIP:** The purposes of computer dating services.
- CHIPMONK:** A monk who works on integrated circuits.



COMPUTERIZED APTITUDE TEST

1. If you went to bed at 8 O'clock at night and set your wind up alarm to get up at 9 O'clock the next morning, how many hours sleep would this permit you to have? (one hour)
2. Do they have 4th of July in England? (Yes)
3. Why can't a man living in Winston-Salem, N.C. be buried west of the Mississippi River? (He has to be dead first)
4. How many birthdays does the average man have? (One)
5. If you had only one match and entered a room in which there was a kerosene lamp, an oil heater, and a wood burning stove, which would you light first? (the match)
6. Some months have 30 days, some have 31, how many have 28? (All)
7. If a doctor gave you three pills and told you to take one every half hour, how long would they last you? (one hour)
8. A man builds a house with four sides to it and it is rectangular in shape. Each side has a southern exposure. A big bear comes wandering by. What is the color of the bear? (White, it's a polar bear)
9. How far can a dog run into the woods? (halfway, then he's running out)
10. What four words appear on every denomination of U.S. coin? (United States of America)
11. In the game of baseball, how many outs in each inning? (six)
12. I have two U.S. coins which total 55 cents. One is not a nickel. Please bear that in mind. What are the two coins? (A half dollar, which is not a nickel, and a nickel)
13. A farmer had 17 sheep. All but nine dies. How many did he have left? (nine)
14. Divide 30 by 1/2 and add 10. What is the answer? (70)
15. Two men play five games of checkers. Each wins the same number of games. How can this be? (they each play different people)
16. Take two apples from three apples and what do you have? (two apples)

SCORE:

- 16 correct.....Genius
- 10 correct.....Normal
- 8 correct.....Not so good
- 5 correct.....Back to school



Which is faster, a computer or a human being? --Wait-- Let me think about that one.

Do computers like human beings? -- Yes, human beings turn them on.

What is a programmer? -- A human who gives a computer a chance to display all its error messages.

Pow Wow 1999
February
"Turn Back the Clock"



February 2000
"Turn Back the Clock"

Opening Ceremony

- Arrangement: Seven cubs line up across stage holding up posters as indicated. Each says his line pausing a moment after the CUB SCOUTING IS
- FIRST CUB: (Holds up poster of Bobcat badge.)
Let's celebrate Cub Scouting. Cub Scouting is
That new bobcat who the cub scout promise makes.
- SECOND CUB: (Holds up poster of Wolf badge.)
Cub Scouting is
That wolf cub who with his first achievement undertakes.
- THIRD CUB: (Holds up poster of Bear badge.)
Cub Scouting is
That older bear cub who can tackle much more.
- FOURTH CUB: (Holds up poster with Webelos emblem on it.)
Cub Scouting is
That Webelos scout who's running up a fine activity badge score.
- FIFTH CUB: (Holds up poster with word FUN on it.)
Cub Scouting is
All that plus much more too, giving us the reason that we're here to do.
- SIXTH CUB: (Holds up poster with picture of a Cub Scout.)
Cub Scouting is
That boy clad in gold and blue, making this meeting important to me and to you.
- SEVENTH CUB: (Holds up some type of patriotic poster.)
Cub Scouting is
Being a good citizen you see, so won't you now pledge allegiance to our flag with me. (This cub leads audience in the pledge of allegiance.)

Magic Candle Opening

Need: One magic candle - drill 1/4" holes every two inches down opposite sides of a white candle. Place scraps of blue and gold crayon in the holes. Melt paraffin and whip with egg beater. Cover the candle with the whipped paraffin to give the candle a rough decoration.

- 1st Cub: We will open the Blue and Gold banquet by lighting this candle. Most candles are nothing but wax and string. This is a special candle because in it we have mixed the colors of the Blue and Gold of Cub Scouting to help us celebrate.
- 2nd Cub: The white represents a well-planned Cub Scout program.
- 3rd Cub: The blue represents the boys - full of fun, mischief, and curiosity.
- 4th Cub: The gold represents the well trained leaders - helpful and interested in the boys.
- 5th Cub: The flame which draws from all three represents the spirit of Cub Scouting.

Interpretation of the Cub Scout Promise

Need: Each Cub Scout holding a sign with his part of the Cub Scout Promise on it.

- | | |
|-----------------------------|---|
| I, _____ PROMISE | A promise is a solemn vow, where your good reputation is at stake. |
| TO DO MY BEST | Your best is giving all you've got when you have something to do - and working on it with all your and all your strength and devotion. |
| TO GOD AND MY COUNTRY | First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. Try to be a good citizen. |
| TO HELP OTHER PEOPLE | To help - it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people - not just your own family. The best time to help is when you have to go out of your way to do it. |
| TO OBEY THE LAW OF THE PACK | So that we all remember just what this law includes, will you please stand and repeat it with me? |

Scouting Is Ceremony

Cubs stand in line and recite:

- 1st Cub: As we prepare to join together in a banquet to celebrate the birthday of scouting, it is important to remember why we chose to join the scouting movement.
- 2nd Cub: Scouting is a program for young men and boys which is much bigger than just the people who are scouts. When we join together, we are able to do more and be more than just ourselves.
- 3rd Cub: Scouting is a sea of blue and gold uniforms. Scouting is a shirt full of patches. Scouting is a new tie slide that you made yourself.
- 4th Cub: Scouting is a new pocket knife and bandaged finger. Scouting is a picnic and a sack lunch. Scouting is putting the worm on the hook by yourself.
- 5th Cub: Scouting is a hike in the park. Scouting is learning a new game. Scouting is picking sides and being chosen first.
- 6th Cub: Scouting is all of these things and many more. To each of us it is a different experience. Most importantly, scouting is caring parents and leaders who bring scouting to us each and every week.
- All: Scouting is the Blue and Gold we celebrate here tonight. May we be grateful for past good fortune and future opportunities.

ADVANCEMENT

Wrap all awards in blue and gold paper and ribbon. Put in three stacks on table out in front.

Tonight being scouting's _____ birthday party, it's time to give presents so we won't be tardy.

Our first presents go to cubs that are new.

So we would like to award Bobcat badges to these few.

(Read names and give each a "birthday gift.")

To celebrate their efforts and time

We'd like to award Wolf badges to these cubs combined.

(Read names and give each his "gift.")

Our last group of Cubs to be recognized tonight, richly deserve this gift by

Magic Candle Opening

Need: One magic candle - drill 1/4" holes every two inches down opposite sides of a white candle. Place scraps of blue and gold crayon in the holes. Melt paraffin and whip with egg beater. Cover the candle with the whipped paraffin to give the candle a rough decoration.

1st Cub: We will open the Blue and Gold banquet by lighting this candle. Most candles are nothing but wax and string. This is a special candle because in it we have mixed the colors of the Blue and Gold of Cub Scouting to help us celebrate.

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Interpretation of the Cub Scout Promise

Need: Each Cub Scout holding a sign with his part of the Cub Scout Promise on it.

I, _____ PROMISE

A promise is a solemn vow, where your good reputation is at stake.

TO DO MY BEST

Your best is giving all you've got when you have something to do - and working on it with all your and all your strength and devotion.

TO GOD AND MY COUNTRY

First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. Try to be a good citizen.

TO HELP OTHER PEOPLE

To help - it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people - not just your own family. The best time to help is when you have to go out of your way to do it.

TO OBEY THE LAW OF THE
PACK

So that we all remember just what this law includes, will you please stand and repeat it with me?

right. The Bear badge they've earned takes time and attention, and work on their part that is too much to mention.

(Read names and give each a "gift.")

(Present Webelos gifts in the same fashion, then give closing thought below.)

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

AUDIENCE PARTICIPATION

"The Great Cub Scout"

FOLLOW	A Cub Scout Follows Akela	Give Cub Scout Sign
HELP	The Pack Helps the Cub Scout Grow	"
GIVE	A Cub Scout Gives Goodwill	"
PACK	A Cub Scout Helps the Pack Go	"
CUB SCOUT	Do Your Best	"

This is the story of a CUB SCOUT who wanted to do something to HELP his neighbor. She was a widow, and much too old to do very much for herself.

This CUB SCOUT wanted to FOLLOW the advice of his PACK leaders, who asked every CUB SCOUT to find some way they could GIVE HELP to someone else.

The best way he could think of to HELP his neighbor, would be to shovel the snow off her driveway for her. But it was such a big driveway and he was such a little CUB SCOUT.

So he thought some more and decided he would go and talk to his PACK leaders and see if they could think of a way to HELP him. The PACK leaders said they would ask if any other CUB SCOUTS would like to HELP.

So what started with only one CUB SCOUT was soon being done by two CUB SCOUTS, then three CUB SCOUTS, then four CUB SCOUTS, then five CUB SCOUTS (Continue adding CUB SCOUTS until the audience starts to laugh.)

The moral of this story is that if you FOLLOW the advice of your PACK leaders, and GIVE HELP to those around you; you too could be a great CUB SCOUT.

GAMES

Dressed for the Blue and Gold: Have the dens line up for a relay, each with a suitcase filled with the following clothing: old hat, trousers, shirt, jacket or overcoat and tie. On signal, the first boy in each line races with the suitcase to the center of the room, puts on the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. First team wins.

Bean Pick Up: Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, see who can be the first to lift out five beans.

Blue and Gold Toss: Divide into one blue team and one gold team. Have two butter dishes - one blue and one gold. Each team has a specified amount of change to toss into the dishes. Team with most points wins.

Blue and Gold Courtesy Walk: Divide boys into teams. Have them walk down to the line and back balancing a book on their heads. First team done wins.

SONGS

Blue and Gold Family

(tune: Clementine)

Boys:	We're the Cub Scouts	Adults:	We're the mothers
Adults:	We're the parents.		We're the fathers.
All:	Here we are, both young and old.		Helping Cub Scouts as they go.
	Here we are, both young and old,		Up the ladder of achievement
	Having fun at Blue and Gold.		Climbing higher as they grow.

Boys:	We're the Bobcats	All:	Let's give thanks on this occasion
	Wolf and Bear Cubs		To the might Gold and Blue
	And the Webelos are we.		Pack _____ is the number
	Altogether we're a cub pack		Representing me and you.
	Having fun in harmony.		

O Blue and Gold

(tune: O Tannenbaum)

Oh Blue and Gold, Oh Blue and Gold!	So carry on your colors bright
You know it stands for truth untold.	Until the whole world you will light.
Oh Blue and Gold, Oh Blue and Gold	Oh Blue and Gold, Oh Blue and Gold
The youth that wear it aren't so old.	The memories live though we grow old

Songs, cont.

Cub Scout Orchestra
(Tune: London Bridge)

We came to our Blue and Gold,
Blue and Gold, Blue and Gold.
We Came to our Blue and Gold
To play our:

- Verse #1 Piano
- Verse #2 Fiddle
- Verse #3 Drums
- Verse #4 Tuba
- Verse #5 All Together

Directions: Divide into 4 groups.
Piano goes - plink, plink, plink
Fiddle goes - ya, ya, ya
Drum goes - brum, brum, brum
Tuba goes - oompapa, oompapa, oompapa

Blue and Gold Tradition
(Tune: Jingle Bells)

While dashing all around
To prepare for Blue and Gold,
The boys made napkin rings
And placemats to behold.
The nutcups they were neat.
The nametags were just right.
Oh what fun it is to have a
Blue and Gold tonight.

Chorus:
Blue and Gold, Blue and Gold
Banquet time again
Families gathered all around
Ready to pitch in.

Fried chicken and baked beans
Potato salad too,
A piece of birthday cake
Enough for me and you.
Some people ate too much,
But we all enjoyed the meal.
The friendship that was there
Was warm and true and real.

Chorus

Closing Ceremonies

What can we learn from the past? What lessons that will last? Faith in God, honor of country, to these truths we hold fast. Our forefathers made us free. They stood for truth and liberty. They made discoveries and inventions, left for all to see. We Cub Scouts honor them. Those brave men we remember. Famous Americans and famous Scouters who fanned the glowing ember. That glowing ember - America - shall burn for centuries. The flame of greatness lingers on for future men to seize. We now salute our growing boys, whose youth will soon be gone. From boys to great men some shall grow, to lead our country.

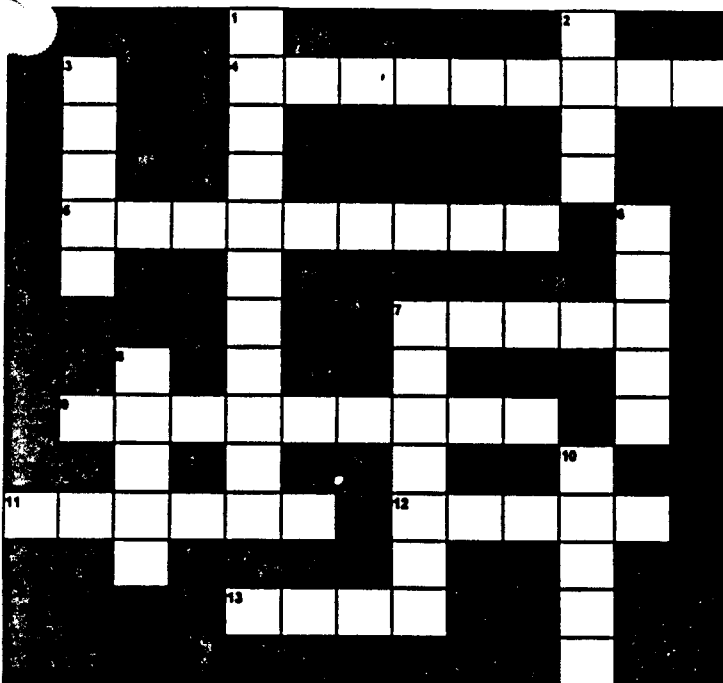
Closings, cont.

Cub Scouts

Prior to the meeting, prepare large cards with letters on them for each scout. Print the accompanying lines of text on the back of each card. Practice ahead of time, and make sure everyone reads LOUDLY and well.

- C C stands for COURTEOUS, something that all Cub Scouts should be.
- U U stands for UNIQUE, something that each of our Cub Scouts are.
- B B is for BOYS, without which there would be no Cub Scouting.
- S S stands for SPECIAL, something that every Scouting volunteer is.
- C C stands for CHARACTER, something developed by time in Scouting.
- O O stands for OUTINGS, one of our favorite parts of Scouting.
- U U stands for UNIFORM, and we're proud to be wearing ours.
- T T stands for TALENT, something that each leader shares with the boys.
- S S stands for SPIRIT OF SCOUTING, something that lives in the hearts of everyone involved in SCOUTING.

Famous Scouts



ACROSS

4. Eagle Scout who was the first man on the moon
5. TV and movie actor nicknamed "Shaft"
7. Naturalist, author, illustrator and primary author of the first *Handbook for Boys* in 1911
9. Eagle Scout who directed "E.T."
11. Queens Scout who does impressions of Nixon and other celebrities
12. Baseball superstar who hit 755 home runs
13. Handicapped lawyer who helped BSA in its early years.

DOWN

1. Founder of Scouting
2. Eagle Scout who became President of the United States
3. Writer, illustrator and outdoorsman who helped found BSA
6. Actor who won Oscar for his last movie, "On Golden Pond"
7. Life Scout who starred in "Harvey"
8. Won seven gold medals in swimming in the Olympics
10. Chicago publisher who brought Boy Scouts to America

Answers: ACROSS - 4. Armstrong 5. Roundtree 7. Seton 9. Spielberg 11. Little 12. Aaron 13. West DOWN - 1. Baden Powell 2. Ford 3. Beard 6. Fonda 7. Stewart 8. Spitz 10. Boyce

The History Of Scouting

In 1910, newspapers featured Model T Fords chugging along rutted roads at 8 miles an hour; Detroit's center fielder, Ty Cobb, batting .385; and Tom Swift hitting the book market with a bang. Buried deep in one newspaper, It was reported: "William D. Boyce, a Chicago publisher, incorporated the Boy Scouts of America in Washington, D.C. on February 8." That was all it said.

We can't blame reporters for missing the biggest story of the day, because who could have guessed that from such a small beginning, Scouting would become the giant it is today? From about 2,000 Boy Scouts and leaders in 1910, Scouting in the United States has grown to nearly 6 million strong. Although changes have been made In Scouting over the years, the Ideals and principles have remained the same since Its beginning-service to others and duty to God and country.

Our Founder

Scouting's history really goes way back to the turn of the century with a British Army officer, Robert S. S. Baden-Powell. Baden-Powell, who was stationed in India at the time, found that his men did not know basic first aid or the elementary means of survival In the outdoors. They couldn't follow a trail or tell directions, read danger signs, or find food or water. Baden-Powell, who had earned a reputation as a courageous soldier and able army scout, felt a need to teach his men resourcefulness, adaptability, and the qualities of leadership demanded by frontier conditions, so he wrote a small military handbook called Aids to Scouting. While serving In South Africa In 1899, Baden-Powell became world famous during the Boer War by holding, for 217 days, the small town of Mafeking, which was being besieged by an enemy force 10 times greater than his own. He returned to London as a national hero, was promoted to major general, and was amused to find that his little handbook had caught the interest of English boys. They were using It to play the game of scouting. Baden-Powell had the vision to see some new possibilities and he decided to test his Ideas on boys. In August 1907, he gathered together 20 boys from all parts of England. Some were from exclusive schools and others were from the slums, the shops, and the farms. He took them to Brownsea Island, in a sheltered bay off England's southern coast, and there along the shore they set up a makeshift campsite which would be their home for the next 12 history making days. The boys had a great time! they divided into patrols and played games, took hikes, learned stalking and pioneering. They learned to cook outdoors without utensils. And in the evenings, in the magic of the campfire, they were spellbound by Baden-Powell's stories of his army adventures. The next year Baden-Powell published his book Scouting for Boys which revealed a warm understanding of boys and what they liked to do. He didn't dream that this book would set In motion a movement that would affect the boyhood of the entire world. That same year, more than 1 0,000 Boy Scouts attended a rally held at the Crystal Palace. This was living proof of how quickly Scouting was establishing itself. Two years later, the membership had tripled.

American Origins

In 1909, a Chicago businessman and publisher, William D. Boyce, was lost in a London fog. As he groped his way through the fog, a boy appeared and offered to take him to his destination. When they arrived, the American reached in his pocket for a shilling tip. But the boy , stopped him by courteously explaining that he was a Scout and could not accept payment for a Good Turn.

Intrigued, the publisher questioned the boy and learned more abut Scouting. The boy took him to Baden-Powell's office, and once there, disappeared into the fog. No one knows what happened to him. He was never heard from again, but he will never be forgotten. At the Scout Training Center at Gilwell Park,

England, a statue of a buffalo was erected in honor of this "Unknown Scout." His good Turn is what brought Scouting to our country. And so, on February 8, 1910, Boyce incorporated the Boy Scouts of America.

How the Cub Scout Program Started

Back In England, Boy Scout troops were being bombarded by younger boys who were eager to become Boy Scouts. In 1914, Baden-Powell began experimenting with a program for younger boys, based on Rudyard Kipling's Jungle Book In this story you will meet a little East Indian boy named Mowgli. While Shere Khan-the tiger was terrifying his village, Mowgli wandered away from his home and was saved by a family of wolves. Mowgli, the name the wolves gave him, means "little frog", for the boy's skin was smooth and hairless. To keep this man-cub, mother and father wolf had to get the approval of the wolf pack, and Akela, the leader of the pack. In addition, two others had to speak for Mowgli. The first to speak was Baloo, the serious old bear who taught the young wolves the law of the pack, and the second was Bagheera, the black panther who taught the skills of the pack. With their good works. Mowgli was accepted over the angry snarls of Shere Khan.

As Mowgli grew older, Baloo taught him the law of the pack and the secret master words that enabled him to talk to the other creatures of the jungle; all except the Bandar-log, the monkey people who did not observe the law of the pack. They were going to make their own law, but they would forget what it was they were doing and never did. So, the other creatures of the Jungle paid no attention to them.

One day while Mowgli was sleeping, the Bandar-log swept down from their tree tops and carried him away to a deserted village where none of the Jungle creatures lived except the cobras. While he was being carried aloft a hawk swooped down low enough for Mowgli to give the "master word and ask for help. The hawk flew back to Baloo and Bagheera who raced to Kea, the 30 foot python and dreaded enemy of the Bandar-log. Kaa was as much at home In the tree tops as the monkey people and often would be mistaken for a limb or branch by an unlucky monkey. These three, the python, the panther, and the bear closed in on the village at nightfall. Bagheera and Baloo moved In first. Now, the Bandar-log are not brave, but fight only when the odds are 100 to one in their favor. Swarms of the monkey people jumped biting and scratching on the backs of Bagheera and Baloo. Meanwhile, Mowgli was carried away and dropped through the roof of an enclosure that had no escape and only cobras for company.

Then Kaa appeared. The Bandar-log froze in terror. Bagheera and Baloo shook themselves free of the monkey people. Kaa slithered toward the "ancient building that held, Mowgli prisoner, and using his head as a battering ram, knocked a hole in the lattice work, large enough for Mowgli to climb through and join Baloo and Bagheera.

In the dim moonlight, Kaa began his hunger dance, fascinating all who watched, the Bandar-log, Baloo and Bagheera. Mowgli shook his friends who were falling under the spell of Kaa and, just in time, the three made their escape back to their own part of the jungle.

Today, each young boy is like Mowgli. He needs a leader and a friend who can help him learn those things that will protect him. Parents and leaders are the Akelas, Bagheeras and Baloo. Everywhere today's youth turns there are the monkey people who would lure him into trouble, urging him or daring him to join them. Our Wolf and Bear Scouts must be armed against this danger, for when they join the Bandar-log they are swallowed up by the python Kaa whose real name is laziness, boredom, and drugs.



SCOUTING STORY

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

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

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

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

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

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

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

Scouts have always given help in time of 26) disasters, such as 27) fires, 28) floods, 29) tornados, and 30) earthquakes. They help their Scouting brothers in foreign lands through the 31) World Friendship Fund. Scouts are good citizens. They always 32) do their best. They help with voting campaigns, 33) conservation projects, national events, and do a daily good turn for their fellow man.

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

CEREMONIES

WEBELOS BRIDGE CEREMONY

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

CUBMASTER:

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

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

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

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

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

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

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

ARROW OF LIGHT/BRIDGING CEREMONY

Materials: Ceremony table with AOL awards and pins; AOL ceremonial board with 4 candles (blue, yellow, green, white); tom-tom; spotlight; poster paints (blue, yellow, green, white); crossover bridge; large AOL sign (made of wood or cardboard) with string for each recipient; handbook and neckerchief for each recipient.

Participants: Cubmaster, Assistant Cubmaster, Webelos Den Leader, Scoutmaster, Webelos Den Chief, AOL recipients and their parents

Arrangement:

At the opening of the ceremony, only the white candle is lit; Cubmaster and Assistant Cubmaster are at front of room; Webelos Den Chief is at back of room with recipients, who are blindfolded; Webelos leader is on one side of room, parents on other side. Scoutmaster waits on other side of bridge. Throughout the ceremony, a tom-tom drum is beaten, slowly.

When the tom-tom starts, the Den Chief leads the blindfolded recipients from the back of the room to the Webelos Den Leader (in arm-to-shoulder "link up"), who then leads them to their parents. The parents then lead them (individually) to the ceremony table.

CUBMASTER: *(while the Scouts are being guided to the table)*

As a Cub Scout, you have been guided through the Cub Scout Trail with the help of many Akelas. Soon, when you become a Boy Scout, you will find that, while there are still many people willing to help, you take on more and more responsibility for blazing your own trail to Eagle.

(Assistant Cubmaster removes blindfolds when the Scouts arrive at the front of the table.)

(Names of AOL recipients), you have been called before the Pack because you have satisfied the requirements for Cub Scouting's highest rank--the Arrow of Light.

(Assistant Cubmaster lights blue candle as the Cubmaster reads.)

The first band of color is to remind you of the lessons you learned as a Cub Scout. Blue represents the spirit of Cub Scouting--the spirit of giving goodwill and doing your best. Do you promise to fulfill the Cub Scout Promise and the Cub scout motto, Do Your Best, when you receive the Arrow of Light badge?

(Webelos Scouts answer, "We do;" Webelos Leader applies a streak of blue paint to each recipient's face.)

(Assistant Cubmaster lights white candle as the Cubmaster reads.)

CUBMASTER: The second band of color, white, represents the ideals of Scouting, as embodied by the Scout Law. Even though youth and adult leaders will cheerfully show you the skills you need, it will be up to you to live up to the 12 points of the Scout Law. Daily you will be faced with decisions and, at times, the trail will seem most difficult to follow. Make your choices by always remembering the Scout Law. In all you do, do you promise to be forever Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent?

(Webelos answer, "We do;" Webelos Leader applies a streak of white paint to each recipient's face.)

(Assistant Cubmaster lights the yellow candle as the Cubmaster reads.)

CUBMASTER: The third band of color, and the yellow candle, stand for the Arrow of Light. Within the tepees of many braves, the Arrow of Light has an honored place. Its shaft is straight and narrow--just as is the path that you Scouts should follow throughout your life. Its tip points the way--the way to success in all that you do. It is pointing to the right--a symbol that nothing should be left undone; if it is within your power to do it, see that it is done. And lastly, this is the symbol of the seven rays of the sun, one for each day of the week. This is to remind you that every day is a new day--a day to Do Your Best in everything... a day to honor your God and your country, to do your good turn... a new chance to follow the Scout Law and to remember these words: On My Honor.

(Webelos Den Leader places the wooden Arrows of Light over each recipient's head as the Assistant Cubmaster reads.)

ASSISTANT CUBMASTER: Just as each boy has blazed his own trail toward the Arrow of Light award, they each have crafted their own Arrow of Light to help them remember their promise to keep the Spirit of Cub Scouting alive. Do you promise to let its light shine forth from you, to set an example for others to follow in your footsteps, to set your eye on the Eagle and never waiver?

(Webelos reply, "We promise;" Webelos Leader applies a streak of yellow paint.)

ASSISTANT CUBMASTER: Then I, Akela, have the distinct honor to say to you: You are now full-fledged Arrow of Light holders!

(Cubmaster hands the parents the Arrow of Light awards and asks them to pin them upon the boys.)

ASSISTANT CUBMASTER: Next, we ask the Webelos to pin upon their mom or dad a miniature Arrow of Light and to give them a big hug to thank them for all their help.

WEBELOS LEADER: You may wear the awards on your Scout uniforms, centered below the left shirt pocket. It is a great honor for me to greet you as winners of the Arrow of Light award. *(All leaders shake hands with the recipients.)*

CUBMASTER: The last candle, and the last band of color, is green. It symbolizes the beginning of your path toward Eagle as a Boy Scout. As your Den Leader applies the paint to each of you *(Webelos leader paints green streak on each recipient)*, I ask that (Scoutmaster's name) , Scoutmaster of Troop , come forward and light the Green Candle to start you on your way as boy Scouts. *(Scoutmaster crosses bridge and lights candle.)*

 (Scoutmaster) will now lead you across the bridge that connects Cub Scouting with Boy Scouting, where the members of your new troop will be waiting to greet you and present you with the handbooks and neckerchiefs you already have earned through your diligence this past year. Good luck to all of you as you begin your journey along the Trail of the Eagle.

THE BLUE & GOLD BANQUET

What exactly is a Blue and Gold Banquet? It's really a birthday dinner for the whole Cub Scout program, held during February, the anniversary month of the Boy Scouts of America (BSA). BSA was incorporated on February 8, 1910 and received a Congressional Charter a short time later. Cub Scouting was organized 20 years later, in 1930. Thousands of Cub Scout Packs across the United States mark the occasion each year with a dinner and big celebration, which gets its name from the Cub Scout colors. These banquets are held for the entire family.

Like all birthday parties, this banquet should be a memorable, colorful, fun-filled event for the Cub Scout and his family. It's a time to invite former leaders of your Pack and leaders from your District. Dens should sit together with their families; guests may either be seated at a head table or scattered among the dens. Remember, though—it isn't the food that's the most important....it's the *Cub Scouting* that happens that matters the most! Plan for good food, good fellowship, but, most of all, good Scouting!

This is also a time to honor the adults who give so much of their time to making the Cub Scout program a success for your Dens and Pack. Include a recognition ceremony for the Den Leaders, Pack Leaders and parents who have helped throughout the year. Don't forget a special "Thank You" for the Blue and Gold Chairman who pulls together this awesome event! If the Pack's Blue and Gold Banquet takes the place of the regular February Pack meeting, you can also include the normal Pack meeting activities, such as advancement recognition, skits, songs, etc., in the program.

The banquet should include the following (and maybe more):

Displays: These might be related to Scout month or the theme for the month and/or banquet; handicraft projects; den doodles; den wall advancement charts; pictures of den and pack activities; etc.

Gathering Activity: A simple puzzle or game to keep the crowd busy while people are arriving. This shouldn't be anything too active because people may be arriving with food and things could get confusing.

Opening Ceremony: The opening can be related to the theme, it can be a patriotic opening, or it can tell some of the history of Scouting. Whatever you choose, it should be serious enough to set the tone for the evening.

Invocation: This may be given by a pack official, a Cub Scout or a clergyman. It should be non-sectarian, but inspirational.

The Dinner: Remember to keep the cost reasonable, serve food that is generally accepted by all families and be sure that the food is served hot. The dinner should go smoothly if adequate planning and preparation has been done in advance. Simple table decorations can be made by the dens or purchased by the pack.

Welcome and Introductions: The Master of Ceremonies (usually the Cubmaster) should recognize guests, the head of the Pack's Chartered Organization, etc. Comments should be kept short and to the point, with plenty of applause.

Awards: Advancements and special awards for the members of the Pack.

Recognition of Leaders: Simple "Thank You's" for the Leaders are in order.

Entertainment/Program: This can be a professional entertainer (singer, magician, etc.) who is hired for the banquet, or skits and songs presented by the dens. Why not give your leaders a chance to entertain the boys for a change?

Announcements: If you're not having a Pack meeting, don't forget to include notices of upcoming events.

Closing: This can be a "Cubmaster's Minute" or a formal ceremony. It should leave the boys and parents with some kind of food for thought.

BLUE & GOLD BANQUET

The Blue & Gold Banquet is the Cub Scout social event of the year!

Blue & Gold Banquet is held in February as a birthday party. Boy Scouts of America was formed in February 1910; and Cub Scouts were organized 20 years later in 1930. The Blue & Gold Banquet gets its name from the Cub Scout colors. This is the opportunity to bring together Pack families to celebrate Cub Scouts in America!

The key to a successful Blue & Gold Banquet is **K.I.S.M.I.F.** (Keep It Simple, Make It Fun!) Involve as many parents and grandparents as possible. Leave den leaders free to work on Blue & Gold preparations in their dens.

Schedule

September/October--The Pack Committee should select date, time & place for the Banquet. Generally, the night will be the same as the regular Pack Meetings. The Pack Committee can brainstorm ideas for the Banquet but leave the work up to the Blue & Gold Committee. (Did I mention that you should leave the den leaders free to work on Blue & Gold in their dens?) A general rule of thumb is that for 50 boys you can expect to have 200 in attendance. With this in mind, the Blue & Gold Committee will decide:

1. Meal Serving Plan

Decide what if anything the Pack will provide and make sure all know. In any case, plan for quick(!) serving.

***Potluck.** There are different ways of doing this.

Families with last name A-L provide meat dish and salad. Families with last name M-Z provide meat dish and dessert.

Families bring salad and dessert and Pack provides meat.

***Catered Dinner.** This is easiest but can be a financial burden for families of 4 or more. Also you must get the money in advance to prevent expense of no-shows.

***Den Potluck.** Each den provides their own potluck.

2. Facility

Often you must reserve 2 - 3 months in advance. Possible places include: restaurant, school cafeteria, church fellowship hall.

Questions to ask:

Do we have access to the kitchen?

Adequate parking?

Restrooms?

Coat racks?

Microphone System?

Rental fee?

Can we get in 1 1/2 - 2 hours in advance?

What are clean up requirements?



3. Physical Arrangements

Den families should sit together. Consider putting your Tiger families together. Having a Head Table is an option. My experience is that guests prefer to sit with Scout families and not at a head table.

4. Invitations

Who will be invited and how will invitations be made? Invitations should be made 3 - 4 weeks in advance. Special guests to include are Charter Partner, Charter Organization Representative, Unit commissioner, Church minister or rabbi, Scoutmaster of your BSA troop, Former Cubmaster and spouse, pack alumni, and other district personnel who have been helpful. Also invite Friends of Scouting. This is an excellent opportunity for them to present their short program.

5. Souvenir Program

This is a token of remembrance on this special 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 can be included.

6. Schedule (Start On Time! Keep Things Moving!)

Opening Flag Ceremony

Invocation

Dinner

Welcome & Introductions

Introduce Tiger Families

Greeting from Head of Chartered Organization

Songs

Skits, Stunts, Entertainment

(Remember that a 2 hour-or-less- Blue & Gold Banquet is ideal.)

Advancements Awards Ceremony

(Candles in a darkened room are always impressive!)

Recognition of Pack Leaders and Parents

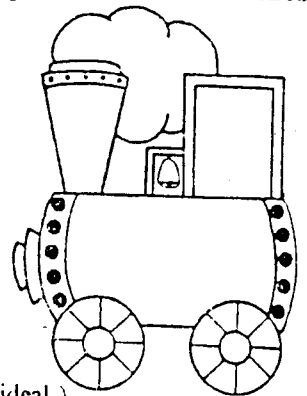
(Present some token of Pack appreciation.)

Arrow of Light Ceremony

(Make this the most impressive point of the evening.)

Graduation of Webelos to Boy Scouts

Closing thought



December/January Attend Roundtable to get ideas for Blue & Gold Banquet decorations, etc. In some packs each boy traditionally does a name tag, nut cup, place mat, for each of his guests and himself and one invitation and centerpiece for his family. Each boy may want to make a corsage or other token for Mom or another significant person in their life.

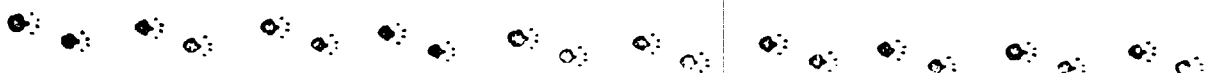
January Mail invitations to special guests. Reconfirm location, time, and place.

February Turn in all awards and print programs.

March Write thank yous to special people who made Blue & Gold Banquet special. Evaluate and put in writing suggestions for the next year's committee.

Pat yourself on the back for a job well done!

For more information, see the Blue & Gold Section of the Cub Scout "How To Book."



THE BANQUET MEAL

There are many different possibilities for the banquet food. The food subcommittee should decide which one to use. Here are some suggestions:

Potluck--Each den's families are asked to provide one main dish and one extra dish (either salad, vegetable or dessert). All the food is placed on one table and served buffet style. The pack provides the beverages and breads. No charge is made for the meal. [NOTE: If the pack is very large, this could be cumbersome and take a long time to get everyone through the buffet line.]

Family-Style Potluck--Each den family is asked to bring a main dish and either a salad, vegetable or dessert. The dishes are all placed on the table(s) assigned to that den and the food is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal. [NOTE: Works well for a large pack.]

Cook Your Own--The pack decides on the menu, purchases the food and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.

Box Supper #1--Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack money-making project. The family members may eat together, sharing the boxes they purchased.

Box Supper #2--Each female member of a family brings a box supper for three people. These suppers are auctioned off as above, but the person who buys the meal must eat with the person who prepared it, plus one child.

Box Supper #3--Use either of the two box supper methods above, except no charge is made for the meals and no auction held.

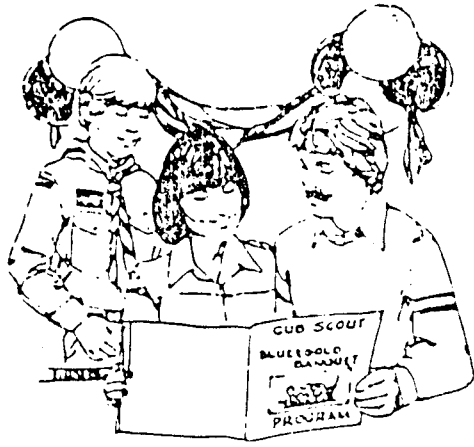
Sponsor Dinner--The sponsoring organization provides all food, beverages and condiments. No charge is made for the meal.

Catered Meal--The pack arranges with a local caterer to provide all or a portion of the meal. Costs determine the price of the tickets. Usually, children five and under are free.

Cafeteria--Sometimes the banquet is held in a school cafeteria and the school provides the meal, charging each person going through the line. *Alternate*--The pack purchases the food, which is prepared by the cafeteria staff. Charge is based on cost of food and labor charge for the staff, if not donated. Pack members can substitute for, or assist the cafeteria staff, to cut costs.

Restaurant--A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the restaurant charge. Be sure to secure the cost of the meal, plus the tax, plus the tip. This is called "cost-plus-plus."

Dessert Special--A "Father-Son Cake Bake" can be a great way to get dessert and a hilarious way to spend the evening. Cakes can be cut as they are used, or auction them off to the highest bidder. You can even vote on the best cake. Just remember--only the fathers (or other adult male) and sons can bake and decorate them.



THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to the boys as well as to the adults. There are no set rules governing the Blue and Gold banquet programs. The evening can be conducted like a regular pack meeting (with songs, skits, stunts and awards) or it can be something different and special when a magician, puppet show, entertainers or some-one special or famous is on hand. Sometimes a pack will have a slide presentation of Scouting activities or of the pack's activities during the past year.

Guest speakers, while appealing to the adults, do not hold the interest of the young folks present. Most packs prefer to use entertainment from within their own group. You might even want to have the den/pack leaders or den chiefs perform songs, stunts or skits, as a change of pace. Boys love this!

The following are agenda items to include in the program - move them around to suit your pack; include a few additional "ice breakers", songs and stunts:

- Gathering Period - Have displays and exhibits. Also have games or other activities to keep the younger children busy until the meal is served.
- Opening Ceremony - This need not be lengthy or elaborate. Remember to involve the boys.
- Invocation - This may be given by one of the Cub Scouts, a pack leader or a minister guest.
- Dinner - Allow sufficient time to enjoy the meal. Try having two serving lines so service will be quicker.
- Welcome and Introductions - At this time the master of ceremonies should recognize pack leaders, guests, and families. Keep the comments short, encourage plenty of applause.
- Songs and Entertainment - Keep the entertainment light and lively, the songs fun (you may want to provide song sheets so everyone can participate) and not too long.
- Awards Ceremony - Make this memorable. The ceremony should be impressive and well presented. This is the part of the evening the boys and their parents have been waiting for.
- Recognition of Pack Leaders - Time to present certificates of appreciation to pack leaders, parents, and special guests who have helped the pack. (Or use other appropriate form of recognition - plaque, book, or just a sincere thank you and group applause.)
- Closing Ceremony - At this point in the program it is fitting that the meeting should become more serious, but don't put the "damper" on a fun evening. Close with something that is inspirational or patriotic.

Thank all in attendance, make any announcements concerning pack plans for the coming month, wish everyone goodnight, and a safe journey home.

The agenda can be adjusted to fit the needs of the pack. Try to limit the total program time (not including the meal) to 1½ hours. Keep the program moving and on an up-beat note - and for "goodness sake" --

HAVE FUN!!!

Invocations

Scout Litany

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:15)

I _____ promise to do my best to do my duty to God.

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

I _____ promise to do my best to do my duty to my country.

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

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

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

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

Cub Scout Prayer

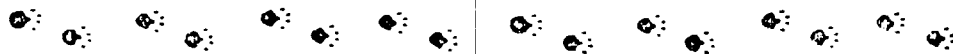
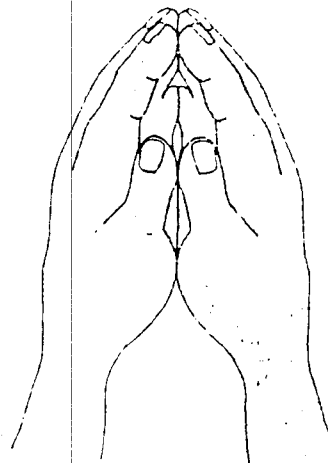
O, Lord that I will do my best
I come to thee in prayer.
Help me to help others every day
And teach me to be square.
To honor Mother and Father
And to obey the Cub Scout Law, too.
This I ask that I may be a loyal
Cub Scout True. Amen.

Philmont Prayer

For food,
For raiment,
For life,
For opportunity,
For friendship,
For fellowship,
We thank thee O Lord!

Cub Parent's Prayer

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

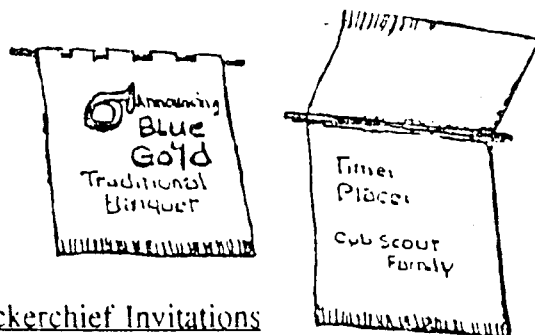


Invitations

Banner Invitations

Materials: Blue or gold construction paper
Dowel rods or straws

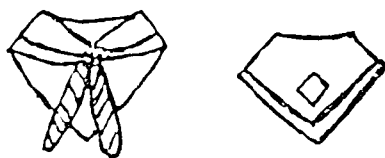
Directions: Cut construction paper in 4 x 10 inch pieces and fold in half. Notch top and glue on straw or dowel to make double banner. Make drawings and lettering with marking pens. Cut fringe in bottom.



Neckerchief Invitations

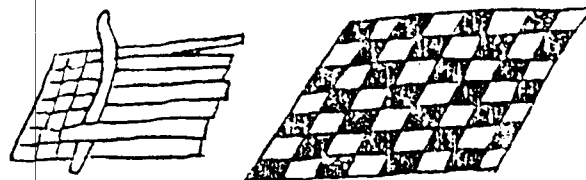
Materials: Yellow tissue Paper
Blue ink pen or marker
Blue pipe cleaner

Directions: For each invitation cut a double sheet of tissue 9x9 inches square. Fold tissue diagonally as you would fold a neckerchief. With blue ink draw a border and at the corner draw an emblem. On inside fold of neckerchief, write your invitation with all necessary details. Then roll your neckerchief in customary way and fasten ends together with a circle of blue pipe cleaner.



Placemats

Woven Placemats



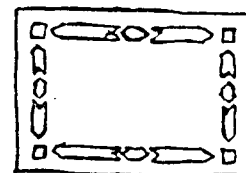
Materials: Blue and yellow construction paper

Directions: Cut yellow construction paper into one inch strips. Cut slits in blue construction paper one inch lengthwise. Weave yellow strips in blue construction paper.

Ribbon Placemats

Materials: Blue and yellow construction paper

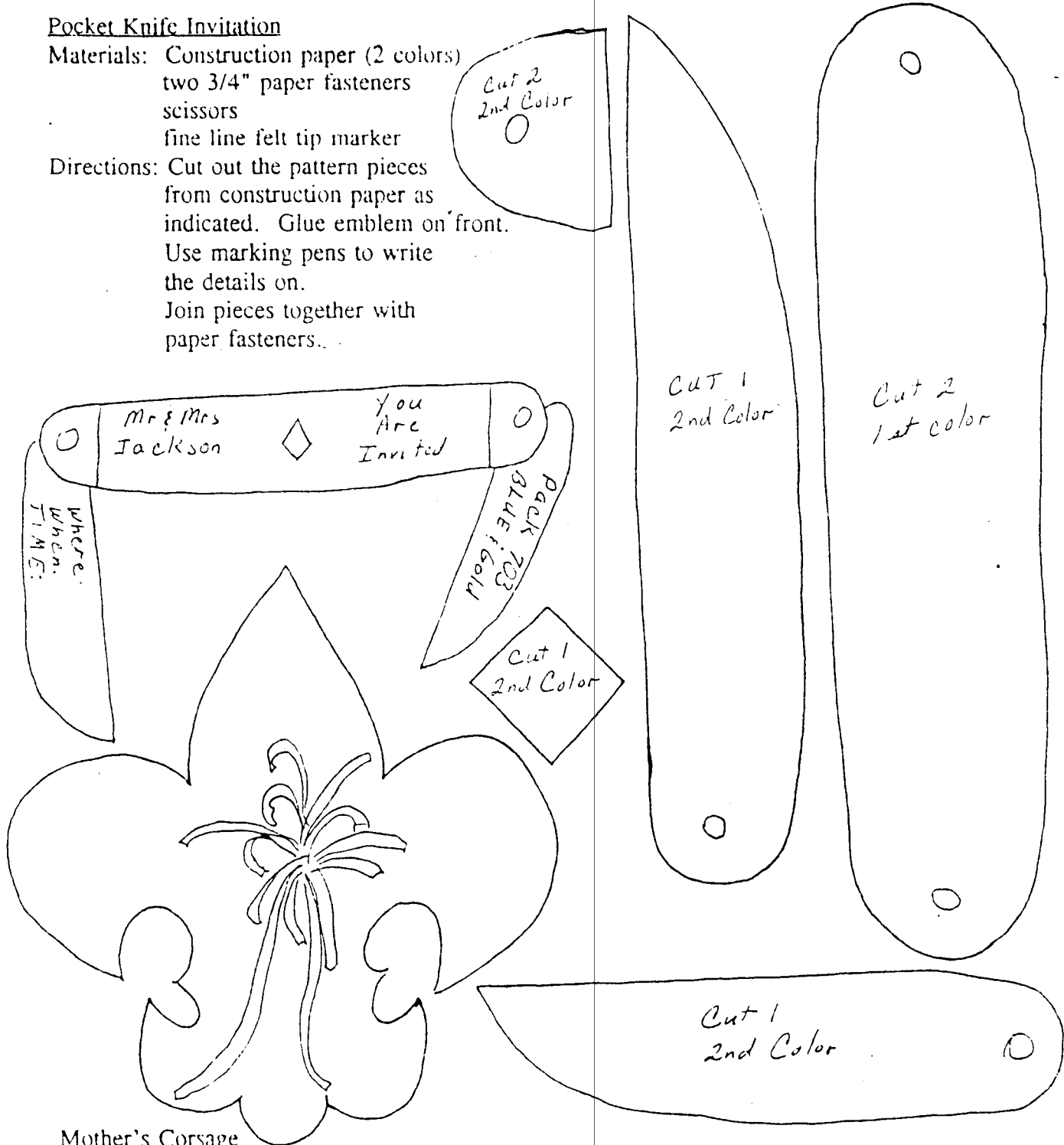
Directions: Cut slots in paper as shown. Thread slots with 1" yellow strips of construction paper.



Pocket Knife Invitation

Materials: Construction paper (2 colors)
two 3/4" paper fasteners
scissors
fine line felt tip marker

Directions: Cut out the pattern pieces from construction paper as indicated. Glue emblem on front. Use marking pens to write the details on. Join pieces together with paper fasteners.



Mother's Corsage

1. Cut 6 - 6" strands of both gold and blue curling ribbon.
2. Tear each strand 3 times to make narrower.
3. Tie together with two strands of curling ribbon which will later serve as bow, etc. for corsage.
4. Curl each strand individually and glue to blue Fleurdelis cut from construction paper.
5. Fleurdelis is the same size as the one used for the placemat and it is used to appear as the leaves for the corsage.

PLACEMATS - Hat: Cut from dark blue mat paper or construction paper, approx. 12"x16". Glue on yellow cord and yellow emblem.

Kerchief: Cut from yellow mat paper or construction paper, approx. 16" wide and 12" tall. Cut emblem and strips from blue construction paper and glue on.

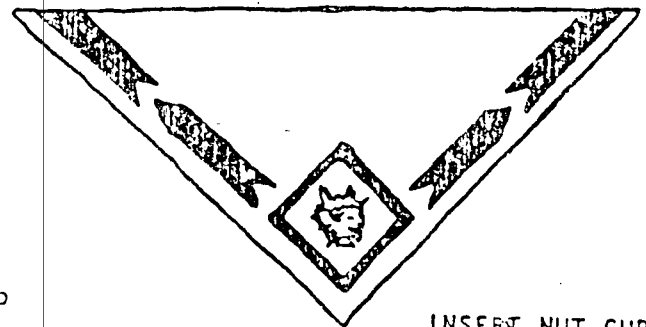
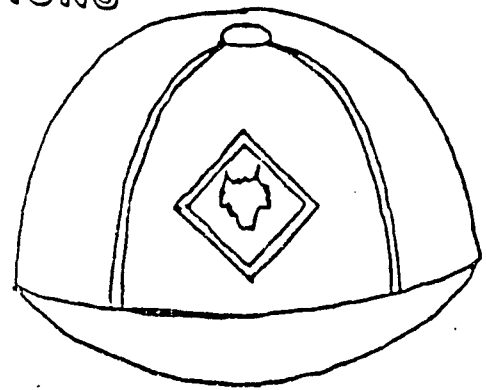
NUT CUPS- Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will set inside.

Kerchief: Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

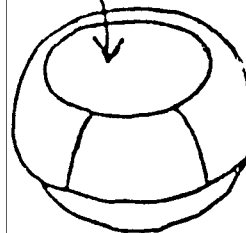
PARTY POPPER - Fill a 5"-6" length of cardboard roll with wrapped candy. Cover with piece of royal blue crepe paper approx. 8" long and 6" wide. Tape or glue crepe paper around roll. Tie ends with yellow narrow paper ribbon. Add a decoration or den number.

CUB FAVOR - Make from egg carton cups, painted blue. Head is either another egg carton cup or small styrofoam ball. Glue on blue construction paper arms. Glue to a round cardboard base. Hat is made by cutting up top of styrofoam ball and adding brim.

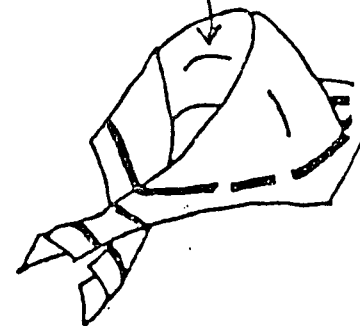
BLUE & GOLD MINTS - These are edible, and very tasty! Cream 6 Tablespoons butter, 2 teaspoons peppermint or spearmint flavoring, dash of salt and 7 Tablespoons water (color with food coloring). Add 2 lb. powdered sugar. Blend with mixer and knead with an additional 1 lb. of powdered sugar. Cut or shape mints.



INSERT NUT CUP



INSERT NUT CUP



CARDBOARD ROLL COVERED WITH CREPE PAPER



Cub Scout Lollipop



These Blue and Gold banquet favors will make a big hit, yet you can make them in no time at all!

Use a lollipop for the Cub Scout's head. Stick on a "Smile" decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop.

Cut a cap from an egg carton cup, and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond. Glue the diamond to the front of the lollipop stick.

Paper Mache Cub Scout

Smartly attired in his blue and gold uniform, this Cub Scout stands straight and tall on the table.

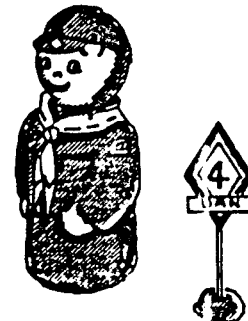
Set a 4" styrofoam ball for the head on a quart jar for the body. Cover the jar with a layer of paper mache, building up for the arms, and making indentations with a pencil to outline the pockets and waistline. Mold a pulp mache cap on the head, adding a paper visor.

Cover the body and the cap with a coat of gesso (an undercoating sold in craft or paint stores). When this coating is dry, paint the uniform and the cap a bright blue.

For his neckerchief, cut a yellow crepe paper triangle, 8" high and 20" wide at the base. Draw on the border design, and tie around his neck. Glue yellow yarn strands under the visor for hair.

Glue yellow felt on the front of the cap for the emblem. Glue on movable eyes, and a yarn mouth and nose.

For place cards, make small den flags. Insert a 4" stick in a small ball of clay for a base. Print each den number on two 1½" paper diamonds. Color them blue and gold. Glue the diamonds together, with the top of the stick between. On a small strip of gold paper, print the name of each guest; glue the name to the bottom of the diamond.



A Search for Blue and Gold

Go around the room and ask people to sign their names if they have the objects or fit the descriptions asked for. Whoever fills in the most blanks will win a prize.

DO YOU HAVE A GOLD WATCH ON?	ARE YOU A CHILD WEARING A BLUE SHIRT?	ARE YOU AN ADULT WEARING A BLUE SHIRT?	DO YOU HAVE GLASSES WITH GOLD RIMS?
ARE YOU WEARING GOLD SOCKS?	DO YOU HAVE BLUE EYES?	DO YOU HAVE GOLDEN HAIR?	IS YOUR LAST OR FIRST INITIAL A "B"?
IS YOUR LAST OR FIRST INITIAL A "G"?	DO YOU KNOW HOW MANY ELECTIVES IT TAKES TO EARN A GOLD ARROW POINT?	ARE YOU WEARING A GOLD RING?	DOES YOUR BELT HAVE A GOLD BUCKLE?
DOES YOUR DINNER PLATE HAVE GOLD TRIM?	ARE YOU WEARING GOLD EARRINGS?	IS YOUR BELT BLUE?	ARE YOUR SHOES BLUE?
ARE YOU WEARING A BLUE OR GOLD HAIR RIBBON?	ARE YOU WEARING GOLD SHOES?	ARE YOU WEARING BLUE SOCKS?	DO YOU HAVE A GOLD FILLING IN ONE OF YOUR TEETH?

BLUE AND GOLD BALLOON POP - You will need an even amount of balloons in blue and gold. Separately each boy will be blindfolded and will be led to the pile of balloons. The boy has 15 seconds to reach into the pile of balloons and pull out balloons and then set on them and pop them. Scoring: 5 point for each pair of blue and gold balloons and 1 point for extra blue and gold balloons.

AFTER YOU - Divide boys into pairs. Each pair sits with a small table, chair seat, lapboard, etc. between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

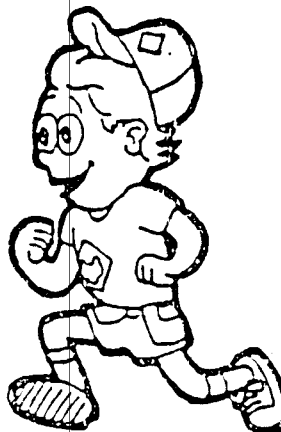
FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MOTHER AND CUB SCOUT CLOTHESPIN RACE - Here is a good pack game for your pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, a mother pins one or more paper napkins on a line.

NECKERCHIEF RELAY - Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

PENNY TOSS - Have boys form two lines. Give one side a penny in a paper cup. Have the boy opposite him toss the penny to him and he catches it in his paper cup. The tossing continues back and forth with each side stepping out one step further apart each time until only two boys have not missed. Elimination comes upon missing the cup with the penny.

BADEN-POWELL - How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.



Ceremonies

Closing

The Cubmaster or other adult reads Baden-Powell's farewell message which was found among his papers after his death.

Dear Scouts:

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

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

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

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich, nor merely from being successful in your career, nor by self indulgence. One step 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 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" is the way to live happy and to die happy. Stick to your Scout Promise always, even after you have ceased to be a boy, and God help you to do it.

Your friend,

Baden-Powell



Pow Wow 1999

March

"Cub Grub"



March 2000
"Cub Grub"

Recipe for Life Opening

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 1 heaping tablespoon time and patience
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality

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

Cub Scout Stew Opening

Need: On stage is a large cardboard box made to look like a large pot. Boy in chef's hat is stirring the pot while reading from an over sized "recipe" card.

Nine other cub scouts are needed - each with a cardboard cutout of a "Cub Scout" to put into the pot as the recipe calls for.

CHEF: (Pretend to taste) Hmmmm, beginning to taste like a well rounded den to me.

BOY #1 (Enters and stands by the chef for the skit) Hey, what are you cooking up?

CHEF: A new recipe called "Cub Scout Stew".

BOY #1 Well, what goes in it?

CHEF: A fair helping of Cub Scouts that do their best. (In walks 3-4 boys, who put their "scouts" into the pot.)

CHEF: A sense of humor. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A pinch of "wanting to please" (In walks boy with his Cub Scout and puts it in the pot.)

CHEF: A dash of mischief. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A bit of obedience. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A bundle of sunshine. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A ton of energy. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: (Reading from the card) Stir well and you have Cub Scout Stew. (All the boys gather round as the Chef pretends to taste it.) Tastes like dirty blue jeans to me!

"Just the Right Mix for a Bear" - Advancement

This ceremony was written specifically to furnish appropriate recognition for those Cub Scouts who achieve the rank of Bear. It may, however, be adapted to honor the attainment of any single rank or all ranks on a progressive basis.

Need: Two pots (1 large and 1 small, with smaller pot placed inside larger one); Dry ice, placed inside large pot around the outside of the small pot; Awards, to be placed in the inner pot; containers painted blue with advancement rank emblems attached (one for each container - Bobcat, Wolf, Bear, and also a "parent" container; advancement standards or board with emblems (one emblem for each cub, indicating his rank); ceremonial candle board, one candle per advancement rank; Bear poster-card with holder.

Personnel: Cubmaster, Committee Chairman, Cub Scouts receiving awards and their parents.

Staging: Mixing pot and containers (half filled with water) on table or stand off to one side. Needs to be where everyone can see as Cubmaster performs ceremony. Awards are in the inner pot. Ceremonial candle-board in center, with Bear poster and holder next to it at one end. Advancement standards or board with emblems off to the other side opposite the mixing pot set-up.

CHAIRMAN: (Set up Bear poster card) Cub Scouts and parents, tonight we wish to honor those Cub Scouting families who are advancing in rank to the Bear badge. (Light Bear candle on candle board.)

CUBMASTER: The Bear program is designed for Cub Scouts who reach third grade and is an important stepping stone on the upward trail of Scouting. Those who achieve the rank of Bear are now more than halfway on the trail to Cub Scouting's highest award, the Arrow of Light. Just as this pot represents the Cub Scouting program, so do these containers represent the stepping stones within the Cub Scout program. It takes the right ingredients to become a Bear. First is the Bobcat (pour Bobcat container into pot on the dry ice) which starts each Cub along the Scouting trail. Next comes the Wolf (pour Wolf container into pot) which begins to stir the minds of our young Cubs to notice and discover the world around them. When a Cub reaches third grade, he enters the Bear program (pour in Bear container), which is progressively more challenging and further stirs the minds of our Cubs, just as the mix in this pot becomes more active the further along the trail we go. However, one active ingredient has not been added, but is crucial to a Cub advancing to any of these stepping stones. That is PARENTS (hold up parents container and then pour into pot.) Our mix is now complete and we are ready to award the rank of Bear to those Cub Scouts who have achieved this important milestone. (Pull badges out of inner pot and hand to the Committee Chairman.)

CHAIRMAN: Will Cub Scouts _____ please come forward with your parents. As a leader, I haven't earned the right or the privilege of presenting this badge to your son, so I'm giving it to you (hands to parents) and ask that you present it to your son.

Cub Scouts _____, as a final official act to mark this significant achievement, you may now transfer your advancement emblem to the Bear badge standard. We congratulate you on your achievement and hope that you will continue your journey on the upward trail of Scouting.

Song. "Kitchen Working"

(Tune: I've Been Working on the Railroad)

I've been cooking in the kitchen

All the live long day,

I've been cooking in the kitchen

To eat later in the day.

Can't you smell the food that's cooking,

Want that pot to boil!

Can't you smell the food that's burning,

Open oven's door.

How much should I pour?

Tablespoon or more?

Look, it's falling on the floor.

How much should I pour?

Two cups full or more?

Can't we buy this at the store?

Someone's in the kitchen, what's cooking?

Someone's in the kitchen, I know.

Someone's in the kitchen, what's cooking?

What a smell, open up the door!

Game - "Waiter"

Line up the boys for a relay. The leading player of each team holds a pie plate (bottom up) and a ball. On signal, he runs forward around an obstacle and back to the starting line, holding the upturned plate in one hand with the ball balanced on top. If the ball falls off the plate or is touched in any way during the journey, the player must go back and start again. The team to finish first wins.

Easy Cub "Grub"

Dinosaur Punch

1 frozen lemonade concentrate (thawed)

1 frozen limeade concentrate (thawed)

1 cup water

Mix together. Refrigerate.

green food coloring

1 liter Sprite

Rocky Road Candy

16 oz. milk chocolate

3 cups mini marshmallows

1 cup chopped pecans

1/2 cup semi-sweet chocolate chips

Melt chocolate in double boiler. Remove from heat and stir in remaining ingredients. Stir well. Drop by teaspoonsful onto wax paper. Cool until firm.

David's Cool Jello Cake

1 white sheet cake, prepared and baked according to package directions
1 pkg. strawberry gelatin, prepared but not chilled
1 can strawberry icing

With a toothpick make holes in warm cake. Pour jello over cake. Let cake cool slightly. Ice and refrigerate at least one hour before serving.

Fruit Pizza

1 pkg. Pillsbury refrigerator sugar cookies
1 8 oz. cream cheese
1 cup sugar

Fresh sliced fruit (you may use canned, but fresh is better!)

Press dough onto a pizza pan and bake according to directions. Mix together sugar and cream cheese. Spread mixture over dough. Top with fruit such as strawberries, bananas, pineapple, blueberries - whatever you like and that is in season. Serve like you would any pizza.

Puppy Chow

1 stick butter or margarine
1 cup peanut butter
1 lb box powdered sugar
1 large box Crispix cereal
12 oz. package milk chocolate chips

Melt margarine, peanut butter and chocolate over medium setting until melted. Stir. Place Crispix in a large bowl and pour chocolate mixture over top and coat thoroughly. Cool.

Closing - "Flag Recipe"

Ingredients:

6 Cub Scouts
1 cup red crepe paper bits
1 cup blue crepe paper bits
1 cup white crepe paper bits
Stars or glitter
Large pot
American Flag
Spotlight (optional)

Arrangement: Cub Scouts form semicircle around large pot. American flag is folded and hidden in pot. Each Cub Scout is holding the ingredients which he adds.

Cub #1 We are going to fix a treat that is really grand;

- And make for a recipe - the greatest in the land.
- Cub #2 First we'll put in a heaping cup of red for courage tru,
(He adds red paper bits to pot)
- Cub #3 And then we will add for loyalty, a dash of heavenly blue,
(He adds blue paper bits to pot)
- Cub #4 For purity, we will now sift in a layer of snowy white,
(He sprinkles in white paper bits)
- Cub #5 We will sprinkle in a pinch of stars to make it come out right.
(He adds glitter)
- Cub #6 We will stir and stir and then you will see,
That what we have made is
(He uses large spoon and pretends to stir, taking care not to disturb
flag)

A Heap

It takes a heap of working with a boy to make a man. A heap of care and patience, and you've got to understand that he won't be any better than you were as a lad, unless a spark is kindled to show him what is bad. He looks to you for guidance, and he looks to you with pride. It's up to you to demonstrate; you can't just let it slide. For with that eager mind of his, he watches you each day; judges you by what you're doing, not just by what you say.

Cooking Pot Ceremony

Set Up: Have a large pot or cauldron in the front of the room with dry ice in a small container to one side and the boy's awards in a container on the other side. Put the awards in plastic bags which you lay on top of each other in the order of presentation. If many awards are presented, group all of each rank together and separate them after you have removed them from the bag. Add water to the ice just prior to the ceremony to create smoke. The smoke will make it difficult to see the awards, so make sure you know where the bags are located. You can use a long pair of tongs to pick the bags up for a good effect.

Cubmaster: Tonight we have stirred up a special treat for some of our boys. The boys who have worked hard on their advancements all this month will be able to feast on a special stew. We leaders have made sure all the right ingredients have been used to cook this award winning Pack _____ stew. First let's have all those who have earned their Wolf rank to please come forward with their parents. (When the parents come up present each of them with a paper plate on which you will place the award.) These boys have added their hard work and enthusiasm to our Pack stew and have earned right to sample our award stew, we'll serve the parents first and let them feed their sons. (Present each parent with their son's award on the paper plate and have them give it to their son.) Continue for all other awards.

COOKING WITH CUBS SAFETY TIPS

Have a fire extinguisher on hand and teach the boys how to use it.

Wash hands often.

Roll up sleeves before beginning.

Have one assistant for every 3 or 4 boys.

Have lots of hot pads, oven mitts and towels on hand. Make sure they're dry.

Do any shredding or chopping first while attention is good.

Use a stove stool so the boys are looking down on the stove.

Stir hot food with a wooden spoon or spoon with a wooden handle.

Put pot on burner before turning it on and turn burner off before picking up pot.

Use a microwave instead of a hot oven.

Boys should use oven mitts instead of pot holders.

Handle knife by handle not blade.

Adults only should wash knives.

Use a chopping board at all times, never hold food while cutting.

Cut larger pieces, don't dice.

Hold the lid on the blender while running.

Never reach into blender with hands.

Never scrape a blender or mixer while it is running.

Turn a mixer all the way off before lifting beaters.

Never handle an electrical appliance with wet hands.



CUB SCOUT COOKING ACHIEVEMENTS

WOLF

Achievement 8

List foods from each food group

Plan three balanced meals for your family for one day

Help fix one meal

Fix your own breakfast

Elective 18

Help plan and hold a picnic

BEAR

Achievement 9

Bake cookies

Make snacks for a den meeting

Prepare part of a breakfast, a lunch, and a dinner.

Make a healthy snack.

Make a desert for your family.

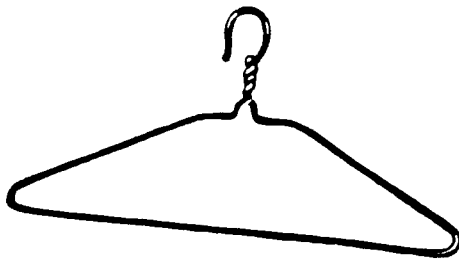
Discuss "junk food".

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.

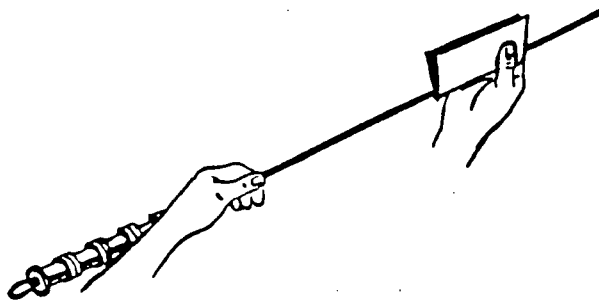
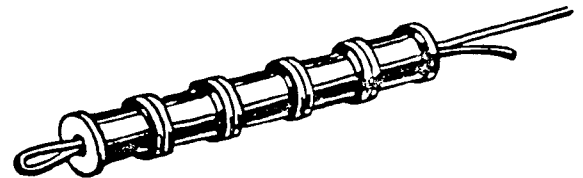
MATERIALS

Pair of pliers
Wire coat hanger
Four or five spools

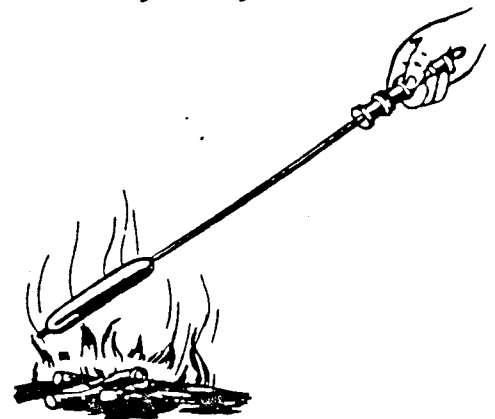


1. Straighten out a wire coat hanger- the lighter the wire the better. Dad may have to help you untwist the wire.

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.

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.)*

snouts 'n beans

Grab a few friends and pig out on this tasty treat!

ingredients

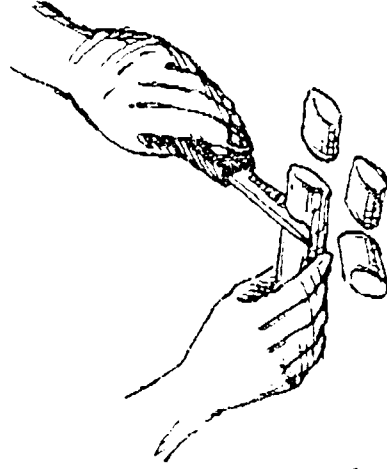
- 2 (16-ounce) cans plain baked beans
- 1 teaspoon Worcestershire sauce
- 1/4 cup brown sugar
- 2 tablespoons barbecue sauce
- 1 tablespoon teriyaki sauce
- 8 beef knockwursts

tools you'll need

- 2 small saucepans
- Large spoon
- Cutting board
- Knife
- Carrot peeler
- Tongs or slotted spoon
- Paper towels
- Shallow serving dish

1 With an adult's help, empty the cans of baked beans into a saucepan. Add the Worcestershire sauce, brown sugar, barbecue sauce, and teriyaki sauce to the beans. Stir and set aside.

2 With an adult's help, slice off the ends of each knockwurst. (You do not need the ends for this recipe.) Then slice knockwursts into equal segments about one inch long, making each cut at the same slight angle. (See illustration.) With the round tip of a carrot peeler,



carefully hollow out two deep, round nostril holes on one side of each segment.

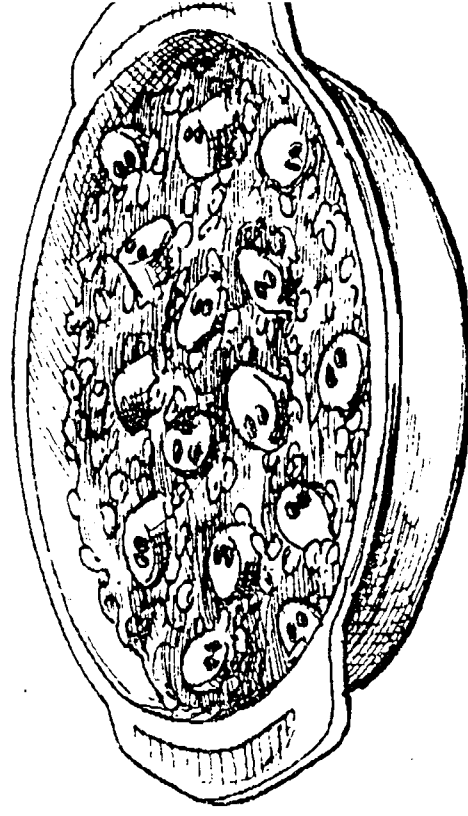
3 Place the snouts in a saucepan and cover them with water. With an adult's help, cook the snouts on medium-high heat for about five to ten minutes. Cook beans on medium-low heat, stirring often, until the sauce bubbles and thickens slightly.

4 Using tongs or a slotted spoon, carefully remove the snouts from the hot water and place them on paper towels to drain. Pour the hot beans into a serving dish and arrange the drained snouts on top, nostrils up.

Serves: 4 to 6 little porkers

sicko serving suggestion

Dab pickle relish pig boogers in your knockwurst nostrils!



Flat cat cookies

It slams on the brakes, but it's too late. The Vista Cruiser has flattened the neighbor's kitty. Don't despair. Cats do have a few tricks up their sleeves, and Dad's nailed tonight's dessert!

ingredients

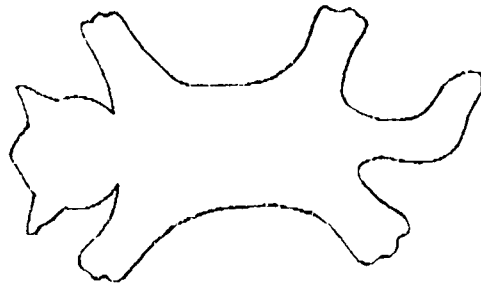
- 1 (21-ounce) package refrigerated sugar cookie dough
- 1-2 tablespoons flour
- 1/2 cup cinnamon candies
- Seedless strawberry jam

tools you'll need

- Rolling pin
- Butter knife
- Spatula
- Cookie sheet
- 2 spoons
- Wire cooling rack

With an adult's help, preheat oven to the temperature specified on the cookie dough package.

Sprinkle flour on a clean, flat surface, and roll out the cookie dough slightly thicker than what the directions on package call for. Then, using a butter knife, cut out cookies in the shape of flattened cats. (See illustration.) Use a large spatula to carefully transfer cats to a cookie sheet. Reroll spare dough pieces and cut out more cookies until all the dough has been used.

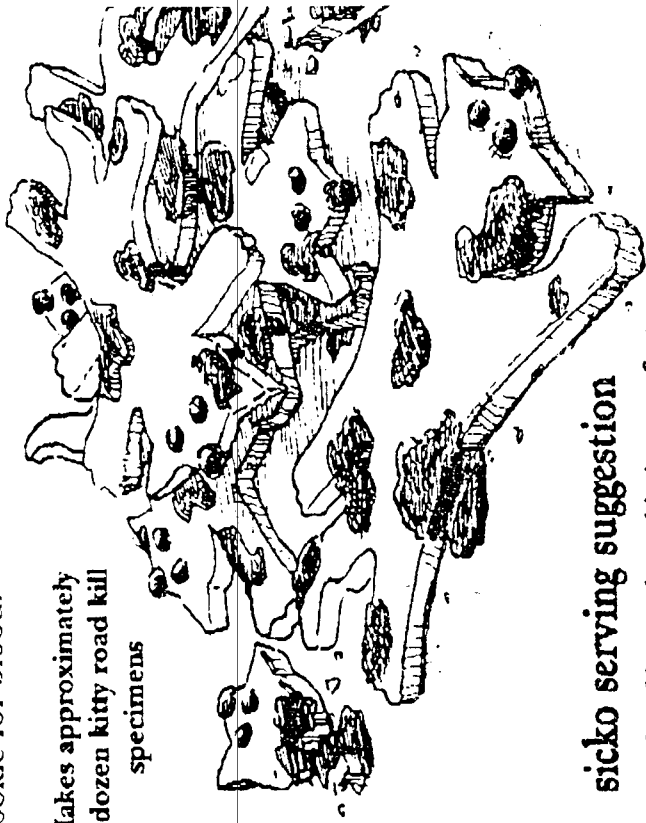


3 Bake cookies according to the directions on the package. While they're cooking, count out enough cinnamon candies to put two eyes and one nose on each cat cookie. Carefully flatten the candies between the back and front of two spoons and set aside.

4 Allow the cookies to cool on the cookie sheet about three minutes, and then press two candies in about the middle of each head, and one at the very tip of each nose. (See illustration.) Use the spatula to transfer cookies to a wire rack to continue cooling. Dribble jam here and there on each cookie for blood.



Makes approximately
3 dozen kitty road kill
specimens



sicko serving suggestion

Instead of making each cookie in a perfect flat cat shape, cut out a few who are missing a limb and/or tail. Why not even sever a head or two? Drip jam blood at stumps for an authentically dismembered look.

butchered snake bits with barbecue sauce

Rustle up a rattler and taste life on the open range—barbecue style!

ingredients

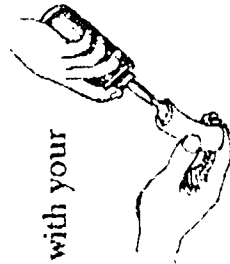
- 1 (10-ounce) package rigatoni pasta
- 2 cans squirtable cheese spread
- 1 small jar barbecue sauce
- 16-20 whole black peppercorns
- 1 carrot

tools you'll need

- Large saucepan
- Colander
- Platter
- Carrot peeler
- Knife
- Toothpicks

1 With an adult's help, cook the pasta according to directions on package. Carefully drain the cooked pasta through a colander over the sink. Rinse the pasta in cold water and drain again.

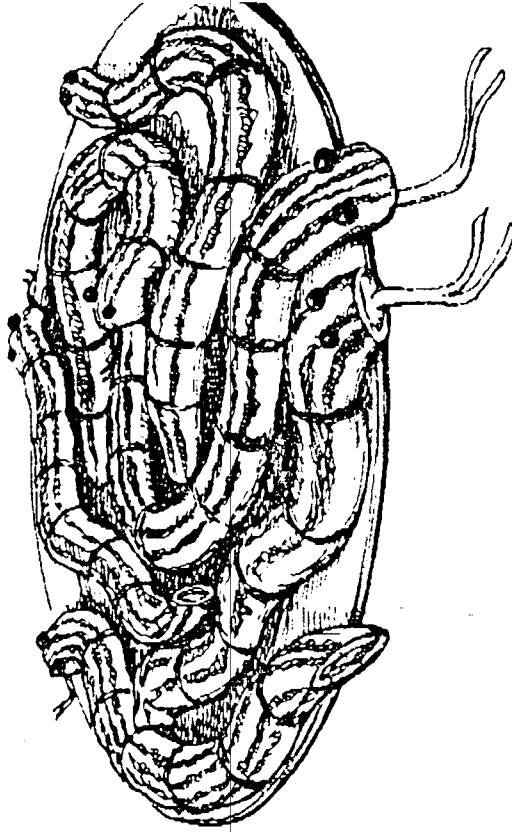
2 To make snakes: Covering one end of a rigatoni with your finger (to prevent leakage), carefully fill each piece of pasta with cheese spread. Place six to eight cheese-filled rigatonis end to end on a serving platter, in a realistically curvy snake shape. (See illustration.) To form tails, simply pinch together the end of the last rigatoni on each snake with your fingers.



3 Using a toothpick, spread lines of barbecue sauce along the top of each snake for markings. To form heads, use barbecue sauce to glue two black peppercorn eyes onto the end opposite the tail of each snake.

4 Wash, dry, and carefully peel skin off carrot. When completely clean of skin, make one more peeling for each snake you have formed. At the narrow end of each peel, carefully cut out a long, thin triangle. (See illustration.) These are your snake's forked tongues. Position tongues in mouths, and serve snakes with toothpicks so guests can stab at segments.

Serves: 10 to 12 flesh fauviers



sicko serving suggestion

Assemble two or three snakes lying on their backs, as if they died in agony! Belly-up snakes should have no markings drawn on them, as snake bellies are generally a solid color. Allow one or two sidewinder to wriggle over the edge of your serving platter and onto a clean glass or Formica tabletop!

deviled mice

So why should Kitty have all the fun?

ingredients

- 8 eggs
- 4 1/2 tablespoons mayonnaise
- 6 large lettuce leaves
- 15 pimiento-stuffed olives
- 1 tablespoon chocolate sprinkles

tools you'll need

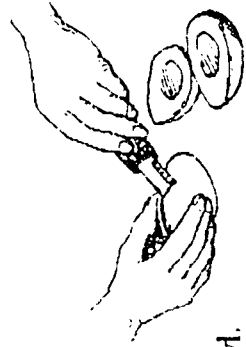
- Large saucepan
- Knife
- Bowl
- Fork
- 64 toothpicks
- Platter

1 Gently place the eggs in a saucepan and fill it with water until the eggs are just covered. With an adult's help, bring the water to a boil over high heat. Turn the heat down to medium and allow to simmer for ten minutes.

2 Remove the pan from the heat and carefully drain off the hot water into the sink. Cover the eggs with cold water and set aside for five minutes.

3 Gently crack the eggs against a hard surface, then carefully peel off the shells. Slice each egg in half lengthwise. With clean fingers, scoop out the yolks and put them in a small bowl.

4 Wash the yolks with a fork until they are crumbly. Add mayonnaise and blend. Carefully fill the empty egg whites with your mixture.

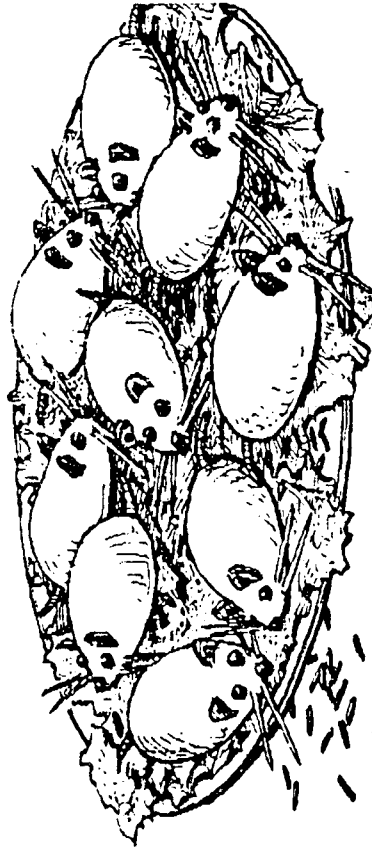


5 Cover a platter with lettuce leaves, setting a leaf or two aside for garnish. Arrange the egg halves, yolk side down, on the leaves. These are your mice bodies. To give them each eye and a nose, pull the pimiento out of an olive and cut it into three small pieces. Carefully insert two of the pieces at the tip of the smaller end of the egg as eyes. Insert the third piece at the tip of the small end for a nose. Stick two toothpicks in each side of the nose for whiskers. Repeat for each mouse

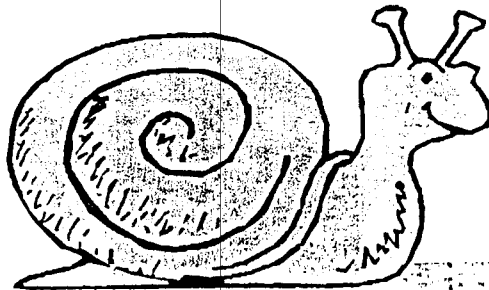
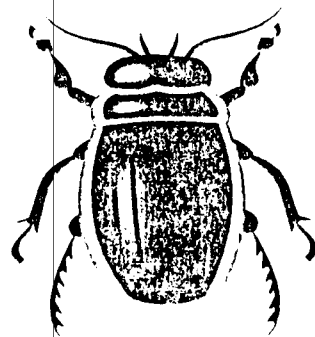
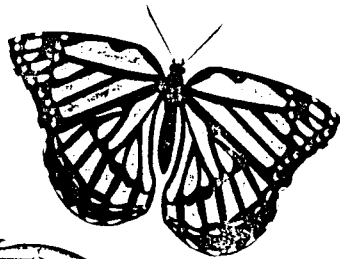
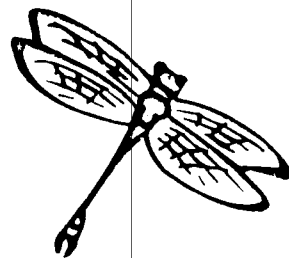
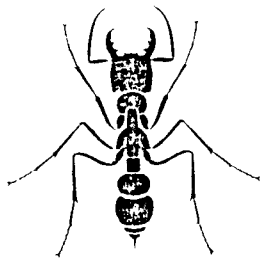
6 With an adult's help, cut thirty-two thin, lengthwise strips from several of the green olives. Stick two of these olive strips end to end onto the back end of each mouse to form tails. Out of the remaining olives, cut thirty-two small triangular ear pieces. (You should be able to cut at least four ears from each olive.) Then, using a knife, make two small slits above and behind each of the mice's eyes. Carefully wedge an olive ear piece into each slit

7 To garnish: Tear small pieces of lettuce and position in the center of the mice's mouths, as if they have been noshing. As a final touch, heap a pile of mouse droppings (chocolate sprinkles) on the platter to re-create an authentically tidy mouse toilet

Serves: 4 rodent relishers



Pow Wow 1999
April
"Bugs And Things"



April 2000

"BUGS & THINGS"

OPENING

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

CLOSING

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

OPENING THOUGHT

The next time you take the Scouts on a hike or campout - teach them to
LOOK, LISTEN, and FEEL things they might have missed before.

**When you walk through the woods,
I want you to see**

The floating gold of a bumblebee,
Rivers of sunlight, pools of shade,
Toadstools sleeping in a mossy jade,
A cobweb net with a catch of dew,
Treetop cones against the azure blue,
Dancing flowers, bright green flies,
Birds to put rainbows in your eyes.



**When you walk through the woods,
I want you to hear**

A million sounds in your little ear,
The scratch and rattle of wind tossed trees,
A rush, as a timid chipmunk flees,
The cry of a hawk from the distant sky,
The purr of leaves when a breeze rolls by,
Brooks that mumble, stones that ring,
And birds to teach your heart to sing.



**When you walk through the woods,
I want you to feel**

That no mere man could make this real,
Could paint the throb of a butterfly's wing,
Could teach a woodthrush how to sing,
Could give the wonders of earth and sky,
There's something greater than you and I.



When you walk through the woods
and the birches nod,
Son, meet a friend of mine named God.

SONG

THE COMING OF THE FROGS

Tune: The battle Hymn of the Republic

Mine eyes have seen the horror of the
coming of the frogs,
They are sneaking through the swamps,
they are lurking in the logs.
You can hear their mournful croaking
through the early morning fog.
The frogs keep hopping on!

CHORUS: Ribit, ribit, ribit, croak ,
croak.
Ribit, ribit, ribit, croak,
croak.
Ribit, ribit, ribit, croak,
croak.
The frogs keep hopping on!

The frogs have grown in numbers and
their croaking fills the air,
There's no place to escape to, 'cause the
frogs are everywhere.
They've eaten all the flies, and now
they're hungry as a bear.
The frogs keep hopping on!

CHORUS:
I used to like the bullfrogs, like to feel
their slimy skin,
Like to put them in teacher's desk and
bring them to our den.
Now they're knocking at the front door,
I can't let those frogs come in!
The frogs keep hopping on!

CHORUS:
They have hopped into the living room
and headed down the hall.
They have trapped me in the corner and
my back's against the wall.
And when I open my mouth to give a
warning call,
This was all I heard.....
CHORUS:

BUG JUICE

(Tune: On Top of Old Smokey)

At Camp Grice Scout Camp, They gave
us a drink,
We thought it was Kool-Aid, Because it
was pink.

But the thing that they told us, Would've
grossed out a moose.
For the great tasting pink drink, was
really Bug Juice!

It looked fresh and fruity, Like tastey
Kool-Aid.
But the bugs that are in it, Were
murdered with Raid.

We drank it by the gallons, We drank it
by tons.
And the next morning, We all had the
runs.

So next time you drink Bug Juice, And a
fly drives you mad,

He's just getting even, 'Cause you
swallowed his Dad!

TELL ME WHY

Tell me why the bugs do bite,
Tell me why the campfire won't light
Tell me why our tent fell down,
Tell me why we sleep on the ground.

Because they're hungry, the bugs do
bite!
Because the wood's wet, the campfire
won't light!
Because we're lazy, our tent fell down!
Because we're Cub Scouts, we sleep on
the ground!

JUNE - BUGS AND THINGS

THE BUG HIKE

SETTING: Set up a tent on stage.

CAST: 4 Cub Scouts, 2 boys back stage with flashlights



Boy 1: Boy am I glad that hike is over with I'm really tired.

Boy 2: The mosquitoes must have called up all their relatives and told them we were coming. I feel like I've been eaten alive.

Boy 3: They said a day hike... not an all day hike. Not only were we out near the river but we were out all day. That gave those blood thirsty critters to much of a chance to eat me up.

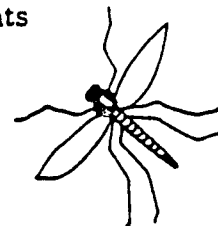
Boy 4: I feel the same way. I couldn't feel worse if I was used as a pin cushion.

Boy 1: Bugs, bugs, everywhere. I wouldn't mind if it didn't itch so much.

Boy 3: My blisters don't hurt as much as these bites itch.

Boy 2: Well we're OK now. The river is over a mile away and besides those bugs couldn't find their way here in the dark anyhow. (boys start moving flashlights around off stage)

Boy 1: Hey look over there the bugs are coming after us with their flash lights everybody hurry up and get in the tent!!!!



The Den Leader's Bouquet:

Characters: Six Cub Scouts in summer uniform or Cub Scout t-shirts.

Scene: A nature walk.

Props: Cub-fashioned bouquet, with strands of ivy hanging from it.

1st CUB: Gee, fellas. I don't think Mrs. Brown's having a very good time.

2nd CUB: Well, you didn't help things much, giving her that garter snake.

3rd CUB: I was just trying to help her collect stuff for our nature display at the pack meeting.

4th CUB: Yeah...and you heard what she said, "Nothin' ever again that moves by itself!"

3rd CUB: So...now I know better!

5th CUB: Don't worry about a thing, you guys. I'm gonna fix everything!

6th CUB: Yeah? How?

5th CUB: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers. (He holds up the bouquet, with trailing strands of ivy.) See?

6th CUB: Oh, no...(wails) We'll never get to go on another hike!

5th CUB: How come?

6th CUB: Because, you jerk....that's poison ivy!

(All of the Cub Scouts except #5 say "OH, NO" in loud, disgusted voices and run off stage, leaving the 5th Cub Scout standing with bouquet. He drops it, starts to scratch and also runs off stage.)

AUDIENCE PARTICIPATION

A LESSON FOR THE BIG BUGS

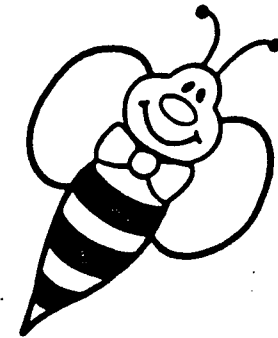
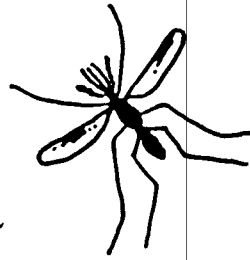
BEES: Buzz-Buzz

MOSQUITOES: Bite-E-Bite

WOODS: All sounds together

ANTS: Hup-2-3-4

FROG: Croak-Croak



This is a the story about Billy and his family and their adventure in the woods. One fine spring day, Billy's family decided it was a good day for a picnic in the woods, where they could enjoy the outdoors. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog. they heard some bees gathering nectar, and watched some ants busy at work. They swatted some mosquitoes and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods, the bees, the frogs, and even the mosquitoes. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog that hopped by. Mom threw her paper napkin on the ground and jumped up in disgust. "That does it!" she said. "The ants seem to have taken over our lunch."

Dad stretched out for a nap and had just dozed off when he heard sister scream. She had been stung by a bee. Mom took care of her, so dad tried again to sleep. But this time the pesky mosquitoes would not leave him alone. Finally he announced they were all going home.

Billy said, "Why do we have to leave now?" Dad replied, "Well Billy, it seems we aren't wanted by the woods. We sure haven't been treated very well. The mosquitoes are eating me alive; the ants took over our lunch, and a bee stung your sister."

Billy said, "It seems to me that the woods, and the mosquitoes, and the ants, and the bees are trying to tell us something." "What's that?" asked Paul. "Well," said Billy, "just look around us and you will see that we haven't been very nice visitors in the woods. Look at all the trash we've thrown around. It seems that we're the worst bugs of all. We're litterbugs!"

So the family started to clean up the mess and afterwards they felt better. They took a nice walk through the woods, listening to the sounds. They actually enjoyed the buzzing of the bees, the croaking of the frogs, and they even watched an army of ants at work. When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a LITTERBUG.

NATURE THEME RIDDLES

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. When is a baseball player like a spider? 2. How do bees dispose of their honey? 3. Which insect eats the least? 4. Why is a frog never thirsty?
 5. What kind of bird is present at every meal? 6. Why is the letter A like a sweet flower? | <p>(When he catches a fly.)
 (They cell-it.)
 (the moth. It eats holes.)
 (Because in an instant, he can
 make a spring.)
 (A swallow.)
 (Because a B (bee) is always after
 it.)</p> |
|--|---|

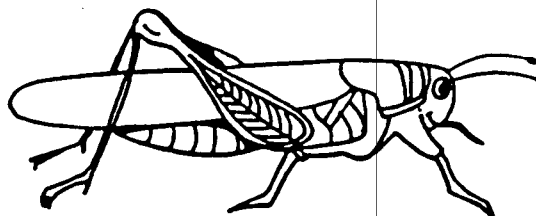
GAMES

MOTHER NATURE'S HOUSING DEVELOPMENTS.....People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow. It's fair to count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A hollow tree might be the home of several animals: woodpeckers, owls, bats, or white footed mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Caution the boys not to remove or destroy these homes.

MIXER NATURE GAME.....Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed the card is then pinned to the front of his chest.

NAME AND TELL.....Form a circle. First boy names a neutral object beginning with the letter A and tells one thing about it. Next boy names a B object and tells something about it. Continue around the circle through the alphabet. Examples: A is for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

MEASURING WORM RACE.....In this race all contestants line up at the starting line, fall forward on signal to start and rest their weight on their hands. Next they draw their legs up under them and then fall forward again on their hands, this method of movement continues until the winner reaches the finish line.



CREATING CRITTERS

Divide boys into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper. Within a given time limit, each group designs and constructs a new species of insect. They must decide on a name for their bug, tell where it lives and what it eats. When all groups are finished, a spokesman for each group introduces their critter to everyone.

BUG COLLECTION

Two boys at a time compete to see who can collect the most "bugs" in a set time period. On a table in front of each player is a large coffee can and a pile of cotton balls, which represent bugs. Pipe cleaners can be glued to the cotton balls for more realism. Each boy is blindfolded and tries to catch as many "bugs" as possible with a flyswatter used as a spatula and put them in his can. Boys keep their free hand behind their back. The boy with the most bugs in his can wins. This contest is also fun to watch as boys must guess where the bugs are since cotton weighs almost nothing and makes no noise.

SPIDER RACE

Divide group into sets of two boys each. Tie each set of boys together at belt loops. With four arms and legs, they are now spiders. Have the boys compete in a race across the playing area. They must travel with just their hands and feet touching the ground. This format can also be used in a tag game setting.

REINCARNATOR

Boys stand in a circle with arms stretched toward the center. Instruct boys to close their eyes. Then say "Thumbs up!" Touch one person's thumb and he becomes the Reincarnator. The Reincarnator can transform people into animals simply by whispering "You're a cow" (or horse or bird or hippopotamus or whatever). Other boys are allowed to speak, but no other boys is allowed to say "You're a ..." except the Reincarnator.

After the Reincarnator is selected, everyone begins to mill about as if at a party. Boys greet each other, shake hands, and chat. When the Reincarnator says quietly to another boy "You're a turtle," that boy should not give the Reincarnator away, but should after a few moments, slowly change into the animal. Gradually boys will turn into ducks, cows, chickens, and so forth.

If a boy thinks he knows the identity of the Reincarnator, the boy raises a hand and says loudly "I suspect!" The boy then points to the suspect and says "You're a fish" or other animal. If the person accused is indeed the Reincarnator, he becomes the animal named. If the accused is not the Reincarnator, the accuser becomes the animal and the game continues.



BIRD AND BUG



This is a fast moving game that can be lots of fun. Game equipment can be put together quite easily. The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string. Make a bug for each player. To do so, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk, 3 to 4 feet across for the bird to stand in. Then, draw another circle, about two feet outside this, for the bugs guideline. Players one at a time, or all together, roll their bugs into the birds circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes "it", and changes places with the bird.



GRASSHOPPERS

Teams form up in relay formation. The leading player of each team has his toes on the starting line - with the bean bag between his knees. On signal, he hops to the end of the hall and back - past the starting line - before handing the bean bag to the next player.

This continues until all players have completed the course. Team that finishes first is the winner.

Note: Determine before the race, while announcing rules, whether a player who drops the bean bag starts from where he is or returns to the starting line. Make your rule clear on this.

SPIDERWEB

This game requires some advance preparation. A "goal" is chosen. As many strings as there are teams are tied to the goal. The strings are wound in every conceivable way thru various rooms, around pillar,s under tables. Inside or outside, the string could go over branches, thru hedges and over wood piles.

Nature Game

Cub Scouts line up about five feet apart at the edge of a yard or playground. Each boy is given a bag or paper cup. On the leader's signal, they drop to their hands and knees and begin crawling toward the finish line, which is any distance away up to 100 feet. Along the way, they pick up one of each nature object they see and put it in their containers. This is not a race--they are allowed five minutes to reach the finish line. Score one point for each inanimate object (blade of grass, twig, leaf, etc.), two points for animal life (worm, insect, spider, etc.). As a variation, you can award 10 points for each piece of litter picked up, too. After scoring and sharing each others' findings, return all objects to the soil, except the litter.

Sensory BINGO

Play this game while discovering the out-of-doors. The goal of the game is to help the boys explore the natural world using all their senses.

As you complete each activity, cross out that square. Can you cross out five squares in a row? More than one row of five squares? The example given can be revised to meet the characteristics of the area you're in, the time of year, etc.

Find a tree that has needles instead of leaves	Find a nest with two insects in it	A Good Smell	FREE SPACE	Find an animal track
FREE SPACE	Find a friendship rock (one with a hole in it)	Collect seeds from a tree. Plant them.	Find a bird's feather	Name 3 things a tree needs to grow
A Bad Smell	Estimate the height of a tree	FREE SPACE	Touch moss	Find a place where erosion is going on
Do something to help a tree	Find examples or evidence of pollution	Find a frog, but leave him with his mother	Find the youngest tree and the oldest	FREE SPACE
Find poison ivy, BUT DON'T TOUCH IT!	FREE SPACE	Pick up one piece of litter	Identify a wild flower	Find a tree shaped by nature

String Along:

Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things! Now stretch a string in a line. See how many different things touch it!

THE SCIENTIFIC APPROACH

The word *insect* is a scientific term. An insect is an air-breathing creature with six legs, no backbone, and a body made up of three main parts - head, thorax (chest), and abdomen.

The word "bug" is sometimes a scientific term, too. There's a family of insects called *bugs*, or *true bugs*. They also breathe air, have six legs, and three body parts. True bugs always have a triangle on their thorax, in back of their heads. That's the way scientists identify them.

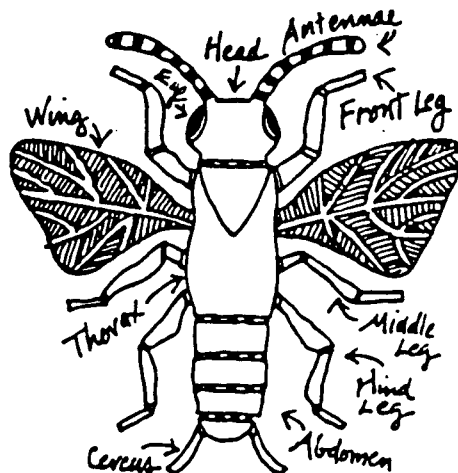
Insect or Bug?













Is it an insect, true bug, or another kind of creepy crawler? That's one of the first questions to ask about the creatures you'll find on your bug hunt. If it's an insect, you'll be able to see its three main body parts - head, thorax, and abdomen. The head will have feelers or antennae. These may be like sticks or like feathers. The insect's legs and wings are always attached to the thorax.

If you know it's an insect, but don't know it's name, ask yourself which major group it seems to fit in. Is it a beetle? Fly? Caterpillar? You can give the creature a descriptive name of your own until you learn if it has one. But since there are many undiscovered species in the world; you just may discover one of your own!

Where to look

Many bugs are green, black or brown. They blend in with the natural scene so that their enemies cannot easily spot them. This is called camouflage. But if you know where to look, you will surely find success on your hunt. Check the ground and the base of trees and bushes for insects. Peek deep inside any flowers that are in bloom and check under leaves growing on the stem of plants. Turn over a rock to find crawling creatures. Look under loose bark for caterpillars.



BUG CHART			
 butterfly	 grasshopper	 beetle	 ant
 grasshopper	 bee	 spider	 dragonfly
 ladybug	 dragonfly	 butterfly	 beetle

Sugaring

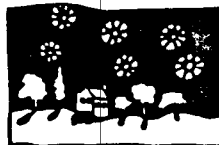
One sure-fire way to attract bugs is to put out some sweet smelling food for them to eat. All you need for this is an over-ripe banana and some brown sugar. Mix these together and let them sit for a couple of hours. Then, go out and paint the gooey substance on the bark of a tree. Now all you have to do is wait. One by one, insects will soon appear, attracted by the scent of the sweet stuff you've lured them with.

Live and Let Live

You don't have to kill or hurt a bug to study it. If you wish to observe the insects you find, simply "borrow" them from the wild for a short time by placing them in clean, clear containers. Prepare the containers by adding a little dirt and leaf mold (dead leaves), as well as a bottle-cap full of water. A few sticks with green leaves add a nice touch, too, to make a bug feel at home. Cover the top with a piece of net, or waxed paper, into which tiny holes have been pricked with a straight pin.

If you want to borrow a caterpillar or other creature from Mother Nature for a while, be sure to include, in its guest quarters, fresh, green leaves of whatever plant you found it on. Most likely, if you found the crawler on a particular plant, that plant is the animal's major food source. Don't borrow a creature for too long, though. Bugs have short lives and plenty of important environmental work to do. Return your bug to the exact place you found him after no more than twenty-four hours.

SUPER STARS AND CIRCUS PERFORMERS



Special effects - the firefly

For dazzling special effects, the firefly tops the list. This amazing creature literally lights up the summer sky with its pyrotechnics! Technically, it's a beetle, not a fly. If you see it by day, it appears to be an ordinary striped creature, but at night, it steals the show as it flashes out pulsing light, sending off signals to attract a mate.

The singing weathermen - a cricket chorus

If you live near grass and trees, chances are you've heard many free concerts performed by a chorus of chirping crickets. The chorus performs nightly in summer, changing its tempo to match the temperature. The hotter the weather, the faster it sings. Amazingly, you can calculate the temperature in Fahrenheit degrees by counting the chirps crickets make in 14 seconds, and then adding 42. The result is incredible accurate!

Lucky charms - house crickets

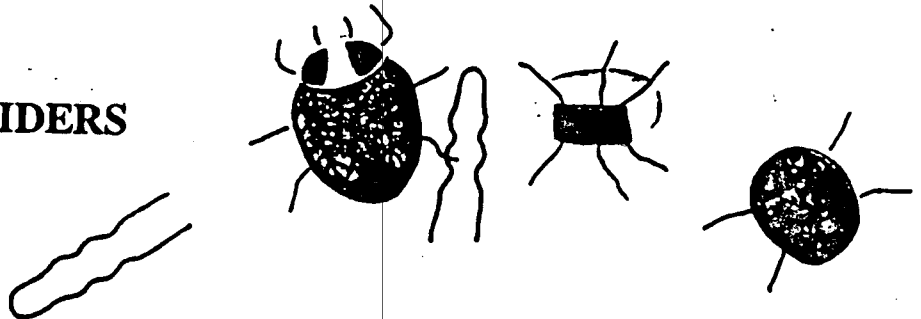


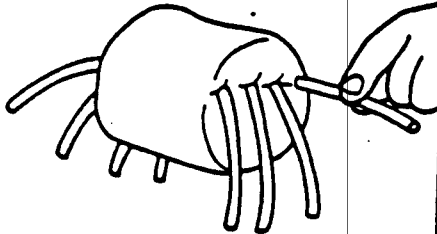


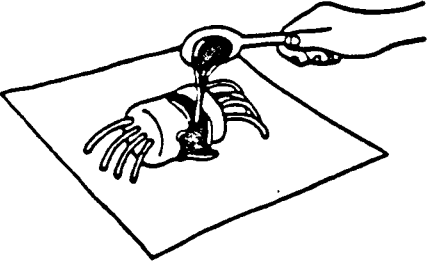
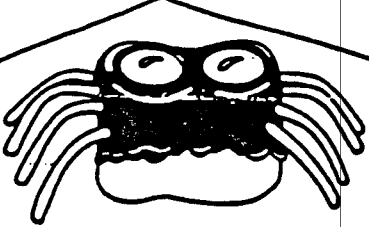

Some crickets, called house crickets, or hearth crickets, seem to prefer living indoors to out. Throughout the ages, people have said that meeting up with such a cricket will bring on a spell of good luck. Do you have a house or hearth cricket living in your house or backyard? If you find one, test out the ancient belief about bringing good luck. Watch for lucky occurrences in the week after you come across the cricket. You never know...

DOODLEBUG MAGNETS OR NECKERCHIEF SLIDES

Glue a small piece of magnetic tape or plastic ring to a pebble, depending on whether you are making a magnet or slide. Paint the pebble with tempera paints. Using a felt marker, doodle a design of the pebble on top of the painted surface. Glue on wiggle eyes. Cut hairpins with scissors, bend, and glue between pebble and magnetic tape for legs. These tiny bugs are perfect for holding pictures or notes on the refrigerator or to make into neckerchief slides.

MARSHMALLOW SPIDERS



<p>1. Gather the ingredients.</p> <ul style="list-style-type: none"> <input type="checkbox"/> 6 large marshmallows <input type="checkbox"/> 12 M & M's® <input type="checkbox"/> 1/2 cup chocolate chips <input type="checkbox"/> string licorice (16" for each spider) 	<p>2. Poke 8 pieces of 2-inch string licorice into each marshmallow for legs.</p> 	<p>3. Melt over low heat</p> <p> 1/2 cup chocolate chips</p> 
<p>4. Set spider on waxed paper and dribble a large spoonful of melted chocolate over the marshmallow.</p> 	<p>5. Add 2 M & M's for eyes.</p> 	<p>6. Cool and eat.</p> 

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

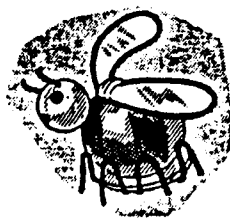
Marbles are used for the bodies of the critters. Be sure to work on wax paper, so you will be able to remove your "bugs" after the glue dries. Use white glue (the kind that is clear when dry) for coating tissue paper for wings; for all other gluing, use craft glue.

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

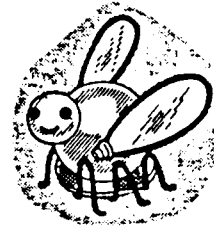
Glue a circle of felt under a 1/2" washer. For the legs, cut six pieces of wire, 1" long. Bend each wire, as illustrated, and glue to the felt, gluing three legs on

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.

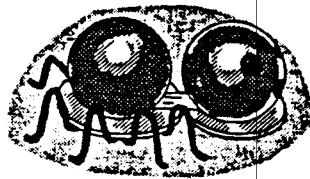
The beetle is made the same as the bee, except you omit the wings.

Fly

The fly is made the same as the bee, except for the wings.



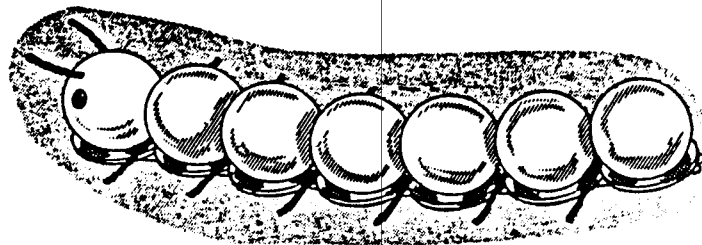
Make each wing separately from a piece of wire, 2 ¼" long, Bend it into the shape shown. Apply glue to the ends of each wire, and wrap the ends together with yarn, gluing to hold. Add the tissue paper, and glue the wings to the sides of the body. Omit Antennae.



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.

NATURE CRAFTS



Shell Creatures - Follow same method as suggested for making rock creatures on previous page. Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.



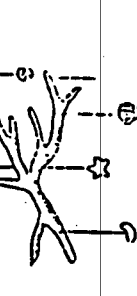
Pine Cone Owl - Use a large pinecone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and 4-toed feet.



Tiny Owl - Use one large petal from a pine cone. (See Crafts Tips for Den Leaders page of this section for instructions on removing petals) The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch, set the owl on it, and add tiny plastic movable eyes.



Walnut Mouse - Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.



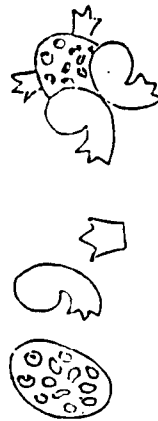
Nature Mobile - An attractive mobile can be made by using driftwood, twigs, or tree branch for the crossbars. Use nuts, seed pods, berries and shells on each string. This is a good way to save and display items collected on vacation or in nature hikes.



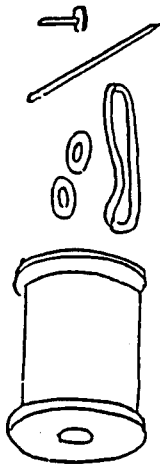
Apricot Pit Turtle - Sand pit until smooth. Paint as shown in drawing. Add felt head, legs and tail.



Apricot Pit Frog - Follow same instructions as for turtle, using patterns shown below.

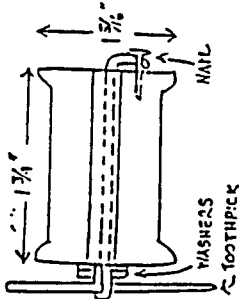


MOTORIZED **BUGS** THAT GO!



- For the motor, you'll need:
1. A large spool - 1 3/4" long with 1 5/16" diameter.
 2. Two washers
 3. A thick rubber band as long a spool or slightly shorter.
 4. A toothpick or match stick
 5. A small nail (or small screw)

Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power the motor by winding up the rubber band with the toothpick. When it's wound, set the spool on the floor and let it go.

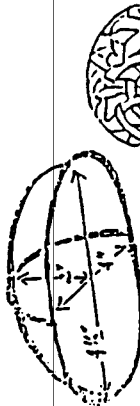


Makes the basic body shell as shown. Make a wire frame. Cover with paper mache strips. Let dry overnight. The bottom rim must be smooth so the bug will slide along easily. Paint with tempera and decorate.

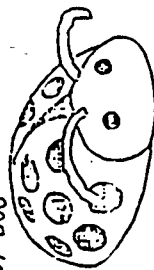
The body is not attached to the spool motor. Wind the motor, put it down, set the body shell over it.... and let it go!

WOLF: Elec. 9

- Boys' Life Magazine



LADY BUG



Glue on half a pipe cleaner for each feeler. Glue on beads for eyes. Body is painted red with black spots.

BETTER



Wings are cut from waxed paper. Feelers are pipe cleaners. Eyes are buttons.

CALAMINE LOTION

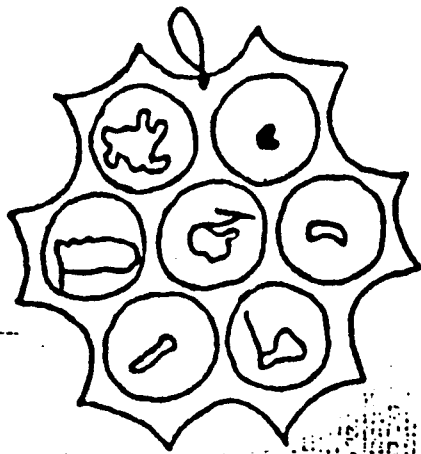
This is a song that is done with real emotion. It is the story of what happened when a Cub Scout ran out of Calamine lotion on a Webelos overnighter, and how he solved his problem. First, ask the boys if they know what calamine lotion is and what it's used for. If they don't know, tell them.

Now tell them that we are all going to establish a rhythm by slapping our knees and clapping our hand (a two beat rhythm). the leader explains that he will be saying some things and singing some things and everyone is to repeat them.

START RHYTHM - slap-clap, slap-clap, slap-clap

Leader - (talk) Fleas! Audience - Fleas!
 Leader - (talk) Flies! Audience - Flies!
 Leader - (talk) Fleas, Flies, Mosquitoes! Audience - Fleas, Flies, Mosquitoes!
 Leader - (sing) Calamine, Calamine, Calamine Lotion. Audience - Calamine, Calamine, Calamine Lotion.
 Leader - (sing) No more Calamine Lotion! Audience - No more Calamine Lotion!
 Leader - (talk) Itchy, Itchy, Scratchy, Scratchy
 OOOOH, I got one on my backy! Audience - (repeat)
 Leader - (talk) ZAP goes the bug when you hit him with the bug spray.
 Audience - (repeat)

At this point everyone simulated bug spray and makes a hissing sound.



Nature Window Hanging

What you need:

- Furnace filters
- Clear contact paper
- Yarn
- Scissors
- Small wildflowers or tiny leaves.

Cut furnace filter into pieces. Lay a filter piece on the sticky side of clear contact paper. Place a nature item in each space. Cover with a second piece of clear contact paper, and trim around the edges.

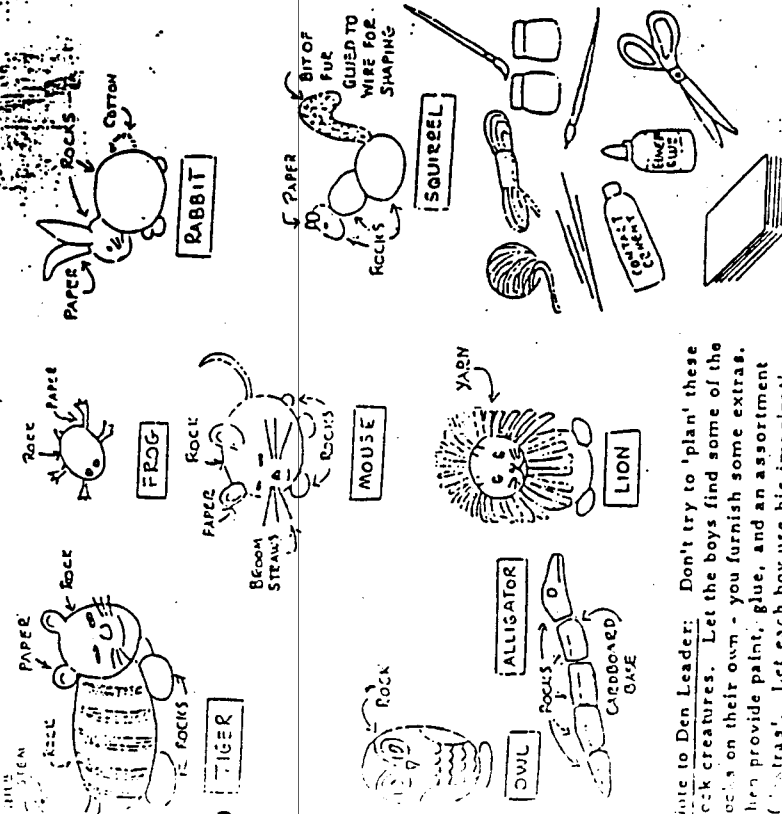
ROCK CREATURES

Smooth, flat stones can be obtained at beach and river areas. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

Use acrylic paints. It is best to paint rocks before assembly. If rocks are to be different colors, if the entire figure is one color, the rocks may be glued together first, then painted.

Use contact cement to glue rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a collar of white glue or household cement around all joints to make a firm, lasting bond.

Use your imagination in adding features, such as yarn for lion's mane, broom-straes for whiskers, chenille stems for tails, etc.



Note to Den Leader: Don't try to 'plan' these rock creatures. Let the boys find some of the rocks on their own - you furnish some extras. Then provide paint, glue, and an assortment of 'straw'. Let each boy use his imagination to create his own animal.

Opening Ceremony:

Six Cub Scouts are on stage, looking around.

CUB #1: What's that up in the sky--a dragon, a plane, a cloud?

CUB #2: I've seen lots of bugs, but never one like this, have you?

CUB #3: That's a pretty bird up in that tall tree; I wish I knew what kind it was.

CUB #4: I wonder if we could play ball or maybe even have a picnic out here.

CUB #5: Let's ask our den leader or our parents. I'm sure they'll let us.

CUB #6: Boy, you guys have really opened my eyes to all the fun we can have in the great outdoors.

ALL 6: Please stand and join us for the Pledge of Allegiance.

Advancement Ceremony:

Setting: Cardboard trees and bushes in the background. Several boys and adults dressed in casual clothes mill around, stand, then walk off.

Personnel: Cubmaster, Assistant Cubmaster

CM: Did you see all those people hanging around the park?

Asst CM: Yes. I wonder what they were doing?

CM: I don't know who they were, but I know they were swimming, playing, cooking, resting and, above all, having fun!

Asst CM: Wow, I didn't know that you could do all that in the park!

CM: You know, enjoying the great outdoors may mean different things to different people.

Asst CM: A young Bobcat starting his Cub Scouting adventure may be like a young seed just starting to grow. To him, the great outdoors may be just the property surrounding his house.

CM: His fun may be a swing set, a family barbecue, or playing catch with Dad. We have several Cub Scouts who have earned the Bobcat rank.

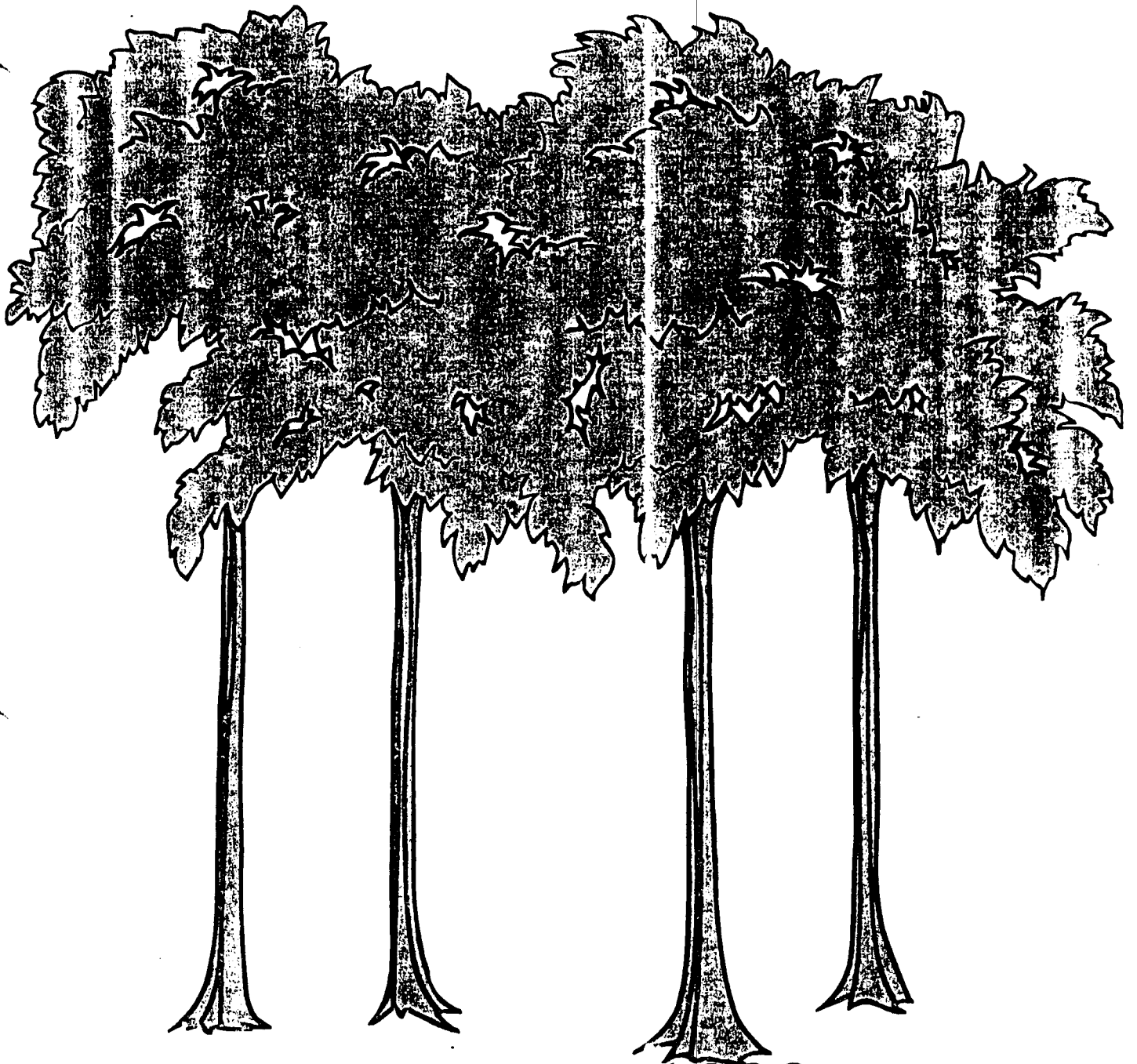
Asst CM: Will the following boys and their parents please join us in the great outdoors? (*Read names of those receiving Bobcat badges.*)

CM: These Cubs, like a plant seed, have just started. Parents, I give you the Bobcat badge to present to your sons. (*Have Bobcats be seated.*) A young Wolf has gone beyond the Bobcat, like the seedling becoming a tree. His great outdoors extends into his neighborhood.

- Asst CM: His fun could be bicycle riding, soccer games, or visiting friends. We have several Cub Scouts tonight that have earned the Wolf Badge, the second rank in Cub Scouting. Will the following boys and their parents come into the great outdoors? *(Read names)*
- CM: A Wolf Cub has accomplished more than the Bobcat. His experiences, skills and knowledge have begun to extend beyond his home. Parents, please present these Wolf Badges to your sons. *(Wolfs take seats.)*
- Asst CM: The Bear Scout, the third rank of Cub Scouting, has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but on his way. his backyard extends beyond his neighborhood into the town and country.
- CM: His great outdoors could be fishing in a creek, a walk through town, or a visit to a local park or zoo. We have several Cub Scouts who have met the challenges of the Bear and will receive their awards tonight.
- Asst CM: Will the following Cub Scouts and their parents join us? *(Read names)*
- CM: The Bear has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents, please present these badges to your sons. *(Bears are seated)*
- Asst CM: The Webelos Scout is coming to the end of the Cub Scout trail. He is a fully grown tree in the Cub Scout forest. He stands straight and tall.
- CM: His great outdoors extends up and down the highways. His activities may include boating on a lake, hiking in the woods and camping overnight. We have several Cub Scouts here tonight who have met the Webelos challenges.
- Asst CM: Will the following boys and their parents join us in the great outdoors? *(Read names)*
- CM: The Webelos Scouts have almost completed the Cub Scout trail. They are knowledgeable, skillful and confident. Their great outdoors is almost limitless. Parents, please present these badges to your sons.
- BOTH: Please join us in congratulating these fine young Cub Scouts.

Closing Thought *(read by Cubmaster):*

This is a little story about four people named Everybody, Somebody, Anybody and Nobody. There was an important job to be done, and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have done! So, the next time Somebody asks you to do something, just remember Anybody can do it, but Nobody will if you don't.



Pow Wow 1999

May

"See the Forest for the Trees"

May 2000

"See The Forest for the Trees"

Advancement

Setting: A large tree, cut from cardboard and set firmly in a stand. A large green construction paper leaf for each boy who will receive an award. If desired, names can be written on the leaves.

Cubmaster: What do we plant when we plant a tree?
 A thousand things that we daily see!
 The paper for books from which we learn,
 Tools to help us do a good turn,
 The wood for a Pinewood Derby car,
 For model planes that we can fly far.
 We plant the staff for the flage of the tree,
 Yes, we plant all these when we plant a tree.

 But what do we plant when we plant a lad?
 With the help of his mother and his dad,
 We plant a Cub who'll become a Scout,
 We plant ideas that will round him out,
 The skills, the games, the joy to be had,
 We plant a Scout when we plant a lad.

(Cubmaster calls boys and parents forward to receive awards. As awards are presented, each boy tapes his leaf on the tree.)

 You have all helped make this tree more beautiful, and it is a part of you. Just as Mother Nature's trees endure for the many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime. May you always stand straight and tall like a tree, and be a worthwhile resource of our country.

 What do we do when we plant a lad?

 We plant a Scout when we plant a lad.

Congratulations to all of you.

Tree Seedling Closing

(It would be nice to have a very young, growing tree seedling in a pot to show.)

 This seedling is like all new beginnings. It seems so simple, sitting there like this. No hint of what it is going to be when it finishes growing. At present, it is all promise; nothing sure, nothing defined.

 This seedling might grow into a great oak with many limbs and great strength. It might have gotten eaten by a hungry squirrel before it ever got started. It might get damaged by the wind, it might grow straight and true.

 Thus, this seedling is like all new beginnings - a new business, a book waiting to be written or a boy's journey into Scouting. And like our seedling, all of these need nurturing - proper food and light and water for our seedling. Proper management, room for expansion and sufficient sales are needed for the business. And for our Scout, encouragement and activities to expand horizons and capabilities and fun-filled times with other Scouts. We all started like this seedling - and like the lucky seed landing in the right place, we've grown straight and tall. Having done so, we have a responsibility to help others to do the same.

LEAF GAMES

Leaf twins: Each group has a bag with eight leaves (or whichever number you choose) They must go and find an exact match for each leaf.

Leaf Scavenger Hunt: Each team or group look for:

- A round leaf
- A pointed leaf
- A leaf with smooth edges
- A leaf with sharp edges
- 3 leaves of different colors
- A simple leaf (grows by itself on a branch or twig with a bud at the bottom)
- A compound leaf (made up of many small leaflets)
- A leaf that grows near the ground
- A leaf that a bug might use for a swimming pool
- A leaf that an elf might use for an umbrella
- A leaf in the shape of a needle
- An old leaf
- A new leaf
- A leaf that has provided somebody or something with a meal

Preserve a leaf: Press it (a telephone book is good to use). When dry, mount it on paper with strips of scotch tape or under a piece of plastic wrap.

2. Cover the entire leaf (pressed or unpressed) with strips of transparent tape.
3. the easiest and best method...place leaf on a sheet of light cardboard (botany paper works well) and cover carefully with clear contact paper.
4. T-shirt can be printed with leaves by using material paint.

Use these preserved leaves to make attractive pictures, notecards, gift tags or to start a leaf collection (perhaps adding a few leaves from each outing)

Leaf Relay Game: Divide the boys into teams. Collect leaves from each of a number of different kinds of trees. (DO NOT STRIP LEAVES FROM TREES. USE ONLY LEAVES THAT HAVE FALLEN TO THE GROUND). Collect as many leaves from each tree as there are teams. For each team, make a leaf pile consisting of one leaf from each tree. Put this pile at a set distance from the team. The leader holds up a leaf and the first boy from each team runs to the pile of leaves and finds the leaf and holds it up. A point is awarded for each leaf correctly identified. The leaves are returned to the pile and the players go to the end of the line. The next player tries next time.

Leaf Prints in Clay: Needed: clay, pieces of doweling or a broomstick for rolling, acetate sheet or plastic wrap, knife, leaves (use leaves with heavy veins or distinct shapes - conifer or reedy grasses work well)

Roll out a piece of clay into a uniform thickness. Arrange leaves on the clay. Cover with the plastic and roll again. Cut into desired shapes. Allow to dry. These shapes can be fired, or just sprayed with clear plastic spray for semi-permanence

Leaf Trail: American Indians layed trails for others to follow by placing a single leaf with it's stem pointing in the direction in the direction of travel at the base of a tree with different leaves. Under the leaf would be pebbles or twig patterns indicating how far to travel in a straight line to the next leaf sign, or when to change direction of travel. Lay a trail using pebbles or twigs (or a note for younger children) under the leaf.

Nature Guggenheim:

The purpose of this game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next. Then come back and fill in as many of the skipped blanks as you can. When time is called, the game ends and the players take turns calling out their lists of names for each subject.

Score as follows: If 10 players participated and one player wrote a word no one else did, he gets 10 points. If five players used the same word, each gets only 2 points. If all ten used the same word, each gets just 1 point. The player with the highest number of points is the winner.

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
F					
I					
E					
L					
D					
D					
A					
Y					

Outdoor Adventure Word Scramble:

How many of the following words related to fun in the great outdoors can you unscramble?

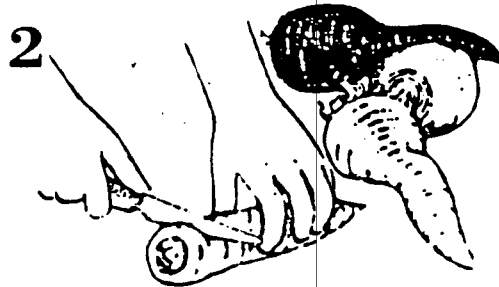
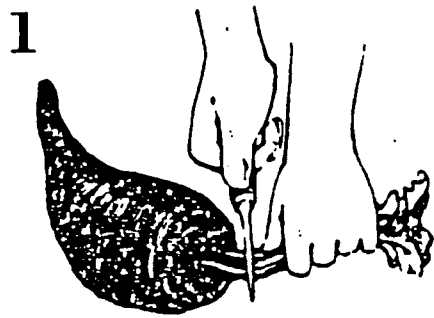
1. pgnacmin _____
2. keal _____
3. refpmcai _____
4. tbnaiog _____
5. seret _____
6. ttne _____
7. tkiasng _____
8. reawt sinigk _____
9. misigwmn _____
10. nonmtaius _____

11. giinkh _____
12. wsofrel _____
13. eaonc _____
14. giusotnc _____
15. ssnhsie _____
16. rrevi _____
17. sarsg _____
18. brskaeoc iidgnr _____
19. tslaoib _____
20. llaabbse _____

ANSWERS: (1) camping, (2) lake, (3) campfire, (4) boating, (5) trees, (6) tent, (7) skating, (8) water skiing, (9) swimming, (10) mountains, (11) hiking, (12) flowers, (13) canoe, (14) scouting, (15) sunshine, (16) river, (17) grass, (18) horseback riding, (19) sailboat, (20) baseball

Root-Top Garden:

Materials: several different root vegetables (carrots, turnips, parsnips, beets, etc.); kitchen knife; large dish or bowl; some clean pebbles (can use gravel from a pet store or clay pellets from a plant nursery).



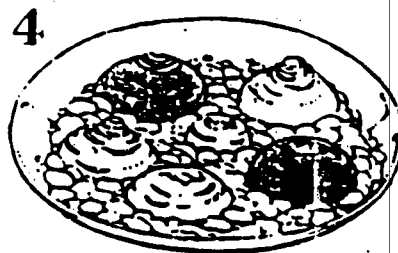
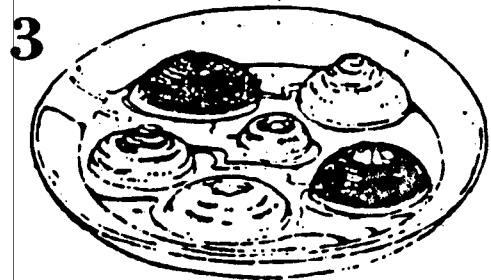
1. If the vegetables already have leaves on them, trim the leaves, leaving about ¼ inch of their stems.

2. Start by slicing off about ½ inch from the top of each of the vegetables.

3. Put the root tops on a large plate with just enough water to cover the bottom.

4. To add interest and to keep the tops in place, fill the gaps between the root tops with some clean pebbles.

5. Put the plate on a sunny windowsill. In a few days, you will see the tiny leaf shoots starting to grow. In two or three weeks, you will have a lovely, leafy garden. Keep your garden well watered.



ADVANCEMENT

- Equipment:** A three foot high tree limb with several branches, set as if it were a tree, in a can of plaster of paris. Green paper leaves (made out of a thin wire and wire stem sticking out) with Cub Scouts' names, awards, badges and arrow points.
- Personnel:** Cubmaster, Webelos Den Leader, advancing Cub and Webelos Scouts and parents.
- Cubmaster:** This little tree is a symbol of natural beauty of our land. The tree also represents Cub Scouting.

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

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

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

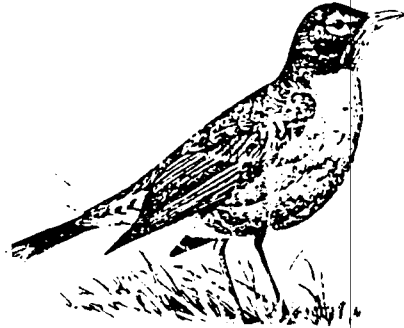
Each of you have helped to nurture this tree. Just as trees endure for many years, so the values gained from working on achievements, electives and badges will last a lifetime. May you always stand strong and tall like a tree - and be a beautiful resource for our land.



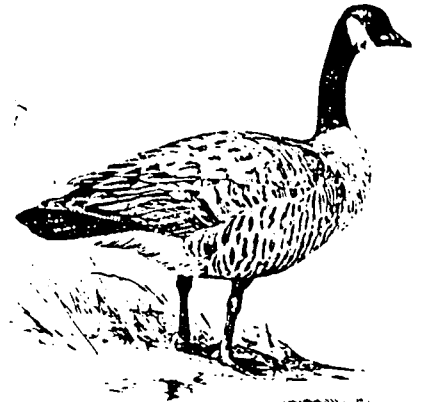
Bird Identification Game

Can you match the pictures to right birds?

1. American Robin



2. Mallard



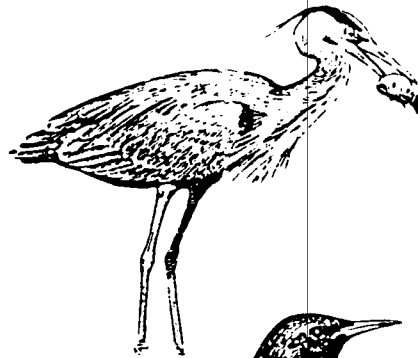
3. Canadian Goose



4. Downy Woodpecker



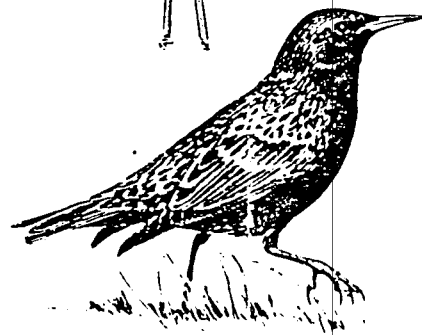
5. Screech Owl



6. Red-Winged Blackbird



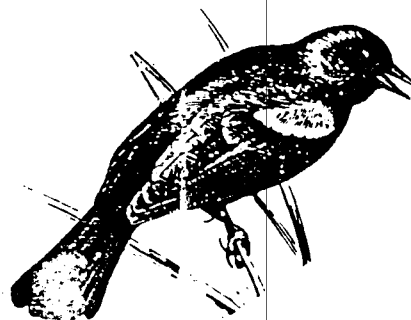
7. Ruby-Throated Hummingbird



8. Starling



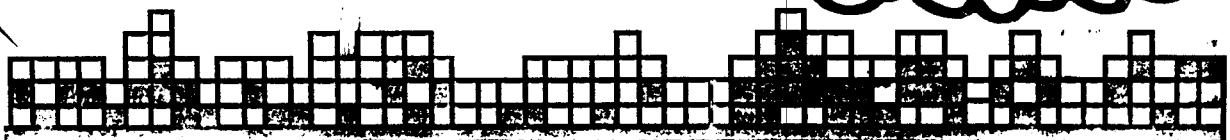
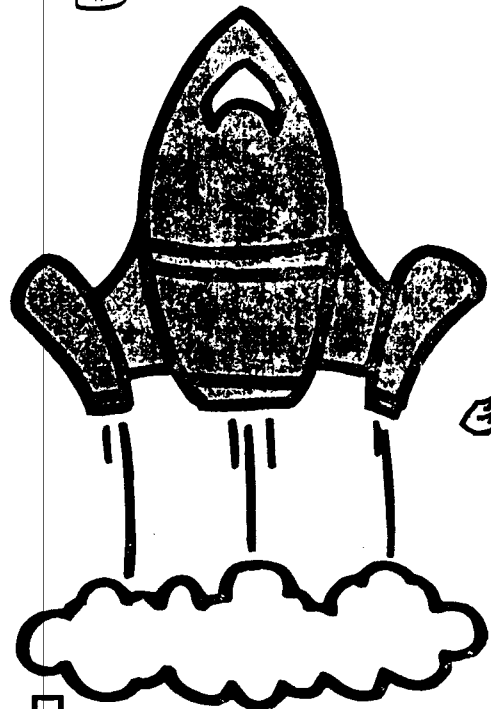
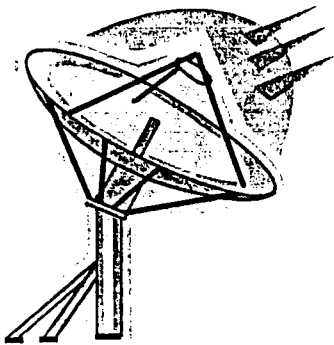
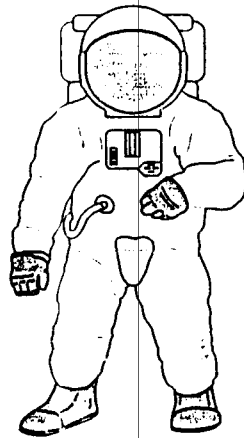
9. Mockingbird



10. Great Blue Heron



Pow Wow 1999
June
Space: The New
Frontier



D. P. P. P. P.

June 2000

"Space: The New Frontier"

Cubs and families, the Space Flight of Pack _____ is getting ready to leave the launching pad; will you please take your seats so we can blast off.

Tonight we are going for an adventure in space.
Cut Scouts 'round the world have entered the race;
To the planets we're going for our special outing;
And hope you have fun in our Cub Scouting.

FLYING SAUCERS ADVANCEMENT CEREMONY

You need several Frisbees. Tape badges of rank, arrow points, Webelos activity badges, and Arrows of Light for different boys. Have a leader who is good at sailing Frisbees stand some distance from the Cubmaster and Webelos Den Leaders - preferably behind the audience. After the leader has called forward award winners and their parents, he calls for the appropriate awards from "outer space" and suddenly a "flying saucer" sails to him with the awards.

NORTH STAR ADVANCEMENT CEREMONY

Equipment: Pinhole planetarium punched for the Big Dipper and North Star, and a flashlight. (see page 155, Big Bear Cub Scout Book.)
Personnel: Cubmaster, advancing Cub Scouts and their parents.
Dim Lights: Cubmaster beams the flashlight through the pinhole planetarium to show the Big Dipper on the ceiling.
Cubmaster: "For thousands of years man has known that the North Star is fixed in the sky. Shepherds knew it before the time of Christ, and seaman have used the North Star and other heavenly bodies to guide their ships every since they first dared to leave the sight of land. even today, the stars are important in navigation for ships, planes, and spacecraft.

Cub Scouts don't need the stars to find their way, but we do have some guiding stars to help us through life. There is the Church, for example, and school and Cub Scouting. In Cub Scouting, our navigational aides are the Promise and Law, just like the stars by which the captain steers his starship.

Tonight, we honor some Cub Scouts who are navigating straight and true on the Cub Scout trail. They have earned these honors by passing the requirements for the next rank, with the help of their parents. Will (name of boy) come forward with his parents?" (Give the badges to a parent to pin on the boy's shirt.)

IDEAS FOR PACK ACTIVITIES

SPACE DERBY

This is a series of races for propeller-driven rockets powered by rubber bands. Space derby kits are available from your Scout distributor store or your local council service center. Directions for running a Space Derby are on pages 9-45 to 9-47 of the Cub Scout Leader "How-To Book".

KITE DERBY

A pack kite derby can be one of your best spring or summer activities. Ideas for a kite derby can be found on page 9-18 of the Cub Scout Leader "How-To Book".

Good Old Captain Kirk
Tune: Grand Old Duke of York

Good old captain Kirk, (start while sitting down)
He had ten thousand men,
He beamed them up from earth, (stand up)
And then he beamed them down again.(sit down)
And When they're up, they're up (stand up)
And when they're down, they're down.(sit down)
And When they're only half way up,(stand half way up)
They're no where to be found. (hold your hands out and shrug your shoulders)

PLANET VACATION (SKIT)

This has 11 parts: 1 Cub for Al the travel agent. He wears a bright sports coat. The other ten are planets. Make circles out of painted cardboard or poster board to hang on the boys' neck.

- Al: Greetings fellow earthlings, I'm Al at Milky Way Travel Agency. I'm here to help you with all your planet to planet, interstellar travel plans. Let me help you plan your summer vacation. Let me introduce you to the best places.
- Sun: (Yellow planet wearing large sunglasses) Want to be in the center of things? Come to the Sun. It's the hottest thing around. Everything will revolve around you.
- Murcury: (Orange planet carrying a fan) Like warm temperatures? You'll find them here on Mercury. I'm the closest planet to the sun. A tan is guaranteed.
- Venus: (Gray planet carrying a flashlight) Don't want to be seen by all your friends, but you don't want to go too far from home? Venus is the perfect place. It's the closest planet to earth and with my thick, murky atmosphere, nobody will recognize you.
- Earth: (Planet with land and water, wearing a lei around neck and a sombrero on head. You all know me, I'm the planet earth. I still have lots of fun vacation spots if you don't want to go planet hopping.
- Mars: (Red planet wearing goggles and have an electric fan blowing on him) Kite flying enthusiasts will enjoy the planet Mars, where the wind never stops and the dust is free.
- Jupiter: (Big white, yellow and orange striped planet carrying a candy bar in one hand and a soft drink in the other). Want lots of space to explore? Then I'm the planet for you. I'm Jupiter the largest planet in the Solar System.
- Uranus: (Green planet with a question mark on the front), and
Neptune: (Purple planet with a question mark on the front) come out together and say: "Want to go on vacation, but can't make up your mind? Then let us give you a surprise vacation. Visit Uranus and Neptune and you'll receive a surprise at every turn."
- Saturn: (White planet wearing rings on fingers) Do you like rings? So do I. Come to Saturn and enjoy the beauty and splendor of all my rings. It will be a vacation to remember.
- Pluto: (Blue planet wearing stocking cap) Enjoy winter sports? Come to Pluto where it's winter year 'round.
- Al: There you go folks the best vacation spots in the whole Solar System. Remember, here at Milky Way Travel Agency we do our best to please you.

Opening Ceremony:

Props: Tape player with *Star Wars* or *2001: A Space Odyssey* kind of music playing; American Flag; spotlight or flashlight for the flag.

Darken room and start the music. After a minute or less, lower the sound.

CUB #1: Let our flag be illuminated. *(Spotlight or flashlight is turned on & directed at flag.)*

CUB #2: Just as we have saluted this flag for over 200 years,

CUB #3: With the help of good citizens and good leaders,

CUB #4: Our nation will be strong and we will continue to salute our flag,

CUB #5: Now, and in the centuries to come.

CUB #6: Please stand, and join us in the Pledge of Allegiance.

Lights in the Sky Advancement Ceremony:

This ceremony is best done outdoors. However, if the weather doesn't cooperate, you can use stick-on stars to form the constellations on the ceiling of the meeting room.

CUBMASTER: For thousands of years, men have known that the North Star is fixed. Shepherds knew it before the time of Christ, and sailors have used the North Star and other heavenly bodies to guide their ships to port ever since they first dared to leave the sight of land. Even today, the stars are important as we send spaceships to the moon and to other planets.

(Look up to the sky and try to locate the North Star, the Big Dipper and the Little Dipper.)

Taking the stars that form the outer edge of the Big Dipper, sight upward and the bright star you see is the North Star. That star also happens to be the tip of the handle of the Little Dipper. Let's let the North Star be our guiding star, representing our parents. Will the Cub Scouts receiving the Bobcat badge please come forward with your parents. *(Have the parents pin the awards on their sons.)*

Once we have found the North Star, we have seen that it was only a few more stars put together and we have formed the Little Dipper. So, too, have the Cubs who have earned their Wolf badge and arrow points seen that it was only 12 tracks down the Wolf trail. Will the boys who have earned their Wolf badge and arrow points please come forward with your parents to receive your awards. *(Have the parents pin the awards on their sons.)*

And now, a short distance in the sky, but many miles away, are the stars that form the Big Dipper. The Big Dipper has guided many astronauts in their travels in space. Our Bears have learned the long and hard road to travel and have done it well. Will the boys receiving their Bear badges and Bear arrow points please come forward with your parents to receive your awards. *(Have the parents pin the awards on their sons.)*

And now, boys, I encourage you to look to the stars and the goals in Scouting that are still to be reached.

CLOSING CEREMONIES

Closing Thought about Lord Baden-Powell

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

Think of Baden-Powell's words when you promise "to help other people".

Closing (Prayer from Apollo)

Have the pack form a large brotherhood circle (arms over each other's shoulders) and then read the prayer that was broadcast from outer space by Frank Borman from the Apollo in March of 1968.

"Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each of us can do to set forward the coming of universal peace..." At this time, ask for a moment of reverence, then dismiss the pack until next month.

Indian Prayer Closing

Morning star wake us, filled with joy,
To new days of growing to man from
boy.

Sun with your power give us light,
That we can tell wrong and do what's
right.

South wind we ask in your gentle way,
Blow us the willingness of obey.

North wind, we ask live up to the name,
Send us the strength to always be game.

East wind, we ask with your breath so
snappy,
Fill us with knowledge of how to be
happy.

West wind we ask blow all that is fair,
To us, that we may always be square.

Moon that fills the night with red light,
Guard us well while we sleep at night.

Akela, please guide us in every way,
We'll follow your trail in work and play.

Capsule Recovery:

Equipment: a small juice can, a soup can, a #2 can, a #2½ can and a popsicle stick with a 6 inch long string tied on it a little off-center. In turn, the boys try to nest the cans by lowering the stick into the second largest can, wedging the stick against the can's lip and lifting the can into the largest can. Continue with other cans until all are nested. This is a speed contest.

Space Race:

This is a simplified Space Derby relay. Divide the den into teams. For each team, stretch a 15 foot length of string between two chairs. Before tying to the second chair, insert a cone-shaped paper cup with the tip cut off, onto each string. Each boy on a team blows the cup the length of the string and back. Continue in relay fashion until all boys have raced.

Space Shuttle:

Set-up: Divide den into two teams. Each team has a "space shuttle" (bicycle). On the ground or driveway about 10 yards in front of each team is a "space station"--a coffee can holding five to ten marbles or other small objects. Ten yards beyond that is the "moon"--an empty coffee can marked by a small flag.

On signal, the first player on each team mounts bicycle, drives to his space station and dismounts. He picks up one marble, remounts the bicycle, drives to the "moon," drops it into the can, and drives back to his team. If a player misses the can, he must pick up the marble and try again. The next player then repeats the action. Continue until all have made a space shuttle flight. The last player on the team picks up the moon flag and drives back to his team. First team through wins.

Rocket Race:

Players line up in a straight line which is the launching pad. Each player has a sausage-shaped balloon. On the countdown, players inflate the rockets (balloons) and release them. They run to where their rocket drops and inflate and release them again. This procedure continues until a rocket crosses the goal line--it is then "in orbit." The first player to get his rocket "in orbit" wins. If the balloon bursts, the player is eliminated.

Exploring a New Planet:

Go on a hike and have the boys pretend they've been sent from Mars to collect important samples from Earth (they are scientists). They only have a limited amount of their "special air" to breathe, so there's a limit on how much time they can spend collecting (amount to be determined by the leader). Divide the den into pairs and give each pair a bag or bucket and send them in different directions (not too far away). Blow a whistle when it's time to return to the spaceship (leader). Have each pair make a list of their "discoveries from the planet Earth" and display the list and collection at the pack meeting.

Balloon Countdown:

On small slips of paper, write the numbers 10, 9, 8, etc., down to 0. Roll up papers and insert into deflated balloons. Let each player choose a balloon and then wait in single file. Each one, in turn, must blow up his balloon, hold it firmly at the end, and place it under himself as he sits down on a chair with a bounce. Count one point for each bounce it takes for the player to break his balloon. Add the number of bounces to the number on the paper inside his balloon. Lowest total wins.

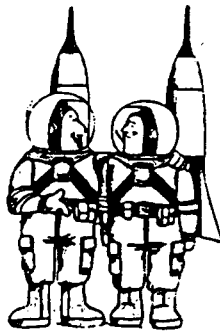
Astronomer's Song

(Tune: Yankee Doodle)

We've got our eyes upon the sky,
We watch the stars that shimmer,
The sun and moon are friends of ours,
We know their every glimmer.

Keep your eyes upon the skies,

Watch the twinkling stars.
It's better than a TV show,
By Jupiter and Mars.



Up in Space

(Tune: Are You Sleeping?)

I can see you, I can see you,
Up in space, up in space.
You live on a spaceship, I live here on earth.
What's your name? What's your name?

What do you eat? Where do you sleep?
Can you play, up in space?
I would like to visit, come on down and get me.
Take me there, up to space.

Down by the Launchpad

(Tune: Down by the Station)

Down by the launchpad,
Early in the morning.
See the saturn booster
Waiting in its place.

Hear the engines rumbling,
On our way to Saturn!
Boom, Boom, Blast Off!
space.

STAR WARS

TUNE - ARE YOU SLEEPING

R - two D - two, R - two D - two,
C - three - P - O, C - three - P - O.
O - bee wan ka na be, O - bee wan ka no be
Hans so lo, Hans so lo.

SONGS

SPACE MAN BILLY

TUNE - RHYMING CADENCE

I know a man named spaceman Billy
He's not too bright, and he's kinda silly.
He goes to and fro everywhere he goes,
And his **right arm** goes like this!

Use the motions listed with the substitutions for the bold word until the whole body is moving.

Right arm - move bent arm in an up and down motion.

Left arm - same as right arm.

Right leg - move leg out like taking a step then lift up.

Left leg - move leg back like taking a step backward then lift up.

Head - move head forward and back trying to stick your chin out.

Song leader states, while looking at one of the participants, "You're not a spaceman; Why, you're a chicken!"

Up In a Rocket

(Tune: On Top of Old Smokey)

Up in a rocket
Headed for space,
Going from Venus,
To Mars as my base.

Over to Saturn,

I passed a good friend,
He was going to Cub Scouts,
Once again.

Everyone was there,
The meeting was great.
In the 21st century,
Cub Scouting still rates.

CEREMONIES



Opening:

Personnel: 5 Cub Scouts
Arrangement: Have boys stand in a line
Equipment: Posters of a bird, hot air balloon, airplane, rocket ship and American Flag

- Cub #1: (Bird) I represent the first flying machine. Even in the days of the dinosaurs, I could soar in the sky.
- Cub #2: (Hot Air Balloon) I was made over 200 years ago. Two brothers in France discovered that hot air could be captured and used for flight. I was made to be used for pleasure, racing and warfare.
- Cub #3: (Airplane) I was first made in 1903, in America by 2 brothers. I had specially shaped wings that allowed me to fly. I made the world a smaller place.
- Cub #4: (Rocketship) I represent man's attempt to explore the universe. With me, man has been able to travel thousands of miles into outer space.
- Cub #5: (American Flag) I represent the land where man is free to explore his land and give flight to his ideas. Please join me in the Pledge of Allegiance.

Advancement:

Personnel: Cubmaster and Newscaster
Arrangement: News studio
Equipment: TV set made out of box



Newscaster: Ladies and gentlemen, we break into your regular programming to bring you this announcement. We have just received word of several UFO sightings in this area. The first is described as a small whirling object, very mobile, not staying still for more than a few minutes at a time. It keeps emitting loud signals. Its colors are blue and gold. We seem to be able to guide this object along a certain path, but only with reinforcement.

CM: This UFO sounds much like the Wolf Scouts in Pack _____. They are in constant motion, are generally loud and need a lot of guidance on the path of Boy Scouting. Will the following Scouts and their parents please come forward. (Present awards to scouts and parents).

Newscaster: A report of a second UFO in our area has just been received. This object seems to have a little more direction than the first but still has endless energy. This object also emits loud noises. Its colors are two shades of blue. This object requires guidance but is more independent in action than the first UFO.

CM: This object is much like the Bears of Pack _____. They too are in constant motion and for the most part are loud. They have learned some life skills and require less supervision than the wolves. They also require guidance on the path to Boy Scouting, but to a lesser degree. Will the following Scouts and their parents please come forward. (Present awards to Scouts and parents.)

Newscaster: Ladies and Gentlemen, I know this is hard to believe, But I am now receiving a report of a third UFO in the immediate area. This object is somewhat larger than the others and appears to be multicolored. It is traveling almost independently and is requiring little assistance, but still needs guidance. This object has lots of energy, but the noise level is a little more controlled.

CM: This UFO sounds like the Webelos Scouts of Pack _____. These boys still have large amounts of energy, but have learned some self control. They have learned many skills and are able to function more independently. They are well on their way to Boy Scouting. Will the following Scouts and their parents please come forward. (Present awards to Scouts and parents).

SONGS

(Continued)

You Ought To Be A Cub

(Tune: You Ought to Be a Star)

Would you like to hike in a park?
Sit at campfires 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 though 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.



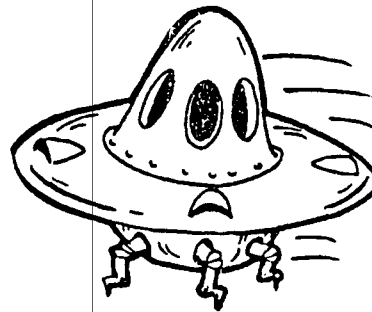
Cub Scout Space Station

(Tune: Flying Trapeze)

We're gliding through space with the
greatest of ease.
And outside it's minus 5000 degrees.
But in our space station we float as we
please,
While eating dehydrated cheese.

Our Cub Scout Space Station is orbiting
Mars.
We're doing experiments on nova stars.
We're searching for black holes and
even quasars.
We've been quite successful so far.

We past by the station the Russians call
Mir.
We see all the damage the wreckage is
clear.
As we past by we give them a hand,
As Cub Scouts we do all we can.



ADVANCEMENT CEREMONIES

Air Force Advancement

Tonight we have several young cadets that are awaiting their wings in the Cub Scout Air Force. These young men have passed their training requirements and are ready for their first flight. Will (call boys and parents) please come forward and receive their Bobcat Badges. The next group of cadets have graduated to multi-engine aircraft will (call boys and parents) please come forward and receive their Wolf Badges. The more flight hours you attain the larger aircraft you are able to fly tonight we have several young men that are ready to step up to the heavy transports. Will (call boys and parents) please come forward and receive their Bear Badges. The next batch of Cadets have really proven their worth the are about to step into the fleet of Supersonic Jets will (call boys forward) please come forward and receive their Webelos Badges. Will every one please stand and salute the Pack ____ Air Force.

Starfighter Pilot Advancement

Personnel: Someone dressed as a Starfighter Pilot from the future & Cubmaster.

CUBMASTER: What's that noise? Is it starfighter engine? (No response from audience. Cubmaster asks audience to make a rocket engine sound.)
Yes, I believe that is a starfighter rocket engine.
(The pilot goes to the Cubmaster and salutes.)

PILOT: Starfighter Pilot reporting to Cub scout Advancement Ceremony sir.
(Cubmaster returns salute.) News on the intergalactic radio advise that you have a Cub Scout advancing to the rank of _____. Is this true? Am I in the right galaxy ?

CUBMASTER: Yes, Starfighter, you are correct. We do have a Cub Scout of this status. Will _____ and his parents please come forward.

PILOT: As a starfighter pilot, there are only a few truly important duties that I am called upon to perform. One of them is the Webelos Advancement ceremony. Not all boys obtain the rank of Webelos. Therefore, Mr. & Mrs. _____ it is my proud duty to present you with the Webelos badge for you to bestow upon your son.

CUBMASTER: (Instructs parents and boy to please be seated.) Starfighter you would be welcome to stay at our Pack meeting.

PILOT: Thank you sir but I must blast off. Sir, could you please assist me in blast off.

CUBMASTER: Will the audience please assist the Pilot in starting his rocket engines.
(Pilot salutes Cubmaster and exits room. Cubmaster quiets the engine sounds.)

Additional Suggestions: This active game requires considerable cooperation between the members of the fielding team, so it's a good idea to give both teams a little pre-game practice forming tunnels and passing balls through them.

STAR DASH

Equipment Required: None

Description of Game:

This game is played by an even number of teams, each with about six players. Teams are arranged like spokes of a wheel, with each team in file, facing the center, and opposite one other team.

Each team numbers off, from front to back. All players are seated.

Call one of three commands, followed by a number. The commands are:

'Change!' - the players with the number called run across the space and sit in the spot vacated by their opposite number.

'Across!' - the players run across the space, around behind the opposite team, and back to sit in their original position.

'Around!' - the players called run counter-clockwise around the circle of teams and back to their original position.

You can call more than one number at a time, in which case both team members compete in the action. The first player or players to complete the action wins a point for his team. A player remains a member of his original team, even though he may be sitting with another team as a result of a change' call,

SPACE ALIENS

Equipment Required: 3 or 4 tennis balls.

Description of Game: This is similar to a popular electronic game.

Divide the players into two teams.

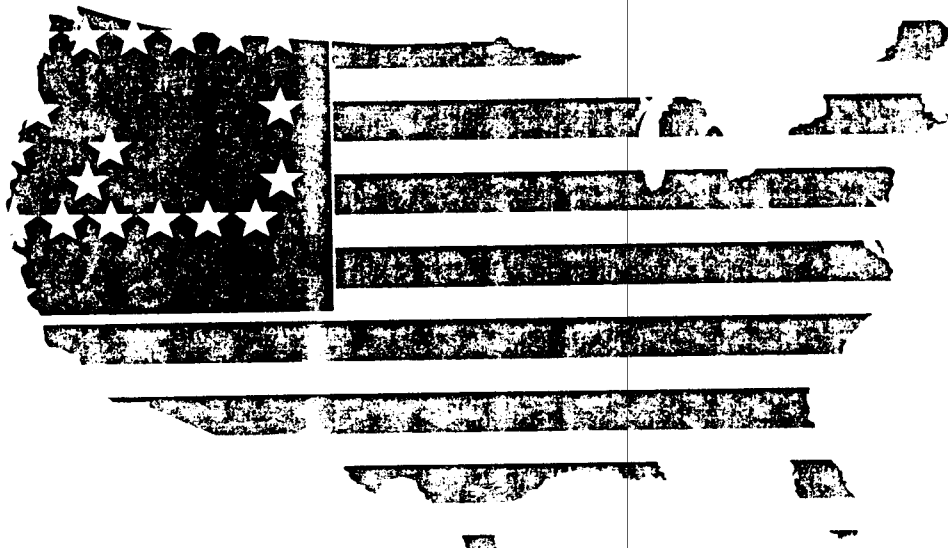
One team, the Invaders, lines up on one side of the hall. The invaders move by sidestepping along the wall until they reach the wall. They then take one step forward and sidestep in the opposite direction. It is more fun if they make electronic noises as they move.

The other team, the Defender, line up on the other wall. They are armed with one ball for every two defenders. They try to eliminate the invaders by rolling a ball and hitting them. (Invaders must keep moving at same pace, they cannot dodge the balls.) The one who rolls the ball can run forward when it hits an Invader or the wall and toss it back to a defender who doesn't have a ball. Time to see how long it takes to eliminate all invaders. Reverse roles. The defenders with the shortest time would be the winner.

Pow Wow 1999

July

"From Sea to Shining Sea"



July 2000

"From Sea to Shining Sea"

Opening - "American Heritage"

(Have a boy read each section.)

1. Part of our American Heritage is learning how to care for our beautiful land so it will be here for future generations to enjoy.
2. In Cub Scouting we learn to prevent those things which destroy our land, such as fire or pollution.
3. As we salute the emblem of America, let's vow to keep our land beautiful, just as our ancestors found it.
4. Please stand and join me in the Pledge of Allegiance.

Opening - "Promise"

(Have a boy read each section.)

1. Growing up is an adventure.
2. Every day brings new and exciting things in our lives.
3. Cub Scouting provides many doorways to adventure for boys as we develop in character, personal fitness, and citizenship.
4. As we salute the flag, let's think about all the adventures which are ahead of us, and silently promise to DO OUR BEST.
5. Please join me in the Pledge of Allegiance.

Opening - "Forefathers Remembered"

(Have a leader read this as the Cubs hold up pictures they have made to remember forefathers.)

Many creative and inventive men and women have contributed to the growth and development of our country. Our forefathers did not dream that we would have automobiles, airplanes, dishwashers, bicycles, space ships, computers and many other conveniences we enjoy and take for granted. Also very important in the development of our country were millions of people who were not geniuses but used their talents and abilities, along with hard work to make our country great. Let's pledge allegiance to the U.S. flag, remembering all those great forefathers.

SKITS

THE MAKING OF A FLAG

- Personnel: 7 Cub Scouts
- Equipment: 6 Flags made out of cardboard or construction paper.
- Arrangement: Have Scouts off stage holding a flag he made.
- Cub Scout #1: This evening, Den __ will display the flags they made and give you a brief history of our flag.
- Cub Scout #2: (Walking in holding his flag and showing it to the audience.) This is the Grand Union Flag. At the beginning of the American Revolution the colonists hoped not so much to gain independence as to correct the wrongs done them under the rule of George III. They kept the British Jack out of loyalty to the crown but added the 13 stripes to show their own unity. It was raised the first day of Jan. 1776, over George Washington's Headquarters.
- Cub Scout #3: This is Old Glory, the first official flag of the United States of America. It was created by a resolution of the Continental Congress, passed June 14, 1777-a date we celebrate as flag day.
- Cub Scout #4: This is the Star-Spangled Banner. When two more states joined the original 3, stars and stripes in the flag were increased to 15. This flag of 15 stars and stripes flew over Fort McHenry the night of it's bombardment in 1814 and inspired Francis Scott Key to write the verses of our National Anthem.
- Cub Scout #5: This is the Flag of 1818. As more states joined the union, the flag would become an awkward shape if more and more stripes were added. Therefore, on April 4, 1818, Congress passed a law that restored the design of the flag to the original 13 stripes and provided that a star should be added for each new state.
- Cub Scout #6: This is the 48-Star Flag that came into being in 1912, when Arizona became a state. President Taft ordered the stars be placed in six rows of eight stars each. This flag served us through two world wars and the Korean conflict.
- Cub Scout #7: This is the 50-Star Flag. The flag of the United States of America today. The stripes remind us of the 13 original colonies that gained us our Liberty. The stars represent the states bound together into one country. When you salute our country's flag, think of all the things for which it stands: Our history, our liberty, our traditions, our American way of life. Then pledge yourself to honor them as a boy and to uphold them as a man.

(Note: The number of flags may be increased according to the number of boys in the den. Two dens may combine if desired.)

THE SPIRIT OF CUB SCOUTING

The narrator represents "the spirit of Lord Baden-Powell" and is a Den Chief in full uniform, wearing a campaign hat. He reads the entire script from a lectern.

"I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Scouting past and present. Here is our future - Cub Scouts of America."

(As the narrator reads, boys enter and pass across the stage as directed and stand on the other side until the end of the skit.)

(First boy enters carrying a toy church or Bible)

"We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout Packs in America are sponsored by Churches."

(Second boy enters in complete Cub Scout uniform.)

"The two colors in the Cub Scout uniform have meaning. Blue stands for truth and loyalty; gold for good cheer and happiness."

(Third boy enters carrying the Wolf Cub Scout book and Kipling's "The Jungle Book".)

"Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was organized in America in 1929, Indian themes were used."

(Fourth boy enters with a craft project of wood.)

"Cub Scouting means fun. We have lots of fun. But I like making things - real boy projects - things we can play with or that follow our theme."

(Fifth boy carries a nature collection in.)

"I like to go on hikes and collect things for my nature collection or den museum."

(Sixth boy enters with a buddy burner.)

"I like to go on picnics. We Cub Scouts sure like to eat! This is the cook stove that I made."

(Seventh boy enters, the smallest Cub Scout, with the U.S. flag.)

"I am proud to be an American, so that I can salute the flag. I also like to see our Pack flag, because then I know I am part of the — years of scouting. I belong!"

"Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of the American Heritage. Please stand and join us in singing God Bless America."

A Gathering Game, "Even or Odd"

This game is played by two scouts. The first two scouts to arrive at the pack meeting start off and as others come in they observe them and they can start to play.

Both scouts have the same number of beans (or buttons, pennies or small rocks). He holds some in one hand and some in the other. He then extends a clenched fist and asks the other "even or odd." When he answers and the items are counted, if the guesser is correct, he get all the items in that fist. However, if the number is odd and guesser say even, the other player replies, "give me one to make it even," and vice versa. The game ends when one player has won all of the items.

Song - "This Land is Your Land"

This land is your land.
This land is my land.
From California,
To the New York Island.
From the Redwood forest
To the Gulf Stream waters,
This land was made for you and me.

Chorus:
I roamed and rambled.
And I followed my footsteps,
To the sparkling sands of
Her diamond deserts.
All around me a voice was sounding,
This land was made for you and me.

As I went walking,
That ribbon of highway,
I saw above me that endless skyway.
I saw below me that golden valley.
This land was made for you and me.

Cubmaster Closing

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

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

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

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

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

STATES

- | | | | |
|----|-----|--------------------------------------|----------------------------|
| A. | 1. | What state is sick? | (Ill.) |
| | 2. | What state is unmarried? | (Miss.) |
| | 3. | What state is a number? | (Tenn.) |
| | 4. | What state was used in the flood? | (Ark.) |
| | 5. | What state is the cleanest? | (Wash.) |
| | 6. | What state is a doctor? | (Md.) |
| | 7. | What state is a mineral? | (Ore.) |
| | 8. | What state is important to you? | (Me.) |
| | | | |
| B. | 1. | Which state has a ton? | (Washington) |
| | 2. | Which state has a pen? | (Pennsylvania) |
| | 3. | Which state has ore in it? | (Oregon) |
| | 4. | Which state has a tan? | (Montana) |
| | 5. | Which state has ham? | (New Hampshire) |
| | 6. | Which state starts with ten? | (Tennessee) |
| | 7. | Which state is "high" in the middle? | (Ohio) |
| | 8. | Which state has a tuck in it? | (Kentucky) |
| | 9. | Which states have a line in them? | (North & South Carolina) |
| | 10. | Which state has a cut in it? | (Connecticut) |
| | 11. | Which two states are islands? | (Rhode Island & Hawaii) |
| | 12. | Which two states have gin in them? | (Virginia & West Virginia) |
| | 13. | Which state contains a hoe? | (Idaho) |
| | 14. | Which state is "our" state? | (Missouri) |
| | 15. | Which state has something to wear? | (Delaware) |

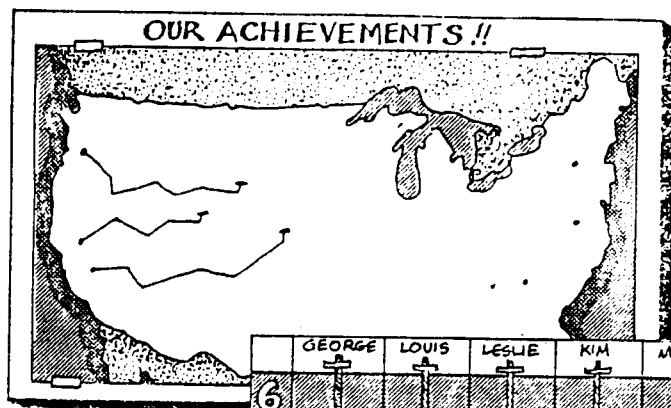
Where Shall We Go?

Glue a map of the United States onto a sheet of cardboard. Blindfold boys one at a time and let them stick straight pins into the map. See how many things they know about that state.

Looking at the map, have the boys pick 2 or 3 cities that they would like to visit. Write to that state's Department of Tourism for information. When it arrives, you and the boys can "visit" that state at a den meeting.



THIS COULD BE A DEN DOODLE!!



ON THE ROAD
toward your goal with
this map.

MOVE TO THE TOP
as you complete
an assignment
or task.

	GEORGE	LOUIS	LESLIE	KIM	MARTY	DAVID	KAREN
6							
5			☐				
4					⚠		
3		⚡				⚡	
2	☉						☪
1				☪			

MAP ACHIEVEMENT RECORD

Attach a map of your own state, the United States or the world to a piece of corrugated cardboard. Have each member decide on a trip (all to be fairly equal in distance) such as from San Francisco to New York, Seattle to Washington, D.C. or Paris to Peking.

Each member of the group places a golf tee or a thumbtack on the starting point. As each achievement is accomplished he moves his marker so many miles (50, 100, 500) toward his goal.

If the map is large enough, or if there aren't too many participants, each route can be colored in as the marker moves forward. On this colored route, record extracurricular achievements by glueing or pinning colored paper cutouts of symbols along the route.

SLIDE BOX ACHIEVEMENT RECORD

For the markers use small "slide" boxes, such as those from small penny matches or reinforcement rings. A piece of corrugated cardboard is the backing.

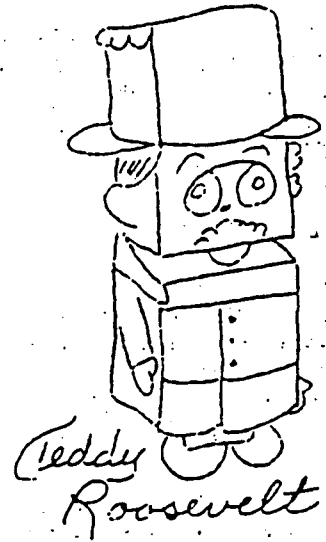
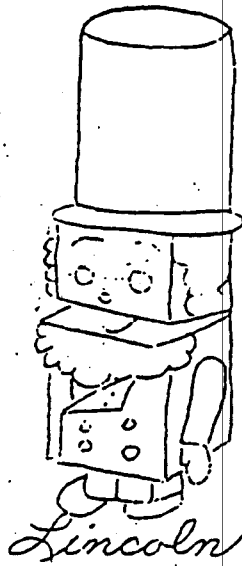
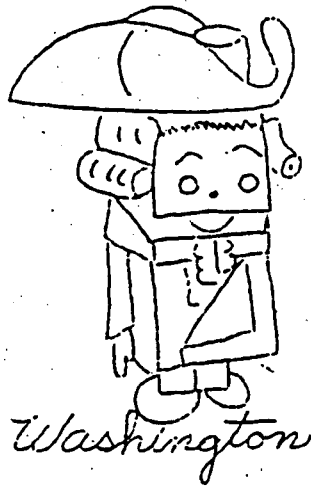
Mark off the backing into horizontal rows, making each row as wide as the length of the slide box. Each row represents an achievement. Write the names of the participants across the top.

Each child can make his own marker, as follows: Remove the inside portion of the slide box. Put a length of string (as long as your backing is high) through the outside portion of the box, and replace the inside portion. Paint or decorate the box.

To attach each marker to the board, tape the ends of the string to the top and bottom of the board, as pictured, pulling the string taut.

Begin with all the boxes at the bottom of the board. As each child completes an achievement, he moves his box up to the next row. Record extracurricular projects by inserting thumbtacks beside each child's string.

PRESIDENTIAL PUPPETS - from milk cartons



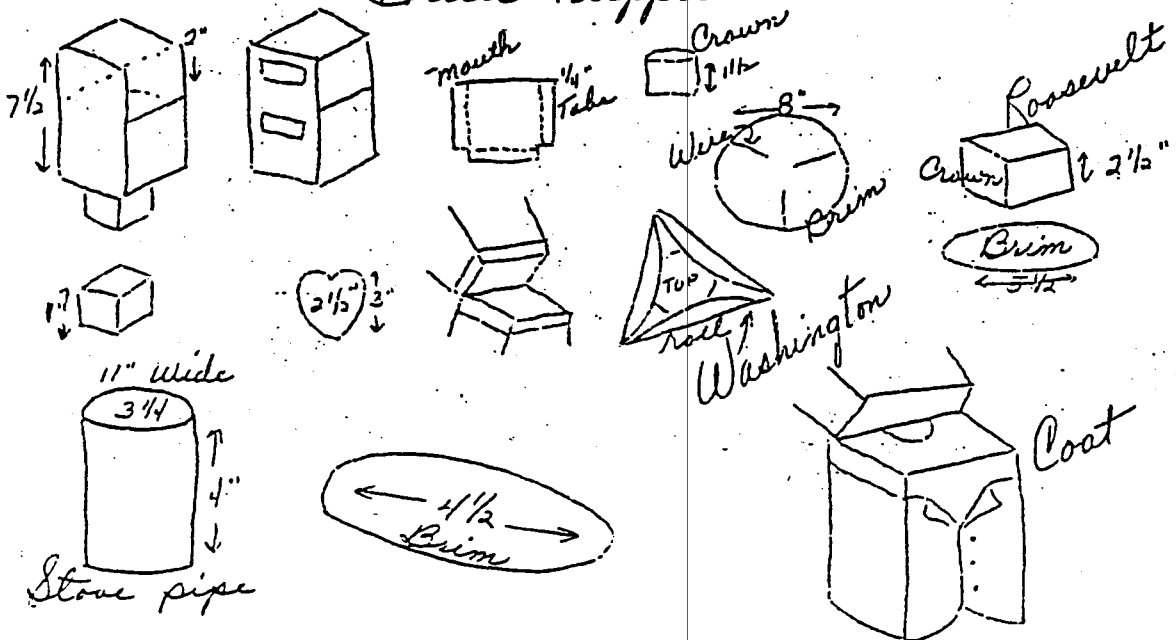
In addition to a quart-size milk carton, you will need cardboard, colored paper, glue, facial tissue, 18 gauge wire and yarn.

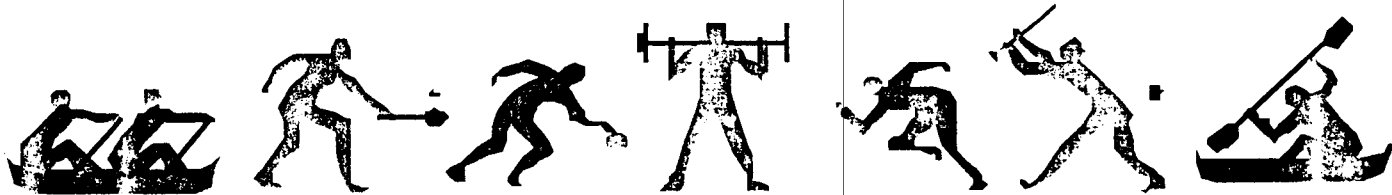
BASIC PUPPET - cut down a quart milk carton to 7 1/2" high and invert it. To make the puppet's mouth, slit three sides of the carton, 2" from the top. Lightly score the uncut side of the carton and fold to make hinge. Cut two openings for your fingers, 1" x 2" in the back of the carton above and below the mouth as shown. Cut a piece of cardboard to fit the bottom of the body and glue. Cut feet.

For the head, paint or cover with paper the top 3 1/4 of the carton. Make upper and lower mouth linings and lips from red paper or outline with magic marker. Cut tabs to fit inside the mouth both top and bottom, glue. Decorate as desired to fit the character.

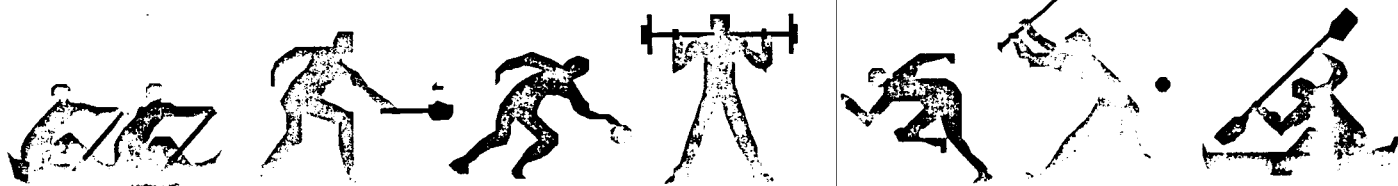
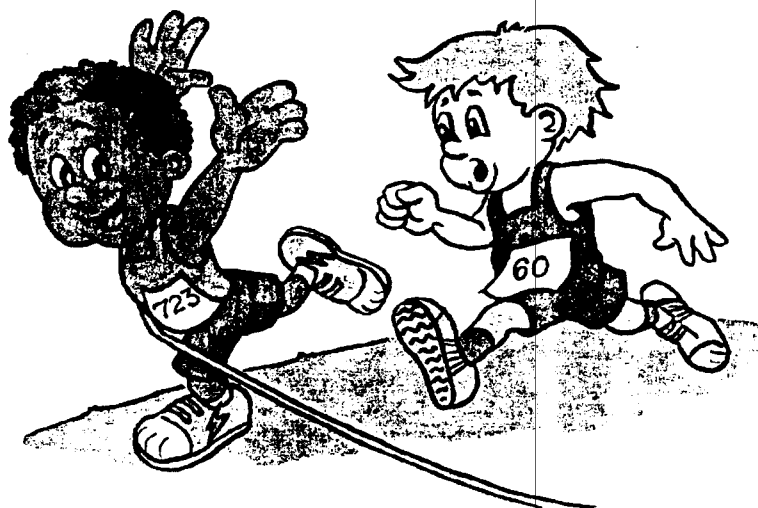


Basic Puppet





Pow Wow 1999
August
"Toughen Up"



THE CONTEST

Scene: Four boys all in some type of exercise clothing doing various exercises.

1st Boy: Do you think we are ready for the competition?
2nd Boy: We've been working out in the gym for over 2 months.
3rd Boy: It sure was hard work.
4th Boy: It'll be worth it when we win!
1st Boy: Us athletes have to stay in shape.
2nd Boy: Can you imagine if we were trying out for the Olympics?
3rd Boy: No thanks! This was hard enough!!

SCENE II

Scene: The boys are sitting at a table, faces full of cream and empty pie plate in front of them.

ALL: We Won! We Won!
(Sign on table - TEAM I-; Sign in back of them -PIE EATING CONTEST-; Trophy on table.)

OPENING CEREMONY

ARRANGEMENT: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below:

1st Boy: To keep your body strong and healthy
is more valuable than being wealthy.
2nd Boy: When you are fit, you feel so good,
and try to do the things you should.
3rd Boy: It helps you lend a helping hand
To needy folks around our land.
4th Boy: Eating the right foods is always wise,
And everyone needs some exercise.
5th Boy: Stand on tiptoes, one, two, three;
Touch your toes, don't bend a knee.
6th Boy: Run a while, then slow your pace,
Practice will help you win the race.
7th Boy: Scouting builds young boys into men,
And this is where it all begins.

SPORTY LICENSE PLATES GAME

Make tags out of the following and pin them on, one to a person. They must match up the sport with the license plate

LICENSE PLATES

SOKRBL	(soccer ball)
BATRUP	(batter up)
HIDIV	(high dive)
KROK	(croquet)
BULSI	(bull's eye)
H2OPOLO	(water polo)
IRNIOK	(I run 10 kilometers)
CMESKE	(see me ski)
TDS	(touchdowns)

SPORTS

SOCCER
BASEBALL
DIVING
CROQUET
DARTS
WATER POLO
RUNNING
SKIING
FOOTBALL

MANY MUSCLES

CHARACTERS: 6 Cubs, one dressed as a beautiful curvy girl. All boys wear shorts over uniform pants to resemble sweat suits except one who is in full uniform.

PROPS: Dumbell, barbells and jumprope.

SETTING: Boys in shorts lined up across front.

CUB: (in full uniform comes in, looks at boys, asks 1st boy) "Why are you doing that?"

1st BOY: (Lifting dumbell) "Because I like many muscles."

CUB: (walks over to next boy) "Why are you doing that?"

2nd BOY: (skipping rope) "Because I like many muscles."

CUB: (walks to next boy) "Why are you doing that?"

3rd Boy: (lifting barbell) "Because I like many muscles"

CUB: (walks to next boy) "Why are you doing that?"

4th BOY: (doing pushups) "Because I like many muscles."

CUB: (walks to last boy) "And why are you doing that!"

5th BOY: (doing jumping jacks) "Because I like many muscles."

GIRL: (boy in wig and dress walks on in front of boys)

CUB: "Who are you?"

GIRL: (smiles - winks) "Why, I'm Minnie Muscles!"

ALL BOYS: Whistle at her, take her by arms and escort her off the stage.

- Jimmy Corbell
Pack 75

SONGS

BRUSH YOUR TEETH

(Tune: *Row, Row, Row Your Boat*)

Brush, brush, brush your teeth
Morning, noon, and night.
See your dentist twice a year,
And you will be all right.



FITNESS

(Tune: *On Wisconsin*)

Hurry Cub Scouts, build your muscles,
Get in shape for play.
When we feel our very best,
We'll do our best each day.
Keep on running, keep on jumping,
Trying to improve.
When we've grown a little older,
We'll still be on the move.



O CHESTER!

(Tune: *Yankee Doodle*)

O Chester, did you 'ear about Harry?
He 'chest' got back from the army.
I 'ear he knows how to wear a rose,
Hip! Hip! Hooray! for the army.

(Repeat four times, acting out an
additional line each time)

- 1st - Strike chest, touch ears, pat head
- 2nd - Repeat above, then strike chest and
back, and fold arms.
- 3rd - Repeat above, also touch ear, nose
and lapel.
- 4th - Repeat above, and raise fist for
cheers and fold arms.

TOUGHEN UP

(Tune: *Clementine*)

Do a push-up, do a pull-up
Do a thirty-yard run.
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump,
Throw the ball way out of sight.
Vault a fence and do a chin-up,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch your muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.



PERFECT POSTURE

(Tune: *Are You Sleeping?*)

Perfect posture, perfect posture,
Never slack, never slack.
You must grow up handsome,
You must grow up handsome,
Brace that back, brace that back.

A STRETCHING WE WILL GO

(Tune: *A Hunting We Will Go*)

A stretching we will go,
Moving to and fro,
And when we're done
We've had some fun
And stretched our muscles, too.

Come on folks, let's stand
And raise up high each hand.
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And then you'll take your seat.

PHYSICAL FITNESS

(Tune: *Johnny Comes Marching Home*)

Fitness exercise is good
For everyone.
We build out bodies, keep in shape,
It is such fun.

We practice our push-ups and sit-
ups too,
We throw the ball the best we can do,
And we'll all be healthy
From fitness exercise.

See *Cub Scout Songbook* for "Cub Scout Marching Song", "Head and Shoulders, Knees and Toes", "I'm Happy When I'm Hiking".

KICK HOP AND THROW

The player stands with his left toe touching his right heel with a beanbag balanced on the left instep. Simultaneously, he kicks his right foot up and hops on his left foot, kicking it forward and propelling the beanbag forward. If both legs are held straight without bending at the knees during these movements, the player will find the movement easier to do than described. The boy who kicks the beanbag the farthest is the winner.

STRONG ARM STUNT

Equipment: A double size sheet of newspaper for each contestant.

A player holds his right or left arm (whichever he considers his stronger arm) out to the side at shoulder height. He is given a double size sheet of newspaper to hold by one corner. At the signal to begin, he attempts to wad up the entire sheet in his hand without dropping his arm. The first contestant to wad up the sheet without letting his arm drop is the winner. NOTE: Since it is difficult to determine a winner when all are standing on a line, have a player who is successful in wadding up his paper step forward and hold his wadded paper high over his head.

CHEST PULL

With players of unequal strength, the weaker player has the advantage in this contest. Player A places his hands flat against his chest, palms in, fingertips touching, elbows held level with fingertips. Player B is challenged to take hold of the challenger's wrists and pull his fingers apart. Player B must stand face to face with the challenger. He may not stand to one side and pull on one wrist and push on the other. Player A pushes his fingers tightly into his sternum or chest bone. In so doing, he makes it literally impossible for Player B to pull his fingers apart. (NOTE: You may want to let boys try this several times first -- then send Player B's out of the room and explain to Player A's about putting his fingers tightly into his sternum).

SQUAT AND ROCK RELAY

Players line up relay fashion facing a goal line five feet in front of them. The first player on each team squats down and grasps his ankles with his hands. He then rocks forward to his knees, moves his feet up behind him and rocks forward again. He continues in this fashion without letting go of his ankles until the goal line is reached. He then runs back and tags the next team member. The first team to have all their players cross the line is the winner. A player who lets go of his ankles must go back one move.

UNDERHAND TUG OF WAR

Two boys stand back to back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

PHYSICAL FITNESS FOR RAINY DAYS

- EVENT 1 - SHOT PUT - Each Cub Scout is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line on the ground.
- Event 2 - HAMMER THROW - An inflated balloon is tied to the end of a string. Each Cub throws the "Hammer" by the end of the string. One throwing the farthest wins.
- EVENT 3 - FOOTBALL GAME - One team gets on each side of a table. Each side tries to blow a ping pong ball off opponent's side of table.
- EVENT 4 - STANDING BROAD GRIN - The width of the grins are measured by judges.
- EVENT 5-- DISCUS THROW - A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.
- EVENT 6 - SIXTEEN-POUND PUT - An inflated bag is put for distance, as though it were shot from the shoulder.
- EVENT 7 - FOOT RACE - Each Cub stands with one foot touching the other, heel and toe. The greatest aggregate length wins.
- EVENT 8 - RUNNING HIGH WHISTLE - Cub who holds a whistled note the longest with one breath wins.
- EVENT 9 - THIRTY-INCH DASH - A piece of string 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub who chews the string and reaches the marshmallow first wins.
- EVENT 10 - FEATHER BLOW RELAY - Blow a feather 15 feet and return, touching off the next Cub. The more the merrier.
- EVENT 11 - EATING RACE - Give each Cub two double crackers. The Cub who can eat them all and whistle first, wins.
- EVENT 12 - TREASURE HUNT RACE - Put a coin in a saucer of flour. Hands are barred. The first Cub to get his coin wins.
- EVENT 13 - RUNNING HIGH SQUEAL - Cub who yells in a high and loud tone of voice for longest time wins.
- EVENT 14 - FIFTY-YARD SWIM - Each Cub hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

Pow Wow 1999
Tiger Cubs



TIGER INDUCTION CEREMONY

(from Tiger Cubs into Cub Scouts)

Personnel: Bobcat candidates, their parents (family, guardian), Cubmaster, Den Leaders, and the boys of the new den.

Props: Each boy in the den is to have a tom-tom.

Setting: Candidates and parents in front row or standing to one side of semicircle. Boys in den sit in semicircle to one side of the Cubmaster with the Den Leaders on either end accompanied by a Webelos Scout. Each boy has a tom-tom.

While the boys beat the tom-toms to an Indian rhythm, the Den Leaders recite:

Come, come, come, come to the council fire to light the fire of your desire. Akela, Akela.

Cubmaster: Would the Webelos Scouts bring the parents and Bobcat candidate(s) forward?

(Candidate and parents are brought to a position next to the Cubmaster.)

Cubmaster: During the past year in the Tiger Cub program, you have prepared for today. Remember the Motto: "Search, Discover, Share". And the Promise: "I promise to love God, my country, and to learn about the world."

The Cub Scout colors are blue and gold. They have a special meaning. BLUE stands for truth, spirituality, steadfast loyalty, and the sky above. GOLD stands for warm sunlight, good cheer and happiness.

Your family and I, and all those who will influence you as leaders, will represent Akela. We would like to present you with the Tiger Cub graduation patch, which is to be worn on the right shirt pocket of your Cub Scout uniform as a temporary patch.

Now, with your parents, you are to enter the Cub Scout program. You and your family will find many new adventures along the Cub Scout trail.

Parents, remember to always guide your Cub Scout. May the Great Spirit always be by your side. Seek to help him, follow the Cub Scout Motto: "Do your best", and to respect and appreciate all the things around him.

With these things in mind, we would like to welcome you to Pack _____.

TIGER CUB CROSSOVER CEREMONY

PERSONNEL: Cubmaster, Tiger Cub Group Coach
Tiger Cubs and their parents

EQUIPMENT: Crossover Bridge, Cub Scout neckerchiefs

CUBMASTER: (Addressing Tiger Cub Group Coach by name), as Tiger Cub Group Coach, would you please assemble the Tiger Cubs and Their parents on the far side of the bridge.

GROUP COACH (Addressing the Tiger Cubs and their parents) For the past several months, you have met together to Search, Discover and Share new experiences as a fulfillment of the Tiger Cub Motto. I would now like to present you with your Tiger Cub Graduate Patch and Certificate.

CUBMASTER: It is now time to move along the Scouting trail to the next part of the program. In Cub Scouting, your family is as important as it is throughout your whole Scouting experience. You have just witnessed another important part of Scouting -- the awarding of badges and achievements. Support in earning each badge comes from your family, as well as from your Den Leader. Your parents will help you each step of the way.

Parents, we would now ask that you present your son with his Cub Scout shirt so that he may cross the bridge from Tiger to Cub Scout. (Parents put Cub Scout shirt on Tigers).

(Group Coach), would you please escort our new Cub Scouts across the bridge to be welcomed into the Pack?

On behalf of Pack _____, I would like to welcome you and present each of you with your official Cub Scout neckerchief (have scarves rolled and ready to put on). Parents, as you help your son with his scarf, I will read to you the Cub Scout Parents' promise which we will ask you to repeat when your son received his first badge, the Bobcat:

As a parent of a Cub Scout, I will do my best to help my boy live up to the Cub Scout promise and obey the Law of the Pack. I will work with my boy on his achievements and projects. I will attend the Pack meetings and help as needed to make the Pack go.

Pack _____, please join me in a big round of applause for these new Cub Scouts and their parents as they return to their seats.





1. GETTING TO KNOW YOU

Boys of the age of 6 and 7 begin to show a need to belong to a group of boys their own age. This is where SCOUTING comes in. Belonging to a den the boys and adults are a team that will work together to achieve status and recognition through good achievements. These achievements will affect not only the boys but, also their COMMUNITY, DEN, PACK, and FAMILY.

There are "17 BIG IDEAS" developed to help you organize and use to enrich your program. The next following pages are only suggestions they have no life of their own until we as leaders and parents help give them life through our own enthusiasm, experiences, talents, and concern to make this the best program possible. So - SEARCH, DISCOVER, SHARE and have fun!

Remember with young Tigers; THEY HEAR AND FORGET
THEY SEE AND REMEMBER
THEY DO AND THEY LEARN

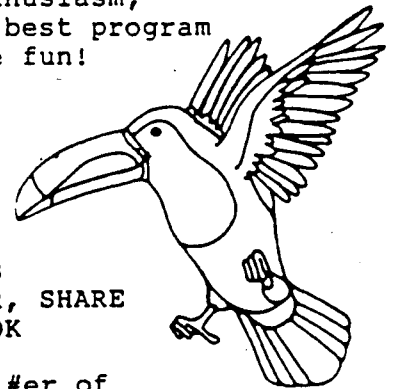
Help the parent to understand and know about the Tiger Cub Program:

PARENT DEN FOLDER
The Den Folder is an aid to help organize a new scouting parent. You now have a place to keep information, notes....

MAKE ALL THE BOOKS THE SAME COLOR - bright color (Orange) makes it easy for them to find.

TIGER CUB SEARCH, DISCOVER, SHARE MEMORY BOOK

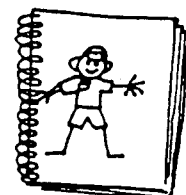
- Bring the same #er of pictures as Tigers to exchange (each boy has one picture of his new friend, on one separate page).
- Tiger Cub Pin trail plan can be glued into the book after the last picture page.



GETTING TO KNOW NEW FRIENDS AND WHAT A TIGER CUB IS ABOUT

Let both the Tiger and the parent decorate their own books together at a meeting.

- markers
- rubber stamps, ink pads
- stickers (Tiger sticker)
- hand prints
- paper images glued on top / then paint MOD PODGE over top to create a seal and finish over surface.
(Do not MOD PODGE over water based paints for it will smear)



LETS HAVE SOME FUN FILLING OUR BOOK

- All the tigers sit in a half circle
- Open their books to the first page.
- Leader and Co-leader introduce themselves/handing out their own pictures.
- Then the Tiger introduces himself - name, hobbies, favorite foods, interests, etc....
- Each page is devoted to one Tiger Cub.
- When they go home the Tiger with the help of his adult partner try to remember some of the things about their new friends, they can add on to these pages all year.

WHAT CAN WE KNOW ABOUT - WHAT IS A TIGER CUB?

- This is when they glue in a copy of their TIGER CUB PIN TRAIL
- The Leader will introduce the material
- the Tiger will work on learning this information with his parents.

Tiger Cubs,

___ The Tiger Cub Motto: SEARCH, DISCOVER, SHARE

___ The Tiger Cub Promise: I PROMISE TO LOVE GOD, MY FAMILY AND MY COUNTRY AND TO LEARN ABOUT THE WORLD.

___ The Cub Scout Sign:

___ The Cub Scout Salute:

___ The Cub Scout Handshake:



(These can be checked off before your "Go See It" while waiting) for everyone to arrive.

"GO AND SEE IT"

- The Scout Shop is a great first "Go see It"

Let all the boys get their uniforms together and also pick-up their Tiger Pins, Tiger Cub Belt Totem and Beads etc... They can also learn about all levels of Scouting.

PACK MEETING

"TIGER CUB PACK AWARD"

Tiger Cub Pin



**SAM HOUSTON AREA COUNCIL
POW WOW**

"TIGER CUB MOTTO SONG"

Tune: "Ferre Jacques"

Tiger Cubs
Tiger Cubs
Search and Discover
Discover and Share
Always on the go
Helping us to grow
Tiger Cubs
Tiger Cubs.

JOKE

- Tiger 1. Does your dog have a license?
- Tiger 2. No, he's not old enough to drive.

2-FAMILY ENTERTAINMENT

THAT'S MY FAMILY SHOW

Make a T.V. set and create a commercial
The Tiger makes up an opening for the
show "That's My Family".

Materials needed: Large box so a tiger could kneel in.
Cutting blade to cut opening in front
Markers to draw in details knobs, on - off
Fabric to cover back opening
Low stool to sit on
Dress-up cloth's

FAMILY PICNIC

Every Family performs 5 min. in front of a video camera during
the picnic.

Have a camera loaded with slide film - everyone loves a slide
show - add music.

Both of these can be shown at a Den meeting, Pack meeting, or
sent home on a rotation so that every Tiger can see it in
their own home.

"GO AND SEE IT" AND PACK MEETING

MAKE A PINATA TO SHARE WITH YOUR FAMILY

Great way to have some fun and desert after dinner one evening!

Don't forget to make one for your Tiger Den to have fun with.

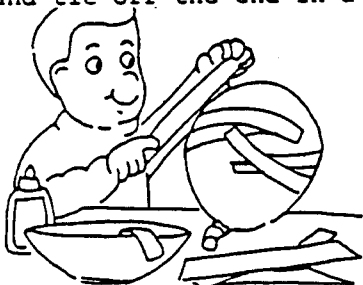
- Every Tiger can bring in a small bag filled with treats
- Filled with pipe cleaners
- Fill it with jokes and riddles
- Fill it with coupons - leader of the day, first in line for
snack, hold the flag at opening, etc.....

MATERIALS NEEDED:

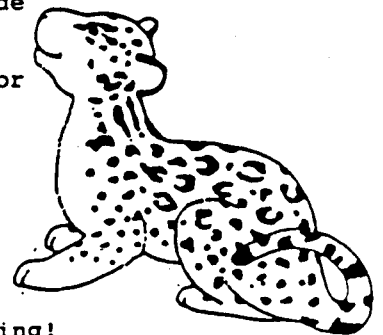
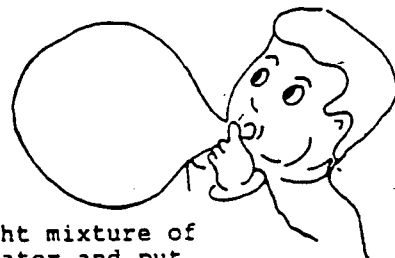
Large, round balloon
White glue
Flour
Newspaper
Water
Scissors

Tempera or poster paint
Masking tape
Paintbrushes
Strong cord
Goodies to put inside
Bowl

Step 1. Blow up the balloon,
and tie off the end in a knot.



Step 2. Make a light mixture of
glue, flour, and water and put
it in a shallow bowl. Cut
newspaper into strips about
one inch wide. Dip the strips
into the mixture. Paste the
paper onto the balloon.



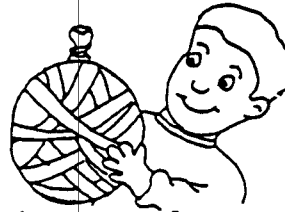
A WALK ON THE WILD SIDE

TIGER CUBS

Step 3. Cover the balloon with four layers of paper. Let the knot on top stick out to use later for hanging. Let the balloon dry overnight.



Step 5. Paint pinata with a family story. Paint a faces all over the pinata. Then attach a heavy cord to the top of the balloon knot.



Step 4. When dry, cut a small hole (about one inch in diameter) in the bottom of the pinata. Fill the balloon with treats. Tape the hole shut with masking tape.

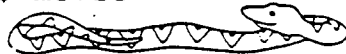


Step 6. HAVE SOME FUN

Use yard stick

"GO AND SEE IT

- Backyard cook-out
- Bowling tournament
- Going to a sports event
- Fishing
- The one \$ movie



Scout 1. Boy, I was in hot water last night!

Scout 2. How come?

Scout 1. I took a bath.

FAMILY JOKES

Scout: I got a hundred in school today.

Mother: That's wonderful! What did you get the hundred in?

Scout: Two things. I got 50 in spelling and 50 in math.



THE PACK MEETING IS A BIG FAMILY OF CUB SCOUT-GETTING TOGETHER

Who's the Tigers in the Pack

Tune: "Mickey Mouse Club Song"

Who's the tigers in the Pack
You know that's him and me.
TIGERS, Tigers all are we.
Hey there, Hi there, Ho there,
We're as happy as can be.
TIGERS, Tigers all are we

Tiger Cubs, Go and See
Tiger Cubs, Go and See
We hold our Scouting values nice and high
Come and join us, Tiger Cubs
They're made for you and me
TIGERS, Tigers all are we.

HAIL, HAIL THE GANG'S ALL HERE

Hail, hail, the gang's all here,
Never mind the weather
Here we are together;
Hail, hail, the gang's all here,
Sure we're glad that you're here, too!

Hail, hail, the gang's all here,
We're a bunch of live ones,
Not a single dead one;
Hail, hail, the gang's all here,
Sure I'm glad that I'm here, too!

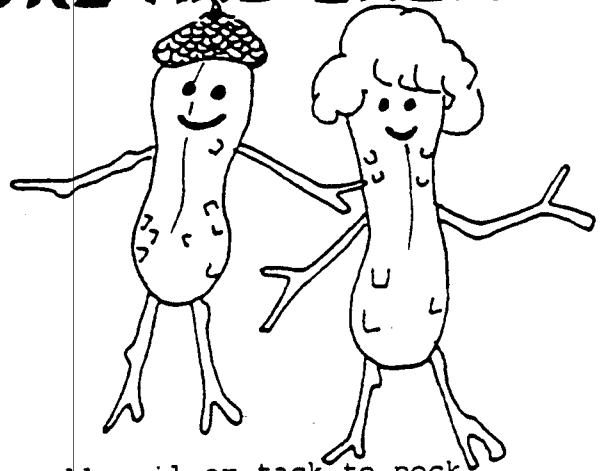
3-DISCOVER NATURE AND ENERGY

THE CRUNCHY BUNCH

Here's a group of nutty friends the Tigers will go nutty over.

Materials needed:

- Handful of unshelled peanuts
- Small nail or tack
- Small stubby twigs or pipe cleaners
- Glue
- Markers
- Wool yarn or bits of cotton
- Acorn crowns



Hold each peanut side down and use a small nail or tack to poke arm and leg holes in shell. Insert stubby twigs or pipe cleaners for limbs, using a dab of glue to hold them in place.

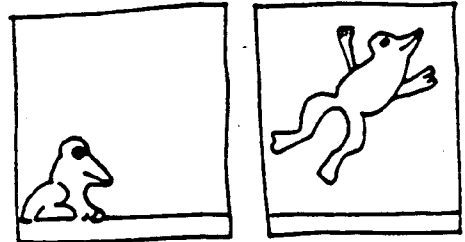
Draw on faces with markers. Fashion hair and beards out of yarn or bits of cotton and glue them on shell. Hats can be acorn crowns.

JUMPING FROG

Create your own animation frog.

MATERIALS NEEDED:

- 2 - 2½ inch square solid-colored paper
- One drinking straw
- Markers and glue



The Tiger Cub can draw their own pictures or you can use copies and let them color the picture. Each paper should be a different pose.

Glue both pieces together then cut a small pair of notches in the top of the drinking straw and slide in the bottom edge of the paper square. Glue in place.

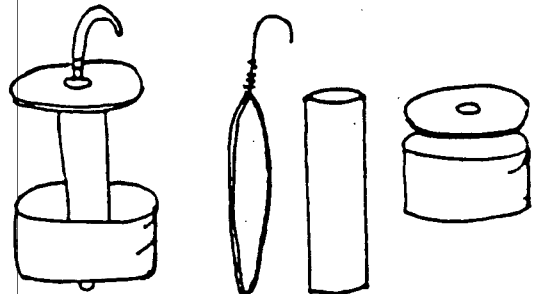
With the lower half of the straw held between both hands, row the straw by sliding fingers back and forth. The drawing will blend into one and appear to jump. If not, try rolling the straw slower or faster.

RECYCLED BIRD FEEDER

Watch nature in your own backyard.

MATERIALS NEEDED:

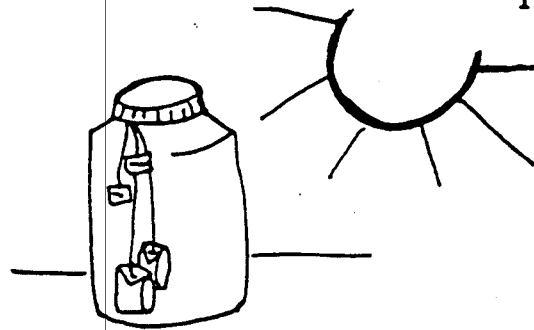
- Plastic med. size container with lid
- Wire hanger
- Bathroom paper roll
- Ducktape



SUN TEA MADE WITH SUN ENERGY

Materials needed:

- Large Clear container
- Tea bags 4-5 per gal.
- Country Time Lemonade
- Sun and water



Enjoy this with your snack of trail mix all natural. The size of the container will control on how many tea bags you need to put in the container filled with room temperature boiled water. Then find a nice sunny spot and let it sit for a few hours. It's fun to sweeten the sun tea with Country Time lemonade.

LIGHT SWITCH COVER

While making this project discuss on why to conserve energy by turning off lights when not needed.

MATERIALS NEEDED:

- Card paper
- Markers
- Scissors
- Pencil
- Clear contact paper
- Screw driver



Remove light switch cover from wall, trace rectangle and opening onto card paper with pencil color and decorate the rectangle then have an adult put clear contact paper on both sides and cut out light switch cover. Attach over light switch with screws or double stick tape.

"GO AND SEE IT"

- Visit the zoo
- Visit a farm
- Backyard camping
- Go fishing
- Pet exhibit
- Tour nature center
- Visit telephone company
- Go on a bug hunt
- Go rock collecting

PACK MEETING

Have a Sun Tea stand at a Pack meeting. Donate the profits to the Pack to Help Make The Pack Go.

Tiger Cub Motto Song

Tune: "Row, Row, Your Boat"

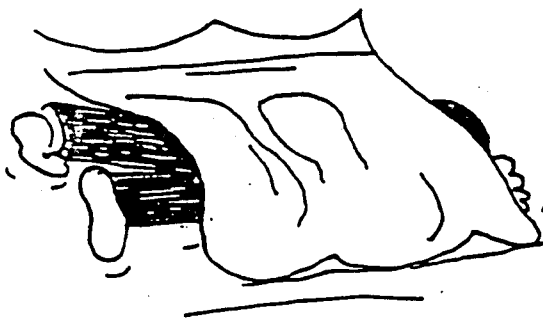
Search, search, search each day.
With you Tiger Den
Discovering and Sharing,
That's the Tiger Cub way,
That's the Tiger Cub way.

4. PREPARE FOR EMERGENCIES

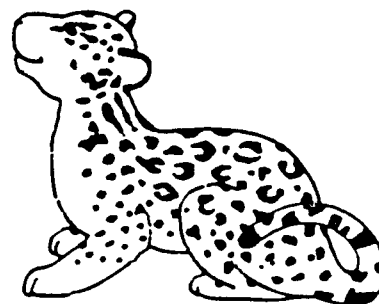
Every Tiger Cub should be able to know and understand what to do in a basic emergency:

- Practice how to use the phone at home and away from home.
- What happens when we call 911?
- Develop an emergency escape plan for your family.
- Check all smoke detectors

Have each Tiger Cub practice how to escape from a smoke filled house.



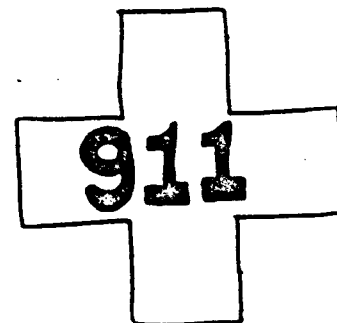
PARENTS HOLD SHEET WHILE TIGER CRAWLS UNDER



Have some of the parents hold a sheet the level of the smoke line. Then instruct the boys crawl under the sheet.

"GO AND SEE IT"

- Visit a newspaper office
- Safety inspection for everyone's bike
- Trip to the fire station
- Visit the police station
- Visit the highway patrol
- Visit the telephone company
- Have a safe swim party
- Visit the Red Cross



The **RED CROSS** has a great deal of free information to offer your group - enough for a hole pack.

You can purchase a wonderful Safe Swim Program, at a low cost.

PACK MEETING

- Do a 911 pack meeting, you might have a better chance in finding a professional to come and talk to the Scouts.

A WALK ON THE WILD SIDE

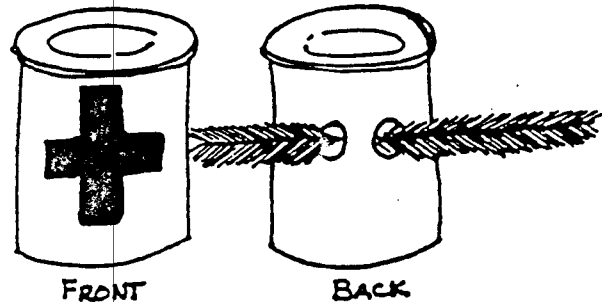
TIGER CUBS

Emergencies happen to everyone even Tiger Cubs.

EMERGENCY TIGER KIT

Materials needed:

Black film container
Pipe cleaner
Red tape
Quarter
Bandage
Paper 2x2 inches
Pen
Alcohol swab packet



Drill or poke two holes in side of film container move pipe cleaner through holes. Cut two thin stripes of red tape and make a red cross on opp. side of pipe cleaners. On paper write personal information, fold and put inside of container along with all the other items. The Tiger Cub can attach his first aid kit on his belt loop.

CUT AND SCRATCHES

Most cuts and scratches are not serious. The main thing is to clean them out with soap and water, then cover with a sterile cloth. (Sterile means free of germs.)

Small wounds: Wash with soap and water. Let dry. Cover with sterile adhesive bandage from a Tiger First Aid Kit.

TIGER FIRST AID KIT FOR THE DEN

Medium size pickle barrel with lid
Paint markers
First aid items



Many meetings are held at different homes, after school hours, out-doors at parks, camp grounds, a leader should always be prepared for emergencies.

Items:

Elastic bandages
Instant ice packs
One set splints, 17 inches long
One roller bandage
Six 3x3-inch sterile pads
six 4x4-inch sterile pads
Large box of assorted bandages
Mouth-barrier device

Scissors
Tweezers
Safety pins
Alcohol swabs
Two pairs latex gloves
Antiseptic
Eye goggles

Have the boys help collect these items over a given time. This First Aid Kit will move with them in rank.

SAM HOUSTON AREA COUNCIL
POW WOW



5. KNOW YOUR FAMILY

This is a great time to use those Pack Camp Outs to know your families better.

FAMILY FLAG

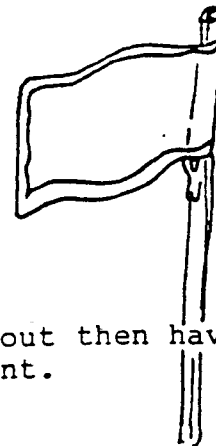
MATERIALS NEEDED:

Material for flag 18x18 inch.

Rope

Markers, paint pens, glitter, ribbons, etc.

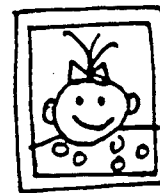
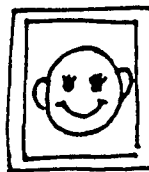
Pole can be mope stick, or stick found outdoors



Have the whole family work on this at the camp out then have a parade and proudly display flag outside of tent.

For a Den meeting bring in a set of your families baby pictures.

Guess Who?



Have a Tiger Family beach party. Make plaster hand prints, foot prints, or a family portrait

MATERIALS NEEDED:

Sand

Items collected on the beach

Water

Box of plaster (depends on how many people)

Bucket

Just as the beach seems to adapt itself to various ages and temperaments, so does this project. Create a decorative, plaster-cast mask using beach found objects.

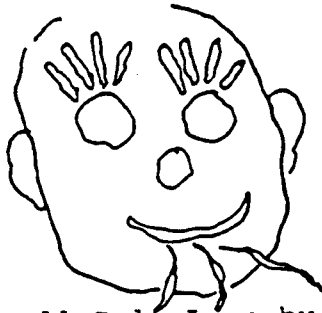
1. Find all your goodies this is what makes the project, features small stones, bottle caps, plastic, driftwood, rope, twigs, leaves, sea glass, avoid things that might rot.
2. Dig the mold. About five to eight inches tall and about two inches deep. The children's faces can be shorter.
3. Place the objects into the opening. Remember you are looking at the mask inside out.

A WALK ON THE WILD SIDE

TIGER CUBS

4. Mix the plaster. (you can use sea water) A thick cream consistency works the best. Not thick or too runny. It is not hard to get the consistency right, but once you get it, fill up as many of the impressions as you can.
5. Pour the plaster slowly over your hands, to break the fall. Try to keep it about an inch thick.
6. Tie a knot, to act as a hanger later use string or wire. Hold the knot up so that $\frac{1}{2}$ is in the plaster and $\frac{1}{2}$ out.
7. After a few minutes remove the mask and gently clean off. Set aside to dry well.

This is a GREAT project to do all year round just use a turkey pan and a bag of sand. Look around the house for the goodies for the face.



Earn a Basket Ball Belt Loop by learning to play with your Dad on a Sunday afternoon, siblings can keep score, be cheer leaders, Mom's get the refreshment's ready.

"GO AND SEE IT"

Visit the neighborhood grocery store for a tour.
Parents can share their hobbies
Family treasure hunt or scavenger hunt
Shell collecting at the beach
Start a family garden

JOKES

Mother: Johnny, what is all the racket from the pantry?

Johnny: I'm busy fighting temptation.

"Dad, where were you born?"

"Chicago"

"Where was Mommy Born?"

"Dallas."

"And where was I born?"

"Philadelphia."

"Amazing how we three got together, isn't it?"



ENJOY YOUR FAMILY

6-KNOW YOUR COMMUNITY

Everything is planned just right, it has to be for a community to grow and survive. The young Tiger Cub has only seen his community through the limits of his needs and interests.

Lets look at a map with strong community detail. Take different highlighting markers to map our Tigers interest. How much of their community have they used? Is there more available for their needs and interests.

Take a drive in a new area, what do you see?

Take a trip to a place they already know. The library - go to the area were you can learn more about your community, are there any books? How many? Are there more books about areas outside our community? Why?

Have someone from the road department come in and talk to your Tiger Cubs. They might even have some old pictures on how everything in our are looked before roads. How do roads effect our community? How developed the road ways of old? (Romans)

Have some fun with your own road way!

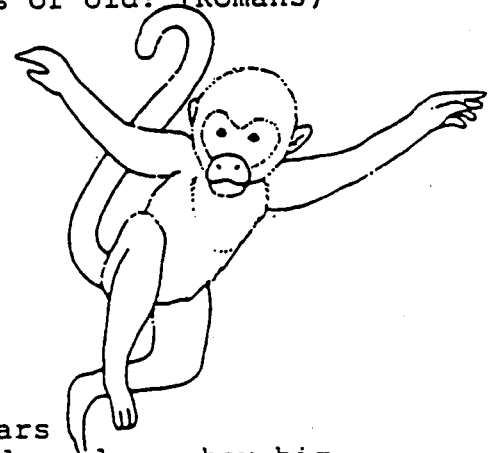
MAGNETIC ROAD WAY

MATERIALS NEEDED:

Magnets
Tongue depressors
Glue
Paper clips
Markers
Clippings of car pictures or drawings of cars
*these car pictures are about 3x1 in size depends on how big you draw the road.
Roll of white paper, and tape

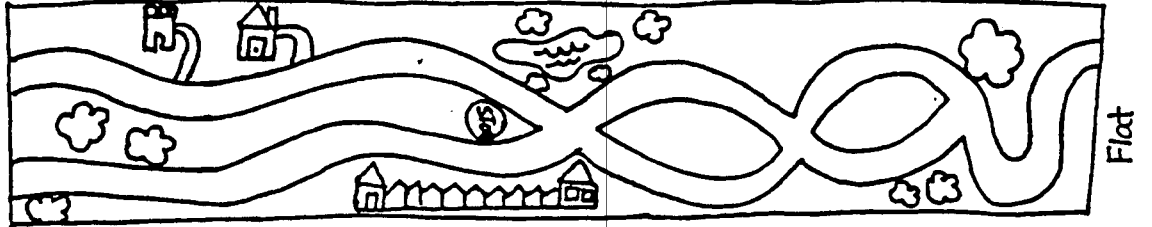
This is a Road Way that can be lead all over the room.

1. On the floor draw a road then let the Tigers fill in the grass, buildings, etc.
2. Place your kitchen chairs around the room were the road will be attached to the back of the chair with tape.
3. Attach a paper clip to each car
4. With glue attach one magnet to each tongue depress

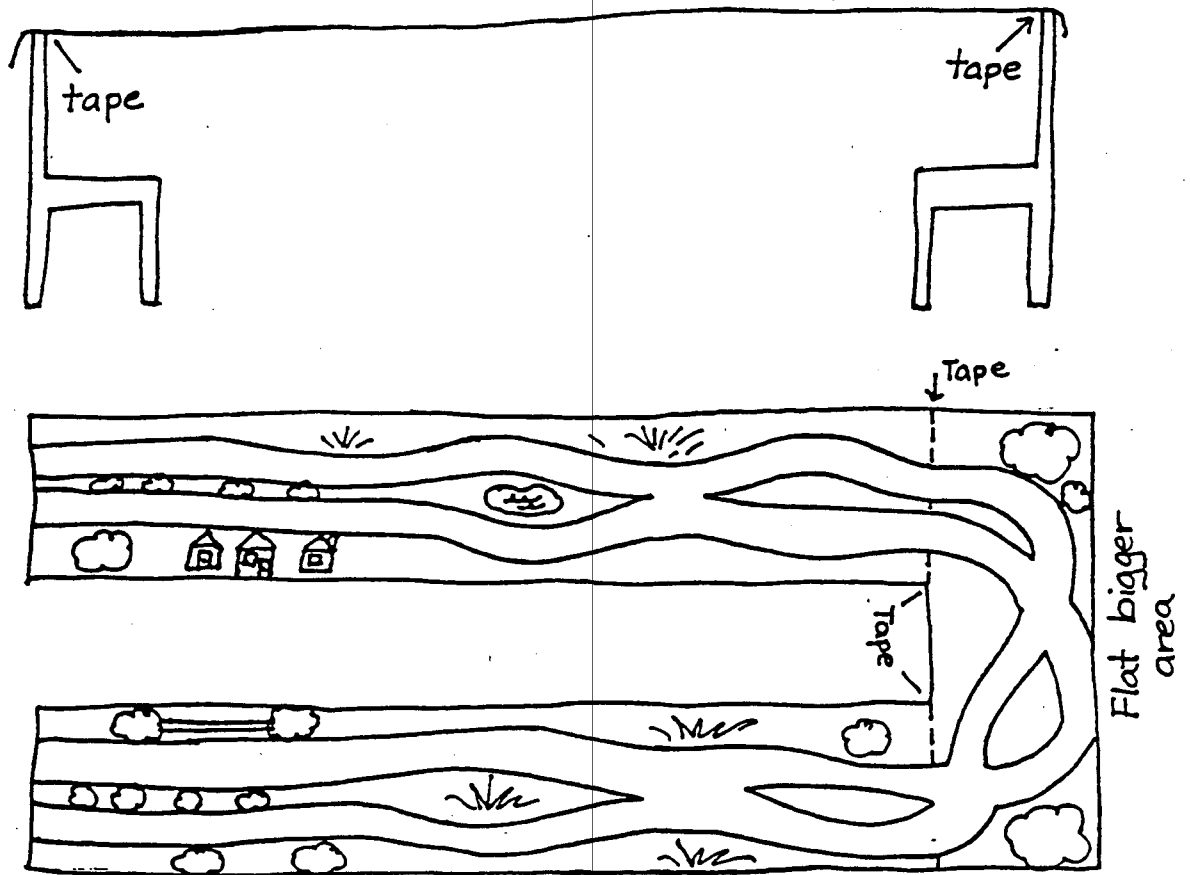


MAGNETIC ROAD WAY

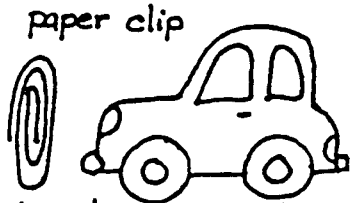
1.



2.



3.



Attach to car . . . lead with

4.



Let's go on a "GO AND SEE IT"

7-HELPING OTHERS

Remember that our Earth and environment needs help also.

- Recycle newspaper
- Recycle cans
- Do not waste water
- Pick-up trash outdoors
- Recycle school supplies
- Turn off lights when not needed

This is a great time for the Tigers to review their goals as scouts. Have the boys give some suggestions about how they would help others. The boys will lead you in ways that they can help others as a group and how they could help on their own. Also, when you let the boys talk you can see how much they really understand about Helping others.

Help yourself as a Leader by letting the Tigers teach and lead you. Their ideas matter also, this enables the Tigers to build good self-esteem.

TIGER CUB MOTTO Search, Discover, Share

The Red Cross offers many Service Projects. (Carman Smith)

Greater Houston Area Chapter (713) 526-8300
 2700 Southwest Freeway
 Post Office Box 397 FAX: (713) 526-5871
 Houston, Texas 77001-0397

Adopt a Grandparent in your neighborhood.

- Help rake their yard
- Wash car
- Help move trash to curb, every week
- Become a friend



Helping someone on a regular basis, gives both parties a sense of belonging to each other.

" GO AND SEE IT"

- Visit a retirement home
- Water the school trees and landscaping during the summer
- Help in your Pack food drive
- Visit a food pantry
- Visit a grocery store and find out how they help feed the hungry

PACK MEETING

December is a time for a Pack and Den's to help others.
- Make this a happy time for many in need.

A WALK ON THE WILD SIDE

TIGER CUBS

Many of our Pack require service projects as a whole. Helping ourself and others should be natural. There is no better place to start then with our youngest scout.

USE SOME OF THESE IDEAS:

Be A Friend

School Supplies

Toys

Helping Hand

Used Clothes

Bikes

LUNCH BOXES

Food



Feed Birds

Collect

Help Nature

Blankets

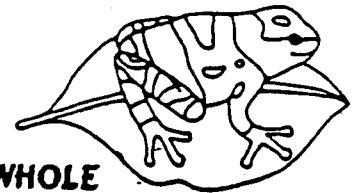
Books

IT'S A SMALL WORD

It's a world of laughter, a world of tears,
It's a world of hopes and a world of fears,
There's so much that we share,
That it's time we were aware,
It's a small world after all.

It's a small world after all,
It's a small world after all,
It's a small world after all,
It's a small, small world.

There is just one moon,
And one golden sun,
And a smile means friendship
to everyone.
Though the mountains divide
And the oceans are wide,
It's a small world after all.



**HE'S GOT THE WHOLE
WORLD IN HIS HANDS**

He's got the whole world in His hands
He's got the teeny tiny tiger in His hand
He's got the bit bigger Bobcat in His hand
He's got the woofy, woofy Wolves in His hand
He's got the busy, busy Bears in His Hand
He's got the winning, winning Webelos in
His hand
He's got the dandy, dandy Den Leaders in
His hand
He's got the classy, classy Cubmaster in
His Hand
He's got the whole world in His hands.

TIGER CUBS BSA

Ideas for Places to Visit:

Zoo	historical sites
Park	City Hall
Theater	Community Center
local sports event	Airport
Veterinary	Train Station
Weather Station	local businesses
Franklin Institute	Bowling Alley
Tree Nursery	parade
Recycling Plant	Newspaper Agency
Fire Station	TV Station
Police Station	Radio Station
Retirement Home	Post Office
Fast Food Restaurants	Wildlife Preserve
Hospital	Library
	ect.



A WALK ON THE WILD SIDE

TIGER CUBS

PLANNING CHECKLIST:



- Contact each place - prior to visit - make appointment
- Tell them that you want to bring a group of Tiger Scouts and don't forget their age.
- Find out what the cost is. Sometimes if you wear a uniform they'll let you in for free.
- Every Tiger needs a adult partner.
- Remember health forms - make copies for car pool cars. Make some extra folders w/ everyone's forms in your file.
- Follow good behavior.
- Remember to say Thank-You and write a note.
- Take your First Aid Tiger Kit.
- Have fun!

Here are some neat DID YOU KNOW? facts to cut into strips and take along in a big open mouth jar. Take turns picking a fact.

DID YOU KNOW

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

A deer gets a new set of antlers every year. During the winter his old set begins to get itchy, and he rubs them against trees until they come off. In early spring, he won't have antlers.

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

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

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

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

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

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

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

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

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

9. GETTING THERE

We have many different ways of moving around like:

- Take a bike ride
- Take a walk
- Take a taxi
- Ride a bus
- Ride a go cart
- Running
- Skate boarding
- Roller skate .
- Boat ride
- Hopping
- Ride a train
- Take a ride in a police car
- Pushmobile
- Try a wheel chair

Try walking with:

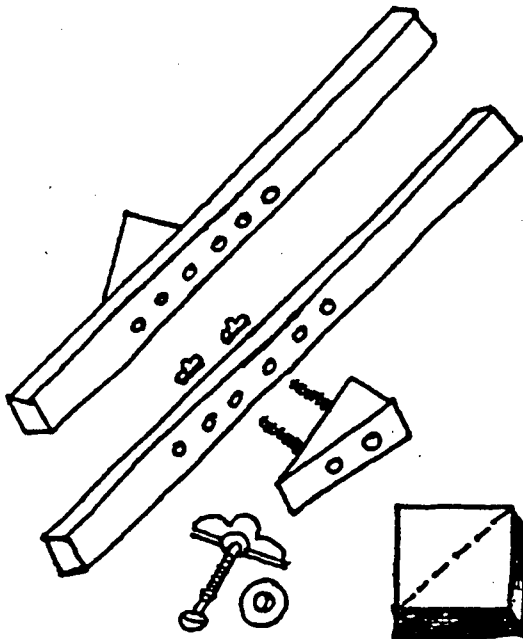
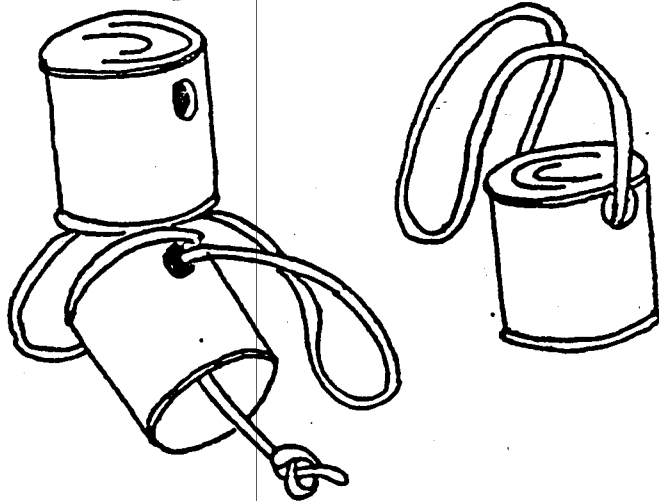
PUDDLE JUMPERS

Punch two holes opposite each other in a tin can.

Loop "rope" and put ends through holes and tie a large knot in the end of each rope.

Put foot on can. Draw rope up snug.

Make a pair and walk on them. Get the dad's to make a pair also have a race. Ropes should be fixed so that they pull up as you walk.



ADJUSTABLE STILTS

Make a pair of stilts out of 1"x2" lumber and a piece of 2"x4".

Round off corners of 1"x2" with sandpaper so the edges won't cut into your arms.

Foot rest -2"x4"x6". Cut across as shown.

Drill holes for 1/4" round head bolts.

Drill holes in leg 3" apart. Then you can raise or lower the footrest.

The whole Tiger Den can make themselves a pair boys love to work with wood as much as possible.

A WALK ON THE WILD SIDE

TIGER CUBS

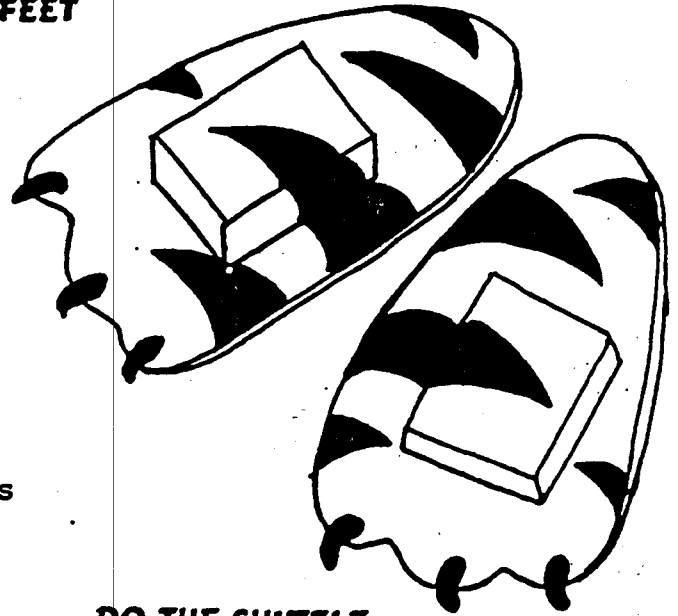
Let's try walking with silly **TIGER FEET**

TIGER FEET RELAY

In order to race we have to make our feet first.

You will need a large piece of cardboard, an empty tissue box, craft paint or orange spray paint, and glue.

Draw the outline of a tigerfoot (about 14 inches long) cut out feet. Trace all the feet the same size. Cut the tissue box into halves and glue them down with the bottom facing up.



Time for a race!



DO THE SHUFFLE

Save your shoe boxes for the shuffle

- Just step into two shoe boxes,
- Try a relay race, with four boxes and two teams.

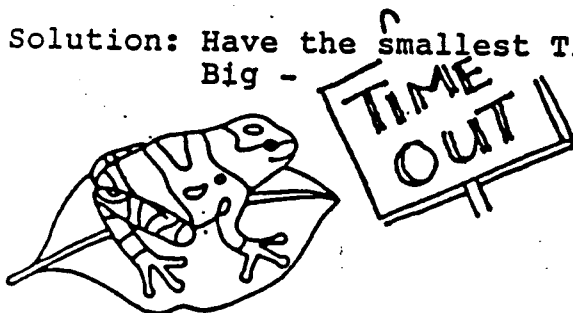
-This relay is great for a adult just remember they have bigger feet.

(Try this one at a Pack meeting)

WHICH BOAT WILL WIN?

A Cub Master wanted to buy the slowest boat for the Pack. Five sellers showed up - A Tiger Captain and boat, a Wolf Captain and boat, a Bear Captain and boat, a 1st year Webelos Captain and boat, and a 2nd year Webelos Captain and boat. To decide which boat is the slowest, the Cub Master suggested to have a race. When the race was started every Captain tried his best to go the slowest - WILL THIS RACE EVER END? -

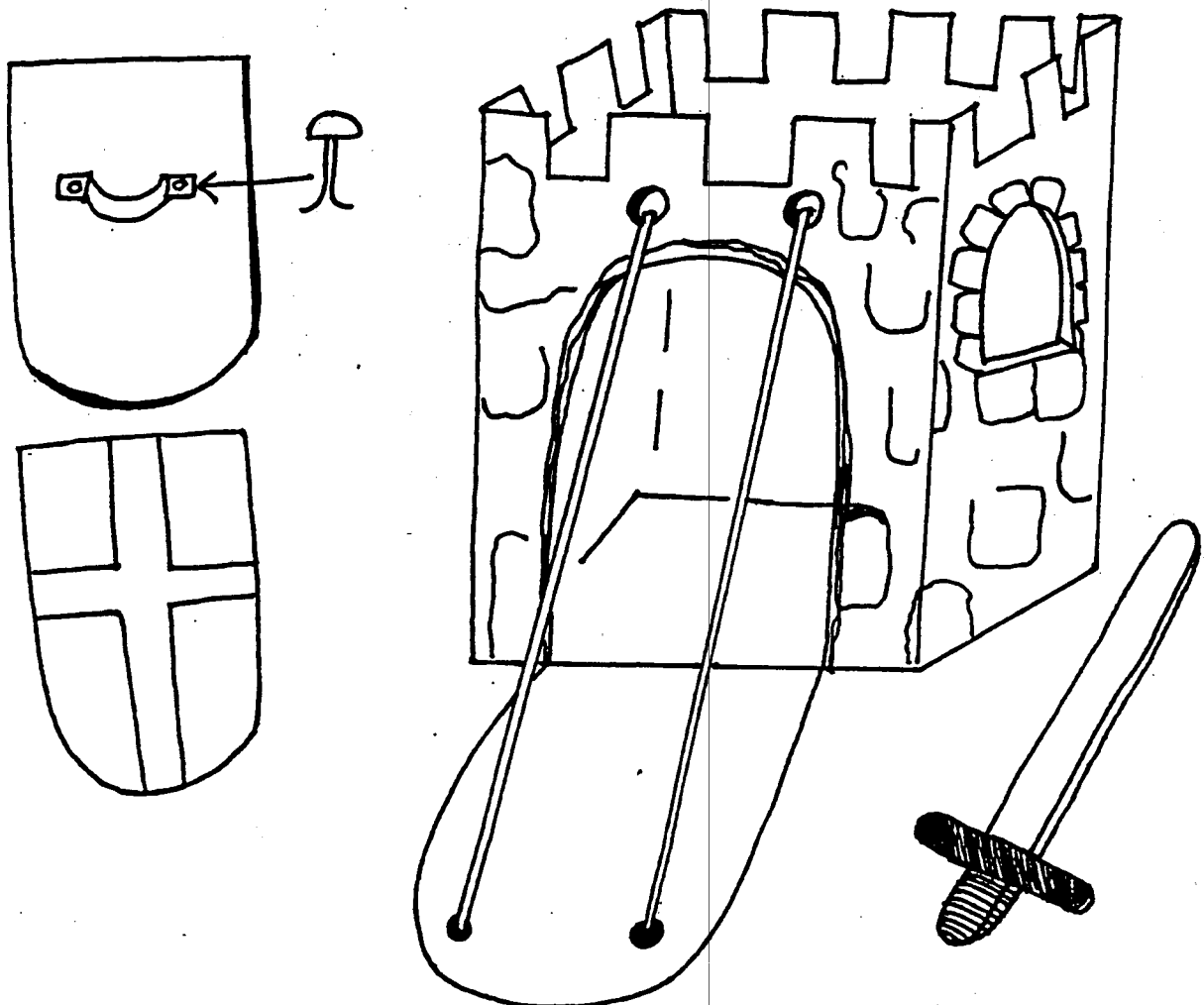
Solution: Have the smallest Tiger you have come up with a Big - sign, he moves the Captains into different boats and starts the race again. (Which is the slowest now)

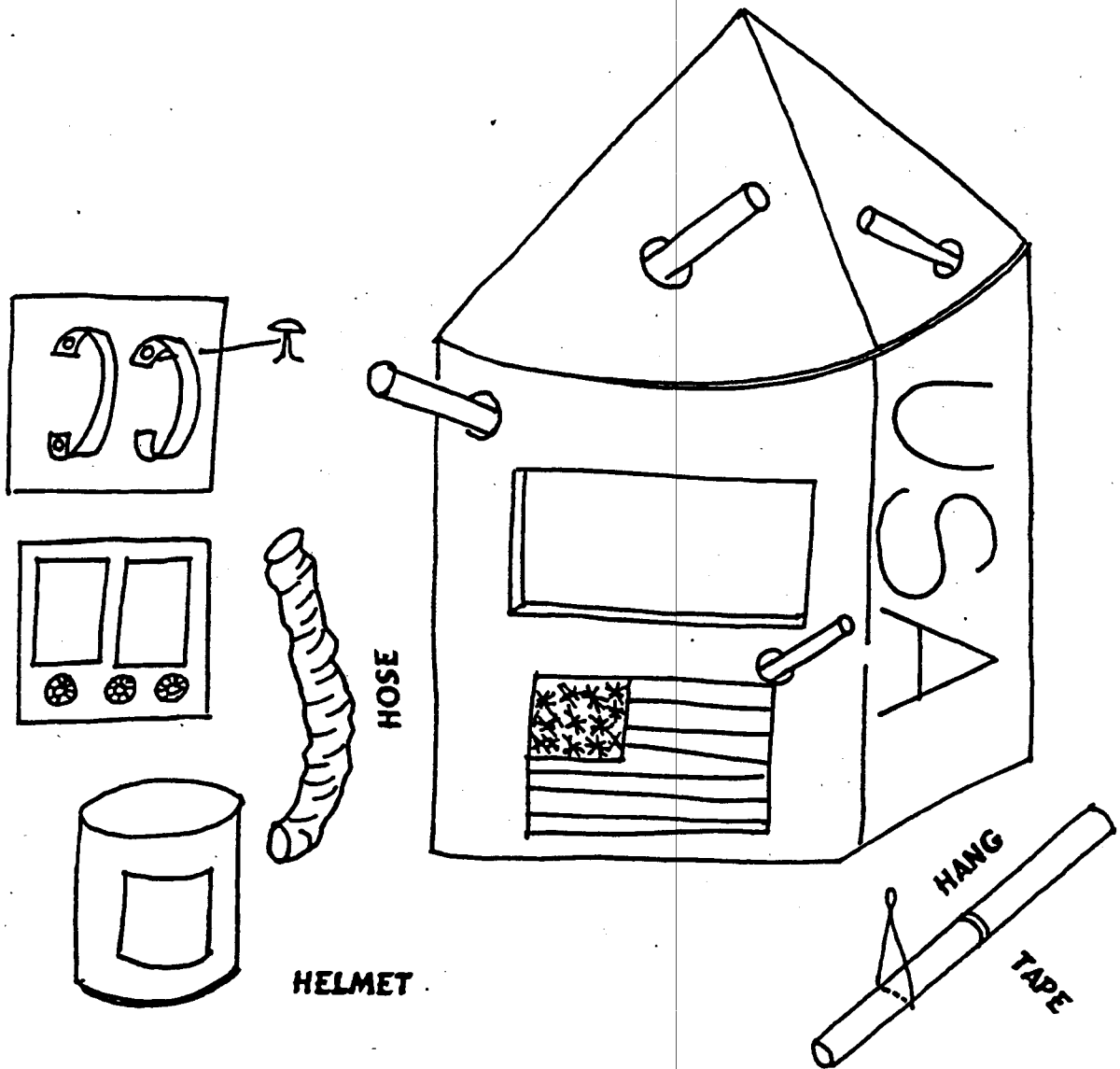


10-SOMETHING SPECIAL, ALL YOUR OWN

Encourage your Tiger Cubs to come up with some of their own ideas. (Don't forget your adult partners) Use a poster or big sheet of paper to write them down. You can do this in the beginning of the year the Tigers can help plan the program with their ideas fitting into the BIG IDEAS.

Try this to motivate IDEAS: Show up at the meeting with one or two very large refrigerator boxes - NOW WHAT? - exactly, what can we make out of these boxes? You can be ready to start working by presenting the boys with a box full of workable collectible garbage or they can bring in their own to the meetings - This does not have to be a one day event. Working in the garage is great, for storage.





SPACE SHIP : Use two boxes one for the base and the other for the top. Cut the second one open then turn into cone tape with clear packing tape. Tape some paper towel tubs together so that the Tigers can reach. Poke, some string through tubs in the are needed to hang the tubs from holes.

Use extra dryer hose for special effects on ship and air back panel. Air back panel is made from a piece of cardboard and one or two shoe boxes / glued on - Very important that you put arm handles on first. Let your imagination go!!!

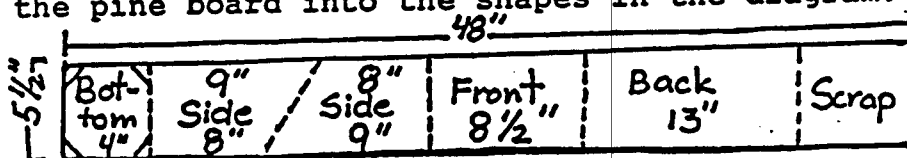
II. MAKING YOUR FAMILY SPECIAL

Your family is very special. A great way to explain what a family is about is looking at how nature takes care of it's own.

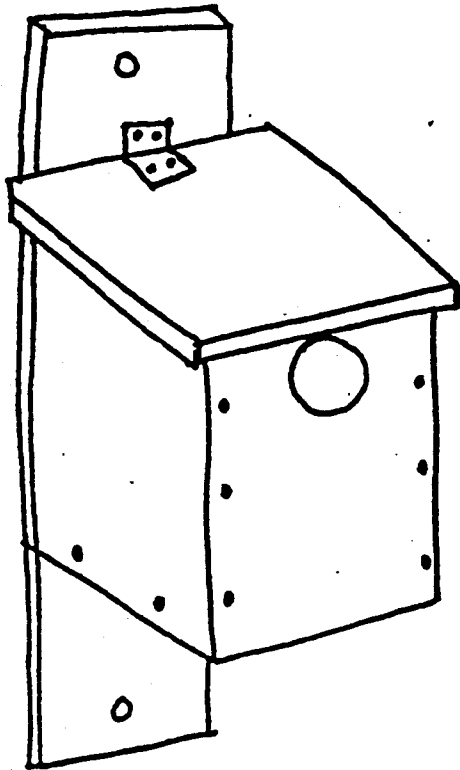
TREE SWALLOW BIRDHOUSE

MATERIALS NEEDED:

- 1 4-ft length of 1 by 6 pine board.
 - Hand saw, circular saw, or table saw.
 - Drill with 1/4 inch bit
 - Key hole saw or 1½ inch bit, for entrance hole
 - 16 6-penny galvanized nails / hammer
 - 1 scrap piece of exterior plywood, at least 6½ by 8½ inches
 - 1 small brass hinge, with screws
1. Saw the pine board into the shapes in the diagram:

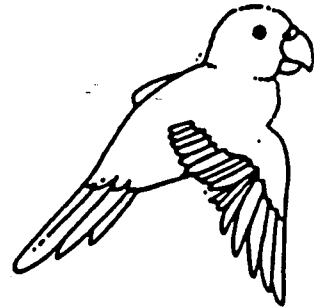


2. Saw 3/8 inch off the corners of the bottom for drainage.
3. Drill or saw an entrance hole 1½ inches in diameter, with the top edge about 1 1/8 inches from the top of the front.
4. On the inside of the front piece, carve some shallow horizontal scratches with a nail. This helps the nestlings get a grip as they try to climb out of the box.
5. Nail the two sides to the bottom, using two nails hammered 1 inch in from the corners.
6. Drill 1/4 inch mounting holes in the top center and bottom center of the back.
7. Nail the front and back to the sides, using three nails along each edge. The front should extend ½ inch above the sides, leaving a ventilation gap.
8. Cut the roof from the scrap plywood so that it overlaps the sides and front. Saw the plywood's rear edge on a slight bevel to butt against the back piece. Attach the roof to the back with the hinge.



TREE SWALLOW BIRDHOUSE

The hinged roof of the birdhouse allows easy viewing of the developing chicks. Remember try not to disturb the young birds to much.

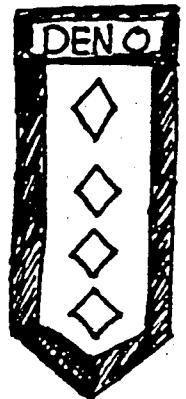


GLUE PIN OR SEW PIN ON BACK

TIGER MOTHERS RIBBON

Each Tiger Cub can make his mother a ribbon for the Blue and Gold Banquet.

This is the ribbon that she puts her mothers pin on. Since the Tiger does not wear the scout colors we will use, orange ribbon or felt. When they become Wolves they can make one with blue and gold (yellow).



That ribbon will be worn till Arrow of Light.

LEARN TO TIE

Learn to tie a tie what a great way to feel special. Every Tiger would like to tie his own shoes. A Tiger needs his family to help. What else can you tie together.

12. MAKE YOUR OWN

Doing something all by yourself is a great feeling at 6-7 years of age.

In some of these activities have all the materials ready, but - let the Tiger Cub do it all by himself, (Make sure that you give him choice's).

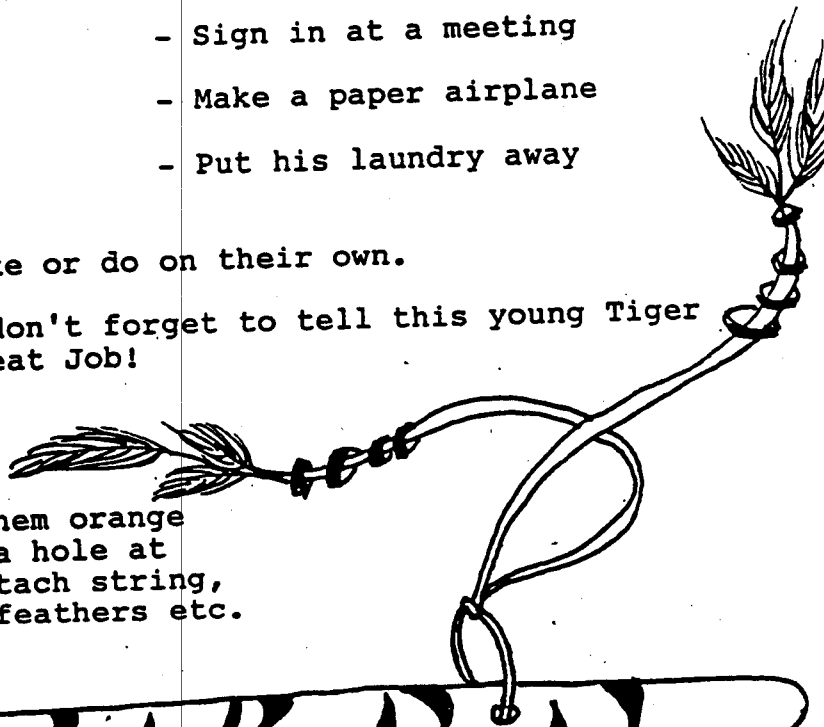
- Finger painting
- Decorating cup cakes
- Wrapping a gift
- Wash a car
- Make a peanut butter sandwich
- Make a greeting card
- Use a camera
- Fly a kite
- Clean his room
- Food the pets
- Clean up after eating
- Play a board game
- Read a book
- Get dressed
- Answer the phone correctly
- Do his homework
- Sing
- Sign in at a meeting
- Make a paper airplane
- Put his laundry away

These are ideas ether to make or do on their own.

When they do any of these, don't forget to tell this young Tiger that he did a GGGGGGGGGGGreat Job!

GO ON A HIKE

Make hiking sticks, paint them orange with lots of strips. Drill a hole at the top of the pole, and attach string, leather, or yarn for beads feathers etc.



Why did the Leader salute the zebra?

The zebra had more stripes then he did.

Why can't two elephants go swimming at the same time?

Because they only have one pair of trunks.

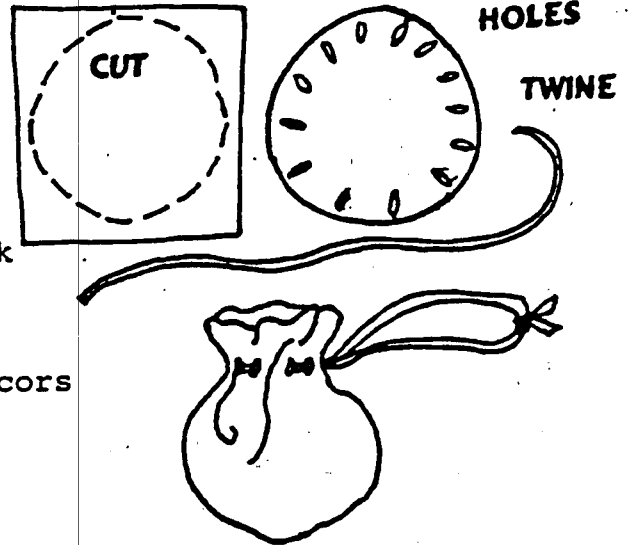
A WALK ON THE WILD SIDE

MAKE A POUCH

This pouch can be taken along on the hike and attached to the hiking stick or to the Tigers belt loop. (Great for small rocks)

A piece of felt or leather looking material will work. Any strong thick string or leather twine will do to hold it all together.

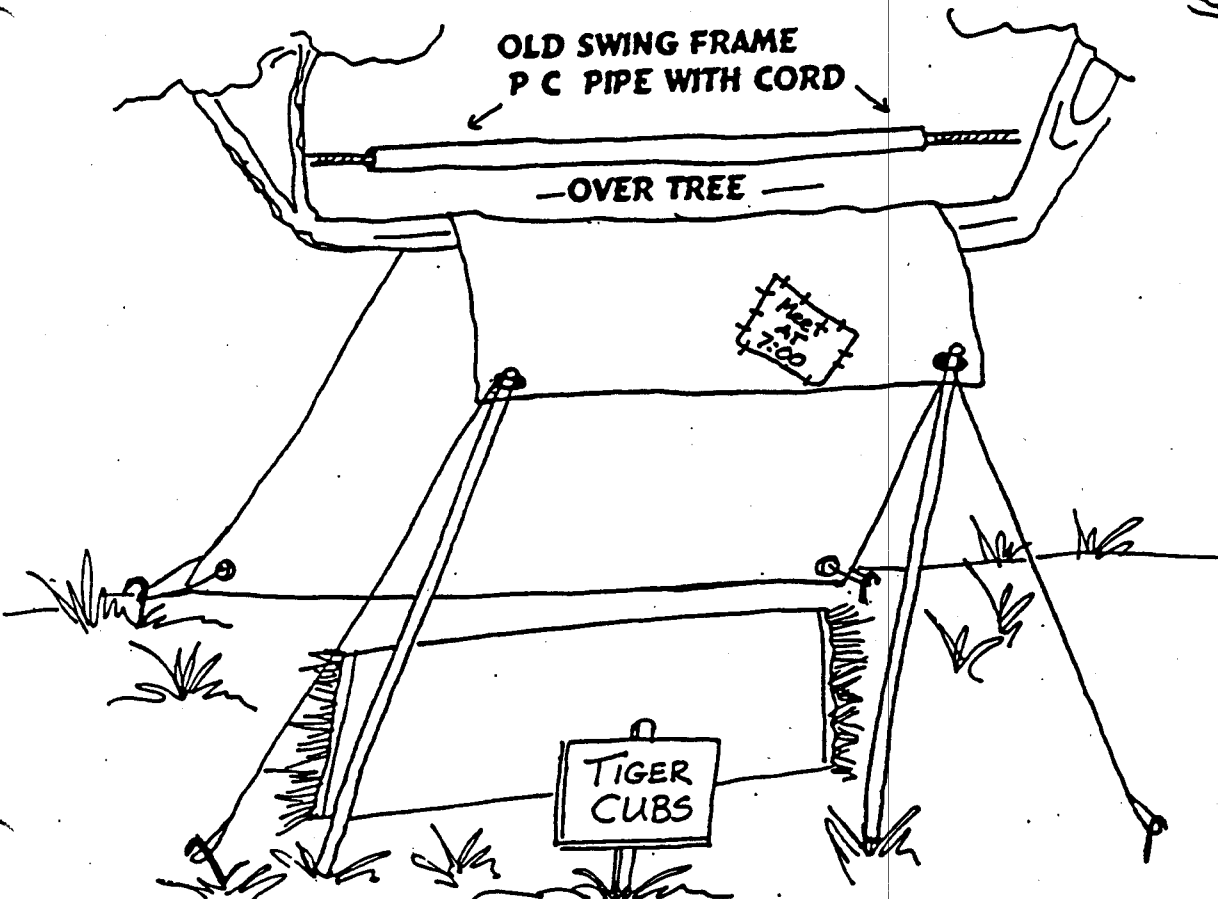
To make holes a hole puncher or succors will do.



MAKE AN OUTDOOR CLUB HOUSE

MATERIAL NEEDED:

- Large tarp
- 2 P C pipes and 2 caps to fit them
- 4 camping stacks
- 1 P C pipe as wide as the tarp
- Lots and Lots of laundry line, rope or cord.

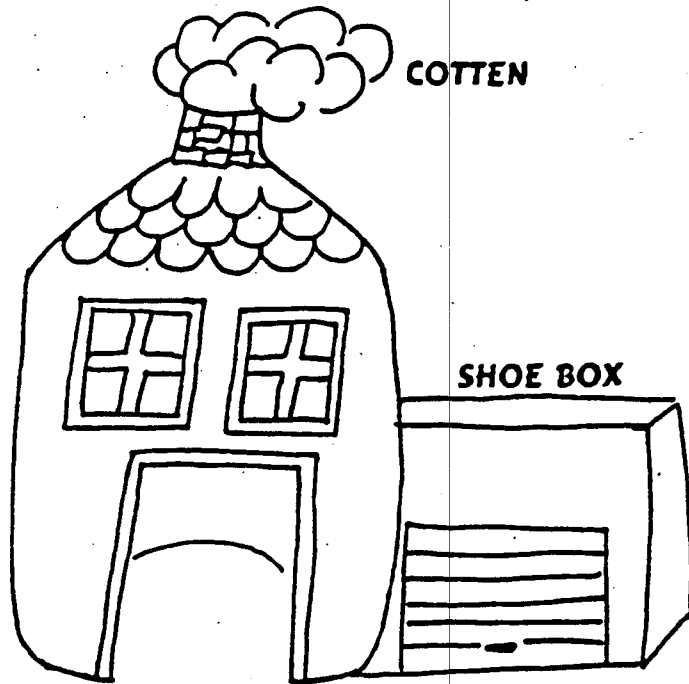


13-CARING FOR YOUR HOME AND HOUSEHOLD

Using materials to help talk about our Big Ideas can be fun and rewarding. This Big Idea is about the home and how to make it special.

Use; milk jugs, shoes boxes, juice cartoons, there are many other recycling items that can be used. Lets, turn this into;

"OUR HOUSE"



"OUR HOUSE"

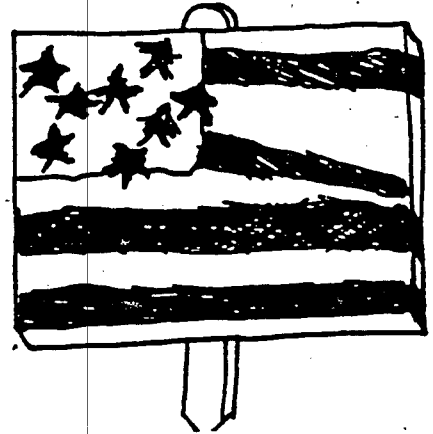
Decorating the outside of our home makes it special.

FLAG YARD ART

MATERIAL NEEDED:

- Scrap wood; fencing, plywood...
- Garage sale stake
- Pint
- Hammer and nails

REMEMBER: LET THE TIGER PAINT HIS FLAG



There is no better way for a scout to decorate his house then with a flag.

How many days can you use this flag?

FLAG HOLIDAYS

- New Year's Day, January 1
- Martin Luther King Day, January 15
- Inauguration Day, January 20
- Lincoln's Birthday, February 12
- President's Day, third Monday in February
- Armed Forces Day, third Saturday in May
- Memorial Day (half staff til noon), the last Monday in May
- Flag Day, June 14
- Independence Day, July 4
- Labor Day, first Monday in September
- Constitution Day, September 17
- Columbus Day, second Monday in October
- Navy Day, October 27
- Veterans Day, November 11
- Thanksgiving Day, fourth Thursday in November
- Christmas Day, December 25

The flag should be displayed on all days, especially on all of the days above.

GOOD TIGER HOUSE KEEPING

Keep a house keeping chart for a month signed off by parents.

	CLEANING ROOM	CLEANING TABLE	PICK-UP OUTSIDE	HELP WITH GARBAGE
WEEK 1				
WEEK 2				
WEEK 3				
WEEK 4				

\$1 stores have great items for house keeping. Use these items to make your awards. Glue them on a heavy cardboard piece, or wood. Some craft stores have two pieces of wood for a \$1.

PACK MEETING

"A GOOD TIGER HOUSE KEEPING AWARD"

SAM HOUSTON AREA COUNCIL
POW WOW



joy in a
clean room

14. FAMILY GAMES, TRICKS, PUZZLES

FAMILY MIND READER

A Tiger can read his families mind.

Tiger leaves room or turns around.
Family member stays and asks the group to give him one number for the Tiger to mind read. (1 to 5 for a Tiger)
Tiger enters the room a the family member is sitting down. The Tiger put his fingers gentle on his parents temples and reads the number.

WOW

How did he do it?

When the Tiger has his fingers on the adults temple he feels something.

The adult squeezes their teeth together. A squeeze for each number.

And there you have a mind reader in your family.

ABCDEFGHIJKLMN OPQRSTUVWXYZ

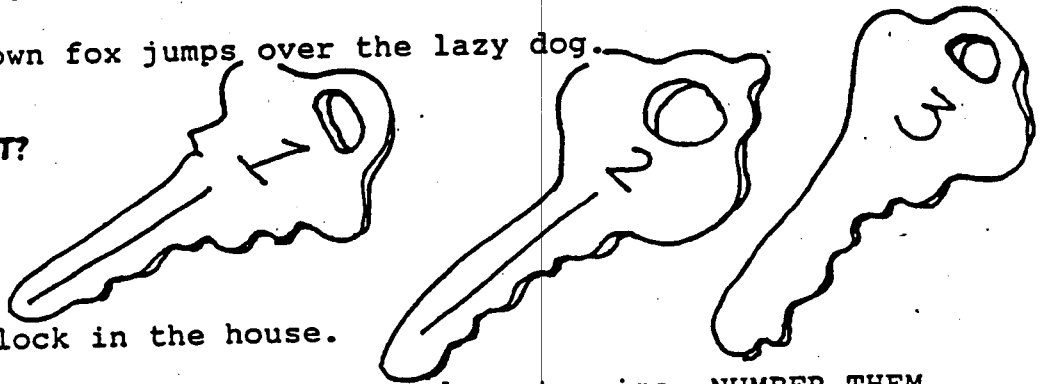
I bet you can't write a sentence with every letter in the alphabet in it!

Have a whole family as a team work on this.

Here it is!!!!

The quick brown fox jumps over the lazy dog.

WHICH KEY IS IT?



Pick a door lock in the house.

Then find three or four more keys close to size. -NUMBER THEM-

Do not tell anyone which key it is.

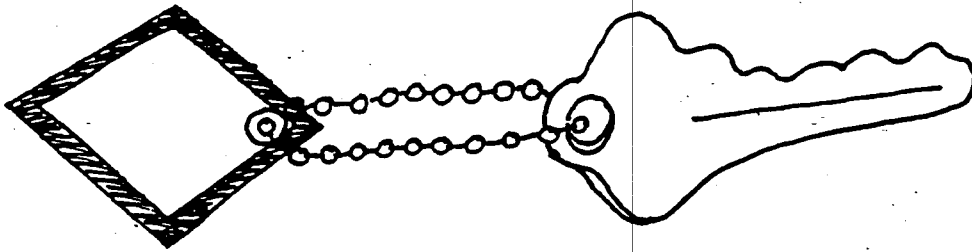
Put them on a table and when the Tigers come in with their family have them take a guess. (you can write the guess down)

When everyone is finished guessing try the keys.

TIGER KEY CHAIN

MATERIALS NEEDED:

Tiger stickers
Wood square or heavy cardboard (a little larger then the sticker)
Hole puncher or drill
Leather twine, key chain, or heavy yarn

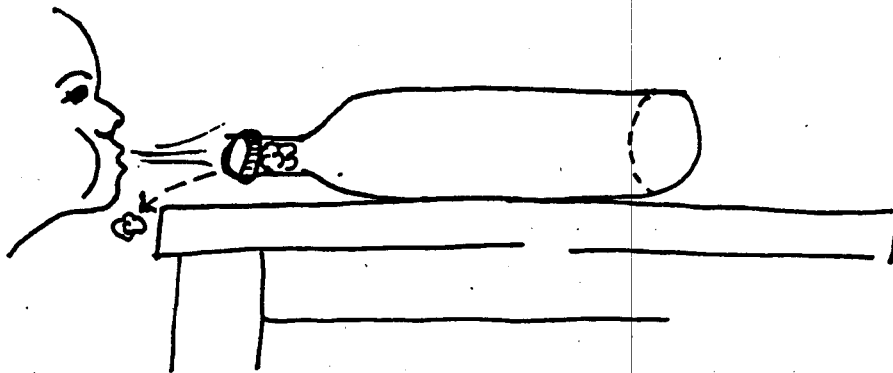


TRY TO BLOW THE PAPER INTO THE BOTTLE TRICK

Make a ball out of a 1 inch square piece of paper.

Lay a pop bottle on its side on a table. Put the ball in the neck of the bottle.

Blow into the bottle. The ball will come out of the bottle.

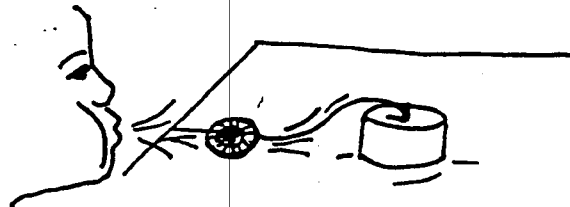


The air you blow into the bottle increases the pressure. This drives the ball out.

JUMPING POKER CHIP

MATERIALS NEEDED:

Poker chip
Tuna fish can



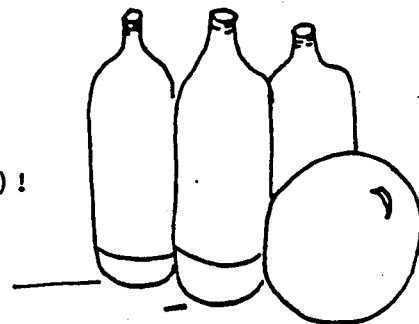
This trick shows how strong wind can lift things from the ground. Blow strongly across the side of the chip. With practice, **WOW**

15. FITNESS AND SPORTS

LETS DO SOME BOWLING

MATERIALS NEEDED:

As many 2 litter soda bottles that you want
(Remember Tigers are out to have FUN FUN FUN)!
Water
Ball
Chalk



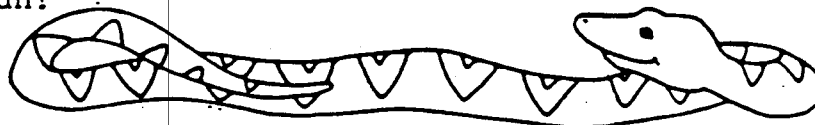
When playing outside mark off the spots for the bottles with chalk - that way the Tigers can help setting up the bottles.

Fill the bottom of the bottle with a small amount of water.

Set up as many lanes as you like - the bottles can be collected during a period of time.

Grab some balls and have Fun!

ROLLER SKATING



Go roller skating with the whole family.
Great time to have a meeting with your parents.

EARN A BELT LOOP:

ROLLER SKATING SAFETY RULES

- Fast skating is not allowed
- When entering the skating floor, give the right of way to the others.
- In leaving move slowly to your right. Don't cut across the path of other skaters.
- Do not push or play games that bother other skaters.
- Skate only in the direction of the skating traffic.
- If you are using your own skates, check your equipment before skating. Tighten nuts and bolts. If using strap skates, keep straps dry and well oiled so that they don't dry out. Replace old straps when they are worn.

• TIGER 1: Can you skate?

• TIGER 2: I don't know. I can't stand up long enough to find out.

A WALK ON THE WILD SIDE

TIGER CUBS

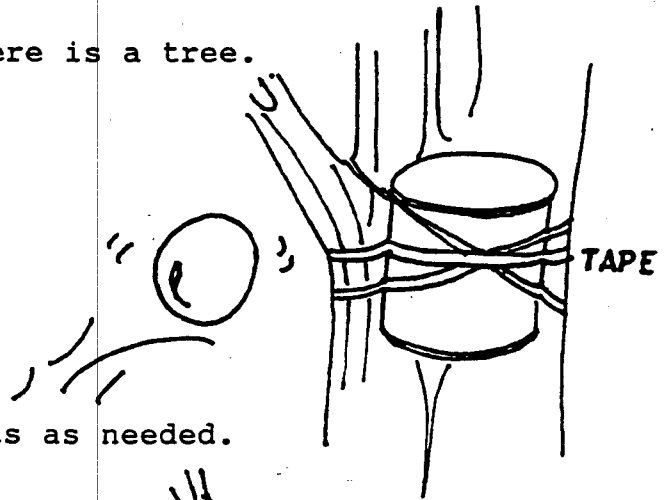
Take these two games anywhere there is a tree.

TREE BASKET BALL

MATERIALS NEEDED:

One tall tree
One large ice cream container
(Remove the bottom)
Masking tape
One smaller ball

Set-up as many basket ball buckets as needed.



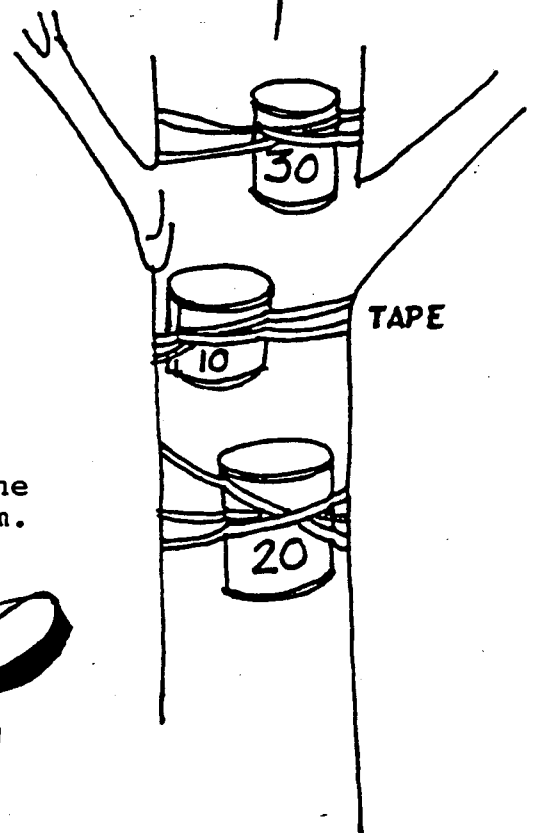
PINE CONE / BUKET GAME

MATERIAL NEEDED:

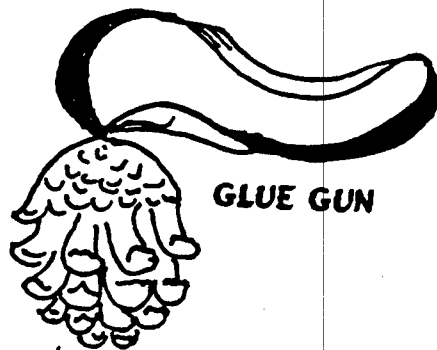
One large Pine Tree
Pine cones
(Basket or bucket to put them in)
All different size containers
Masking tape

Tape the different sized containers to the Pine Tree at different heights
Now collect lots and lots of pine cones.
Try your luck and skill to put a pine cone in a container, put point numbers on them.

Have FUN.



PINE CONE AWARD



THE NOTHING SONG

(Tune: Reuben, Reuben, I've Been Thinking)

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

JOKE

T-1: I have a chance
on the baseball
team.

T-2: I didn't know they
were raffling it
off.

Did you hear about the Scout who lost the race because of his socks? They were guaranteed not to run?

16•TELL IT LIKE IT IS

WHAT IS BRAILLE?

Since some people can not see, blind people use braille to read and write. Braille is a way of showing letters and numbers as raised dots that can be felt with the fingertips. The dots are like a special code that blind people learn to understand.

BRAILLE ALPHABET

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

BRAILLE NAME BANNER

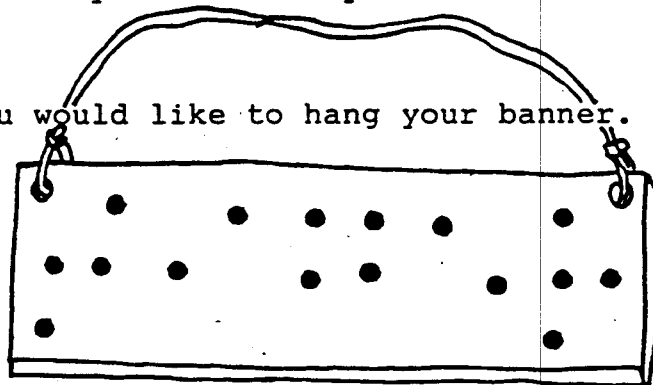
MATERIALS NEEDED:

Wood stripe, felt stripe, heavy card board anything you would like to use to make a banner with.

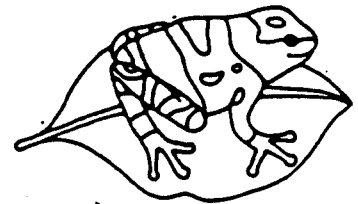
Buttons, beans, peas, anything that has some relief - but not too big and heavy so that they don't fall off.

Glue

Rope if you would like to hang your banner.



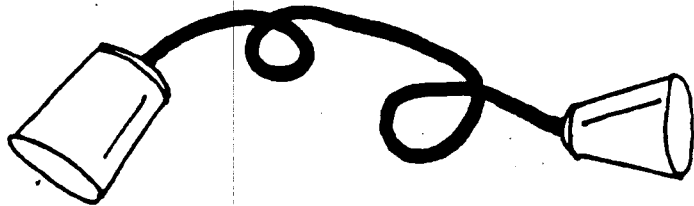
WHAT DOES THIS SAY?



SOUND WAVES

MATERIALS NEEDED:

- String
- Plastic cup
- Pencil to poke hole with



With a pencil poke a hole and tie a knot at one end of the string and string the other end through the hole in each cup. The knots should be in the bottom of the cup. Two Tigers move apart until the string is taut. Now talk, talk, talk.

TIGER READING CLUB

It's funny a lot of the boys like to read the same books, as their friends. Start exchanging books every week or two.

READING AWARD

- Free book marker from the library
- Surprise treat bag
- Stickers
- Scout shop has some small tokens
- Certificate

We write books, letters, homework in **BLACK INK.**
DOES THE BLACK INK HAVE A STORY TO TELL?

Find out what colors are hidden in black ink.

MATERIALS NEEDED:

- A medium to large sized coffee filter
- Scissors
- A ruler
- A plastic straw or pencil
- A small glass / Water
- A black watercolor marking pen

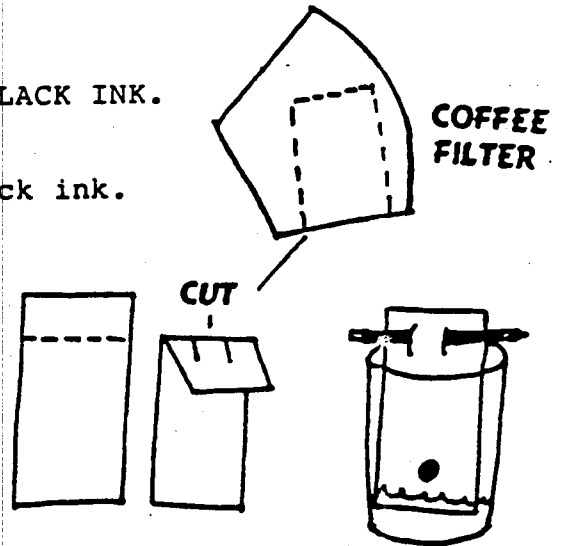
Cut strip out of coffee filter

Fold down an inch and cut two $\frac{1}{2}$ inch slits to put the pencil or straw through. Then lay pencil across the top of the cup. The paper should touch the bottom, if not adjust the paper.

Lift the strip out and mark a spot of ink on it about one inch from the bottom. The ink spot should be about as big as the tip of your little finger.

Pour a little water into the glass to about a quarter of an inch.

Lower in and see what happens, how many colors do you see?



17-CUB SCOUTING HERE WE COME

SAYING GOOD BYE TO YOUR YOUNGEST CUB.

Welcome to a much bigger program.

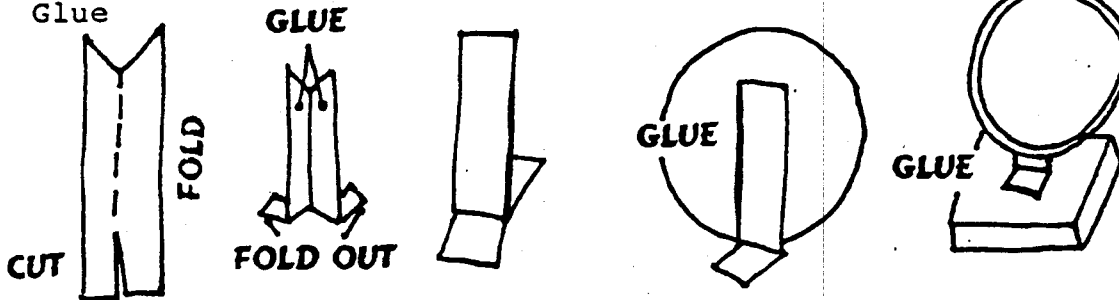
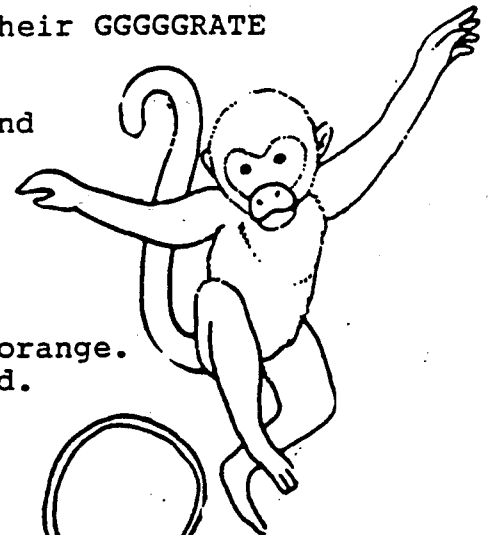
First the Tigers need to be rewarded for all their GGGGGRATE work as Tigers.

Scout Shop has some neat stuff to award them and the adult volunteers.

TIGER AWARD (Also can be used for adults)

MATERIALS NEEDED:

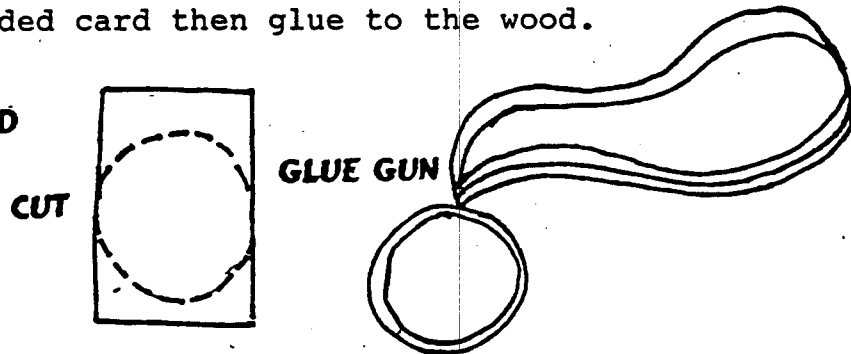
- 2 inch by 2 inch square piece of wood sprayed orange.
- Large Tiger stickers xerox to the amount needed.
- Index card
- Glue



Cut Tiger image out-then fold index card in half and cut up the middle fold a 1/2 inch-fold out in opposite direction.

Glue image to folded card then glue to the wood.

TIGER RIBBON AWARD



Glue image to index card cut image out, glue gun ribbon to image.

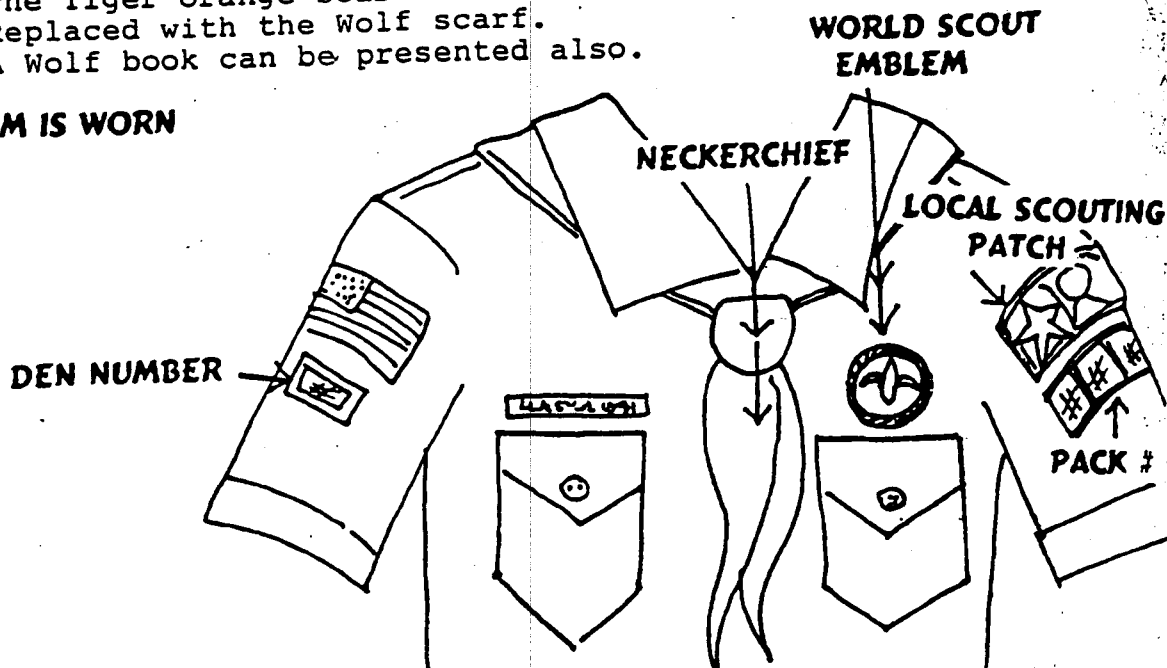
A WALK ON THE WILD SIDE

SAYING WELCOME TO YOUR OLDER CUB.

The Tiger will be bridging into the Bobcat, and Wolf program.
When he does;

The Tiger orange scarf is removed.
Replaced with the Wolf scarf.
A Wolf book can be presented also.

A BLUE UNIFORM IS WORN



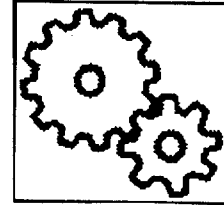
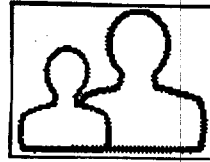
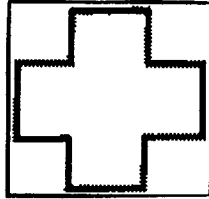
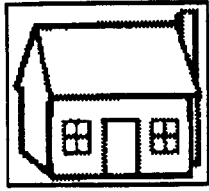
Before the Tiger can become a Wolf he first needs to follow the **BOBCAT TRAIL:**

WELCOME TO OUR PACK!

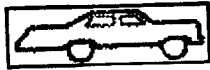
Say Hi to my friend the Bobcat. He has seven things for you to do.

- 1. Learn and say the Cub Scout Promise.
- 2. Say the Law of the Pack. Tell what it means.
- 3. Tell what Webelos means.
- 4. Show the Cub Scout sign. Tell what it means.
- 5. Show the Cub Scout handshake. Tell what it means.
- 6. Say the Cub Scout motto. A motto is a rule.
- 7. Give the Cub Scout salute. Tell what it means.

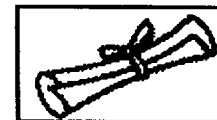
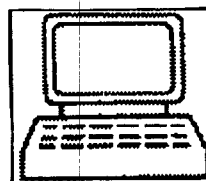
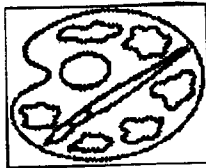
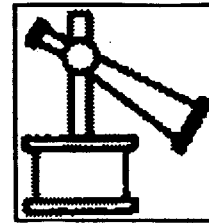
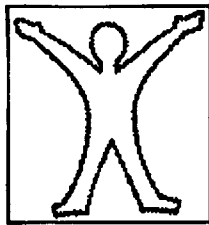
The Bobcat / Wolf can now wear the **RED VEST** for all his **PATCHES.**



Pow Wow 1999



Webelos



AQUANAUT

DEN ACTIVITIES:

1. Discuss and stress the importance of the buddy system. Demand adherence to the system.
2. Take the den swimming. Try to pass optional badge requirements. Remember--15-20 minutes in one session is about as long as the Scouts' interests will be maintained. Include water games, but keep them short.
3. Teach the four basic rescue methods. Let the Scouts practice throwing a lifeline or inner tube for rescue.
4. Practice rescue breathing on a dummy.
5. Invite an expert to explain how to handle emergencies in the water: swim instructor, YMCA or YWCA, Coast Guard, State Water Patrol, local BSA certified lifeguard or aquatics instructor, etc.
6. Have a family splash party where Scouts can demonstrate proficiency in swimming, snorkeling, boating and water rescue.
7. Have an expert demonstrate the proper use of masks, fins and snorkel.
8. Go to a swim meet.
9. Study the Safe Swim Defense Plan (in the Webelos book).

WATER GAMES:

Drop the Puck: This game is played like the old game "drop the handkerchief," except that a puck or other weighted object is used. The players form a circle around which IT swims with the puck in his hand. He drops it behind one of the players who must recover it and give chase around the circle, trying to catch IT before he can succeed in taking his place.

Neptune's Call: The players are lined up on one side of the pool. The one who is IT stands or treads water in the center of the pool. When he shouts "Neptune's call, come one and all," the players must swim to the opposite side and he tries to tag as many as he can. All the players tagged must remain in the center and help in capturing the others until all are caught.

Leapfrog: Players line up in the water. The last one in line puts hands on the shoulders of the one in front of him, pushing him under water while he leaps over with feet wide apart. Continue until the former first in line becomes last.

Stunt Tag: IT calls out certain parts of the body which must be out of the water, such as "one foot out," "both hands out," "both feet out," etc. IT may tag any player not obeying and they become IT.

Will-o'-the-wisp: Players are blindfolded; one person with a bell, who is not blindfolded, surfaces, dives and swims under water. Each time he comes to the surface, he must ring the bell, and those blindfolded try to catch him. If you have no bell use a whistle, but a bell is much better. When the bellman is caught, he joins the blindfolded group and the captor becomes "will-o'-the-wisp."

Greased watermelon pushball: Divide into two teams. Deposit a greased watermelon in the water midway between the two teams. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. Each team tries to get the watermelon to their side of the pool. The melon must be completely out of the water to count as a goal.

For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby. The Artist Activity Badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you may wish to enlist the help of an experienced Dad or art teacher. Beginners books on art may be helpful.

DEN ACTIVITIES

Let the boys study a color wheel and practice combining paints making shades and tints with tempera or watercolor. Ask boys to make a profile of a family member and an original picture at home.

Attend an art exhibit or visit an art museum.

Invite an art instructor or an artist to den meeting to talk about basic art and design. He will be able to answer any technical questions on the requirements for the badge.

Design is basic in all art. Have boys make two designs each of straight line, curved line, and a composite of both types of lines.

Have each boy make a pencil sketch of a bottle, dish or other still object.

Hold an "Art Can Be Fun" night for the Webelos den families.

Have modeling clay and materials on hand for making models. Start simple sculptures to be finished at home. (See Webelos Scout book).

Make mobiles. (You might use the Cub Scout monthly theme as a theme for your mobiles.) Boys can bring some of the materials for mobiles from home.

Have boys make drawings during a nature hike - of birds, animals, trees, insects, plants, etc.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to distinguish between colors, tints and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They will develop creativity as they practice design and work on sculpturing, mobiles and constructions.



ARTIST



Here are some ideas for different mobiles that can be easily made in a den meeting. Included first are directions for some of the basic parts of all mobiles:

TRIM



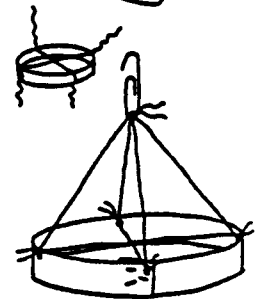
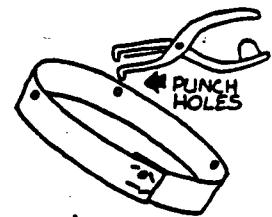
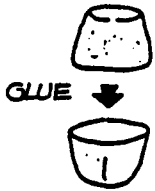
Egg Cup Forms:

Use cardboard egg cartons and cut the egg cup sections apart. Trim the edges to make them even. Glue two egg cups together. (Don't worry if they don't match perfectly.) Let the glue dry and decorate as described below.



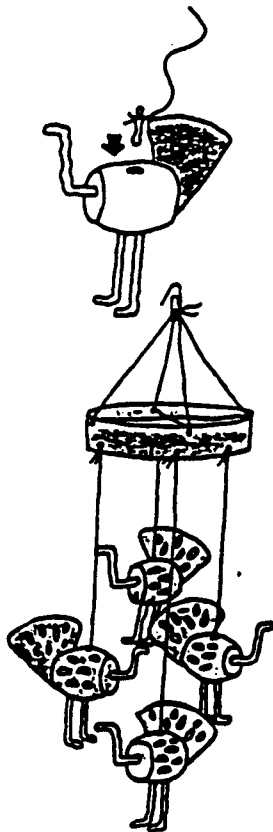
Basic Frame:

Cut a strip of oaktag or cardboard as wide and as long as a yardstick. Bend it to make a circle and staple in place. Punch 4 holes around the frame, as shown. Cut two pieces of string of equal length. Put each string through the holes, as shown. Tie the ends together. Bend a paper clip and put it through the top strings to make a hook for hanging.



TURKEY MOBILE:

1. Make a frame and four egg cup forms, as described above.
2. On construction paper, draw circles the size of a saucer and cut them out. Cut each circle into quarters and glue each piece to an egg cup form to be the turkey's tail.
3. Cut pipe cleaners in half. Make holes in each form for the legs and necks. Stick a pipe cleaner into each hole and glue in place. After the glue dries completely, bend the bottom of each leg to make a foot; bend the end of each neck to make a head.
4. Paint the turkeys and let dry thoroughly. Tie a piece of thread to a piece of pipe cleaner for each turkey. Make a hole in the center of the back of each turkey. Stick the pipe cleaner through each hold and turn to hold in place.
5. Punch holes around the frame and tie turkeys to it.



YARN JUMBLES: Make a frame, as shown above. Soak different colored pieces of yarn in liquid starch. Blow up several small balloons of different shapes and tie the tops. Wind the wet yarn around the balloons. When the yarn is dry, pop the balloons and carefully take them out. Tie a piece of thread to the yarn at the top of each jump. Punch holes around the frame and tie the jumbles to it.

pop the balloons and carefully take them out. Tie a piece of thread to the yarn at the top of each jump. Punch holes around the frame and tie the jumbles to it.

ATHLETE

Fitness Circle Game:

Form a circle as large as the room permits, with all the Webelos facing the same direction. Give instructions for various activities, as follows:

1. Start walking in a circle and keep walking between these exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now reach your hands high over your heads.
5. Bend your knees slightly, grasp your ankles and continue walking.
6. Walk as if the heel of one foot and toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from that position.
9. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
10. Walk forward at a rapid pace (don't run) while swinging the arms vigorously.
11. Take giant steps.
12. Walk forward, raising our knees as high as possible with each step.
13. Run, lifting your knees high.
14. Walk on your hands and feet.

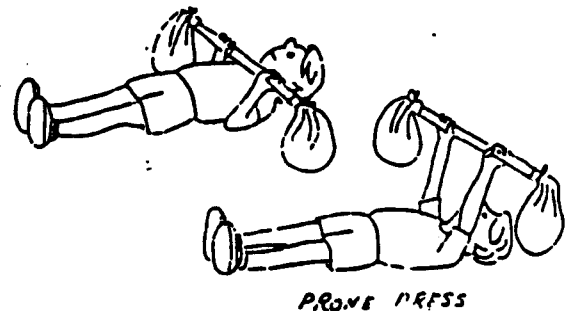
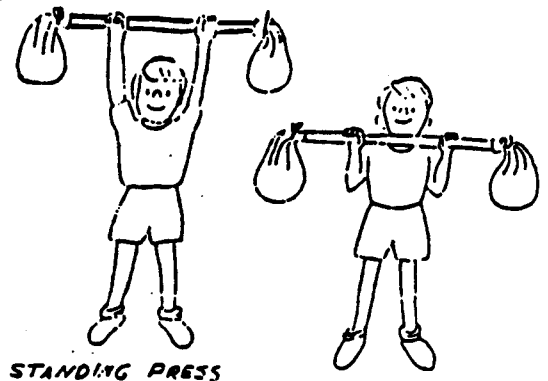
Homemade Gym Equipment:

Barbells: To make homemade barbells, you need a broomstick and two strong cloth sacks (or old pillowcases). 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.

Exercise Shoes: Take an old pair of house shoes and sew weights all around. Large washers make good weights.

High Jump Test: Tack a yardstick on the wall with the bottom of it at the height you can reach with your feet flat on the floor and your hand extended above your head.. Jump with a piece of chalk in your hand and mark the wall at the highest part of the jump.



A PORTABLE GYM

Here's a "gym" you can carry, and still use for all kinds of physical fitness activities. It's a rope.

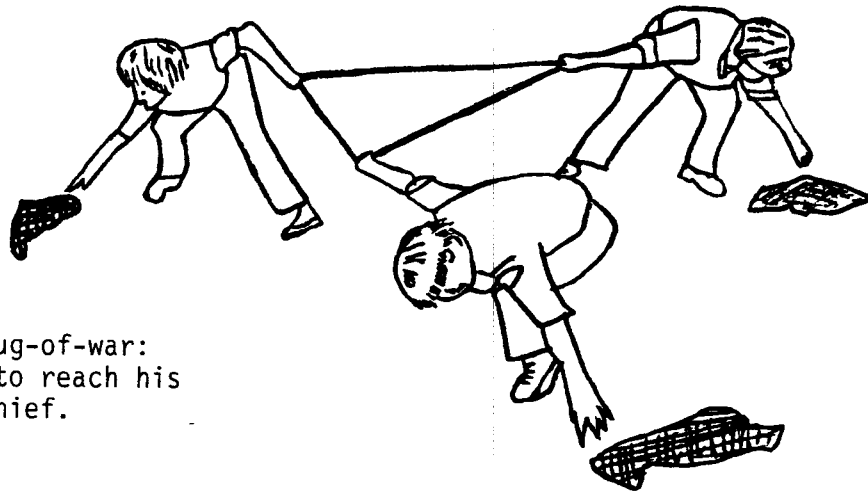
The tope is used in one of the toughest sports - the tug-of-war. Try one at your den meeting, half the den against the other. Or your den against another den. Or the three-man version shown here.

To exercise by yourself, tie your rope to a tree or telegraph pole, and pass the end over your shoulder. Now pull as hard as possible. It will give your leg, stomach, and back muscles some tough exercise.

TRACTOR PULL is a game, but it is also a good workout. Loop rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours they try to drag each other across a dividing line.

ROPE JUMPING develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For ROPE CLIMBING, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 15 feet off the ground. At first, climb it any way you can, using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders, and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations.



Three-way Tug-of-war:
Each tries to reach his
own neckerchief.

WEBELOS YELL

We're the Webelos full of wit.
Our den is physically fit.

MY Bonnie

My Bonnie lies over the ocean
My Bonnie lies over the sea
My Bonnie lies over the ocean
Oh bring back my Bonnie to me.

Bring Back, Bring Back,
Oh bring back my Bonnie to me to me.
Bring Back, Bring Back,
Oh Bring back my Bonnie to me.

Athlete Variation of My Bonnie:

Have Webelos stand up or sit
down when every a word starting
with the letter "B" is sung.
I.E. First Bonnie stand up...
Second Bonnie sit down, etc.

CITIZEN

Do You Know Your Flag?

This quiz can be very tricky!

1. The flag is raised (a) slowly, (b) briskly, (c) at any speed that is comfortable. [Answer: (b) Briskly]
2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or false? [False. The flag is never dipped to anyone.]
3. The flag must never be lowered no matter how bad the weather conditions? True or false? [False. The flag is not flown in bad weather.]
4. The flag is never allowed to fly after daylight hours anywhere in the world. True or false? [False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.]
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or false? [True]
6. The flag's honor guard walks (a) on the flag's right, (b) just behind the flat, (c) on either side of the flag. [(c) On either side of the flag.]
7. If you are a Cub Scout, Boy Scout or Explorer, you always give the Cub Scout, Boy Scout or Explorer salute to the flag whether or not you are in uniform. True or false? [False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.]

Newspaper Study

Materials: One current newspaper per team (copy of the same paper)

Directions: Divide boys into teams. On signal, each team starts to search for news items that definitely illustrate the Scout Law. The team with the most clippings in a given time is the winner.

America's Symbols Quiz

1. The right hand of the Statue of Liberty holds a torch; what is in the left hand? [Answer: book]
 2. Which is taller, the Statue of Liberty or the Washington Monument? [The Washington Monument]
 3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the United States? [*E pluribus unum* ("one out of many")]
 4. In the Great Seal, what is the eagle carrying in its talons? [Arrow symbolizing war and an olive branch of peace.]
 5. What denomination of currency has the Great Seal printed on it? [The \$1.00 bill]
 6. How many people can fit inside the head of the Statue of Liberty? [Approximately 40]
 7. What is the official U.S. Motto? [In God We Trust]
 8. Francis Scott Key was inspired to write "The Star Spangled Banner" when he saw the flag still flying over what fort? [Ft. McHenry]
 9. Name the four U.S. Presidents carved in the Mt. Rushmore Memorial in South Dakota. [George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt]
-

FLAG - FIND THE WORD

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

BANNER	FLY	RETREAT
BENNINGTON	FURL	SALUTE
BLUE	GADSDEN	STAFF
BUNKER HILL	GRAND UNION	STARS
COLORS	LIBERTY TREE	STRIPES
CONTINENTAL	OLD GLORY	THIRTEEN
FIELD	PLEDGE	UNION JACK
FLAG	RED	WHITE

Find the words listed above, circle them, and check them off the list. The words may be found in horizontal, vertical or diagonal rows.

CITIZENSHIP RATING SHEET

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME: _____

TRAITS	SCORE		
	DATE	DATE	DATE
1. I AM HONEST, EVEN IN LITTLE THINGS			
2. I AM COURTEOUS, LOYAL AND KIND TO MY PARENTS, NEIGHBORS, AND WEBELOS LEADERS.			
3. I TRY TO SHOW GOOD SPORTSMANSHIP.			
4. MY PARENTS AND FRIENDS CAN TRUST ME TO DO WHAT I SAY I WILL DO.			
5. I WORK AND PLAY CHEERFULLY WITH OTHERS.			
6. I ALWAYS KEEP MY PROMISES.			
7. I TAKE GOOD CARE OF MY OWN THINGS AND THINGS THAT DON'T BELONG TO ME, SUCH AS SCHOOL BOOKS, SCHOOL PROPERTY, ETC.			
8. I DO MY BEST TO KEEP THE CUB SCOUT PROMISE ALL THE TIME.			
9. I ALWAYS HELP CLEAN UP AFTER DEN MEETINGS AND WHEN I'M NEEDED IN MY SCHOOL CLASSROOM.			
10. I NEVER MAKE FUN OF PEOPLE (EXCEPT MAYBE KIDDING AROUND WITH MY FRIENDS.)			

RATING SCALES: 5 - VERY GOOD * 4 - GOOD * 3 - FAIR * 2 - POOR * 0 - VERY POOR

COMMUNICATOR



Communication Game:

This is a game that can be played in any den setting and is instructive for both the boys playing the game and for the rest of the den watching.

Cut identical sets of geometric shapes (various shaped triangles, squares, rectangles, octagons, etc.) out of different colors of construction paper. Give one set to each of two boys and seat them so they are facing away from each other at two tables or on the floor.

The first boy is told to arrange his shapes in whatever fashion he chooses. When he has done so, he is told he must now tell the second boy how to arrange his identical set of shapes in the same arrangement. The second boy cannot ask questions or otherwise communicate with the first boy. See how things work out.

The second time, the roles are reversed, with the second boy arranging his shapes any way he wishes. The difference now is that the first boy may ask questions and the second boy may answer them.

Follow up with a discussion about the value of questions and answers in effective communication.

Hear, Hear Game:

This game is about identifying sounds. The den chief produces the sounds below from behind a screen or in another room and the Webelos listen. As each sound is produced, the boys write down what they think it is.

Sample sounds: sandpaper rubbed on glass, pack of cards dropped on a table, egg beater whipping cream, golf ball or ping-pong ball bouncing on a bare floor, piece of metal being filed, slicing bread, cutting glass with a glass cutter and bursting a paper bag.

Newspaper Ad Relay:

Materials:

- 2 or more newspapers, folded
- a pair of scissors for each newspaper
- a list of ads to be cut (one list per team)
- pencil or pen to mark ads off list

Directions:

Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold the paper, find an ad, cut out the ad, refold paper and check the ad off the list. Player returns to line and next player repeats process and on through the line. First team to find ads for the entire list wins.

COMPUTER CHIP BUG

We all know computers are full of bugs. Well here is how to make a tie slide of them!

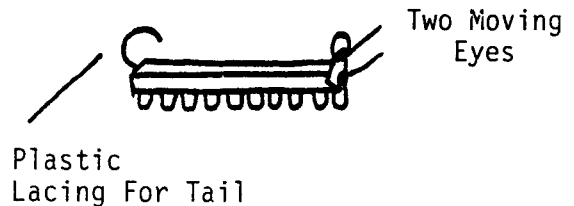
Materials Needed:

1 Microchip (these can be found at most electronics stores)
2 Moving small moveable eyes
 $\frac{1}{4}$ inch plastic lacing
Tie slide material (plastic tubing works the best)

Hot melt glue gun or airplane glue
To Make;

1. Glue the eyes to the front of the microchip
2. Glue the plastic lacing under the microchip and curl it upward towards the back. This makes the tail.
3. Glue it to the tie slide material and he will bug you forever!

COMPUTER BUG



TELEPHONE COMMUNICATION

Be prepared. Make an emergency phone call card. Use index cards so they can be folded and placed in a wallet.

EMERGENCY PHONE NUMBERS

NAME _____
PHONE NUMBER _____

On the card place any emergency numbers. Include emergency number (911), doctor number, relatives numbers.

Practice (on a play phone) the correct way to place a phone call, taking a message, and how to handle placing an emergency phone call. Also practice how to handle an emergency call, rude callers. Demonstrate the difference in being rude and the correct way to handle a phone call.

STRESS MANNERS AND THAT IT IS AGAINST THE LAW TO PLACE RUDE PHONE CALLS EVEN FOR FUN.

SILENT COMMUNICATION

Ideas how to make a game of being silent:

1. Play charades. Place names of animals on slips of paper. Place in jar-have each boy draw one. Each must act out the animal.
2. Hold an entire den meeting without talking. This includes role taking, games etc...
3. Have each boy tell a short story without talking.
4. Have each boy use the sign language to spell their names.
5. Each Indian tribe had their own special form of sign or hand language. Create with hand language a message so each boy can use when meeting with another member of the den.
6. Have each boy demonstrate (without talking) a favorite food, beverage, hobby, or animal.

COMMUNICATOR

Requirements

DO FOUR OF THESE:

1. Play the Body Language Game with your den.
2. Tell your den about something you have done and answer their questions about it.
3. Invent and use a sign language or picture writing to tell someone a story.
4. With your den, use a signal code to send a message of a few words.
5. Tell how to use a telephone or Citizens Band radio properly.
6. Invent your own den secret code and send one of your den members a secret message.
7. With one of your den members, tell a story two different ways. Let the rest of the den try to find out which version is true by asking questions.

AND DO TWO OF THESE:

8. With your den, visit a library and talk to a librarian. Learn how books are indexed to make them easy to find.
9. Visit the newsroom of a newspaper or radio television station and find out how they receive information.
10. Invite a blind, deaf, or mute person to visit your den. Ask them about special problems they have in communicating. See how well you can communicate with them.
11. Use a personal computer or terminal to access a computer data base. Talk about what you discovered.
12. Find out about jobs in communications. Tell your den what you learned.

BEDSIDE INTERCOM

Materials Needed:

2 empty toilet paper rolls
2 rubber bands

wax paper, long heavy thread, old candle, and 2 toothpicks

1. Stretch a piece of wax paper over one end of each of the toilet paper rolls.
2. Rub some wax on the thread to cover it with wax.
3. Poke a hole through the wax papered ends of the 2 toilet-paper rolls.
4. Insert the string into the holes. Tie the string around the toothpicks. This will secure the string.
5. Pull the thread tight and one person listens while another talks. This works well if the string is tight and nothing touches it.



ROBOT APPLAUSE:

Walk in place, stiff-legged and stiff arms, saying "Does not Compute"

COMMUNICATOR

SALT WRITING

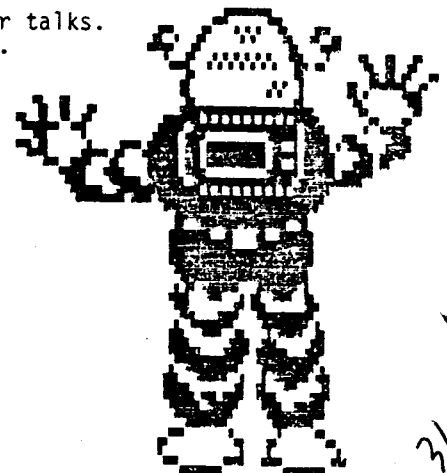
Supplies Needed:

- $\frac{1}{2}$ teaspoon salt
 - $\frac{1}{2}$ teaspoon hot water
 - small jar lid, toothpick, paper and a soft lead pencil
1. Place salt and hot water into jar lid, stir with a toothpick until the salt is almost dissolved.
 2. Use a toothpick to write with. Write your message.
 3. Let the message dry for 30 minutes.
 4. To see the message use the pencil and rub the lead over the message.

INVISIBLE INK

Supplies Needed:

- 4 drops onion and lemon juice
 - 17 grains sugar (yes-count them)
 - knife, small jar lid, toothpick, paper and a light.
1. Slice the lemon and onion in small piece.
 2. Mix the lemon and onion juice in the lid, stir with toothpick until the sugar dissolves.
 3. Use a toothpick to write your message. Do not press too hard.
 4. After the message has dried hold the paper over light, the message will appear from the heat.



SIGN LANGUAGE FOR THE HEARING-IMPAIRED

MANUAL ALPHABET. Words for which there are no signs, the hard-of-hearing spell out in the signs of the manual alphabet. They use these signs also when they spell out the names of persons or places.

International Morse Code - Letters

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

Numerals

1	• — — — —	6	• • • • •
2	• • — — —	7	• — • • • •
3	• • • — —	8	• — — • • •
4	• • • • —	9	• — — — • •
5	• • • • •	0	• — — — —

IDEAS FOR MORSE CODE

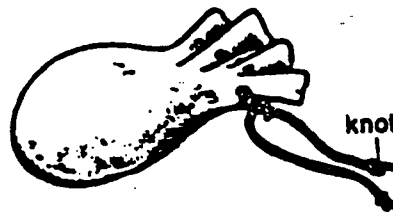
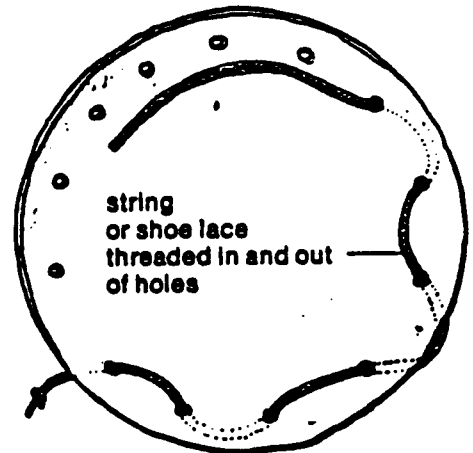
1. Use a flashlight turn it on. Cover it with your hand to turn it off. Blink out a message in Morse Code. Uncover the flashlight for a short time for the dot, longer for the dashes. Count to ten between letters and 30 between words. This gives the receiver longer time to jot down the message.
2. Use a mirror or a tin can lid that shines to send the Morse Code. Flashing it in the sun for the light.
3. Use a whistle to send the Morse Code. (YOU MAY NOT WANT TO DO THIS IF YOUR NEIGHBORS ARE CLOSE AND DISLIKE WHISTLES!)
4. Flags can be used. For a dot the flag is swung right, for a dash the flag is flung to the left.



CRAFTSMAN

Leather Pouch:

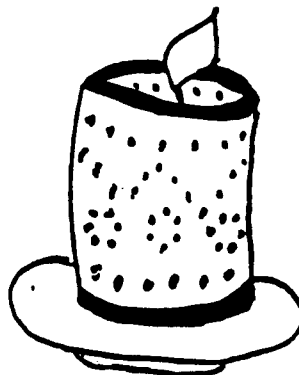
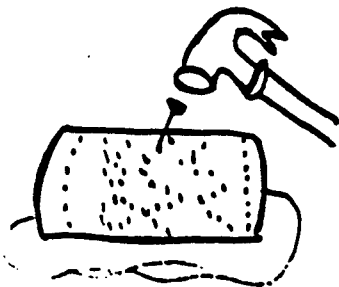
Here's a great way to use up scraps of soft leather that are left over from other projects. Cut out a circle of leather of any size (at least 4-5 inches across works best). Punch small holes evenly spaced around the edge of the circle and thread them (alternately up/down) with string or leather lacing. When you've gone through all the holes, tie a knot in each end of the string. When you pull on both ends of the lace, the circle becomes a neat pouch. Use it to hold change, marbles, etc.

Tin Can Lanterns

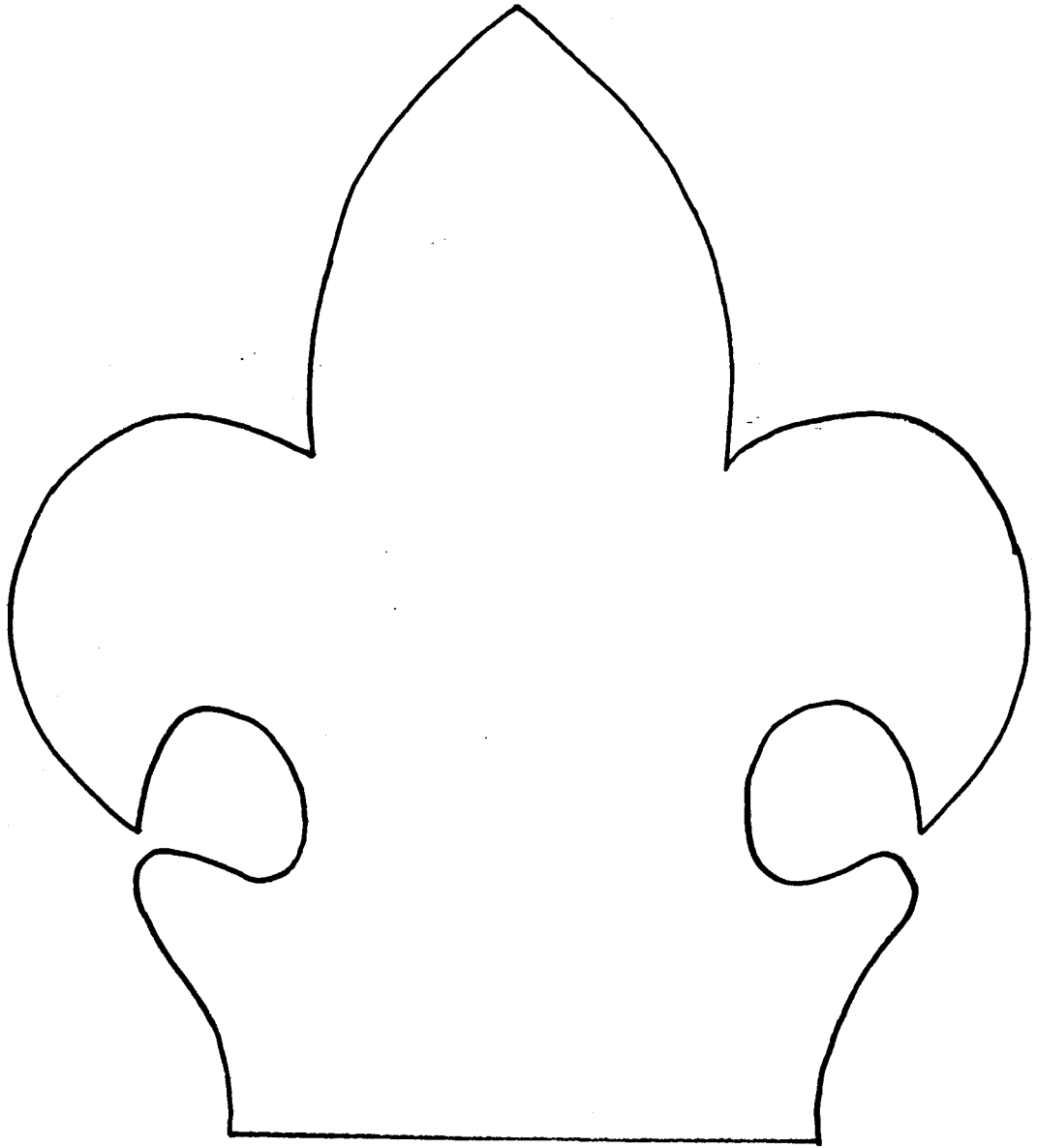
Materials: Tin cans of various sizes (washed and with edges pinched smooth with pliers), a hammer and nails, a short (votive) candle, an old towel.

Directions:

1. Fill each can with water and place in the freezer until frozen solid.
2. Lay the can sideways on an old folded towel and, using a hammer and nail, pound holes all over the can in an interesting design. Don't punch too close to the bottom because the way may drip out later.
3. Let the ice melt (in the kitchen sink) and dry the can thoroughly. Put a low, round candle in the bottom of each lantern. (To secure it, press it down in a few drops of melted wax.)
4. Place the tin lantern in a shallow dish or pie tin.

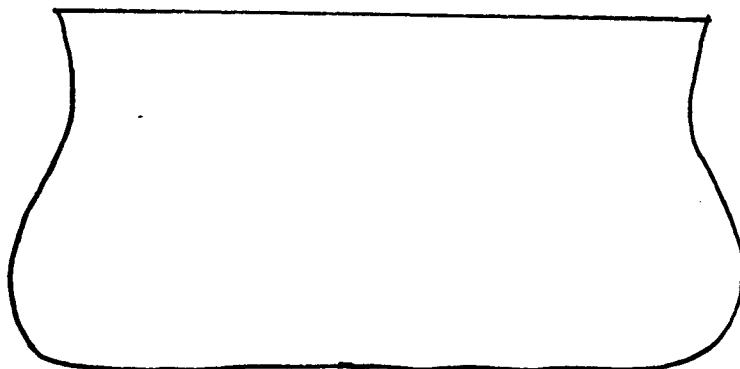


SCOUT BOOKEND PATTERN



Cut 2 of each from plywood; sand smooth and varnish so grain shows.
Purchase B.S.A. decal, and place on each bookend.

Attach as base with wood glue and 1" very thin nails (finishing type).
Nail holes may be sealed with wood putty if they are set deep. Re-sand
and varnish.



R E C I P E H O L D E R

MATERIALS:

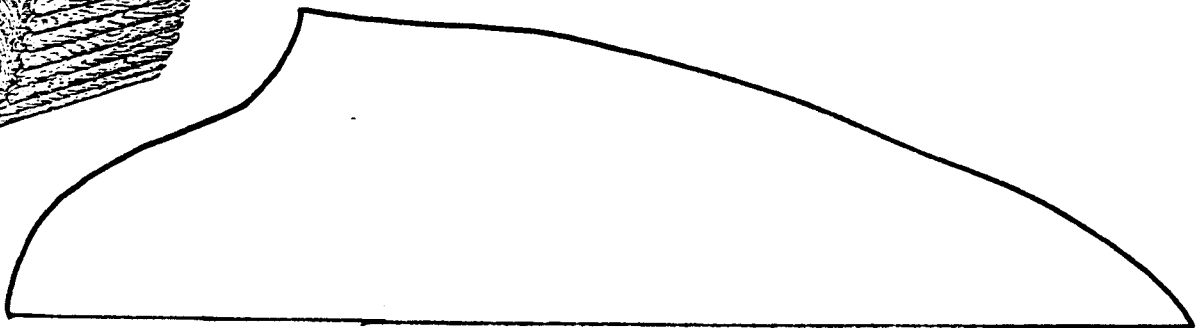
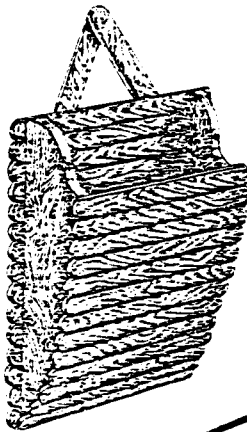
30 STICKS - GLUE

 $\frac{1}{4}$ " CORK OR PLYWOOD

PAINT, VARNISH, SHELLAC, OR LACQUER

Mother will love you for making this recipe holder for her. Put a coat or two of her favorite color on it, then paint in a few flowers for good measure. Letter it "Favorite Recipes" and hang it up. Watch Mom glow with pleasure.

With a sharp knife or single edge blade, cut the illustrated pattern on the cork pieces. Now lay down fifteen sticks, flat and parallel so they touch. Spread cement on the flat edge of the cork pieces and set down crosswise on the 15 sticks so that each stick is cemented to the cork pieces and lay sticks across. Cement two sticks in triangular fashion to back side of the project to serve as a hanger as illustrated.



WEBELOS - ENGINEER

Requirements: (Do Five)

1. List 10 different things engineers do.
2. Visit a construction job. Look at a set of plans.
3. Measure the length of a property line. Explain how property lines are determined.
4. Make a drawing of how electricity gets to your house.
5. Make drawings of three kinds of bridges. Explain them.
6. Make and show how a block and tackle works.
7. Build and show how a catapult works.
8. Draw a floor plan of your house.

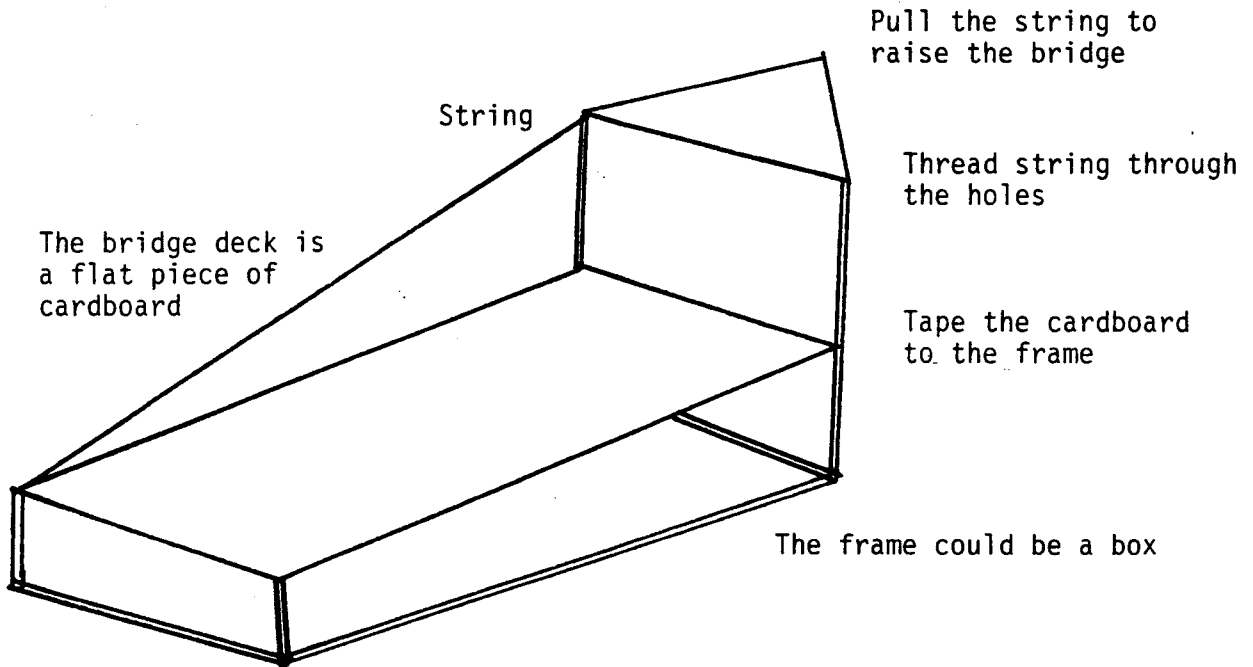
EVERY CUB SCOUT HAS DONE SOME ENGINEERING IF HE HAS BUILT A CAR FOR THE PINWOOD DERBY OR A BOAT FOR THE BOAT REGATTA OR A ROCKET FOR THE SPACE DERBY!

What do engineers do?

1. Design cars and their parts (Automotive Engineers)
2. Design airplanes and their parts (Aeronautical Engineers)
3. Program computers (Software Engineers)
4. Design calculators (Electrical Engineers)
5. Design buildings (Civil Engineers, Mechanical Engineers)
6. Supervise construction (Civil Engineers)
7. Design dams (Civil Engineers)
8. Design oil refineries (Chemical Engineers)
9. Make paint, anti-freeze, soap (Chemical Engineers)
10. Design electrical systems (Electrical Engineers)

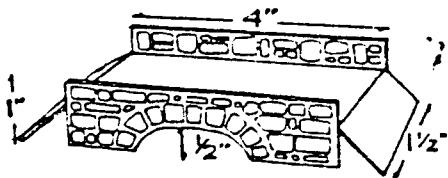
BRIDGES

Make a drawbridge out of cardboard, string, and tape using the design below.

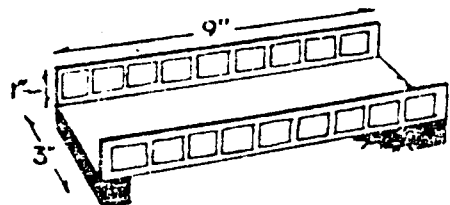


Other bridges you can build from cardboard:

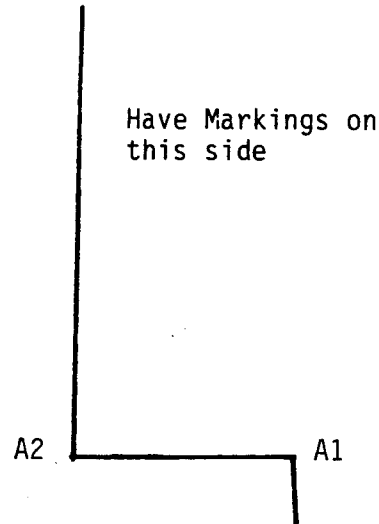
STONE ARCH BRIDGE. Floor and ends are one piece, scored and bent. Glue sides to floor. Draw stones with soft pencil.



STEEL GIRDER BRIDGE. Floor and sides are one piece, scored and bent. Abutments are six layers of 5/8 x 4-inch corrugated cardboard glued together. Use soft pencil for details.

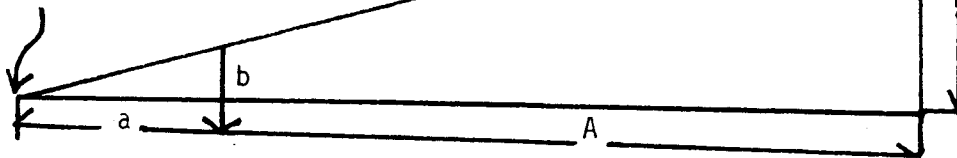


MEASURING PROPERTY LINES



Cut the strip of paper from the book. Fold it at A1 and A2 as shown. Be sure the measurement markings are facing the "tongue" of the strip.

Put the strip on your eye so you see the measurement markings



To measure the distance to something:

Have someone take a pole that you know the length of and stand where you want to know the distance.

Look past the strip and measure the height of the pole on the measurement markings.

You can estimate the distance by ratios:

$$\frac{a}{A} = \frac{b}{B} \text{ or } A = \frac{aB}{b}$$

For example, if your pole is 72" tall (B) and you measure it as being 2" with the strip (b), you already know a is 3', so

$$A = \frac{aB}{b} = \frac{(3) (72)}{(2)} = 108" = 9'$$

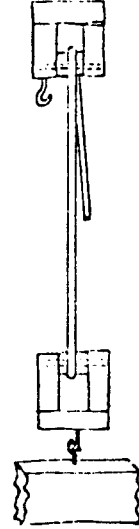
For this to work, the little flap made at A1 has to be next to your cheek and the 0 line must be even with the pole bottom.

14
1/4"
1/2"
3/4"
1"
1 1/4"
1 1/2"
1 3/4"
2"
2 1/4"
2 1/2"
2 3/4"
3"
3 1/4"
3 1/2"
3 3/4"
4"
4 1/4"
4 1/2"
4 3/4"
5"
5 1/4"
5 1/2"
5 3/4"

BLOCK & TACKLE

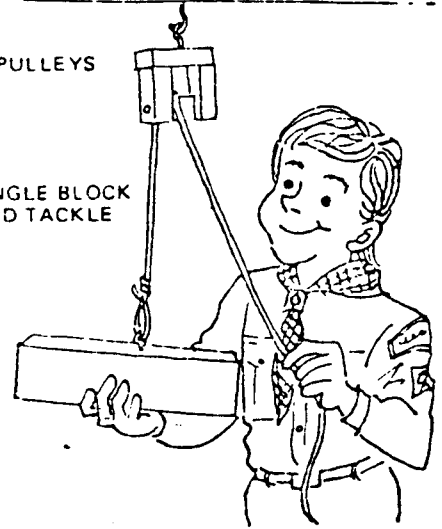
One of the requirements for the engineer badge is to make a block and tackle and show how it works. This simple machine and its uses will captivate most boys and they can make one either as den project or individually. The only materials necessary are a few small pieces of wood, a couple of hooks, a length of light rope, and two thread spools. If your wife has no empty spools at the moment, make them by cutting up a broomstick or dowel, drilling holes in the center of each "spool," and using a nail for an axle as illustrated.

DOUBLE BLOCK AND TACKLE

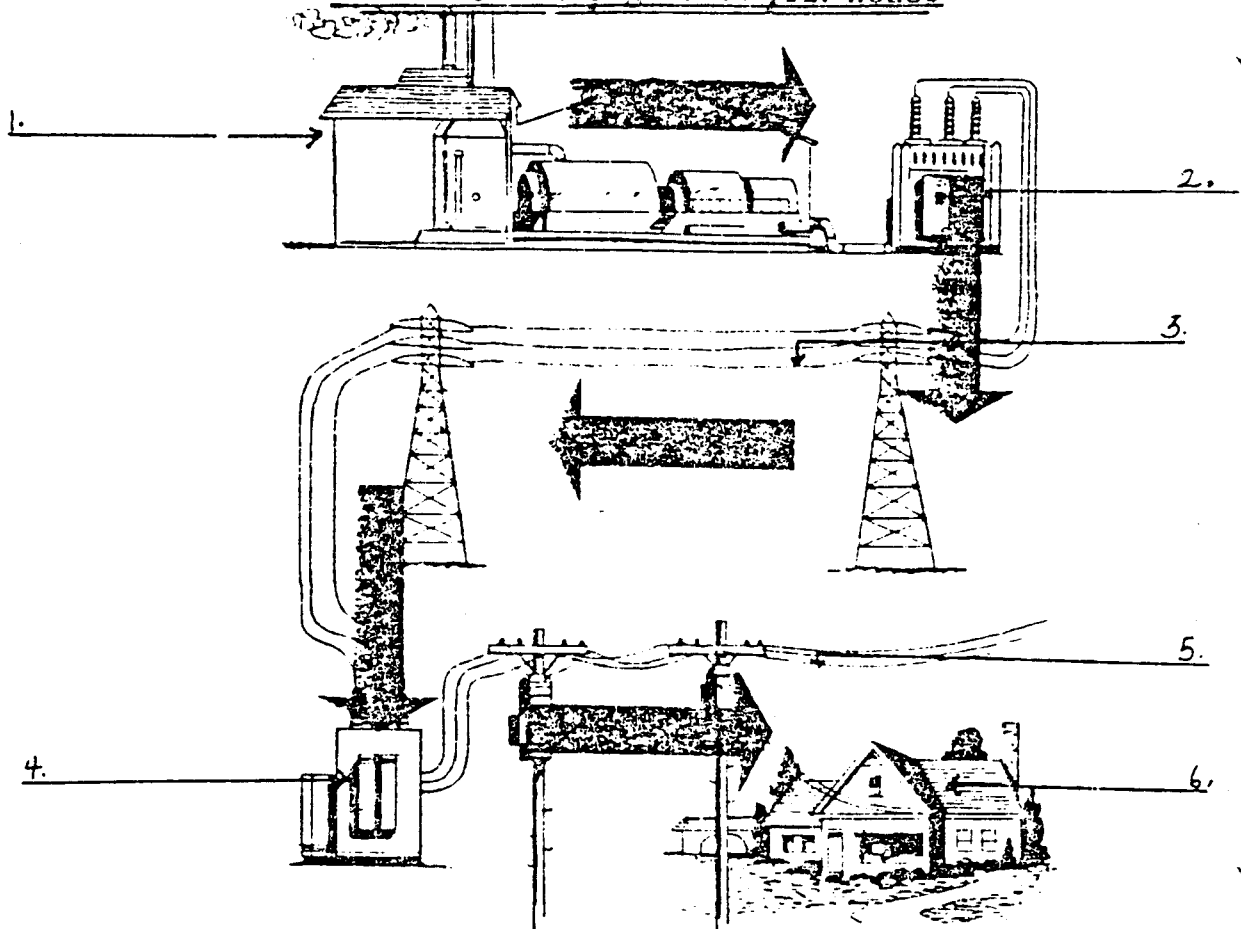


PULLEYS

SINGLE BLOCK AND TACKLE



How Electricity gets to your house





FAMILY MEMBER

The following is a list of topics each Webelos Scout should discuss with his parents to help him understand what it means to be a member of a family. These could be written in a notebook, discussed orally, or used to start a family scrap book. It is not necessary that the Webelos leader review the results. This may be a more useful vehicle if it is known from the start that the results will stay in the family unless the Scout and his family want to share some or all of it with the den. What is important is to help the Scout to understand how he fits into the family and how his actions affect the family as a whole. It is important to realize how the family helps to determine what he is and will become.

Feel free to pick and choose any or all topics to suggest to your Webelos and add any others that you feel are appropriate. Realize that not all topics will apply equally well to all boys, so use your best Scouter's judgement. BE sensitive to that boy who may come from a single-parent family, a foster child, etc. They don't want any attention brought to the fact that they aren't part of a "normal" family unit.

1. Make a list of all the members of your family.
 2. What other relatives can you discover? Include grandparents, aunts, uncles, cousins, etc.
 3. Make a family tree. Include every family member you can identify.
 4. Make a list of the places you have lived. Find out where your parents lived before you were born. Can you find out where your grandparents lived?
 5. Where did your ancestors come from? What can you discover about your family's heritage.
 6. What is something special about each member of your family?
 7. Make a list of some things that make each member of your family *happy*. Do some of these things for a while. Make a list of some things that make each member of your family *unhappy*. Don't do some of these things for a while.
 8. What are the needs of your family? (Shelter, food, clothing, love, support, understanding, etc.)
 9. Make a list of some things that members of your family do to help the family (cooking, cleaning, home repair, etc.) Who usually does these things and how could you help?
 10. What safety hazards are in your home? What has your family already done to make your home safer?
 11. How does your family clear up misunderstandings? What causes misunderstandings? How does it feel to be misunderstood?
 12. What is discipline and what is learned from it? Why is discipline necessary?
 13. What goals do you have that your family helps you attain?
 14. What is the difference between a family and just a bunch of people who live together?
 15. How does your family affect who you choose as friends?
 16. Does your family's opinion of your friends make a difference about how you feel about your friends and family?
 17. How can you tell your family loves you even when you have done something wrong or they are angry with you?
 18. How can you tell when someone in your family needs attention or support?
 19. How does your family share in your successes or triumphs? How does your family share in your defeats and failures? (We all experience both!)
 20. What are your family's beliefs in God?
 21. Who outside the family contributes to our family's values? (Teachers, coaches, religious leaders, Scout leaders, etc.) What effect do these people have?
-

SKIT-NARRATION

Wherever there is a W (Webelos) have the Webelos say this line with narrator. Wherever there is M & D (moms and dads) have parents in the audience read these lines with the narrator from a prepared poster. After the poem narration is read, have 6 Webelos with prepared posters, each with one of the 6 rules printed on it, each boy says his rule and the audience repeats it.

There once lived a family (I hope not like yours) where the children all grumbled and never did chores. They fought night and day, made a mess of the place, and turned their nice home into on big disgrace.

Well, that's how it went 'Til Mom did all a favor by demanding a change in her children's behavior.

You see, Mom was tired. She'd spent all day cleaning until every inch of her house was spotless and gleaming, when home from a hard day at school came the kids. They threw open the door - and guess what they did!!! They dropped all their papers, their folders and backpacks, their coats, hats, and mittens, their boots, books, and lunchsacks. They yelled, (W) "Mom, we're home!" And ran to the kitchen to search out some goodies for treats they'd be fixin'!

They pulled out the jam, peanut butter and bread, the chocolate and milk, and then once they were fed they didn't clean up the great mess as they should, but ran off to watch "He-Man" as fast as they could.

Even their favorite cartoon brought disaster. Brother slugged sister 'cause he couldn't see past her. They moaned and they argued on which show to watch next. Why, the screaming and brawling left poor Mom a wreck.

When the show finally ended you'd think they'd take time to do a few chores; but no, they just whined, (W) "Mom, we have homework. I have soccer today." And before Mom could stop them they quick - ran away!

So poor Mom was left with a houseful of clutter, toys and clothes, jumped-on beds, and spilled peanut butter. And on top of it all there was dinner to get and no one to help her - on that, you can bet!

'Round about six o'clock Mom and Dad set the table, and the children came running fast as they were able. There was salad, potatoes, asparagus, and roast. But the children all grimaced, (W) "Asparagus! GROSS!"

Well, Mother had had it. (M & D) "These kids are a pain. I'll take it no longer. There MUST be a change. So take care of yourselves. Just do as you like. But don't ask for help, your folks are on strike!"

So after a week (To make a long story short) the children felt sorry I'm glad to report.

For their clothes were wrinkled and too dirty to wear; and their meals, let's face it, were much less than fair. The crackers were gone; the cereal, too. And the soup they had made tasted something like glue. Their toys and their homework were nowhere to be seen. They were lost in the clutter since no one would clean.

They were bruised from their battles, weak and tired as can be from improper food and too much T.V.

They wanted their home as it once used to be. Now if only their Mother and Dad would agree. So they went to their parents, and said (W) "We'll behave. We'll clean up this house so you won't seem a slave."

And they set up some rules posted where all could see, and together they worked for a glad Family.

RULES:

- #1: We do promise whatever it takes to clean up the clutter and messes we make.
- #2: We do promise that you'll always find we'll finish each chore that you have assigned.

- #3: No fights between sister and brother. And if that gets too hard We'll stay away from each other.
- #4: We do promise to use the best words. "Thanks, Please, I'm sorry," are some we have heard.
- #5: We do promise to make home a glad place by working to keep a smile on each face.
- #6: We do promise to live our religion the way you taught us.

IMPORTANT TELEPHONE NUMBERS
El Efonos Emergencia

Parents or Guardian (at work)	Fire Department
	Police
Rescue Squad	Gas Company
Doctor	School
Poison Control	Neighbor
Clinic	Religious Leader
Welfare Department	Scout Leader
Legal Aid	Other

Here are some inexpensive ideas for family activities:

Visits to park, cookouts in park, church programs, synagogue programs, school programs, family reunions, neighborhood events, tours of your town, holidays, pow wow celebrations, fishing trips, swimming, zoos, museums, Martin Luther King's birthday, Fiesta de los Santos, Dia del Grito celebration, sports activities, fruit-picking trip, library visits, visiting relatives, movies, walks and visiting in street, obon festival.

INSPECT YOUR HOME

DANGERS

- Stove or oven or water heater pilot light out
- Bad wiring.
- Loose floorboards, Tiles, Handrails
- Toys and things on steps
- Trash and garbage stored wrong.
- Rats and roaches
- Chipped or loose paint
- Poisons and drugs

CHECK OTHER DANGERS

- Unused refrigerators
- Glass on sidewalks
- Elevators not working
- Broken locks
- Streetlight out
- Vacant house
- Unsafe incinerators
- Open and unguarded windows
- Oily rags
- Unsafe toys

FAMILY NEEDS

- *Shelter, *Food,
- *Money, *Clothes,
- *Caring, *Being safe,
- *Help for children,
- *Health

You can help your family with money matters in 2 ways:

1. You can earn some money.
2. You can help by not wasting anything.

WHEN GOD CREATED FATHERS...

When the good Lord was creating fathers he started with a tall frame.

And a female angel nearby said, "What kind of father is that? If you're going to make children so close to the ground, why have you put fathers up so high? He won't be able to shoot marbles without kneeling, tuck a child in bed without bending, or even kiss a child without a lot of stooping."

And God smiled and said, "Yes, but if I make him child-size, who would children have to look up to?"

And when God made a father's hands, they were large and sinewy.

And the angel shook her head sadly and said, "Do you know what you're doing? Large hands are clumsy. They can't manage diaper pins, small buttons, rubber bands on pony tails, or even remove splinters caused by baseball bats."

And God smiled and said, "I know, but they're large enough to hold everything a small boy empties from his pockets at the end of a day... yet small enough to cup a child's face in his hands."

And then God molded long, slim legs and broad shoulders.

And the angel nearly had a heart attack. "Boy, this is the end of the week, all right," she clucked. "Do you realize you just made a father without a lap? How is he going to pull a child close to him without the kid falling between his legs?"

And God smiled and said, "A mother needs a lap. A father needs strong shoulders to pull a sled, balance a boy on a bicycle, or hold a sleepy head on the way home from the circus."

God was in the middle of creating two of the largest feet anyone had ever seen when the angel could contain herself no longer. "That's not fair. Do you honestly think those large boats are going to dig out of bed early in the morning when the baby cries? Or walk through a small birthday party without crushing at least three of the guest?"

And God smiled and said, "They'll work. You'll see. They'll support a small child who wants to 'ride a horse to Banbury Cross,' or scare off mice at the summer cabin, or display shoes that will be a challenge to fill."

God worked throughout the night, giving the father few words, but a firm authoritative voice; eyes that saw everything, but remained calm and tolerant.

Finally, almost as an afterthought, he added - tears. Then he turned to the angel and said, 'Now, are you satisfied that he can love as much as mother?'

The angel shutteth up.

- Erma Bombeck

WHEN GOD CREATED MOTHERS...

When the Good Lord was creating Mothers he was into his sixth day of "overtime" when the angel appeared and said, "You're doing a lot of fiddling around on this one."

And the Lord said, "Have you read the spec on this order?" She has to be completely washable, but not plastic. Have 180 moveable parts...all replaceable. Run on black coffee and leftovers. Have a lap that disappears when she stands up. A kiss that can cure anything from a broken leg to a disappointed love affair. And six pairs of hands."

The angel shook her head slowly and said, "Six pairs of hands...no way."

"It's not the hands that are causing me problems," said the Lord, "It's the three pairs of eyes that Mothers have to have."

"That's on the standard model?" asked the angel.

The Lord nodded. "One pair that sees through closed doors when she asks, 'what are you kids doing in there?' when she already knows. Another here in the back of her head that sees what she shouldn't but what she has to know, and of course the ones here in front that can look at a child when he goofs up and say, 'I understand and I love you' without so much as uttering a word."

"Lord," said the angel touching His sleeve gently, "Come to bed. Tomorrow..."

"I can't," said the Lord, "I'm so close to creating something so close to myself. Already I have one who heals herself when she is sick... can feed a family of six on one pound of hamburger...and can get a nine-year old to stand under a shower."

The angel circled the model of a Mother very slowly. "It's too soft," she signed.

"But tough!" said the Lord excitedly. "You cannot imagine what this Mother can do or endure."

"Can it think?"

"Not only think, but it can reason and compromise," said the Creator.

Finally, the angel bent over and ran her finger across the cheek. "There's a leak," she pronounced. "I told you you were trying to put too much into this model."

"It's not a leak," said the Lord, "It's a tear."

"What's it for?"

"It's for joy, sadness, disappointment, pain, loneliness and pride."

"You are a genius," said the angel.

The Lord looked somber and said, "I didn't put it there."

- Erma Bombeck

PHYSICAL FITNESS

REQUIREMENTS

DO FOUR OF THESE:

1. Tell an adult member of your family five bad effects smoking or chewing tobacco would have on your body.
2. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
3. Tell an adult member of your family what a balanced diet is and whether your diet is balanced.
4. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.
5. Choose six exercises that will keep different parts of your body fit. Perform the exercises regularly for 30 days.

SOME ACTIVITIES

1. Jumping Rope Hints:
 - A. Jump briskly - 70 to 80 jumps per minute.
 - B. Start slowly - 2 to 3 minutes per day and 5 times per week.
 - C. Gradually increase to 1 minute per day until you can jump 15 to 17 minutes per day.
 - D. 10 minutes is worth two sets of tennis, 40 minutes of badmitton or 18 holes of golf without a cart.
 - E. Try variations like double bounce, one foot only or cross feet.
 - F. Warm up first with stretches, jogs in place, etc.
2. JOGGING Hints:
 - A. Physical exam first.
 - B. Need good running shoes, they have to be flexible and have good shock absorbtion and they must fit.
 - C. Regular effort - no less than 3 times a week.
 - D. Start slowly by walking some and then jog some.
 - E. Warm-up first with toe touching, sit ups, leg lifts, etc. EVERY TIME.
 - F. Have fun by varying speeds and routes.
 - G. Cool down by slowing down and tapering off.
3. HIKING Hints:
 - A. Proper care of the feet, start with short hikes to build endurance and to toughen the feet.
 - B. Have enough clothes for whatever season you're in. They should be layered and comfortable.
 - C. Have water available.
 - D. Hike for fun:
 - Breakfast hikes
 - Supper hikes
 - Treasure hunt hikes
 - Nature hikes
 - Orienteering hikes, etc.

Rules for successful Hikes:

1. Plan details and stick to plans
2. Use hiking boots - not tennis shoes on hikes
3. Try out equipment first before getting far from home or base.
4. Take only what you need. Leave behind only your footprints.

ADVANCEMENT CEREMONY

If you are working on your physical fitness competition, this ceremony might be just what you are looking for.

Props: Set up "Winner's Circles" with a poster labeling each rank.

CUBMASTER: In the Olympics, there are many events to compete in. It takes months, even years of training to get in condition. The ultimate goal, of course, is to win the Gold Medal, the Olympics highest award.

We have some boys who have only just begun their training. Their 1st hurdle is the Bobcat. Will our Bobcats and their parents "jump" into the winner's circle and receive their awards?

The high jump into the Wolf book requires a stepped up program of conditioning. Basic skills must be mastered and the work may seem tedious, but this groundwork of training is necessary. Will the following Wolves and their parents "leap" up into the Wolf circle?

Longer and more intensive training continues into the Bear book. The work is harder, but the skills must be learned here in preparation of the ultimate Gold Medal. Bears tonight have come this far in their training. Will _____ and their parents meet me in the winner's circle and accept their awards?

The training now has definitely increased to a concentrated effort to achieve the highest award. This month's efforts were focused on the Athlete Activity Badge. I'd like these boys to approach the Webelos circle and receive their activity pins.

The greatest honor we have today is that of announcing the "Gold Medal" winner - what we in Scouting call the Arrow of Light. This is the highest award a boy can receive and one that requires a definite commitment. We have a few boys who have succeeded in that ultimate goal - the Arrow of Light. Will _____ and their parents join me up front to receive Cub Scouting's Gold Medal - the Arrow of Light!

TWO SCOOPS OF RAISINS

Props: Long sheet of newsprint with bowl drawn on it. Signs saying RAISINS for all participants.

Characters: Any number

Boys stand behind bowl holding onto raisin sign. Two boys on each hold up the bowl.

All boys singing: "Two Scoops of raisins in Kellogg's Raisin Bran."

Looking up say: "Ooops. Here comes the spoon."

1-2 boys fall down.

This continues until only one raisin is left standing.

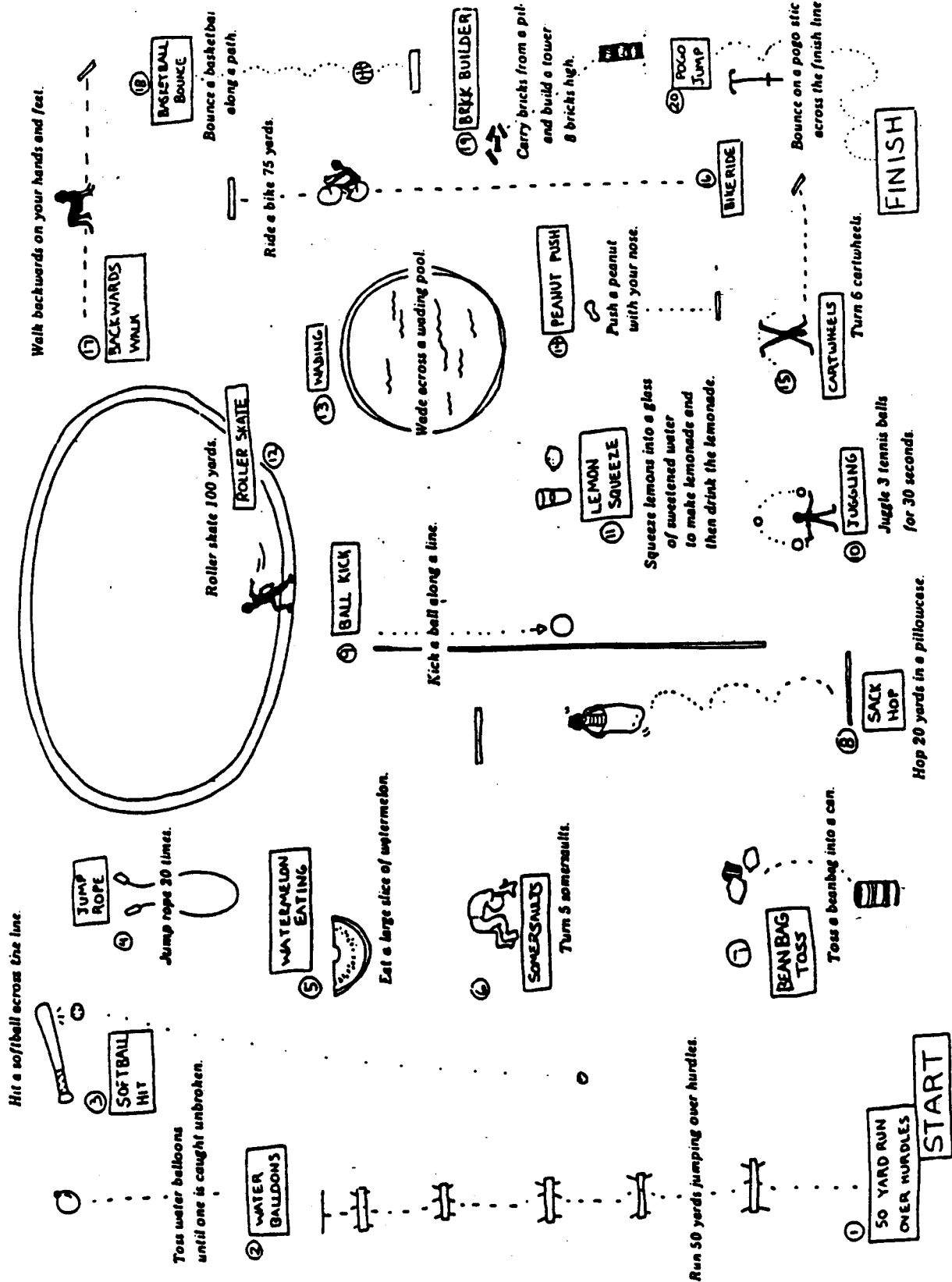
After singing "Two Scoops of raisins in Kellogg's Raisin Bran", he looks up and sings "Oh, I wish I were an Oscar Mayer Weiner."

Note: All boys should sing "Two Scoops of Raisins...." or the one standing will become very self conscious.

FITNESS



FUN FITNESS MARATHON:



Hit a softball across the line.

Toss water balloons until one is caught unbroken.

Jump rope 20 times.

Eat a large slice of watermelon.

Turn 3 somersaults.

Toss a beanbag into a can.

Hop 20 yards in a pillowcase.

Run 50 yards jumping over hurdles.

Walk backwards on your hands and feet.

Ride a bike 75 yards.

Wade across a wading pool.

Roller skate 100 yards.

Carry bricks from a pit and build a tower 8 bricks high.

Bounce on a pogo stick across the finish line.

Juggle 3 tennis balls for 30 seconds.

FINISH

START



FORESTER

Tree Quiz:

1. Which tree has the softest wood?
[Answer: balsa]
2. Which tree is shaped like a vase? [elm]
3. Which trees are the tallest? [redwoods]
4. Which trees are the oldest? [sequoias]
5. Which tree has a leaf shaped like a mitten?
[sassafras]
6. Which trees give maple syrup?
[sugar and black maple]
7. Which tree has paper-thin bark?
[white birch]
8. Which tree is used for baseball bats?
[white ash]
9. Which tree is used to make pencils?
[red cedar]
10. Which conifers lose all their needles in the fall? [larch and bald cypress]
11. Which evergreens bear berries instead of cones? [yew, cedar, juniper]
12. Which broad-leaf keeps its leaves all year?
[live oak]
13. Which part of the tree is used for making paper? [cellulose]
14. Which tree gives us turpentine?
[long leaf and loblolly pines]
15. Which is our most important lumber tree?
[Douglas fir]
16. Which trees are the soft woods?
[evergreens]
17. Which trees are the hardwoods? [deciduous]
18. Which trees are often called "Stinkweed"?
[ailgnthus]
19. What tree is used for making matches?
[aspen]
20. What tree is used to make craft spoons?
[white birch]

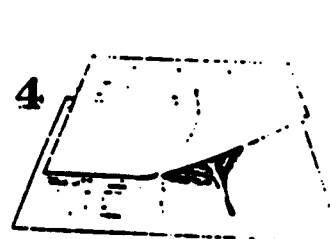
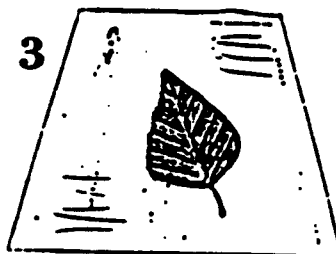
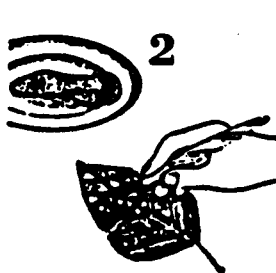
Leaf Prints and Patterns:

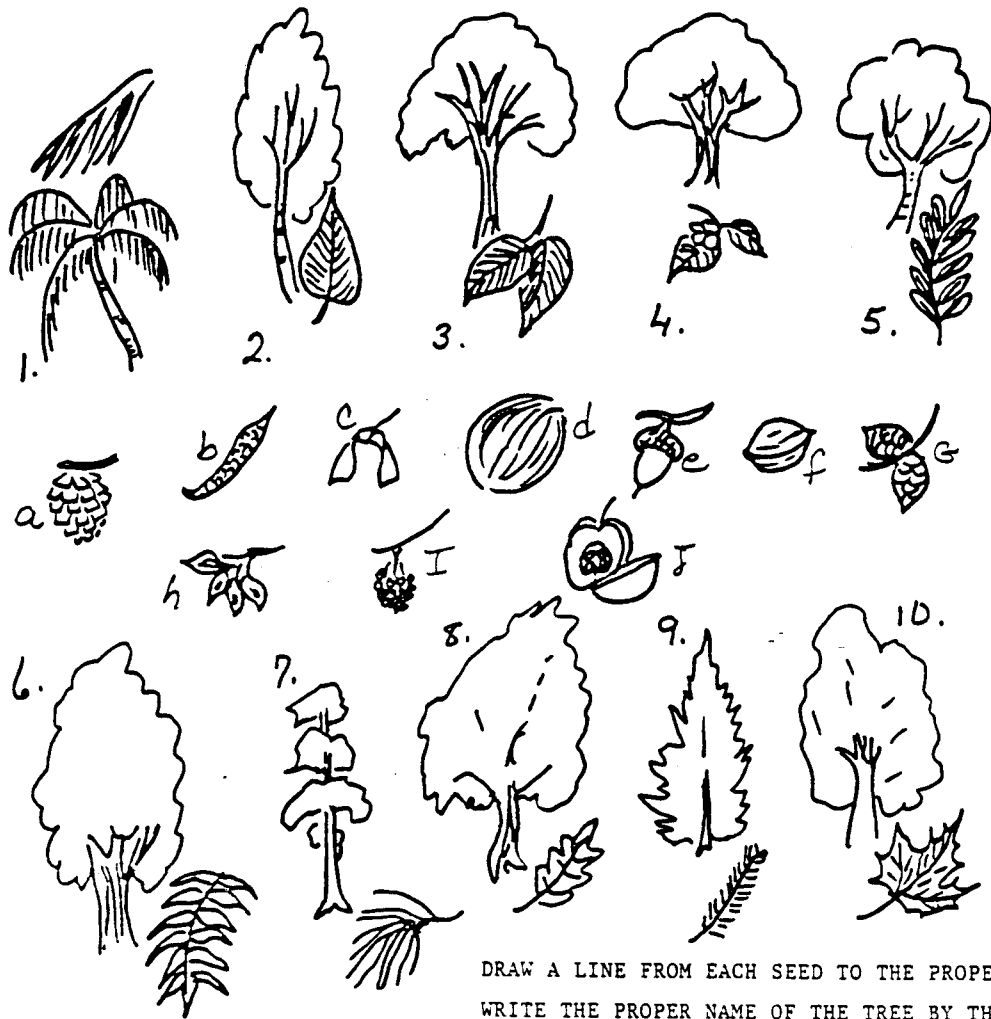
Materials: a selection of leaves; newspaper, construction paper (white or colors); poster paints; saucer and a little water; thick, stubby paintbrush; thin paintbrush; and a pencil

Directions:

1. Mix some poster paint with a very little water in the saucer. Keep the paint as "dry" as possible.
2. Starting with one leaf, use the stubby brush to cover the whole surface of the leaf with paint. You can paint either the smooth or the veined surface, depending on the effect you want.
3. Turn the leaf over and put the painted side onto a sheet of paper. Put it down firmly. Don't let it slip or the print will be smudged.
4. Put another sheet of paper on top of the leaf.
5. Press down firmly with your hand. Make sure you press all over the leaf. Carefully lift off the top sheet of paper and the leaf and inspect your print.

You might want to practice a few times first on newspaper before trying it on construction paper.





- PALM
- BIRCH
- ELM
- APPLE
- ASH
- WALNUT
- PINE
- OAK
- SPRUCE
- MAPLE

DRAW A LINE FROM EACH SEED TO THE PROPER TREE.
 WRITE THE PROPER NAME OF THE TREE BY THE TREE.

ANSWERS: 1-d-Palm, 2-b-Birch, 3-h-Elm, 4-j-Apple, 5-I-Ash, 6-f-Walnut, 7-a-Pine, 8-e-Oak, 9-G-Spruce, 10-c-Maple.

- | | |
|--|----------------|
| 1. What tree is found after a fire? | ASH |
| 2. What tree tells what a boy does when he has been spanked? | BALSAM |
| 3. What tree is nearest the sea? | BEECH |
| 4. What tree is a worn out joke? | CHESTNUT |
| 5. What tree is often found in bottles? | CORK |
| 6. What tree keeps a lady warm? | FIR |
| 7. What tree is an insect? | LOCUST |
| 8. What tree does everyone carry in his hand? | PALM |
| 9. What tree suggests a parent? | PAWPAW |
| 10. What tree is a pretty girl? | PEACH |
| 11. What tree is a couple? | PEAR |
| 12. What is the straightest tree that grows? | PLUM |
| 13. What tree is in high favor? | POPLAR |
| 14. What is the neatest tree? | SPRUCE |
| 15. What tree grieves most? | WEeping WILLOW |
| 16. What tree is older than most others? | ELDER |
| 17. What tree is a carpenter's tool? | PLANE |
| 18. What tree is a body of water? | BAY |
| 19. What tree marks the advance of time? | DATE |
| 20. What tree sighs and languishes? | PINE |

TREE TRICKS: Change one letter in each of these words to find the names of a dozen trees.

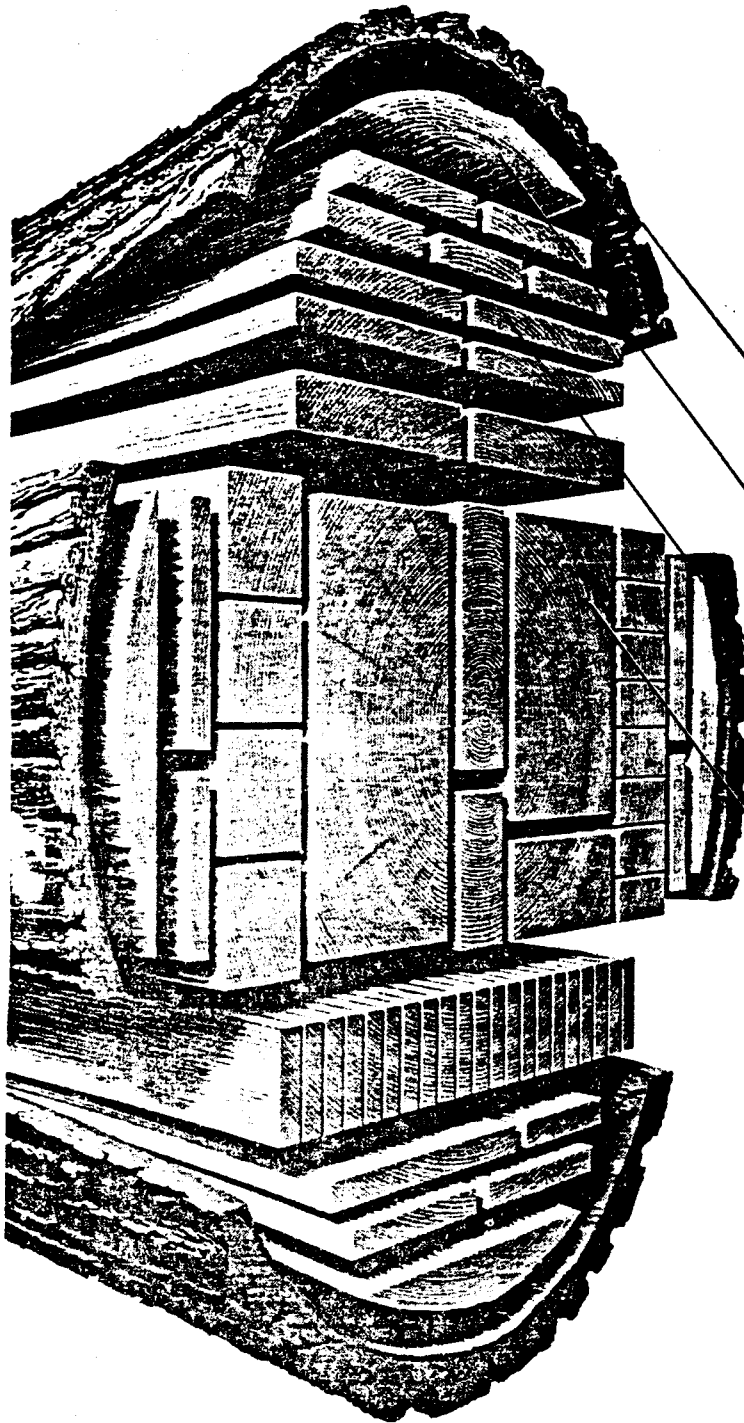
1. Mine, 2. Fit, 3. March, 4. Yes, 5. Pillow, 6. Bench, 7. Oar, 8. Hate, 9. Elk, 10. Asp, 11. Pals, 12. Jolly.

From Trees to Lumber

By Alan W. Farrant

Before a log can be made into lumber, several important steps are necessary (see illustrations).

- A. The bark is first removed and, although it may not be suitable for lumber, it can be used as fuel or for soil mulch.
- B. These pieces are called slabs, and are cut as small as possible, leaving more wood for more valuable lumber.
- C. Because this section of the log has fewer knots, boards cut here are usually called clear lumber. These boards are cut from one to three inches in thickness.
- D. The center wood is less suitable for finish lumber because of the knots. So heavier, rougher, and thicker planks and beams for supporting heavy structures where knots will not weaken them are sawed from this section.



Each knot shows where a tree branch once grew—where it was born—and they are more frequent at the tree's center because that is the oldest part of a tree. Branches that were removed or broken during the tree's early life left knots that

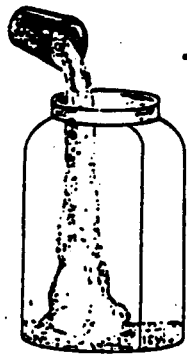
were covered over as the tree grew larger.

Like human fingerprints, every tree has its own unique markings. Each board's grain is different from boards of any other tree. And that goes for the knots to

GEOLOGIST



Make Some Sedimentary Rock

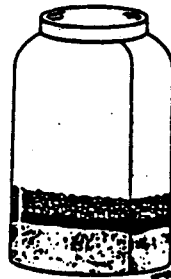


1. Take a large plastic jar and pour a couple of inches of dry sand mixed with the same amount of plaster-of-Paris into it.



2. Now pour in a layer of mud mixed with plaster-of-Paris. Add a layer of gravel and another layer of sand. These layers should be mixed with dry plaster-of-Paris too.

3. Look at how the mass has formed different layers. While you are pouring these layers, drop in a few seashells as well. Then add water, until all the layers are saturated. Leave it to set for a couple of days.



4. When it all hardens, split the plastic jar open. The different layers should look something like the rock of a cliff face. You should be able to split the mass open along the different layers. Then you will find your seashells again.

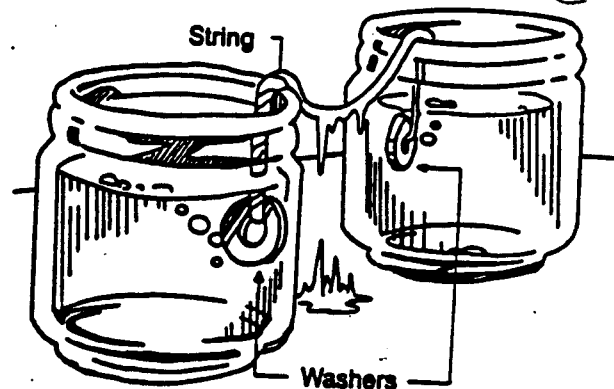
HOW DO STALACTITES AND STALAGMITES FORM IN CAVES?

Materials:

- | | |
|--|--------------------|
| water | Epsom salts |
| plastic wrap | towel or washcloth |
| two small peanut butter jars | two small washers |
| large jar | |
| soft, thick cloth string (not wax-covered), 20 inches long | |

Directions:

Fill the large jar almost $\frac{3}{4}$ full of water. Slowly add the Epsom salts, stirring continuously until no more salt will dissolve. Pour the solution into two small peanut butter jars. Tie the washers to the ends of the string. Place the towel or washcloth on a sheet of plastic wrap in an area where it won't be moved for several days. Place the jars on top of the cloth. Dip the entire string in one jar and remove. Place one end of the string in each jar and form a loop between jars and over the cloth. The string should sag about halfway down between the jars. **DO NOT** touch or move the materials. Check once a day, for six days, to see what forms on the string and on the cloth.



The cave structures that hang down are called *stalactites*, and the deposits on the ground are called *stalagmites*. They are formed when water with dissolved minerals (such as the Epsom salts in this experiment) drip from the ceiling of the cave to the floor. As the water evaporates, the minerals are left behind both at the ceiling and on the floor, and they slowly develop into "stone icicles."

to find answers to some of these questions.

MAIN PARTS OF THE EARTH

Assignment:

1. Name the three main layers that make up the earth.
2. Tell what the crust is made up of.
3. Tell what crustal plates are.

A logical way to find out about the earth is to study it. Scientists have examined lava from volcanoes, measured with special instruments, and drilled holes into the earth. Based upon this information, many scientists agree that soon after its formation, the earth was a large ball of molten or fluid rock-like material. After many years, the ball slowly cooled, separating into layers. Supporting this idea, research shows that the earth is made of several layers, which include: (1) the crust (2) the mantle and (3) the core.

The crust consists of a thin layer of lightweight rock which is approximately 3 to 40 miles thick. The various surface features found on the crust include mountains, volcanoes, plains, plateaus, river valleys, deserts and vast oceans. The outer surface of the crust consists mainly of a loose covering of soil, sand and rock fragments.

Below this covering lies a solid rock layer called bedrock. The loose material over the bedrock varies in thickness from less than one inch to several thousand feet. Actually, bedrock is often found at the surface of the earth, especially in mountain regions. A section of exposed bedrock is called an outcrop.

The crust is made of large sections, or plates, that move slowly in relation to each other.

The mantle makes up the main bulk of the earth. It is between the crust and the core. It ranges in depth from about 40 to 3,480 kilometers (24 to 2,088 miles).

The core is the central part of the earth. It is thought to be made up of iron and nickel which is molten on the outside with a central solid inner core.

CHEMISTRY OF THE CRUST

Assignment:

Name the two most abundant elements in the earth's crust.

Define what a mineral is.

Elements are substances composed of only one kind of atom and cannot be broken down to simpler substances by ordinary chemical means. Of the 92

elements which occur naturally, eight of them make up more than 98% of the earth's crust by weight.

Oxygen and silicon are the most abundant non-metallic elements in the earth's crust. Aluminum, iron and calcium are the most abundant metallic elements.

Minerals are made up of either an element or a compound (elements chemically combined). The chemical composition of a mineral never varies. Minerals occur naturally in the earth's crust; that is, they do not come from living things. Since individual minerals differ in chemical composition and arrangement of atoms, they have characteristics which make them different from one another both physically and chemically.

ELEMENTS IN THE EARTH'S CRUST

<u>Element</u>	<u>Symbol</u>	<u>Percent by Weight</u>
Oxygen	O	46.7
Silicon	Si	27.7
Aluminum	Al	8.1
Iron	Fe	4.7
Calcium	Ca	3.6
Sodium	Na	2.8
Potassium	K	2.6
Magnesium	Mg	2.1

Collecting Rocks and Minerals. Rock and mineral collecting is a very exciting and popular hobby. You may purchase specimens in rock shops, find them in fields near a cliff, excavation, quarry, or road cut. If you live near a mine, you will surely find interesting specimens.

Careful identification, classification and labeling will help you to develop a large, meaningful and attractive collection. Probably the best way to label a specimen is to dab a spot of enamel paint on the specimen. Once dry, use india ink to write an identification number which refers to a card in your card catalog of minerals and rocks. This card should contain information concerning the name, location, and outstanding characteristics of the specimen.

A beginner's book for rock collecting hobbyists should serve as a guide for your system of classifying your specimens.

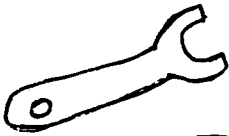
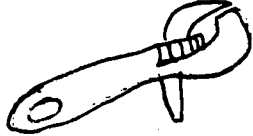


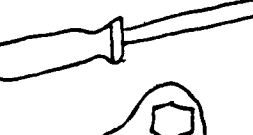


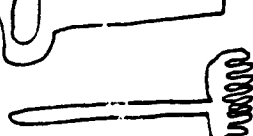


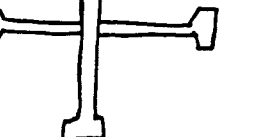
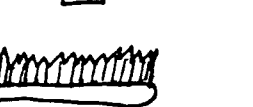

"Catch the Spirit!" The earth is full of exciting things to see, to explore, to research, and be part of as a scout. The out-of-doors provides an endless variety of earth's wonders and this geologist badge is just the beginning of discovery, enlightenment, and fun while achieving it. Keep searching for understanding, the most valuable of all rewards. Good luck, good hunting, and good scouting in the field of geology!



HANDYMAN

DRAW A LINE FROM TOOL TO ITS NAME, THEN TO THE REQUIREMENT IT WOULD BE USED FOR. SOME COULD BE USED MORE THAN ONCE.

HANDYMAN REQUIREMENTS

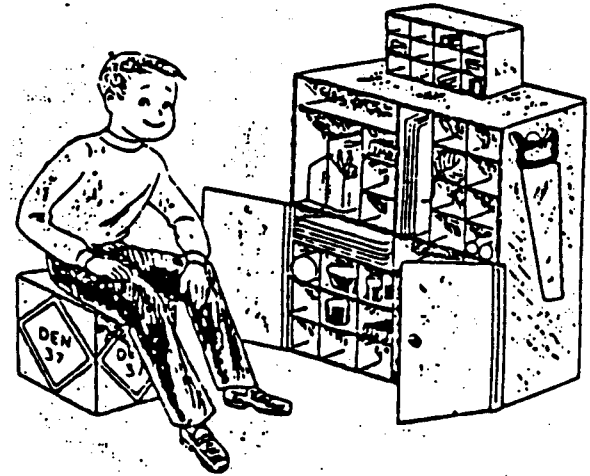
	SCRUB BRUSH	<p>1. With proper adult supervision, wash a car.</p> <p>2. Assist an adult in changing a tire on a car.</p> <p>3. Replace a bulb in the taillight, turn signal, parking light, or headlight on a car.</p> <p>4. Show how to check the oil level and tire pressure on a car.</p> <p>5. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.</p> <p>6. Properly lubricate the chain and crank on a bicycle.</p> <p>7. Properly inflate the tires on a bicycle.</p> <p>8. Replace a lightbulb in a fixture or a lamp.</p> <p>9. Arrange a storage area for household cleaners and materials that will be safe from small children.</p> <p>10. Build a sawhorse or stool to be used around your home.</p> <p>11. Mow a lawn and properly rake and dispose of the grass clippings.</p> <p>12. Arrange a storage area for hand tools or lawn and garden tools.</p> <p>13. Clean and properly store hand tools and garden tools in their storage area.</p> <p>14. Mark hand tools or lawn and garden tools for identification.</p>
	HAMMER	
	OIL CAN	
	SCREW DRIVER	
	ADJUSTABLE WRENCH	
	RAKE	
	PLIERS	
	SAW	
	LUG WRENCH	
	OPEN END WRENCH	
	BOX END WRENCH	
		
		

HANDYMAN

Supply Cabinet

"A place for everything and everything in its place."
This can come true with one of these handy cabinets made from cartons with dividers or partitions of the type used for packaging bottles and jars.

To make the cabinet, use four cartons 11" x 15" and 11" deep, stacked as shown. To make doors on the two lower cartons, glue the flaps shut, then cut around three sides of the carton, leaving one long side uncut to serve as a door hinge. Reinforce the hinge with tape. Place the cartons side-by-side with hinges at the outer edges.



For the top open-front cartons, cut off all flaps. To give variety in the size and shape of the openings, remove some of the dividers. Reinforce the remaining shelves and partitions with cardboard strip cut from the flaps. Glue the cartons together. If you wish, you can glue an additional small carton to the top.

To finish the cabinet, paint it inside and out, or cover with adhesive-backed paper. Apply braid or tape to cut edges and glue on plastic bottle caps for doorknobs.

Attach a glue-on type plastic hook to the side of the cabinet to use for hanging a saw or other tools.

Handyman Relay:

Split the den into groups or let the boys each work individually in this handyman relay. You may want to practice these skills in advance with the boys. The object of the relay is to learn the skills and *not* to win. You will need scrap wood about 4" x 12", a vise, tools, screws, nails and nuts and bolts. Scoring is done by timing so it can be the boy against himself, or by the number of strokes it takes to nail or saw. The tests are as follows:

1. Clamp the board in the vise. Using a cross-cut saw, cut off an inch thick piece from the end. Count the up and down strokes.
2. Remove board from vise. Hammer a nail halfway into the board. (Put a marker line around the nail to show the halfway point.)
3. Remove the nail from the wood.
4. Screw a screw into the hole left by the nail.
5. Remove the screw.
6. Clamp the board in the vise. Using a brace and bit, drill a hole through the board.
7. Slip a bolt through the hole and attach a nut. Tighten with wrenches.
8. Remove the nut and bolt.

NATURALIST



Plaster Tracks:

Find an animal track outside. Look after a rain or along a creek bed. Cut the bottom out of a plastic butter or margarine tub. Place the tub over the track and fill with plaster of Paris. Let dry. Remove the tub from the plaster and thoroughly dry. Brush away loose dirt. Compare track to the chart below:

ANIMAL TRACKS

Most wild animals are shy and afraid of people. Many come out only at night or in the very early morning when humans are sleeping. You may never see them, but you know they're around by the tracks they leave behind. Figuring out what kind of animal made the tracks can be a lot of fun.

A good first step is to count the number of toes and claws in a footprint. That's usually enough to tell you the general type of animal.



Members of the dog family (dogs, foxes, wolves, and coyotes) leave tracks that have four toes in the front footprint and four in the rear footprint, and you can usually see claw marks.



Members of the cat family (bobcat, lynx, mountain lion, and ordinary house cat) also have four toes front and rear. But cats pull their claws in when they walk, so they don't leave claw marks.



Rabbits, too, have four toes up front and in back, and sometimes you can see claws. But the real giveaway is the size of their feet: The back feet are two to three times bigger than the front!



Most mice, rats and other rodents (chipmunks, squirrels, woodchucks, beavers, and muskrats) have four toes in front and five in back. The toes are usually spread out like a fan or hand.



Animals that make tracks with five toes front and rear, with claw marks, are usually members of the weasel family (skunks, otters, badgers, minks, weasels, and wolverines).



But if those clawed, five-toed tracks remind you a little of a human foot or hand, they were probably made by a bear, raccoon, or opossum.



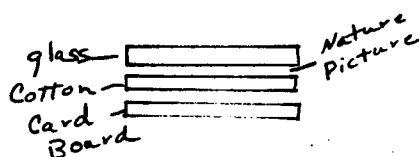
All hoofed animals (deer, cows, moose, sheep, mountain goats) make prints with two large "toes" side by side. An exception is the horse, which leaves upside-down, U-shaped prints: the outline of the horseshoes nailed to its hooves.

COLLECT INSECTS AND MOUNT IN A BOX. A PIECE OF FOAM OR STYROFOAM CUT TO FIT THE BOX MAKES IT EASY TO PIN THEM IN.

IF YOU FREEZE BUTTERFLIES, THEY WILL DIE WITH THEIR WINGS OPEN. PUT THEM IN A SMALL PLASTIC BAG TO KEEP THEM FROM GETTING WET.

MAKE A NATURE PICTURE - COLLECT THINGS FROM NATURE AND PUT THEM IN A PICTURE.

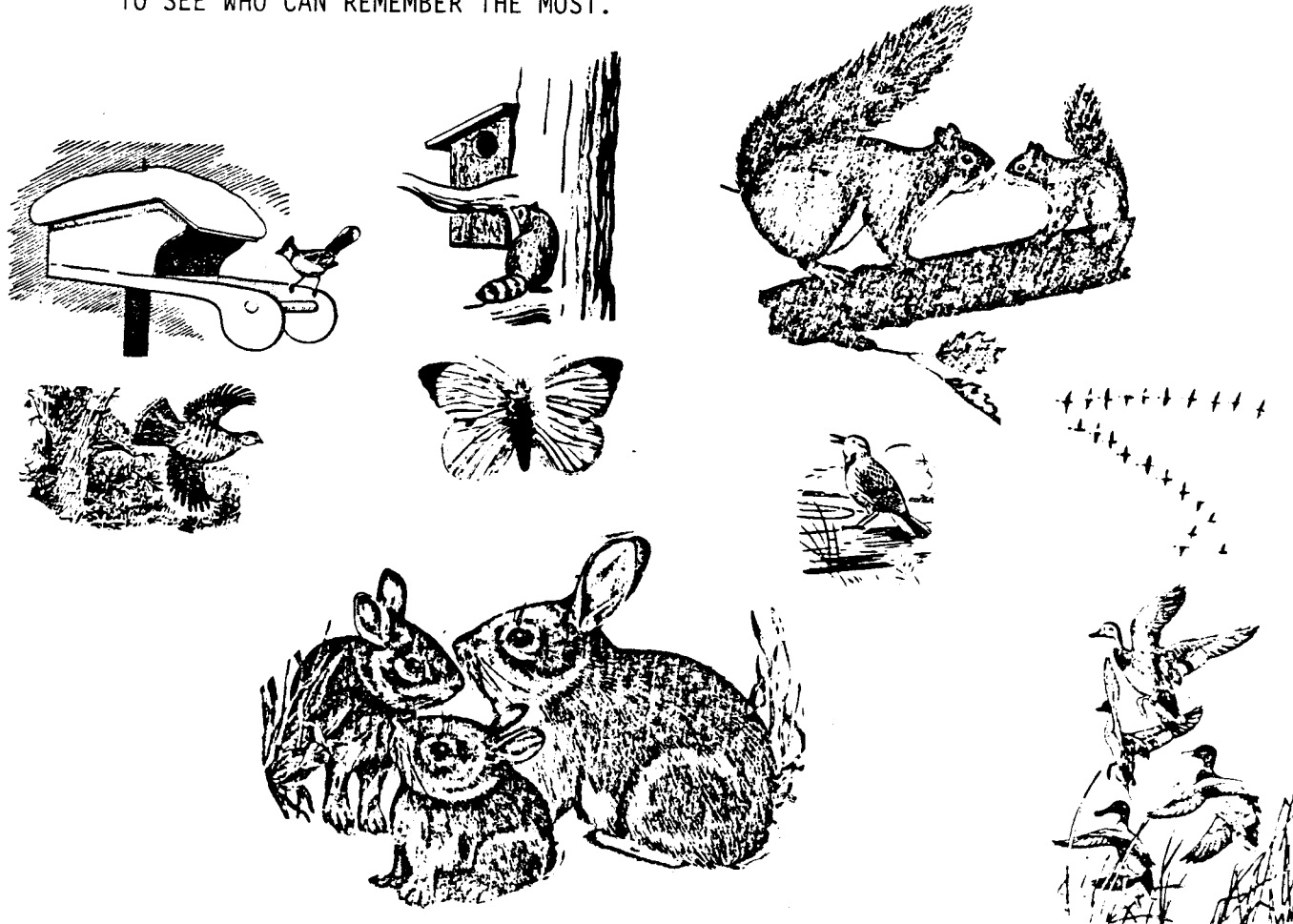
HAVE A CARDBOARD THEN A LAYER OF COTTON, THEN A PIECE OF GLASS OR PLASTIC (HARD) ON TOP. TAPE TOGETHER WITH ELECTRICIANS TAPE.



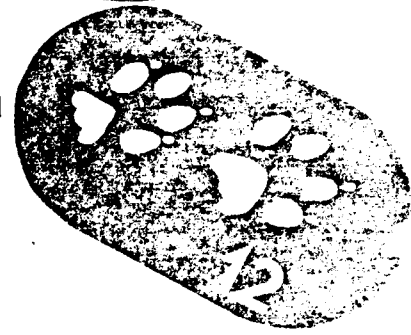
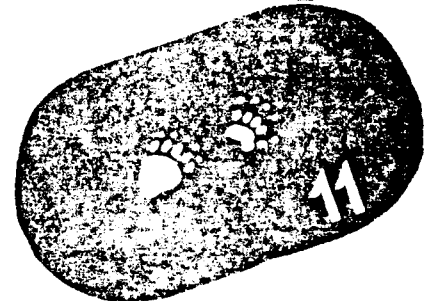
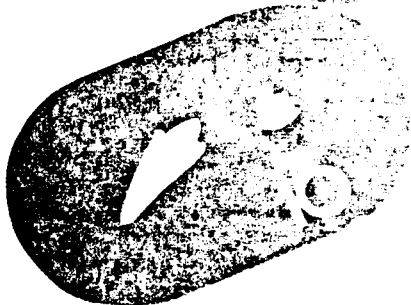
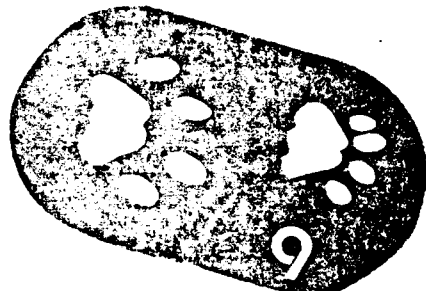
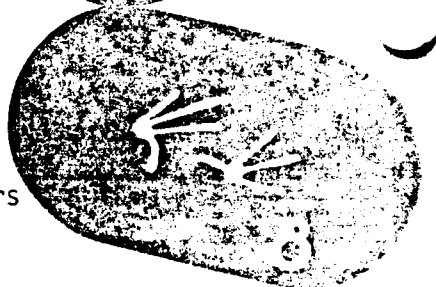
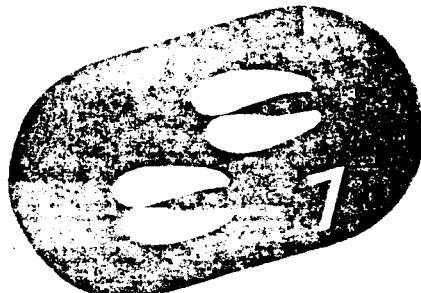
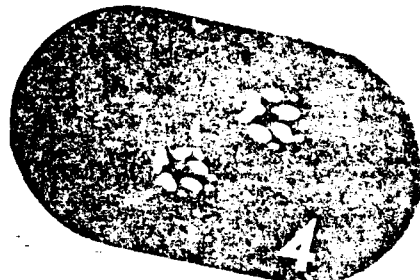
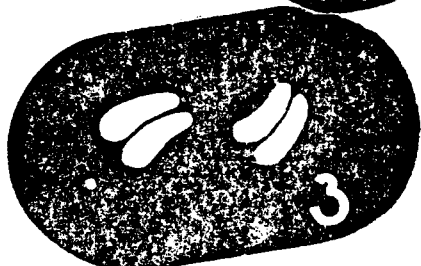
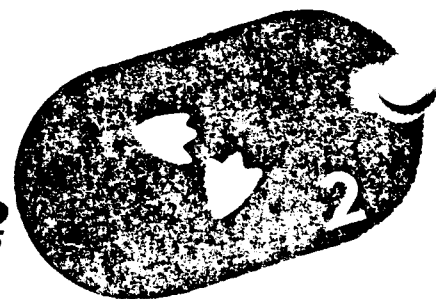
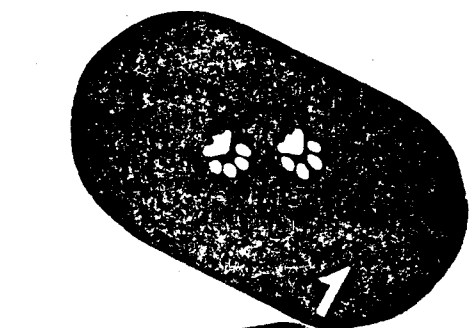
PINE CONES BROKEN UP MAKE PRETTY FLOWERS. ADD A STEM AND LEAVES AND A BUTTERFLY AND YOU HAVE A PICTURE.

LEARN ABOUT BIRDS AND ANIMALS - SEE HOW MANY LIVE IN YOUR AREA. VISIT THE BIRD REFUGE AT MARKET LAKE. RICKS COLLEGE HAS A NATURE DISPLAY AND TOUR IF YOU MAKE RESERVATIONS BEFORE HAND. ARCO HAS A NICE WILDLIFE MUSEUM FOR A SMALL AMOUNT OF MONEY AND WOULD MAKE A NICE DEN TRIP.

MAKE A PICTURE OF AS MANY ANIMALS OR BIRDS AS POSSIBLE. HAVE BOYS STUDY IT FOR A FEW MINUTES THEN TRY TO WRITE THEM DOWN FROM MEMORY TO SEE WHO CAN REMEMBER THE MOST.



WHO'S FOOTPRINTS?



1. Domesticated feline. Can retract claws. Sees well in dim light.
2. Fowl with broad, flat bill and webbed feet. Oil on feathers allows it to float.
3. Related to a sheep, but has a short turned-up tail and beard. Chews cud.
4. Burrowing canine with valuable fur.
5. Large poisonous lizard. Has a stumpy tail for storing fat.
6. Member of equine or horse family with large ears. used for a pack animal
7. Graceful, hoofed animal. Known for speed and jumping. Chews cud and has antlers.
8. Domesticated fowl with feathers and no teeth. Feet designed for scratching.
9. Large wild member of cat family with spotted coat. Native of Africa and Southern Asia.
10. Small furry animal with long ears, known for its speed.
11. Black and white furry animal. Uses unpleasant odor for protection.
12. Domesticated canine. Has five claws on front feet and four on hind feet.

44



OUTDOORSMAN

Awareness Hike:

The object is for the Webelos to discover objects which have the following characteristics. Make up a sheet for them to write the name of the object and category description. Stop periodically while hiking so they can work on the sheet.

Size: Heavy, thick, short, tall, small, large, narrow, big, little.

Shape: Oval, round, ridges, oblong, square, pointed, curved, triangular, odd-shaped.

Texture: Furry, hairy, ribbed, soft, hard, slimy, velvety, slick, gooey.

Density: Solid, lumpy, hollow, spongy, porous, non-porous.

Temperature: Cold, hot, moist, dry, lukewarm, damp.

Sealed Orders:

Use this game on your den camping trip. Visit the location beforehand and make up a set of simple directions, such as: "Count 25 paces to your right and then go to the nearest oak tree. Find the hollow log at the edge of the clearing. Go to the water pump. Find a wildflower in the field to the east of our campsite." Try to include specific nature things for them to look for. At home, write the directions on index cards. Make several sets so the groups can work as teams. Mix the cards within each set and put them in a bag labeled "Top Secret."

To play: Divide the campers into teams with adults and boys on each. Pass out the bags and set a time limit. Everybody on the team takes turns reaching into the bag to pull out the next direction.

The Fable of the Snake--A Campfire Story:

Many years ago, Indian youths would go away in solitude to prepare for manhood. One such youth hiked into a beautiful valley, green with trees, bright with flowers. There he fasted. But on the third day, as he looked up at the surrounding mountains, he noticed one tall rugged peak, capped with dazzling snow. "I will test myself against that mountain," he thought. He put on his buffalo-hide shirt, threw his blanket over his shoulders and set off to climb the peak. When he reached the top, he stood on the rim of the world. He could see forever, and his heart swelled with pride. Then he heard a rustle at his feet and, looking down, he saw a snake. Before he could move, the snake spoke. "I am about to die," said the snake. "It is too cold for me up here and I am freezing. There is no food and I am starving. Put me under your shirt and take me down to the valley."

"No," said the youth. "I am forewarned, I know your kind. You are a rattlesnake. If I pick you up, you will bite, and your bite will kill me." "Not so," said the snake. "I will treat you differently. If you will do this for me, you will be special. I will not harm you."

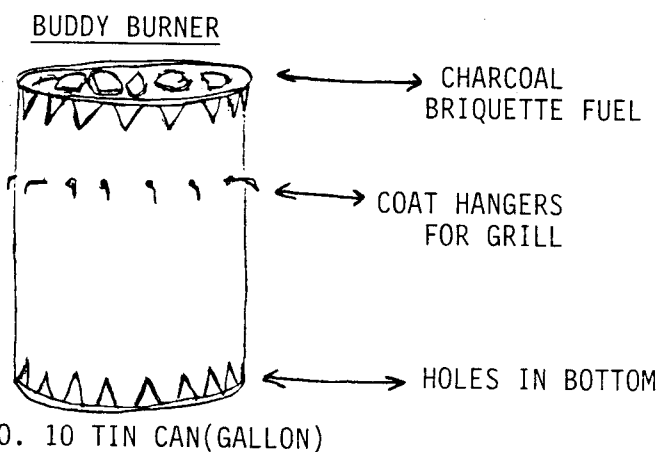
The youth resisted awhile, but this was a very persuasive snake with beautiful markings. At last the youth tucked it under his shirt and carried it down to the valley. There he laid it gently on the grass, when suddenly the snake coiled, rattled and leapt, biting him on the leg. "But you promised..." cried the youth. "You knew what I was when you picked me up," said the snake as it slithered away.

And now, wherever I go, I tell that story. I tell it especially to the young people of this nation who might be tempted by drugs. I want them to remember the words of the snake: "You knew what I was when you picked me up."

OUTDOORSMAN

Three-fourths of Scouting is 'Outing'. The Outdoorsman Activities teach a boy basic Outdoor skills that prepare him for Boy Scouting. Webelos look ahead to the future like the rest of us and boys join scouting for the outdoor activities, camping, cookouts, hiking, etc. Outdoorsman activities build a boy's confidence in his ability to get along in the outdoors.

Keep Webelos camping and cooking simple, an extension of what they have already done at home, eggs & pancakes, hamburgers, hot dogs, soup, cook on buddy burners fueled by charcoal or paraffin burners. Most boys have probably used charcoal or seen it used and it is a good way to start cooking. Boys who learn to cook on charcoal learn to cook well and will be successful cooking on campfires.



Punch holes as far apart as the holes are wide. Put wires about three inches down or use commercial tuna fish cans that are only four inches high. Two layers of briquettes are as good as more and will burn two hours or longer.

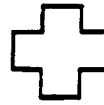
PARAFFIN FIRE AND CHARCOAL LIGHTERS



CELLULOSE BOARD

Start with 2" x 2" pieces of cellulose board such as that used for expansion joints in concrete or sheathing walls in construction. Dip them in paraffin melted in a double boiler and let the wax penetrate a minute or two. Broken jagged edges light easily and paraffin protects the cellulose from moisture and burns long enough and hot enough to start the charcoal. Light the starter first then set it vertical and put the briquettes around it.

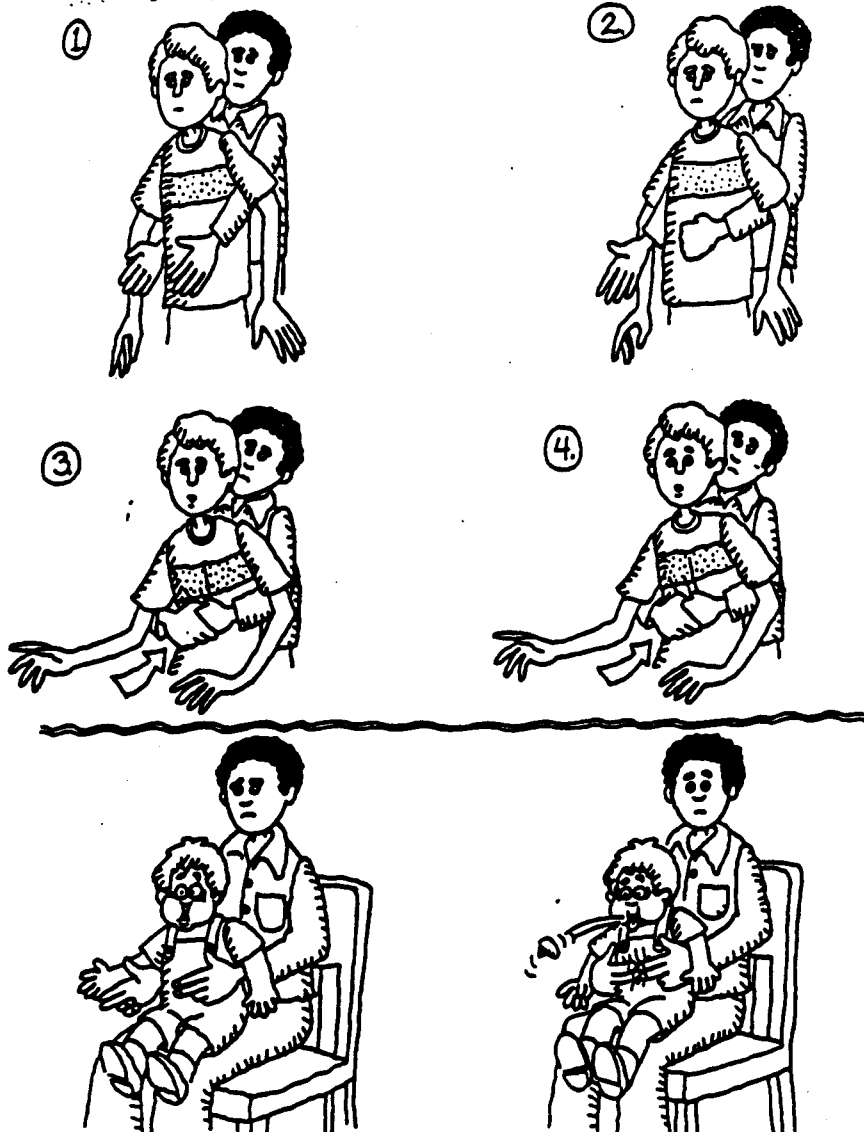
READYMAN

The Heimlich Maneuver for Choking:

If the choking doesn't seem that bad, encourage the person to cough. It could be that a piece of food is stuck, and the coughing could make it come out. But if that doesn't work, or if the person is gasping, having trouble breathing or talking, and turning very pale (even blue!), use the Heimlich Maneuver **RIGHT AWAY!**

The Heimlich Maneuver is a technique invented by a doctor to save choking victims. It's not complicated and anyone can learn to do it. But don't try it in an emergency unless you know what you're doing. Practice with your den--that'll help you remember the technique in case you ever need it.

1. Get behind the person and wrap your arms around his/her waist. (If the person is sitting, go behind the chair and do the same thing.)
2. Put your fist, thumb side in, against the person's abdomen--just above the navel, just below the rib cage.
3. With your other hand, grasp your fist and pull it into the person's abdomen with a quick, upward thrust.
4. Repeat this movement a few more times if you have to.



READYMAN

REALISTIC FIRST AID

REALISTIC FIRST AID

The shock of seeing broken bones, bleeding, and serious injuries may cause a first-aider to panic or freeze during an emergency. He can be "shock-proofed" through training using realistic first aid methods. With only a few easily obtained makeup materials, you can duplicate such injuries as cuts, serious bleeding, burns, shock, or any visible physical impairment.

Realistic first aid will give the novice first-aider an opportunity to see a reasonable facsimile of problems he may actually face in the future and prepare him to recognize these problems quicker. For example: the different appearance between sunstroke and heat exhaustion. Because of a conditioning effect from this experience, he will be less likely to panic at his first sight of real, spurting blood or charred and blistered flesh.

How To Use It - Remember, realistic first aid is a teaching aid. The important part of the technique is for boys to learn how to treat realistic problems, not how to become an expert in makeup or an exhibitionist.

The idea is to "make it look real." Do not overdo the makeup. Too much will make it appear phony. Coach the "victim" to enact the proper symptoms such as dazed semi-consciousness or suffering from pain, and breathing slowly and deeply or fast and shallow. He must not overact nor may he appear amused. Injury and pain or nausea and shock are not comical. However, attempts to dramatize them will seem amusing to some of the boys.

Victims should wear old clothing and shoes during problems. This will allow first-aiders to cut trousers and shirts to treat simulated broken bones, cuts, and burns. Shoes may be cut and clothing may be ripped or torn to indicate damage from injuries. This will eliminate the problem of having makeup or simulated blood stained uniforms.

SHOCK OR HEAT EXHAUSTION

In most cases of serious injury, the "victim" suffers from shock. To simulate this condition, first, make the face pale. Apply several streaks of white grease paint to the face and neck. Work in the color for a smooth, pale skin covering. Include the ears and under the chin. Avoid a white, chalky effect. With blue grease paint, blend in a thin shadow both over and under the eyes. Similarly, darken the lips and earlobes. A light touch of blue will hide the healthy pink appearance of the fingernails. Imitate cold clammy skin by spraying the forehead and upper lip with a half-and-half mixture of glycerine and water. Shake the mixture well before spraying. The "beads" of perspiration should last about 15 minutes. Coach the victim not to overact any of the symptoms - dull vacant stare; slow movement of head; and slow, thick speech. He is dazed, and his breathing is shallow. If the victim is a good actor, he occasionally might appear nauseated.

The same makeup and symptoms are used to simulate heat exhaustion.



SCHOLAR

Following Directions:

Write the numbers 1 through 19 going down the left-hand side of a page, with a blank space next to each number, such as:

1. _____
2. _____, etc.

Then, read and follow these directions:

1. If you ever saw a cow jump over the moon, write V in spaces 2, 3, 18 & 19. If not, write L in these spaces.
2. If X comes before H in the alphabet, write Z in space 16. If it comes after H, write W.
3. If 31,467 is more than twelve dozen, write G in spaces 8 & 12.
4. If you like candy better than mosquitoes, indicate with an O in spaces 13 & 14. If not, consult a psychiatrist at once!
5. Closing one eye and without counting on your fingers, write the 5th letter of the alphabet in space 11.
6. If Shakespear wrote "Twinkle, twinkle, little star," put an O in spaces 9 & 17. Otherwise, put an I.
7. If white and back are opposites, write V in space 10. If they are the same, write nothing.
8. If sixteen quarts make one pint, draw an elephant in space 7. Otherwise, write S.
9. If summer is warmer than winter, put a U in space 5 and add an A to space 1.
10. If you think this is foolish, write the 3rd, 2nd and 4th letters of the alphabet in spaces 4, 6, & 15, respectively.

Now, read the message (going down the numbers). It makes sense!

Scholar Wordfind

Words are shown vertically, horizontally or diagonally, forwards or backwards. Find the following words: forester, outdoorsman, showman, deed, obedient, bowl, manners, boy, trick, travel, country, slogan, trustworthy, hlep. oath, achievement, naturalist, God, den, tent, citizen, sportsman, obey, puppet, Scouts, treat, models, badge, craft, brush, Cubs, fun, loyal, clean, plan, artist, fair.

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

History of Schools

Long before men learned to read and write there were schools. What would a caveman teach his children about?

In the earliest written records of schools it was held in religious temples and they learned mostly about their Gods. The schools added more and more subjects each year. Many teachers just talked as they walked around the town or garden and the people who wanted to learn would follow and listen to them. Soon only the rich went to schools.

The colonists soon set up private and church run schools. In the 1800's free schools were started in most places. The 3 R's were taught. What do you think they would be? 1. _____ 2. _____ 3. _____

Usually there was only 1 room and everyone studied together. This was quite noisy. This was called a blab school. Our schools today grew out of these schools. however our teachers expect us to be _____ and study alone.

My Record of Attendance at school is good.

Signed (Teacher) _____

I take an active part in activities. I enjoy these and am always a good sport.

Signed (Appropriate Person) _____

Ask Mom and Dad and 5 other adults these questions: A. What do you think are the best things about my school? B. What are it's main problems.

Mom _____
Dad _____
1. _____
2. _____
3. _____
4. _____
5. _____

What do you think were the best answers? Why?

Five things I can do now because I attended school are:

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

Sample: Read, Write, Sing, Band Math.

My favorite subject is _____

I can help _____ with their homework by doing the following:

- _____
- _____
- _____
- _____
- _____

List and explain some of the full time positions open to men in the educational field.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

SCIENTIST

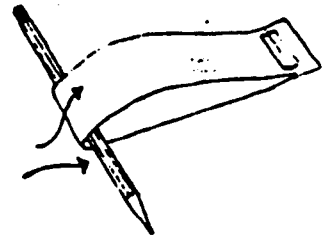
Bernoulli's Principle:

Cut two strips of paper about 8 inches long and about 1½ inches wide. Hold one strip in each hand so that they hang down side-by-side in front of you, about 2 to 3 inches apart, with their edges facing you. Now blow hard between the strips, about 2 inches up from the free ends. The strips move *toward each other*--because the moving air between them has less pressure than the still air on either side. The side air pushes harder and shoves the strips inward.

Now on to airplanes.....Take one of the paper strips and fold it in half. Now scoot the top end back about ½ inch and tape or glue it to the bottom. The resulting curved-on-top, flat-on-the-bottom shape is called an airfoil. Look familiar? It's the shape of an airplane's wing.

Slip the folded end of your paper wing over a pencil and blow hard at the fold. The wing rises and stays there until you stop blowing. What's happening?

When you blow at the wing, your breath divides to pass over and under it, just like air passes over and under the wing of a moving plane. And because the wing's upper surface is curved, the air that goes over the top has to travel farther and faster than the air underneath to get to the other edge. Faster air on top means less pressure on top--and better yet, *more* pressure on the bottom. The bottom air pushes harder and forces the wing upward. The force is called *lift*.



Helicopter blades also have an airfoil shape. A plane has to rush forward through air in order for its wings to create lift. But a helicopter has to move only its blades. When they move around fast enough to create a pressure difference, the 'copter goes up!

A Fog-Making Machine:

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud "pop" and you will see a cloud form in the jug. To get "fair weather" again, all you need to do is replace the parts as they were and pump air back into the jug. The reason the cloud was formed is that, in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled.

Inertia

Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table, but let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

Webelos January 1988 SCIENTIST

Awards Ceremony

Props: Desk, chair, sign (Patent Office)

Characters: Den Leader and Webelos Leader

Den Leader sitting behind desk reading a magazine. Webelos Leader comes in yelling and waving his arms.

Webelos Leader: "I've got it, I've got it!"

Den Leader: "What do you have?"

Webelos Leader: "A new Webelos Activity badge."

Den Leader: "Oh how exciting! What's this one called?"

Webelos Leader: "It's called the scientist, because the boys have to prove scientific laws and to earn it you have to complete these three requirements: A. Read Benouille's principle, show how it works, B. Read Pascal's Law and show how it works. C. Show in three different ways how inertia works."

Den Leader: "It seems so simple, that's all they have to do?"

Webelos Leader: "Oh no, then they have to do six of the following nine.
1. Show the effects of atmospheric pressure. 2. Show the effects of air pressure. 4. Explain what causes fog, show how this works.
5. Explain how crystals are formed and make some. 6. Define balance, show three different balancing tricks. 7. Show in three different ways how your eyes work together. 8. Show what is meant by an optical illusion. 9. Get a booklet on how to care for the eyes and read it."

Den Leader: "You're only missing one thing to complete the requirements for your patent."

Webelos Leader: "What's that?"

Den Leader: "I already have them." (Pulls out list and reads off boys names; boys come forward and are presented with their awards.)

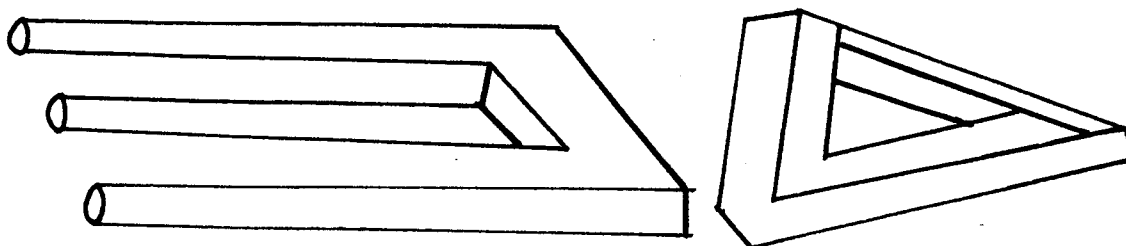
Song Scientist: Tune - My Bonnie Lies Over the Ocean

The scientist works with his theories.
The scientist works in his lab.
The Webelos learn by discovery
The answers to questions they've had.

Optical Illusions:

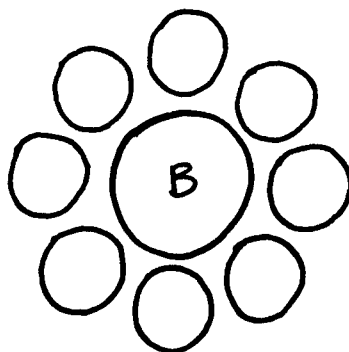
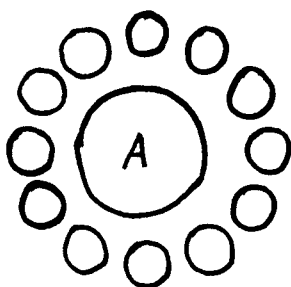
One of the most perplexing of all natural illusions is the apparent size of a full moon when seen low on the horizon. Six hours later when almost overhead, it's size seems to have diminished greatly. Yet, photographs show the diameter of the disk is the same in both positions.

The drawing below is called a blivit. Where is the middle prong attached? Which angle of this triangle is closest to you? When you look at separate parts of each of these figures they appear possible. You run into trouble when you look at them as a whole.



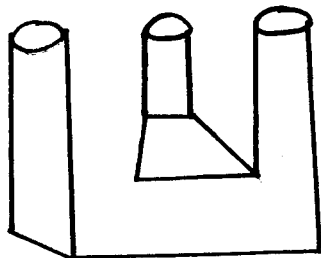
TRICKY OPTICAL ILLUSIONS:

1. Which semi-circle is largest?
is largest?

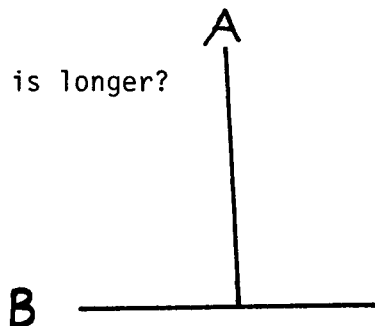


2. Which inner circle is the largest?

3. Which line is longer?



ANSWERS:
1. A
2. B
3. B



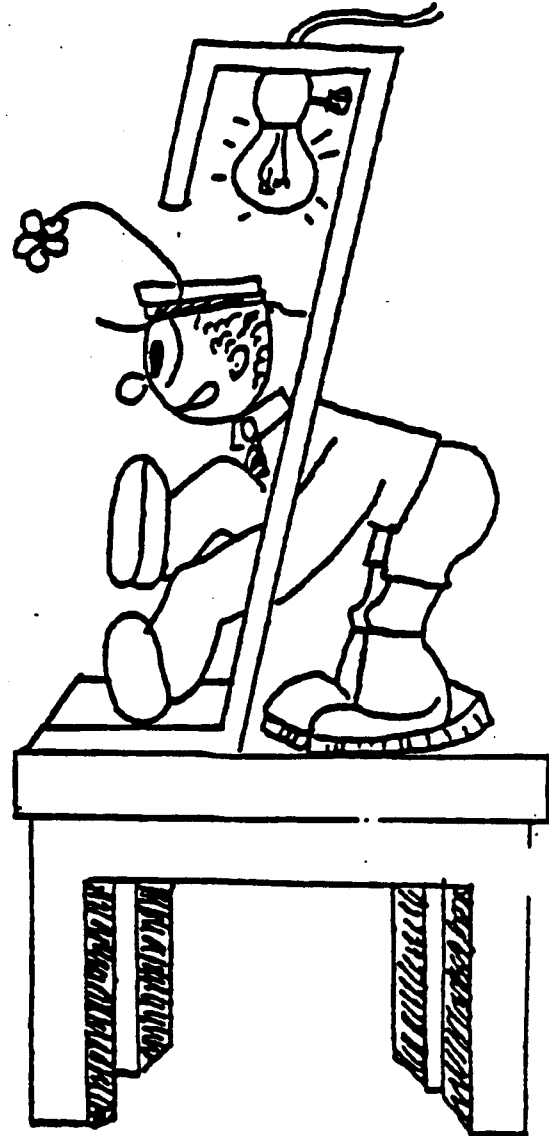
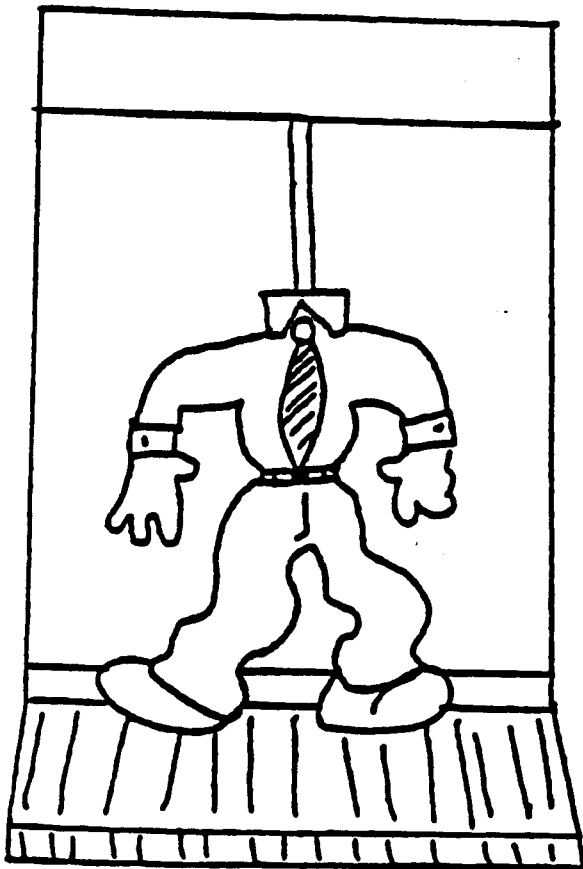
Put your hand over the lower part of the drawing. Is it 3 columns?
Put your hand over the top part and tell me that there are still
3 columns.

SHOWMAN

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 line!

Make a 3 foot x 5 foot frame out of 1" or 2" pine or other light wood. Cover the frame with a plain colored cloth. Sew or paint a shirt on the background and fasten a pair of pants onto the frame at the 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 the background. To operate, have the 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!



WEBELOS SHOWMAN

Opening ceremony: Have boys gather in a circle and sit on the floor. Each boy draws a piece of paper out of a bowl and silently, one at a time, acts out what is on his paper, while the other boys guess.
Suggestion: cat, chair, pianist, dancer, bus driver, barber, bird, bed etc.

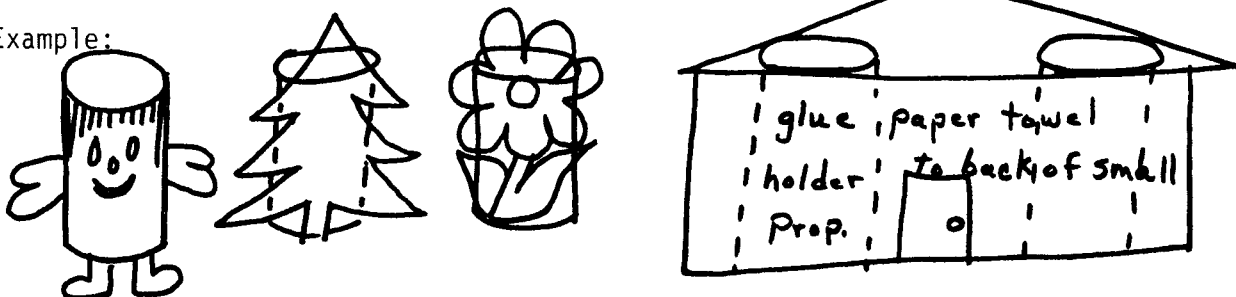
GAME: Unscramble words having to do with showman award:

stage - agste	action - atnoci
puppet - pteppu	show - hsw0
music - cimsu	play - lyap
backdrop - bkdoprca	mask - kams
monologue - aguemnolo	drama - marda
skit - ktis	fingerplay - gfpylraeni

SKIT: Act out any fairy tale using puppets made in craft, script would be known by the boys if using familiar fairy-tale, practice during the month and put it on for pack meeting. Suggestions: Three Bears, Three Pigs, Red Riding Hood etc.

CRAFT: Make puppets or small props out of paper towel and toilet paper rolls, glueing on wiggly eyes, hair out of fake fur or yarn, nose, mouth, hands, feet. Make puppets to fit skit parts; bears, boys, girls, trees, flowers, animals, etc. Puppets will stand alone.

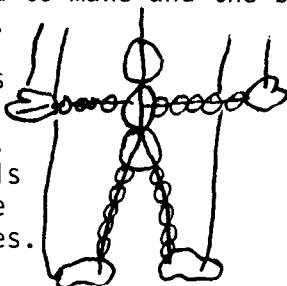
Example:



Marionettes are not hard to make and the boys enjoy working them more than some of the other kinds.

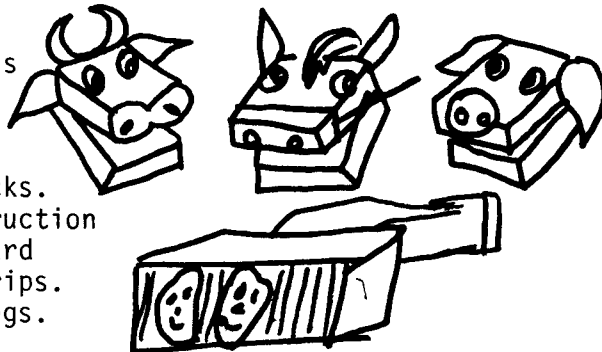
String pom poms or balls for arms and legs, use felt for hands and feet. Use large styrofoam balls for head and body. Glue on hair and face features.

Try making animals the same way.



Take 2 sticks and cross them. Secure tightly in the middle with fish line. String hands to opposite ends, and feet to the other opposite ends. String head to middle. Make sure feet strings are longer so puppet will stand on floor.

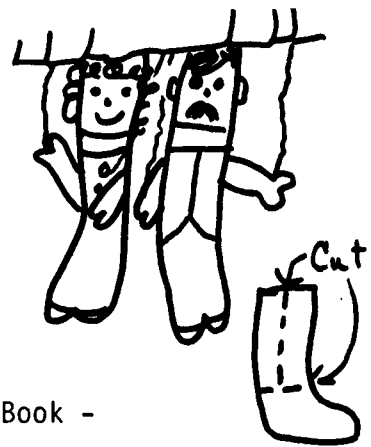
Boxes make good puppets. Do several animals and sing Old McDonald had a farm with them.



Footsie Puppets. Faces are on soles of socks. Sew or glue on felt features, or use construction paper, yarn, etc. Cut theatre from cardboard carton. Curtain is made of crepe paper strips. Have smaller carton as resting place for legs.

Boy lays behind the box and puts his puppets (feet) through for a short dialogue.

Kneesie Puppets Body of puppet is a sock coming up to knee. Puppet's face is drawn on knee with lipstick and eyebrow pencil. For puppet's arms, cut second sock as shown and sew to body. Hands and feet are felt pieces. String puppet's arms to a stick so puppeteer can manipulate them.



Finger Puppets. These puppets are always fun.

Pattern and instructions are in New Den Leader How to Book - Page 5-22, 5-23.

Video tape some parts of Operas from Channel 10. Have the boys spend the afternoon at the Opera. Explain the different types of operas to them.

For a skit have the boys act out a simple cartoon from the funnies. See if the boys can make some up of their own. To make simple props use cardboard and poster paint.

"Peter and the Wolf" is an excellent recording to help the boys pick out different parts and instruments.

Read a story about Shakespeare. Draw a picture of his theater.

Shakespeare was born in Stratford-on-Avon, England. It is believed his birthday is April 23, 1564.

His father was a prosperous dealer in wool and his mother was a daughter of a well to do land owner. William was 3rd of eight children and the oldest son. His father served as Mayor of Stratford in 1568.

His plays reflect that he knew a lot about country sports so it is assumed that he played them. He attended grammar school until he was 13 at which time his father had financial problems and he was forced to quit.

At age 18 he married a neighbor girl 8 years older than he was.

It was rumored that he was caught poaching from a well to do neighbor and so severely punished that he left and went to London where he started in with the theater and then began to write plays and poetry.

Shakespeare returned to Stratford with his family at the time when his work for the stage was nearly over.

He died in 1616.

SPORTSMAN

Baseball Terms:

Each of the phrases listed below represents another meaning of a term used in baseball. Write the term next to the definition.

- | | |
|--------------------------|---------------------------------------|
| 1. A summer pest | 14. Twenty |
| 2. Hosiery tears | 15. What toast does |
| 3. Refuse to work | 16. Proprietor of a dog pound |
| 4. Holiday dinner entree | 17. A coveted jewel |
| 5. Used for pancakes | 18. Given for charity |
| 6. A successful movie | 19. Dangerous on highways |
| 7. Vessel for pouring | 20. An offering |
| 8. A good foundation | 21. To multiply by two |
| 9. To take unlawfully | 22. It flies only at night |
| 10. A brief visit | 23. Unmarried |
| 11. A dinner necessity | 24. A famous Greek poet |
| 12. Not at home | 25. Use to gain relief in hot weather |
| 13. A disguise | |

Answers: (1) fly; (2) run; (3) strike; (4) foul; (5) batter; (6) hit; (7) pitcher; (8) base; (9) steal; (10) short stop; (11) plate; (12) out; (13) mask; (14) score; (15) pop up; (16) catcher; (17) diamond; (18) ball; (19) curves; (20) sacrifice; (21) double; (22) bat; (23) single; (24) Homer; (25) fan.

Match Up:

Match each sport with the appropriate term:

- | | |
|---------------|-------------------|
| 1. Bowling | a. Grand Slam |
| 2. Ice Hockey | b. Right Hook |
| 3. Archery | c. Slalom |
| 4. Baseball | d. Gutter Ball |
| 5. Golf | e. Love |
| 6. Basketball | f. Place Kick |
| 7. Tennis | g. Bull's eye |
| 8. Skiing | h. Bogey |
| 9. Football | i. Icing the Puck |
| 10. Boxing | j. Free Throw |

Den Activities:

- o Invite a referee or official to your den meeting to teach signals and talk about teamwork, fair play and sportsmanship.
- o Hold a parent/son sports tournament, such as bowling, tennis, volleyball, archery, etc.
- o Have a den board game marathon. Provide treats and boys bring their favorite board games to play. Allow time for rotation to different games.

SPORTSMANTAKE THE SNAP, THROW THE PASS

Try this basic drill at den meeting. Let the boys teach their hands, legs, eyes and arms to work together. For the target hang an old automobile tire about six feet above the ground. Take the snap from your center, move back three or four short steps and fire away. Take it slow at first to get the feel of the action. The tire target should be about 10 yards away when you throw the pass.

1. Stance - Place your feet shoulder width apart, toes straight ahead, knees bent slightly. The back of your right hand is against the center's rear, your left hand is below, heels of your thumb together.
2. Grip - On the call of ready! Snap! The center brings the ball up to your hands. Grip ball with fingertips on the laces and your thumb around the outer side of the ball.
3. Run - Take three or four short steps to the rear. Keep your eyes on the target.
4. Throw - Plant your right foot and brake. Step forward on left foot with your toe pointing at target as you raise your arm for the throw. Throw and follow through after releasing the ball.

THROW THE BLOCK - FIGHT IT OFF

Hut! The ball is snapped. Offensive linemen hurdle at the defenders. In the next few seconds the success or failure of the play will be decided. That's the story of football. If the offensive man makes solid contact, the chances are good that the play will gain yards. If the defenders slip through the blockers, the play may be stacked up for a loss.

That's the reason good blocking is so important in a contact sport like football. That's also the reason a defensive lineman must know how to fight against the block. In this contest the offensive player has one slight edge. He knows when the snap is coming. He can move first, and he can use different kinds of blocks to keep his opponent guessing.

The defender has the advantage of being able to use his hands and to stand up straighter for a better view of the play. An offensive lineman must stay low and he can never look back to see if the play is going in the right direction. Often the defensive player is larger than the offensive lineman, but he also may be slower.

Knowledgeable football fans watch line play closely. A good match-up between a big, fast defender and a quick, tricky, offensive lineman is often as interesting to watch as the moves of a passer or ball carrier.

If a football team is a winner, chances are that this team knows all about throwing and fighting off the block.

START THE SPRINT

In any sport a sprint 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 physical fitness 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 gun fires 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.

TIPS ON VOLLEY BALL (SEE WEBELOS SCOUT HANDBOOK FOR FURTHER DETAILS ON PLAY)

1. A service is made by batting the ball over the net with one or both hands.
2. A point is won when either team fails to return the ball to the opponents' court.
3. The ball must be batted. Scooping, lifting, shoving or following the ball are not permitted.
4. A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
5. The ball may be touched only three times by one team before being returned over the net.
6. Players cannot catch or hold the ball or reach over the net to play the ball.
7. The team first scoring 15 points is the winner.
8. When score is tied at 14-14, one team must make 2 points on service to win.
9. A team counts a point on service only.

TRAVELER



Traveling Activity:

Tell the boys the following: "Our fabulously wealthy Cubmaster has offered each of you \$1,000, on the condition that you spend it on a trip in the U.S.A. You are limited to two weeks and must spend at least \$900 of your gift, but no more than the \$1,000 given to you."

Ask the boys where they would like to go and make a list of activities. Take this list and assign a cost to each item, using a local travel guide, an AAA tourbook, or other resource. Make sure to include some activities that are free! Enter the activities and costs on an itinerary sheet and expense sheet.

Use a map to determine the distances to each destination. Rates for travel expenses, accommodations and food are given below. Use this information to choose the mode of transportation and to calculate travel time and expenses. Travel time must be taken into account. For example, if you spend all day on the train going from Boston to Miami, you will not be able to plan any activities for that day. If you spend the night on a train or a bus, you do not have to pay for accommodations that night. You may not drive all night or spend the night in your car and, for the purposes of this game, there are no all-night airplane flights. You must make arrangements to return to your starting point by the end of the last day of your trip.

You must make arrangements for sleeping accommodations every night, using the information below as a guide. You must eat three meals a day on your trip. A snack may be substituted for one meal per day and only one. Calculate eating expenses and enter them on the expense sheet.

Total the daily expenses from the list you have compiled. Add the daily totals to determine the cost of the entire trip. After the trip is planned, have the boys make a list of clothes, equipment, etc. that will have to be taken with them.

Travel Expenses:

MODE	COST PER 100 MILES	TIME PER 100 MILES
Air	\$12.00	15 minutes
Train	\$10.00	1½ hours
Rental car	\$10.00 per day plus \$0.10/mile	2 hours
Bus	\$6.00 (or \$200 for 2-week pass)	2½ hours

Food Expenses:

Formal restaurant	\$10.00
Inexpensive restaurant	\$ 2.00
Cooking while camping	\$ 1.50
Snack	\$ 0.75

Accommodations (per night):

Hotel*	\$25.00
Inexpensive motel	\$10.00
Camping	\$ 5.00

*12 noon check-in/check-out

TROUBLES WITH THE CAR AT THE ZOO

Boys will enjoy putting on this skit because there isn't any memorization and they can either use their own imagination or you can type up a list for them such as the ones listed below.

a loose tooth	a short pencil	an orange ghost
three boiled eggs	four sour pickles	a red bedspread
a juicy watermelon	six plump skeletons	a tall pine tree
a swarm of bees	a used airmail stamp	a can of dog food
a fat onion	a purple crayon	some soapy dish water
a can of tar	a green tomato	an ice cream stick
two snowballs	a telephone	a bald eagle
a limping kangaroo	a cake of soap	three petunias
a butterfly net	a can of worms	a complaining lion
a dog's footprint	a beautiful earring	2 cups of spaghetti sauce
a used firecracker	a cat's meow	a large rattlesnake
three raisins	four hot rocks	a pink steam engine
a chicken plucker	some dominoes	a driver's license
a windy day	a taillight	7 pounds of feathers
16 paper plates	a plaid kite	a huge hippo

Pick one of the boys that can read well, have the other boys stand in a row giving each boy some of the words to use as it becomes his turn. Each boy should get at least one turn and most days with only 7 or 8 will get several turns. Let each boy pick what word he wants to use for the blank.

HERE GOES:

One fine day, two little old ladies decided to drive out of town to the zoo for a picnic. Miss Bingley loaded a basket with _____ and _____ other tasty things. Then, they drove off with their lunch in an old car that belonged to Miss Arbuckle. The cap on the radiator was decorated with _____ and the holes in the roof had been patched with _____.

As they drove along, Miss Bingley pointed to one of the cages. "Oh, look at that cage with the _____ and the _____ in it." "Let's stop here," said Miss Arbuckle. They carried the basket to some shade cast by _____ and spread out _____ to sit upon. Nearby, _____ sang gaily in a tree and some low bushes had _____ and _____ growing upon them. The two friends were having a wonderful time. "There's nothing so delicious as _____ with mustard and relish," said Miss Arbuckle, as she brushed the _____ off her lap with _____. "Yes," sighed Miss Bingley. "However, it is getting _____. Maybe we'd best start for _____ now.

But their car refused to go. The motor made a noise like _____ and then stopped. "Oh dear!" said Miss Arbuckle, looking under the hood. "I think I see _____ and _____ caught in the gears." "Impossible," said Miss Bingley. "Are you sure the tank isn't empty? Are you sure you put enough _____ before we left home?" "Of course, I did," said Miss Arbuckle. "It must be the wheels. We'll jack them up with _____ and _____ and then replace them with _____." She covered her dress with _____ and took _____ to loosen the bolts. Just then a zookeeper came along and asked if he could help the ladies. "Looks like _____ in the engine," he tightened a bolt with _____. Then he stepped back and the car started. "I just connected the _____ to _____, which had rattled loose." The two ladies gave him the rest of their _____ and _____ to show their appreciation, and drove _____ home again.

SIGNS OF THE TIMES

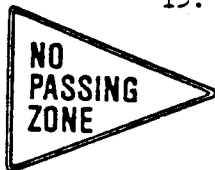
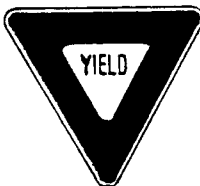
In spite of recent legislation to eliminate unsightly billboards and advertising signs along expressways and turnpikes, there are still a great many signs that will make this game one you will find interesting and exciting to play. Check the 30 different signs listed below and as you spot them from the car, call out the name of the sign, and if you are the first to do so, you score 1 point. Player with the greatest number of points at the end of a time or mileage limit wins.



1. STOP sign.
2. NO VACANCY motel sign.
3. KEEP TO RIGHT sign.
4. DEER CROSSING sign.
5. Sign to REDUCE SPEED.
6. SCHOOL ZONE sign.
7. NO PARKING sign.
8. Any sign with the word ZONE.
9. Sign on a tree.
10. Sign on a barn.
11. A RAILROAD CROSSING sign.
12. A sign indicating distance.
13. MERGING TRAFFIC sign.
14. Sign with an arrow on it.
15. SLIPPERY WHEN WET sign.



16. CHILDREN CROSSING sign.
17. SOFT SHOULDERS sign.
18. BUS STOP sign.
19. CAUTION, MEN WORKING sign.
20. No U TURN sign.
21. DANGEROUS CURVES sign.
22. A barberpole sign.
23. WINDING ROAD sign.
24. DANGER FALLING ROCKS sign.
25. DETOUR sign.
26. Any SERVICE STATION sign.
27. Sign with name of city.
28. REST AREA sign.
29. TRUCK STOP sign.
30. ONE WAY sign.



THE SIGHT OF THE CITY: Even while you're driving through a city you can enjoy playing this game. Keep your eyes open and check off the items listed below if you are the first to see it and call it out.

1. Broken window in building.
2. Outdoor telephone booth.
3. American flag on building.
4. School house.
5. A fire hydrant.
6. Weather vane on building.
7. Motorcycle policeman.
8. Gas station.
9. An ambulance
10. A fire engine
11. A police car.
12. A clock.
13. House being built.
14. A parking meter.
15. A movie theater.
16. A city bus.

ANIMALS AND BIRDS: Even if you're traveling on an expressway or turnpike, you will probably have no difficulty in spotting the animals and birds listed below. Divide your players into Left side of road and Right side of road. First individual or team to find all items listed is the winner.

- | Left | Right |
|---------------------|---------------------|
| 1. White chicken. | 1. White chicken. |
| 2. Sheep. | 2. Sheep. |
| 3. Cow with horns. | 3. Cow with horns. |
| 4. Pig. | 4. Pig. |
| 5. Dog. | 5. Dog. |
| 6. Turkey. | 6. Turkey. |
| 7. Duck. | 7. Duck. |
| 8. Pigeon. | 8. Pigeon. |
| 9. Animal Drinking. | 9. Animal Drinking. |
| 10. Goat | 10. Goat |
| 11. White horse. | 11. White horse. |
| 12. Cat. | 12. Cat. |

WEBELOS GAMES

AQUANAUT - OYSTER PICKING - Scatter two or three dozen jar caps in shallow water, but deep enough so that boys have to duck to reach them. On signal, all competitors jump into the water and gather as many oysters as they can.

ARTIST - ZOO - Divide the group into two teams. Have a sheet of wrapping paper for each team. Teams line up in relay fashion. On signal, the first boy on each team runs to a leader who gives him the name of an animal. The boy goes to the paper and draws his subject. When his team recognizes what he has drawn, the next boy tells the leader. If correct, he is told what to draw until his team guesses it. The game continues until all have drawn. First team through wins.

ATHLETE - HOP, STEP AND JUMP - This is an athletic test that was popular among the boys in colonial days. In turn, each boy takes a running hop (land on same foot), then a long step and a final jump (leaping off on one foot and landing on both feet). His score is the total distance covered in the three moves, which must be done correctly.

CITIZEN - CITIZEN TEST - Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, "The Star Spangled Banner", the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to one step forward. An incorrect answer passes to the other team. The team to cross the other's starting line first is the winner.

COMMUNICATOR - CHARADES - This has been an old-time favorite. Write out subjects on slips of paper or let boys (or families at Pack meeting) think up their own. Remember the clues like tugging your ear for "sounds like"?

CRAFTSMAN - TOOTHPICK CASTLE BUILDING - Give each boy 10 flat toothpicks. Boys take turns placing one toothpick each on top of an open soda bottle. The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the boy behind him. The one with the most toothpicks at the end wins.

ENGINEER - MARBLE SPIN - Make spinner from two 9" paper plates with a washer between and a paper fastener holding them together. Make eight $\frac{1}{2}$ " holes in one plate (on top) and two $1\frac{1}{2}$ " holes in bottom plate. Number 1 hole in top plate should be 1". Using a marble, place it in the small hole ($\frac{1}{2}$ "); give plate a turn to start marbles rolling. Score is determined by where marble lands. If marble falls through bottom plate, player loses 5 points. If marble flies off plate, player loses a turn. High score after 15 turns wins the game.

FORESTER - LEAF IDENTIFICATION CONTEST - Mount about 20 different leaves on a large piece of cardboard with each properly identified. Also prepare another piece of cardboard with the same leaves in different locations. These leaves are numbered, but not identified. Give the boys time to study the first display, then put it away. Give each boy paper and pencil and ask him to identify the leaves on the second display. The one with the most correct answers wins.

GEOLOGIST - SPECIMEN HUNT - Have a scavenger hunt or treasure hunt to make fun out of the requirements to collect geologic specimens. The winning team would be the ones who found minerals such as iron, lead, tin, aluminum, sand, coal, etc.

NATURALIST - INDOOR NATURE TRAIL - Make a "nature trail" through the den meeting room by placing plaster casts of animal tracks, pictures of birds and animals, flowers and insects. Number each specimen. Each boy is given a pencil and paper and moves along the "trail" writing its identification for each numbered specimen on the paper. Most correct answers wins.

OUTDOORSMAN - KNOTS GALORE - Give the team captains a 24-inch length of rope. At signal, the captains tie a knot in one end of the rope, the second player ties a knot near the first, and so on down the line. There should be a knot for every player on the team. After all knots are tied and number checked, it goes down the line again, with each player untying a knot until the rope is returned to its original shape. First team to finish wins.

SCHOLAR - INTELLIGENCE TEST - This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an "x" in the lower right-hand corner of this paper.
9. Draw a triangle around the "x" you just put down.
10. On the reverse side of the paper, multiply 70 by 61.
11. If you think you have followed directions up to this point, call out "I have".
12. Now that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How do you do?

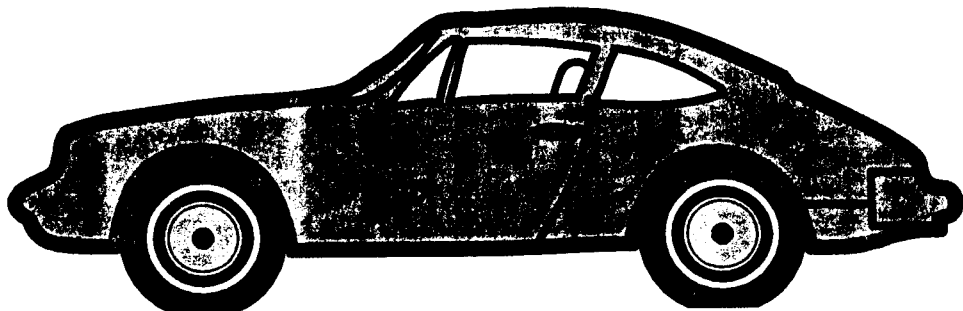
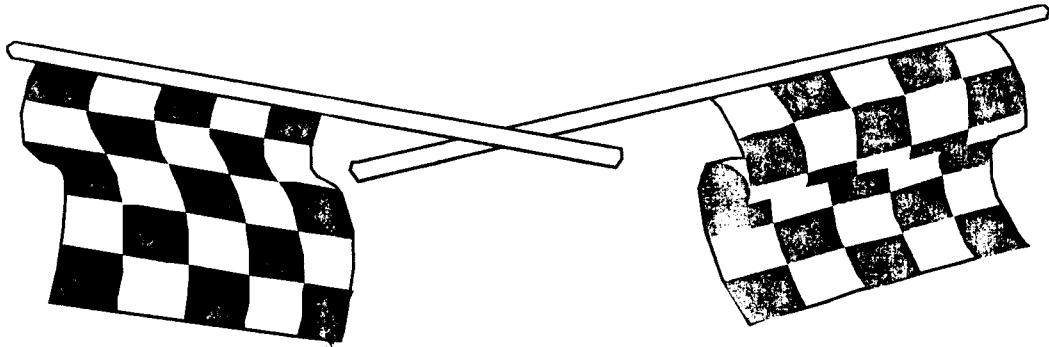
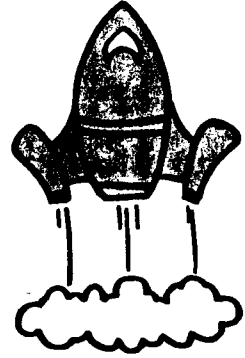
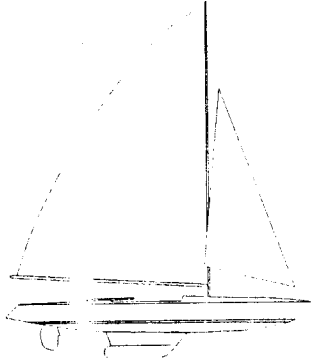
SHOWMAN - GUESS WHAT I'M DOING - On separate slips of paper, write directions, such as "Buckle your seat belt," "Look both ways before crossing the street," "Wash the dog," and "Take out the garbage." Put the slips in a hat and ask the first player to pick one. He reads the direction and pantomimes the action. The player who first guesses what he is doing becomes the next pantomimist.

SPORTSMAN - WRESTLING WHILE SEATED - Opponents sit down facing each other with right legs extended and left feet under right knees. They then put left hands on the other's right shoulder and right hands on the left side of the other's waist. Wrestlers try to unseat each other by pushing sideways with their hands. Winner must win two out of three falls.

TRAVELER - GEOGRAPHY - Players are seated in a circle. First player names a geographic term - city, river, country, animal, race, etc. Second person must give a geographical word which begins with the last letter of the first player's word. Continue thus around the circle. The same word is not to be given twice.



Pow Wow 1999 Derbies



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

COMMITTEE DECISIONS FOR PACK DERBIES:

1. Decide on location and date.
2. Recruit team leaders.
 - a. Inspection and registration team.
 - b. Judging and scoring team. (*recruit from outside pack, such as principal, policemen or firemen*)
 - 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. (*remember derbies can be held inside or outside*)
9. Distribute kits with RULES for race.
10. Possibly arrange for photos and publicity. (*local newspaper*)
11. Allow about 1 1/2 hours, plus 2 minutes for each additional Cub Scout over the quantity of 30.

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. 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.

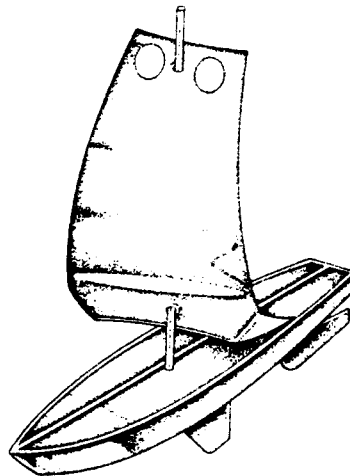
Some boys might not have the opportunities and resources to make their race derby entry. About a month ahead of time, it is a good idea to have a time and place set aside for the boys to come and work on their entries.

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:

<u>Pack Champions</u>	<u>Den Champions</u>	<u>Theme</u>
1st Place	1st Place	Best by Cub
2nd Place	2nd Place	Best paint job
3rd Place	3rd Place	Most unusual
		Best detail
		Judges award



TYPES OF PACK DERBIES

The following pages describe several different kinds of derbies. Use your imagination and come up with many others!

Pinewood Derby (See previous section)

Raingutter Regatta

Cubmobile Derby

Space Derby

X-LGA Egg Race

(Submitted by Pack 22 of
Lumberton, New Jersey)

Fishing Derby

Kite Derby

Derby Rules

The most important thing to remember about Derby rules is that they can be changed to meet your needs. The only firm rule is that everybody should know exactly what rules your derby will be following. Having fun is the most important goal and these rules can be adapted to provide the most fun for your group of boys. You need to decide in advance how much help, if any, the boy's parents may give. Be precise and inform both the boys *and* their families.

If your Pack participates in Council or District Derbies make sure your boys know the rules that will be followed on those levels as well. If the boys are building cars, boat and rockets from BSA kits, the rules are included in the instructions. Here are some of the most common guidelines for different derbies.

Pinewood Derby

1. The car's width shall not exceed 2 3/4 inches
2. The car's length shall not exceed 7 inches.
3. The weight shall not exceed 5 ounces.
4. Axles, wheels, and body shall be from materials provided in the kit.
5. Wheels, bearing, washers and bushings are prohibited.
6. No lubricating oil may be used, only powdered silicone or graphite is allowed.
7. The car may not ride on any kind of spring.
8. The car must be free wheeling without any kind of starting device.
9. No loose materials of any kind are allowed in the car.
10. All cars must be pre-registered and pass inspection before the race.

Space Derby

1. Only the materials provided in the kit may be used.
2. The rocket body may not be longer than 7 inches. This does not include propeller and fins.
3. There are no weight or design restrictions on the rocket.
4. Only rockets must be pre-registered and pass inspection before the race.

Rain Gutter Regatta

1. The hull must not be shorter than 6 1/2 inches or longer than 7 inches.
2. The mast must measure 6 1/2 inches from deck to top.
3. The keel and rudder supplied in the kit must be used and not be altered.
4. The sail can be no larger than the material supplied in the kit.
5. There are no restrictions on color or design.
6. All boats must be pre-registered and pass inspection before the race.

Derby Day Ideas

Derby days don't have to be just the same traditional racing. There are lots of variations on the themes you can use and have fun with. Some boys don't deal well with competition and they may need a change from the usual rules to have fun. Some parents may take the competition too seriously and need a change, too! Here are some ways you can keep the themes and change the rules for all three derbies. You can also use these ideas to run races at the same time as the qualifying heats are being run so that all the boys have something to do and no one is feeling bored.

Make sure each boy can win at least one prize by giving away lots of awards. Let the boys know what some of the categories are in advance so they can have a goal to shoot for, but don't tell them all of the categories because you may have to make up some new ones if you want to give each boy a prize. Here are some possible categories for the Pinewood Derby, but they can be easily modified for the Space Derby and the Raingutter Regatta.

Best paint job	Shiniest car	Most colorful	Most original
Funniest car	Most imaginative	Most aerodynamic	Sportiest looking
Most decals	Most realistic	Strangest shape	Best workmanship
Most artistic	Judges favorite	Best non-car shape	Best wedge shape
Best design	Most futuristic	Best historic car	Best driver in car
Most realistic	Most detailed	Most creative use of a materials	

Pinewood Derby Variations

Instead of having one grand prize have lots of smaller prizes. The boys who are eliminated can get bored and feel left out, so don't eliminate anyone! Set up a racing schedule that allows each boy to race against every other boy in the pack (this may be impossible in really large packs). Race the boys in groups of at least three. The winner can get a small prize such as a sticker to put on a special award certificate which is handed out at the start, or a ribbon. Keep the races moving fast.

Instead of testing speed, try testing distance. On a large floor set up strips of tape every foot or two. Let groups of boys (the groups can be larger than 3 with this variation) push their cars to see 1) who can go the furthest or 2) who can get closest to a specified distance such as the six foot mark.

Test the speed of the boys as well as their cars by having the boys push the cars across the floor with their noses. Have adults check to make sure they only use their

noses and not their heads. You might even set up an obstacle course for the boys to follow.

Space Derby Variations

Have a relay race so at least two boys will win. Rockets can be built by teams. One boy starts the rocket on the guideline. The other boy waits for it at the far end. When the rocket reaches him, he must take it down, rewind it, put it back up and send it back.

Instead of speed, test who can fly the highest. Have the guidelines start one foot from the ground and go five feet high at the finish line. Gradually raise the end of the line until all are eliminated. The rocket who flew highest wins.

Have the rockets break balloons at the finish line. Do this by placing balloons just in front of cardboard in which pins have been inserted at the finish line. The rockets will push the balloons into the pins to break them.

Some rockets self-destruct fairly quickly. Have "Sky Rocket" awards waiting for the first, second and third rockets to "blow-up". Their owners won't feel so bad.

Raingutter Regatta

Instead of using raingutters, have the boys race their boats in a swimming pool four feet deep or less. If you can find a broad pool you can mark racing lanes with tape or string. If you have only a small round pool the boys can blow their boats around the circumference of the pool. In this case you will have to time them and race only one at a time. Make sure the filter is turn off during the race!

Instead of having the boys blow their boats to the finish line they can squirt the sails with a water pistol to move them along. Of course they will also squirt each other, so make sure you're outside and it's warm.

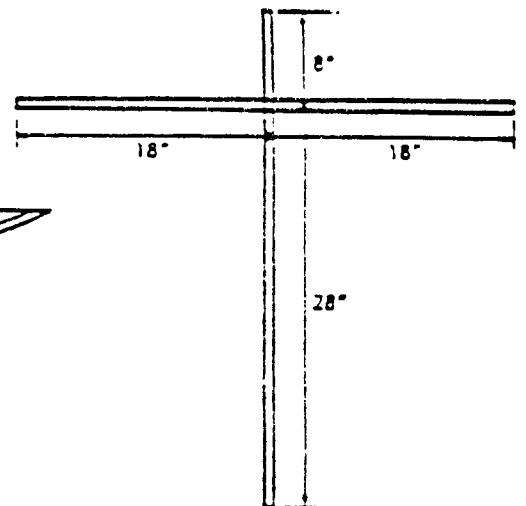
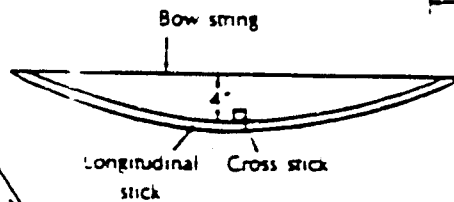
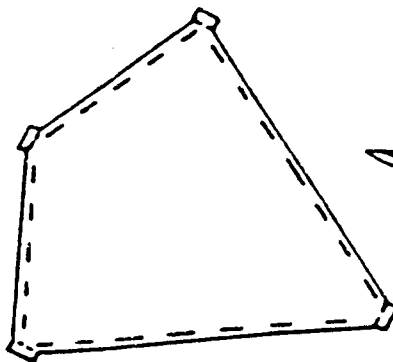
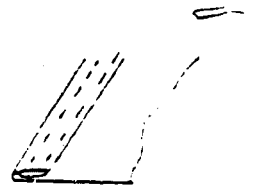
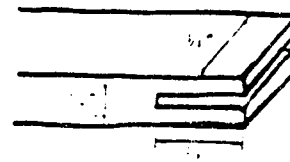
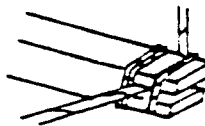
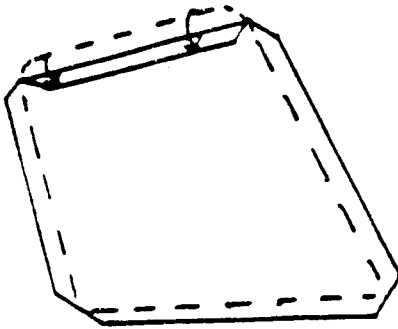
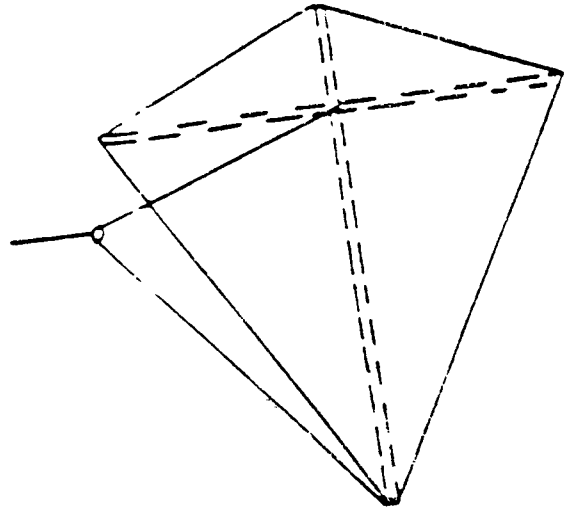
The expense of so many kits may be a burden for some families. Have the boys make paper boats to race. They can learn several fancy boat folds and make the boats just before the race. Tin foil (which rips easily) and wax paper fold well and last longer than regular writing paper.

JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

- First kite in air
- Highest after 15 minutes
- Most stable flying
- Best sportsmanship (boy)
- Most graceful in air
- Most persistent flier (boy)
- Fastest climbing
- Highest after 5 minutes

You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others.



FISHING DERBY

There are two kinds of Cub Scout pack fishing derbies: both are fun for boys and parents. One kind is a partner and son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.

The other type is a family outing with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

SUGGESTED FISHING DERBY SCHEDULE

- 1:00 2:00 Gathering time activities
- 2:00 3:30 Special contests
- 3:30 3:45 Awards ceremony
- 3:45 5:00 Free time for fishing
- 5:00 6:00 Meal and cleanup

ACTIVITY SUGGESTIONS

GATHERING TIME

Guessing Contest :

How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game :

This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3 by 4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

SPECIAL CONTESTS

Reeling Relay :

Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team through wins.

Fishing Relay :

The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3 foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A

KITE DERBY COMPETITION

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby, you'll need an open field, judges, and an announcer.

There may be several classifications of kites: Box, tail less, those with tails, etc.

ENTRANCE REQUIREMENTS

1. All kites are parent and son made.
2. Each entrant may have a parent help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kits, except that no fighting kites are allowed (glass, razor blades, etc. are not permitted).
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

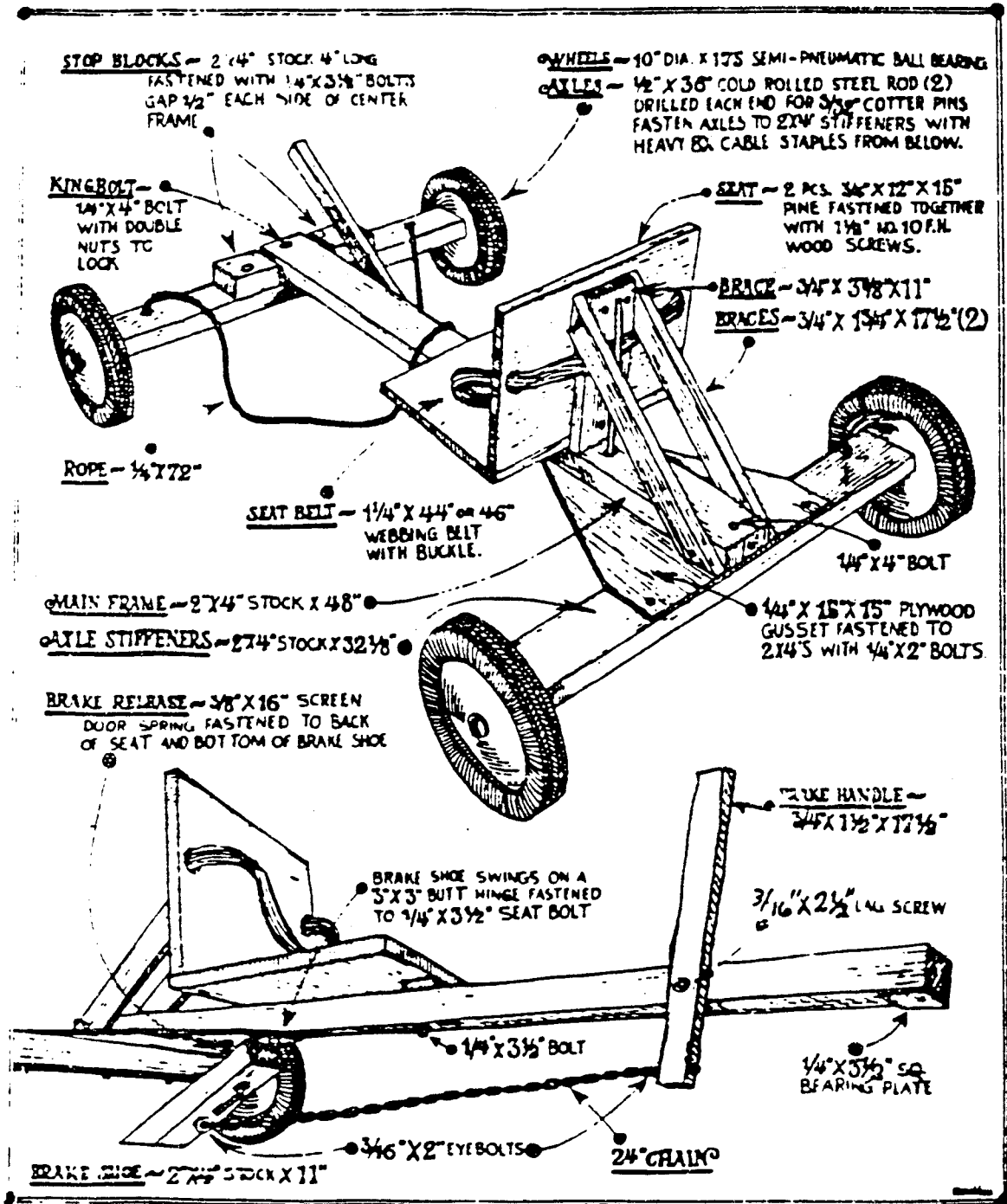
PRE-FLIGHT JUDGING

Prizes could be awarded for:

- Smallest kite
- Largest kite
- Strangest kite
- Most unusual kite
- Funniest kite
- Prettiest kite
- Best craftsmanship kite

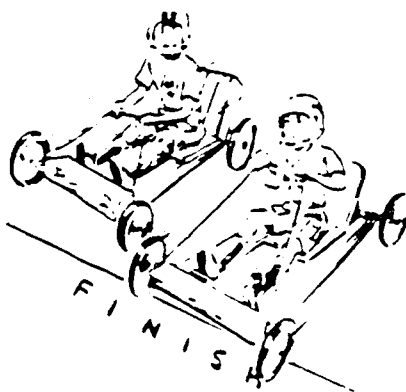


CUBMOBILE OR PUSHMOBILE BUILDING SPECIFICATIONS



CUBMOBILE DERBY

Planning for a Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).



CUBMOBILE OFFICIAL BUILDING SPECIFICATIONS

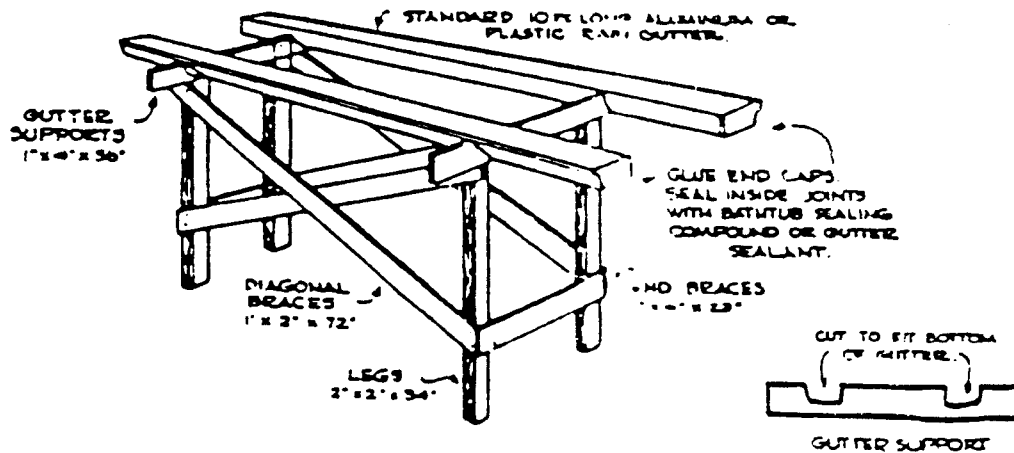
1. Wheels should be approximately 10 inches in diameter, 1-3/4 inches wide, with ball or roller bearings and semi-pneumatic or solid rubber tires.
2. Car frame is to be made from 2 x 4 construction lumber.
3. Inch round head bolts should be used to hold frame together. Screws are second-best choice. Nails will not hold up to a day of racing.
4. All cars are to have a seat and braced backrest, placed so that all team members can rest feet comfortably on front cross bar.
5. If threaded axles are used, the nuts are to be secured with cotter pins or safety wire.
6. Seat belts are optional. Each District sets their own rules. If one is used it should be securely fastened to the main backbone of the car.
7. Each boy, while participating in the race is to wear a protective head covering such as a football helmet, racing helmet, or construction hard hat. For health reasons the borrowing of helmets is discouraged. Each boy should have his own.
8. Overall length of the car is to be 5 feet or less, overall width, 3 feet or less, distance between axles no more than 4 feet.
9. Cars must be equipped with a hand brake with its rubbing surface faced with a rubber material such as a strip of old tire. When dragged on the ground, the break will stop the car.

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")
- 4 - Legs (2" X 2" X 34")
- several - 1 1/2" #10 flathead wood screws for all fastenings

(This will make a frame to support to 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled.)

NOTE: Trophies and medals are available at your local Scout distributor, along with the regatta kits.



judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay Go fishing in the lake :

Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips

FREE TIME FOR FISHING

Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.

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, so each boy gets 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.

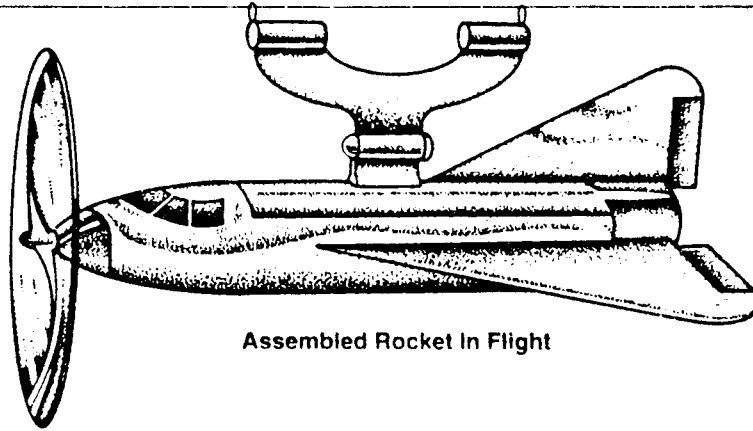
RACING TIPS:

A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1 1/15th" beyond the rocket tail, and turns the rubber bands, gradually shortening the distance between him and the rocket.

A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.



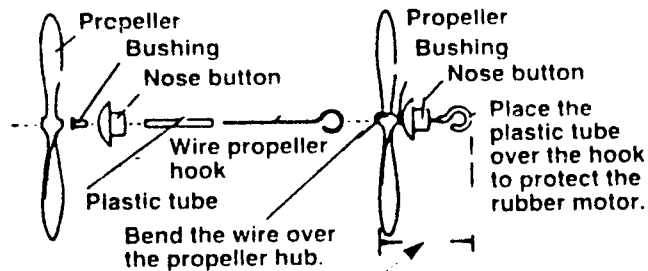
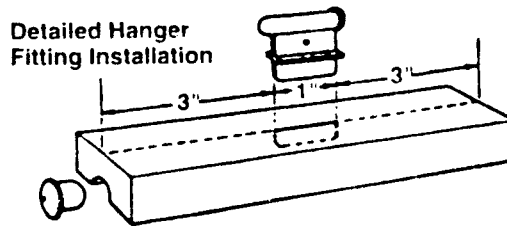
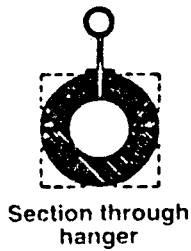
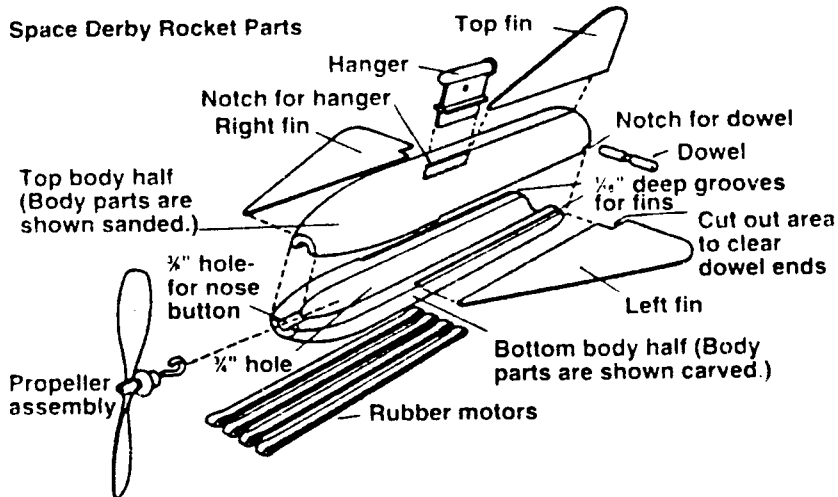
Space Derby Rockets



Assembled Rocket In Flight

Space Derby Plan Assembly Instructions

Space Derby Rocket Parts



The finished distance should be no greater than 1/4".

Unusual Model-Car Designs

for a Shape N Race Derby, Pinewood Derby, Etc.

A Shape N Race Derby is Christian Service Brigade's gravity-powered model car race. It is similar to (some might say, virtually identical to) the Boy Scouts of America's Pinewood Derby.

I enjoy being creative, and I encourage creativity in others. Unusual derby car designs are a great way for "kids of all ages" to express their creativity. Here are descriptions of some of the unusual derby cars I've seen at local and regional Shape N Race derbies. I've created separate sections for derby cars built by boys and for derby cars built by men.

Derby Cars Built by Boys

Most boys should be able to build a car similar to one of these designs with no more adult assistance than normal. I've included construction tips for several of them.

(b) The Candy Bar

The modern plastic film used to package candy bars today makes this one easy to build. Cut and shape the block, sand it smooth, and paint it the same color as the background color on the package. Then carefully trim the brand name and other writing from a large candy bar wrapper and glue it to the block. The label should blend in easily because the plastic is so thin. Several coats of clear finish will protect the label from damage.

(c) The Bobsleds

These were built in successive years by the same boy. The first one looked like an Olympic bobsled. Next year's looked like a bobsled from Disneyland's Matterhorn Bobsleds ride.

(d) The Anchor

Immediately after painting the final coat, he sprayed it with just a touch of green paint. The wet paints blended together very nicely.

(e) Fish, Sharks, etc.

We've had several fish and sharks entered. One of the best ones used heavy paper for the fins, which looked great, even if it wasn't durable.

(f) Watermelon

A wedge of watermelon. The real watermelon seeds added just the right touch to complete the effect.

(g) Swiss Cheese

Very nicely done. A little mouse (probably from a cat toy) went along for the ride.

(h) The Ice Cream Bar

This one looked like a standard chocolate-covered vanilla ice cream bar, complete with a popsicle stick.

(i) Rabbit and Carrot

We've had several carrots with rabbit drivers.

(j) The Astair-Mobile

This looked like a patent-leather dance shoe. It was absolutely gorgeous.

(k) The Pencil

A standard hexagonal yellow No. 2 pencil, complete with a real rubber eraser.

(l) The Coffin

He probably came up with this idea sometime around Halloween.

(m) The Canoe

The inside couldn't be carved out very much, but dark colors created a reasonable illusion of depth.

(n) The Turtle

The first boy-built unusual car I saw. The shell was nicely textured. The feet stuck out of the shell right where the wheels attached to the car. Very nicely done.

Derby Cars Built by Men

Many (but not all) of these designs will be beyond the capabilities of most boys, unless they receive more adult assistance than normal.

(b) The Plastic Slab

Two pieces of plexiglass, laminated together. There was just enough wood at the wheel locations to hold the axles in.

(c) The Surf Board

An upside-down surf board, with a bite removed by a shark. This was a simple shape, with excellent finish and detail.

(d) The Screw

Yes, this one looked like a giant screw.

(e) Fish

We've had several fish entered by adults too.

(f) The Brass Bed

A newlywed leader created this one. It came complete with pillows, lace bedding, etc.

(g) The Police Car

Complete with working lights and siren. The original kit formed the chassis, and the body and lights from a plastic model were attached to that. On one wheel, the author painted a spot with aluminum paint, so an optical sensor could detect when the car was moving.

(h) The Laminated Corvette

One dad built his own block of wood by laminating eighth-inch strips of redwood and fir. Then he carved the block into a wonderful replica of a Corvette. The lamination really emphasized the curves of the Corvette design.

URL: <http://www.rahul.net/mcgrew/derby/designs.html>

Last Modified: 1997/08/12 02:29:33

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Race Methods for a Shape N Race Derby

(Race Methods for a Pinewood Derby)

A Shape N Race Derby is Christian Service Brigade's gravity-powered model car race. It is similar to (some might say, virtually identical to) the Boy Scouts of America's Pinewood Derby.

This document describes ways to determine which derby cars are the fastest. It should be useful to organizers of any similar race event (e.g., model sailboat or model rocket races), since it addresses logistical issues that are applicable to any race event, and isn't tied to the specific details of model car races like the Shape N Race Derby or the Pinewood Derby.

Introduction

The obvious (albeit superficial) goal of any model-car race event is to determine which model cars are the fastest, so that awards can be presented to the winners. However, there are other important goals which must be considered, goals related to the nature of the event as a social gathering with the parents and with the children who built the cars.

With so many parents and children involved in the event, it is critical for the races to flow smoothly. You don't want all those people (many of whom have short attention spans) sitting around waiting for something to happen. Whichever race method you use, be sure to schedule a dry run well in advance of the actual race, to make sure that everyone involved knows what's going on, and to make sure that any obvious problems are resolved before the room is filled with impatient parents and children.

Even when the race itself is flowing smoothly, those who are uninvolved with the current series of races may grow bored. Especially with large groups, consider scheduling each sub-group for its own time slot, so that people know when they need to be there. Furthermore, consider providing alternative drop-in, drop-out activities in a separate room from the race itself. Finally, it is important to maintain fairness. Any appearance of unfairness can lead to ugly disputes; a lot of work went into each and every model car, so passionate advocacy can be expected if any car loses or is eliminated unfairly. Try to accommodate imperfections in the track, cars that need emergency repairs, the luck of the draw, human error, etc.

Elimination Methods

The fundamental characteristic of elimination methods is that they eliminate entrants from the competition incrementally, until only the winning entrant(s) remain in the competition. A single-elimination method will eliminate entrants after a single loss; a double-elimination method, after two losses; a triple-elimination method, after three losses; and so on.

Thus, by their very nature, elimination methods create more and more entrants with no further personal interest in the proceeding of the event. This can create a crowd-control problem for the event organizers. On the one hand, you can accommodate this to some degree by postponing the final elimination as long as possible (e.g., by delaying the races between entrants that are only one loss from being eliminated). On the other hand, once first place has been determined, some people will lose interest, so as many entrants should be eliminated as possible before you run the final series of races which will determine which entrants win which places.

Another characteristic of elimination methods is that there is no fair mechanism to rank the eliminated entrants. For example, in a single-elimination race, there is no way to know whether

the second-fastest entrant was the first one that lost to the winner, the last one that lost to the winner, or any of the others in between that lost to the winner. A single-elimination method will determine fairly only first place; a double-elimination method, only first and second places; a triple-elimination method, only first, second, and third places; and so on. Thus, as it becomes necessary to determine more places fairly, coordinating a multiple-elimination event becomes more and more complex.

Another characteristic of elimination methods is that different entrants will race a different number of times. With 32 entrants in a triple-elimination system, the first-place winner will only need to race 5 times. However, the third-place winner will need to race between 7 and 14 (or more!) times, depending on exactly when it is eliminated and how different groups are scheduled against each other. In a model car race, this represents a significant variation in the wear and tear (e.g., loss of lubricant) on the cars. In a model sailboat race where the entrants blow on the sails of their own boat, this represents a significant variation in the amount of physical exertion required from the entrants.

Finally, elimination methods do not accommodate unfair tracks well. Losing because you drew the slow lane still eliminates you (or moves you one step closer to elimination in a multiple-elimination race), and there is no way to recover. If your track is significantly unfair, you will need another mechanism to accommodate its bias (e.g., you could each race twice, switching the lanes for the second race).

I have described several problems with elimination methods. I admit that there is a certain appeal to using elimination methods; they are easy to understand, easy to explain to spectators and participants, and easy to run (if you don't try to fix the problems I've described). However, because of the difficulty involved in running an enjoyable, fair event using elimination methods, I prefer the final-standing methods described later in this document.

The Single-Elimination Method

The single-elimination method is a simple mechanism for determining the best entrant. Entrants are assigned to compete against each other, and those that win progress to the next round. The process is repeated until the final entrants compete, and an overall winner is determined.

Record keeping can involve a formal ladder (with the winners of specific matches scheduled to compete against each other from the beginning), or matches can be scheduled on a more impromptu basis (once the entrants that qualified for each round have been determined).

If it is necessary to determine second (or even second and third) place, the entire elimination process can be repeated with the losing entrants. (This is essentially a simplistic multiple-elimination method.) This works reasonably well for a few entrants (half a dozen or so), where each iteration is fairly quick. For large groups, this is thoroughly impractical unless the entrants are first divided evenly into small groups (i.e., posts, squads, dens, sixes, patrols, or whatever name your organization has for subgroups of about half a dozen members).

Repeating the elimination process has the side-effect of making each successive round less (not more) important than the rounds which preceded it. One first place has been determined, some people will lose interest in the races for second (and third) place. This can create crowd-control problems.

Elimination Ladder Methods

I do not like elimination ladders for race events like the Shape N Race Derby, Pinewood Derby, Raingutter Regatta, etc. For one thing, elimination ladders become unwieldy very quickly. Once you get more complex than a double-elimination ladder for a two-lane track, ladderless elimination methods (described below) are more workable. A triple-elimination ladder for a four-lane track would be far too complex for most people to deal with.

Single-elimination ladders are easy to find (or make). Double-elimination ladders should be readily available too, since they are often used in athletic tournaments.

However, note that many (if not most) athletic tournaments use a double-elimination ladder that automatically gives second place to the last entrant defeated by the first-place winner, and gives third place to the winner of the losers' bracket. This is commonly accepted, but it is technically wrong. The last entrant defeated by the first-place winner and the winner of the losers' bracket should compete against each other, and the winner of that match should receive second place. The loser of that match should receive nothing; a double-elimination method cannot determine third place fairly. However, once first place has been determined, there would be little interest in a final match for second place. Furthermore, giving second place to the entrant that lost to the first-place entrant in the final match is intuitive, and third place is all that is left for the winner of the losers' bracket.

Ladderless Elimination Methods

Many elimination systems avoid the use of ladders by simply recording the number of losses each entrant has had, and generating matches randomly among entrants who have had the same number of losses. The specific techniques for keeping track of the number of losses each entrant has had vary, but conceptually they are the same. Each time an entrant loses, it moves down one level of a hierarchy that has those entrants with no losses at the top. After it's nth loss, an entrant is eliminated. When there is only one entrant left in each level of the hierarchy, the one with no losses receives first place, the one with one loss receives second, and so forth.

To maintain suspense, it is a good idea to wait as long as possible before actually determining the winners. Eliminate entrants until each level of the hierarchy contains no more entrants than can compete in a single race, and then swiftly finalize the results with a few quick races.

In all of these methods, you will almost certainly have to schedule races for a group that is not an even multiple of the number of lanes on your track. Adjust the last few races to keep all the races as even as possible. For example, if you have a three-lane track, and you have one extra car, then the last two races should race two cars each (thus avoiding a "race" with only one car). As another example, if you have a four-lane track, and you have two extra cars, then the last two races should race three cars each (thus avoiding a race with only two cars).

Tables

One method uses tables to keep track of where each car is in the hierarchy. Cars start on the "No Losses" table, and as they lose, they move to the "One Loss" table, to the "Two Losses" table, etc. It helps if you have a "Current Heat" table from which to stage each round of races. Cars that win are returned to the table they came from, and cars that lose go to the next lower table in the hierarchy.

Don't forget to protect the cars from rolling off the tables. You can cover the tables with thick, soft cloth (terry-cloth towels work well), or you can build some kind of rack to hold the cars in place.

Display Boards

Another method uses display boards and numbered cards that correspond to the numbers assigned to the cars. The numbered cards are attached to the display board by hooks, hook-and-loop fasteners (e.g., Velcro®), magnets, or whatever other mechanism you find convenient. Each board has as many columns as the track has lanes, and as many rows as are necessary to hold all the numbered cards. Everyone starts on the "No Losses" board, and moves to the "One Loss" board, to the "Two Losses" board, etc.

It helps to have a second set of numbered cards attached to wristbands that are worn by the cars' owners.

Rosters

Another method uses a series of rosters. Winners are copied to a fresh "n Losses" roster, and losers are copied to the "n+1 Losses" roster, or possibly a fresh "n+1 Losses" roster. This provides a permanent record of how the race progressed, although I'm not sure why anyone would care.

Put the roster on overhead transparencies to make it easier to display to everyone involved.

Final-Standing Methods

This section could also be called "Non-Elimination Methods". The common feature of these methods is that all races are scheduled in advance, and after all races have completed, some kind of rating mechanism is used to determine the final standing of every entrant. Thus, the crowd-control problems of elimination schedules are avoided.

Furthermore, final-standing methods typically schedule each entrant to race the same number of times in each lane. This helps minimize the unfairness introduced by fast or slow lanes, and guarantees that each entrant several races (depending on the number of lanes on your track). With a four-lane track, final-standing methods typically guarantee each entrant at least four races, and often guarantee eight or twelve races. In contrast, a quadruple elimination race guarantees each entrant only four races, although some will race many more times than that.

The Lane-Rotation Method

I've also heard this race method called the Cross-Track Method and the California Method. This technique was used for decades by my CSB Stockade unit. It is easy to administer, given only an overhead projector and a handful of transparency sheets.

Our track has four lanes, therefore the following discussion will assume a track with four lanes. However, the method is easily adapted to tracks with different numbers of lanes; just replace the number four in the following description with however many lanes your track has.

Start with the first four entrants in the first race. In each successive race, the entrant that was in Lane 1 is removed from the rotation, the entrants in the other lanes move down one lane, and the next entrant on the roster is placed in Lane 4. When you get to the end of the roster, start over with the first entrant (which only had one race before being removed from the rotation). Stop when every entrant has raced once in each lane (the last entrant will be in Lane 1 in the final race).

After each race, record how each entrant did. After the last race, tally up the results and move the top-scoring entrants to the next round. Repeat the process until you reach the final round

with only one entrant per lane. (Yes, this method does share some of the problems of elimination methods.)

You can either use golf scoring (low score wins), or you can assign more points for first place, fewer for second, and so on (high score wins).

With a four-lane track and twenty entrants, a lane-rotation race schedule will look like this:

	Lane 1	Lane 2	Lane 3	Lane 4
Race 1	1	2	3	4
Race 2	2	3	4	5
Race 3	3	4	5	6
...				
Race 18	18	19	20	1
Race 19	19	20	1	2
Race 20	20	1	2	3

Scoring is easier if you use overhead transparencies for the roster, and a scoring template that looks like this:

Number/Name:	Lane 1	Lane 2	Lane 3	Lane 4
Lane 1 _____	#####	#####	#####	
Lane 2 _____	#####		#####	#####
Lane 3 _____	#####	#####		#####
Lane 4 _____		#####	#####	#####
On Deck _____	#####	#####	#####	#####

For each race, write each entrant's score in the open box, then move the entire roster up one place on the template. Repeat until you're done. (You'll need to copy the first three entrants to the end of the roster, since they'll return to the rotation at the end.)

After the round is complete, each entrant's scores will be lined up to the right of its number/name, ready for you to add up its final score. (You'll need to consolidate the scores of the first three entrants since some will be recorded at the top of the roster and some will be recorded at the bottom of the roster.)

Note that the "On Deck" entrant isn't actually involved in the current race; rather, it serves as a reminder that it will move to Lane 4 in the next race.

Unfortunately, each car races against the same opponents repeatedly, which is unfair to the cars next to the fastest car in the race (this is similar to being matched against the fastest car in a multiple-elimination race). The way to reduce this scheduling-related bias in the lane-rotation method is to adjust the point cutoff to allow more entrants to move to the next round, and then to mix up the entrants in the next round so that everyone encounters new opponents. You'll have to choose an acceptable balance between fairness and the number of rounds required to determine the top four finalists. For example, to accommodate the situation of the third-fastest entrant being sandwiched between the first- and second-fastest entrants, you'll need to allow entrants with a 2nd-3rd-3rd-2nd record into the next round.

A minor issue is that, even though each entrant races four times, all of those races are one right after the other (except for the first three entrants, which race at the very beginning and then again at the very end). Furthermore, if you schedule multiple rounds (e.g., quarter-finals, semi-finals, and finals), you'll end up with uninvolved entrants just as with the elimination methods.

Also, most cars will race for the first time against cars that have already raced once, twice, or thrice. I'm not sure how unbalancing this is on average, especially since the difference is minor. Some cars will slow down in each successive race (as they lose lubricant), while others will speed up in each successive race (as their wheels and axles "break in").

Elapsed-Time Methods

If you have a track with a timer, you can run every entrant once in each lane, add up the total of the elapsed times for each entrant, and simply compare the total elapsed times. The lowest total elapsed time wins.

Tracks with timers are more complex and expensive than tracks with simple first-second-third finish gates. From a human-factors perspective, some of the excitement of each race is lost when everyone knows that the actual results of the race are irrelevant, only the elapsed time of each entrant. However, these methods are extremely fair. The actual race schedule can be generated with the lane-rotation method, or with any other method that guarantees that each entrant will race once in each lane.

Especially for a large regional derby, an elapsed-time method may be the best choice (assuming you have a track with a timer) because it avoids any hint of unfairness, and because it avoids the need for multiple (quarter-final, semi-final, final) rounds.

Round-Robin Methods

Round-robin schedules match every entrant against every other entrant the same number of times. The schedule used during the regular season for most sports is a round-robin schedule; every team plays every other team once (or possibly twice, once at home and once away).

While it is easy to generate round-robin schedules when only two opponents compete in any given match (1 vs. 2, 1 vs. 3, 2 vs. 3, etc.), it is more difficult when more than two opponents compete in a given match. It helps a lot to restrict the number of entrants to a number that works out evenly. To use such a schedule with fewer entrants than called for, simply assign numbers to the entrants randomly, and then assign the left-over numbers as byes. Using byes to fill out the schedule doesn't compromise the fairness of the results much, as long as your scoring system treats byes as entrants who always come in last place. Still, it is better to avoid using a lot of byes.

Here are several round-robin schedules. Each schedule assigns each entrant to each lane the same number of times, and follows a simple incremental progression. Other schedules are possible; most of them are much more complex.

Three-Lane Round-Robin Schedule (Racing Once Per Lane)

On a three-lane track, each entrant will race three times, against two new opponents in each race. Thus, each entrant must have six opponents, and you need exactly seven entrants total. Here is a sample seven-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	4
Race 2	2	3	5
Race 3	3	4	6
Race 4	4	5	7
Race 5	5	6	1

Race 6	6	7	2
Race 7	7	1	3

Three-Lane Round-Robin Schedule (Racing Twice Per Lane)

On a three-lane track, each entrant will race six times, against two new opponents in each race. Thus, each entrant must have twelve opponents, and you need exactly thirteen entrants total. Here is the first round for a sample thirteen-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	5
Race 2	2	3	6
Race 3	3	4	7
...			
Race 11	11	12	2
Race 12	12	13	3
Race 13	13	1	4

The second round follows the same pattern, except that the first race involves entrants 1, 3, and 8. Together, the two rounds form a complete schedule where every entrant races in each lane twice, and competes against every opponent once.

Round-Robin Schedules for More Lanes (Racing Once Per Lane)

A similar round-robin schedule for a four-lane track would require thirteen entrants (four races per entrant times three opponents per race, plus one). The first race would involve entrants 1, 2, 4, and 10.

A similar round-robin schedule for a five-lane track would require twenty-one entrants (five races per entrant times four opponents per race, plus one). The first race would involve entrants 1, 2, 5, 15, and 17.

A similar round-robin schedule for a six-lane track would require thirty-one entrants (six races per entrant times five opponents per race, plus one). The first race would involve entrants 1, 2, 4, 9, 13, and 19.

Chaotic-Rotation Methods

Chaotic-rotation schedules are similar to round-robin schedules. The main difference is that chaotic-rotation schedules relax the requirement that each entrant race against every possible opponent the same number of times. This flexibility makes it much easier to generate chaotic-rotation schedules than round-robin schedules.

My CSB Stockade unit has been using a home-grown chaotic-rotation method since 1996. It is extremely popular with both the boys and their parents. Here are some of the advantages of chaotic-rotation methods.

- Like other final-standing methods, they accommodate fast/slow lanes well.
- Like round-robin methods, they avoid scheduling entrants against the same opponents repeatedly.
- They maintain interest because each entrant's races are generally distributed throughout the event, and each race matches new opponents against each other.
- Like other final-standing methods, they use a pre-determined race schedule, so the starting-gate crew can operate very efficiently.

(e) Since they require no final or semi-final (or quarter-final, etc.) rounds, they leave more time to schedule races for everyone, fast and slow alike.

Chaotic-rotation schedules are generally created in advance by a computer program. The program can generate schedules randomly, but it is better to create the schedule more deliberately, assuring that entrants race in each lane the same number of times, that entrants race against different opponents, etc.

One system that creates such a chaotic-rotation schedule is called the Stearns Method (named after Dr. Dick Stearns, the mathematician and game theorist who developed it for Pack 37 of Niskayuna, New York). Software for the Stearns Method is available as freeware (see my list of derby software resources for one FTP site).

Here is the basic algorithm of the program I wrote to generate chaotic-rotation schedules. For each race, for each lane, determine which entrant is the most "appropriate" one and assign it to that lane for that race. To determine how "appropriate" each entrant is, use the following prioritized rules (the most important rules are listed first).

- (1) Never schedule an entrant to race against itself. (Yes, this seems obvious, but it must be specified explicitly.)
- (2) Schedule entrants for the same number of races each.
- (3) Given the above, schedule entrants in different lanes as much as possible.
- (4) Given the above, schedule entrants against different opponents as much as possible.
- (5) Given the above, avoid scheduling entrants in two consecutive races. (Sometimes you can't avoid rushing a model vehicle from the finish line to the starting gate for the next race--especially when you have fewer entrants--but it helps the event run more smoothly if you avoid it as much as possible.)
- (6) Given the above, select entrants that have been scheduled for fewer races so far. (This helps spread an entrant's races throughout the derby event.)
- (7) Given the above, select entrants randomly.

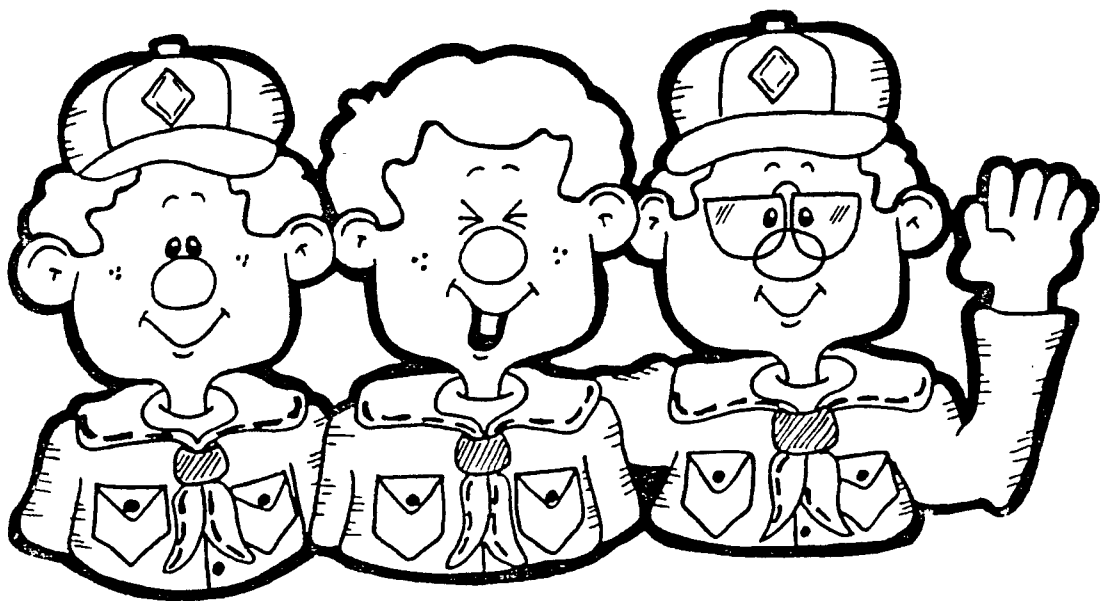
Schedule-Free Racing

This may sound heretical to some, but you might consider running a derby with no race schedule. Just have the entrants line up with their model vehicles in hand, in whatever order they want, and let them race against whomever they want. After each race, they can get back in line immediately, or wait for a friend who is still in line (so they can get in line together and race against each other the next time). You just need one adult per track to load the cars into the starting gate and release them, plus leaders and parents to provide crowd control. Multiple tracks and refreshments will help keep entrants and spectators occupied.

You can run the derby like this without any official awards. If your derbies have come to focus too much on the awards, and not enough on the children's experience of building something with a parent or leader, then maybe its time to just have fun and not worry about trophies and ribbons. If you still want to present awards, you can get results similar to those of the chaotic-rotation methods by using this system and recording how well each entrant does during its races. Limit each entrant to the same number of races by distributing the same number of race tokens to everyone; have the starting-gate crew collect tokens each time an entrant joins a race. Officials at the finish gate can keep track of the race results, or they can place stickers on the cars themselves (blue=1st, red=2nd, etc.). Or perhaps you can combine your derby night with a family carnival, and award carnival tickets. Be creative!

Join the Pack!

Pow Wow 1999
Den Leader Helps



LEADERS ARE LIKE. . . .

BAYER ASPIRIN: they work wonders.

COCA COLA: they are the real thing.

DIAL SOAP: they work around the clock.

SCOPE: they make you feel refreshed.

FORD: they have better ideas.

PEPSI: they have a lot to give.

PAN AM: they make the going great.

ALKA SELTZER: they cure the blahs.

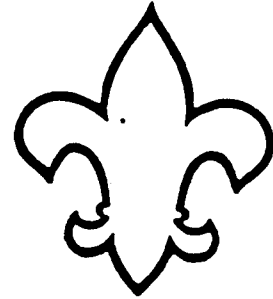
HALLMARK CARDS: they care enough
to give the very best.

WE APPRECIATE YOUR EFFORTS!

DEN METHODS

Here are some proven methods that you might want to try with your den:

-Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond to it. If they seem to be becoming lax in their response, make a contest out of it. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times



Make den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a den meeting doesn't mean they aren't special and important.

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

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

-Let boys be boys! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

-Use a **TALKING FEATHER**. A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn uninterrupted.



-Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, if you had trouble making your sample, you can be sure it will be too hard for the boys.

In conjunction with this, it might be a good idea to have some extra puzzles or pencil games on hand for the boy or boys who are the first to finish. This will keep them occupied and out of trouble while you are helping the others to finish

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

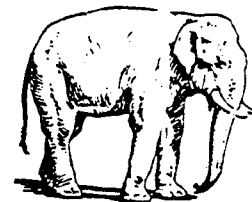
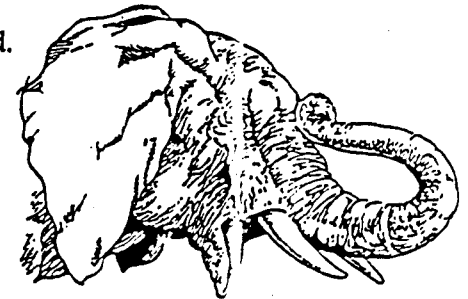
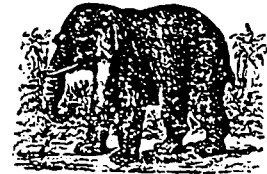
-Deal calmly and reasonably with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

-Explain the reasons for your rules. Let the boys know there are choices that Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the Den's Code of conduct and the consequences of breaking the rules to the parents of boys in your den at each of your den parents' meetings.

A WALK ON THE WILD SIDE
THE ABC'S OF BEING AN EFFECTIVE LEADER

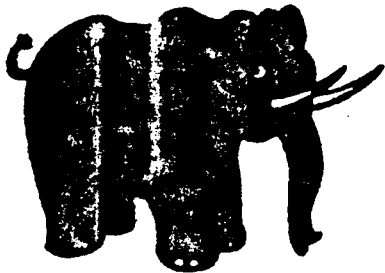
CUB LEADER BASICS

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



10 COMMANDMENTS FOR GOOD LISTENING FOR LEADERS

1. Stop talking - You cannot listen if you are talking.
2. Put the talker at ease - Help him feel that he is free to talk.
3. Show him that you want to listen - Look and act interested. Do not ignore him while he talks. Listen to understand rather than to reply.
4. Remove distractions - Don't doodle, read or shuffle papers.
5. Empathize with him - Try to put yourself in his place so that you can see his point of view.
6. Be patient & allow plenty of time - Do not interrupt him. Don't start for the door or walk away.
7. Hold your temper - An angry person conveys the WRONG message.
8. Go easy on argument and criticism - This puts him on the defensive. He may "clam up" or get angry. Don't argue - if you win, you lose.
9. Ask questions - This encourages him and shows you are listening. It helps develop communication.
10. Stop talking - This is first and last, because all other Commandments of Good Listening depend on it. You just can't do a good listening job while you are talking.

BLESSED IS THE LEADER

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

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

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

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

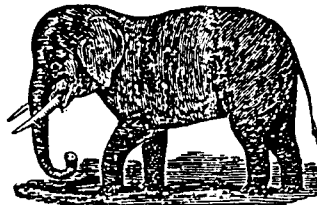
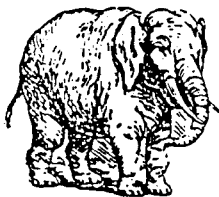
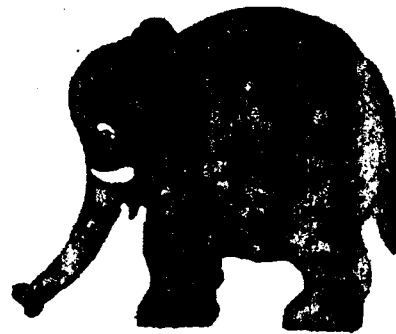
Blessed is the leader who seeks the best for those he serves.

Blessed is the leader who develops leaders while leading.

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

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

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



DISCIPLINE

Discipline is essential for any organization to function properly. Proper discipline helps mold, strengthen and perfect a person's character. It is not synonymous with punishment, and, punishment is only a small part of the concept of discipline. Discipline is structure--for boys and leaders alike. A disciplined group of boys with an undisciplined leader can be more detrimental than a group of undisciplined boys with a disciplined leader. The basic rules of discipline are:

1. **WHO'S IN CHARGE HERE?:** Plan ahead, make alternative plans, establish a routine for your meeting. If you do not take charge, the boys will. Insist on attention when you speak, but give the boys attention when they speak.
2. **FOCUS ON BEHAVIOR:** Have activities that accommodate short attention spans, contain the appropriate level of psycho-motor ability and is of interest to the boys.
3. **REWARD VIRTUE:** Reward works better than punishment. Behavior that is rewarded tends to be repeated and will lead to further improvements. Behavior that is never rewarded will disappear.
4. **TOKEN REWARDS:** An object becomes reinforcing if it can be exchanged for other reinforcements. Conduct candles, totem beads, etc. are examples of token rewards.
5. **DO AS I DO:** Behavior that is rewarded in others tends to be imitated. Remember that boys will do as you do. Wear your uniform, be positive, be polite, and fair, and the boys will imitate you.
6. **TIME OUT:** Behavior that results in removal from a rewarding situation tends to be avoided. The boy who has to sit out or be sent home because of his behavior, avoids repeating that behavior.
7. **OVER-CORRECTION:** When behavior produces additional work, it will be avoided. The messy boy who has to clean up his mess before playing the game, is not as messy next time. If the leader cleans it up, boys will not learn to accept the consequences of their own behavior.
8. **NOBODY LIKES A PHONY:** A leader's feelings and behavior should be consistent. It is our responsibility to treat all the boys equally. Do not punish the boy for having parents who are uncooperative or antagonistic. If you can't confront the parents about their behavior, then it is unfit to take it out on the child.
9. **REACT QUICKLY:** When the need for discipline arises, stop the activity immediately and remove the boy from the situation.
10. **PUNISH THOSE RESPONSIBLE:** If the group misbehaves, punish the group. If one boy misbehaves, punish him.

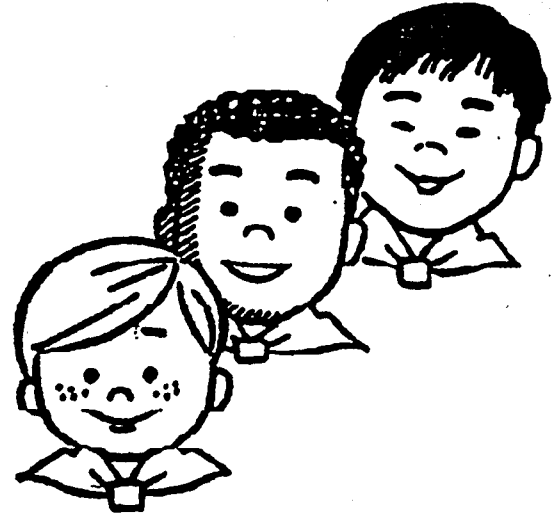
DEN RULES

Den rules are established by each individual den leader. Your den rules reflect your personal values and life styles. Some guidelines for establishing your den rules are:

- Discuss all rules between den leaders and den chiefs before announcing them to the boys
- Do not make a rule until you are sure it is a good rule. Bad rules are disruptive and oppressive.
- If it becomes obvious that a rule is a mistake, it is OK to change it. Be careful that the new rule is one you can live with. Don't become known as a fickle leader.
- All rules and changes in rules should be announced before you begin enforcing them. Send written rules home to parents so they can review them with the boys.
- Follow through with the rules. **BE CONSISTENT!** Exceptions will invalidate your rules.

SAMPLE RULES

1. Obey all the rules.
2. Bring dues weekly.
3. Bring your Cub Scout book to every meeting.
4. Be quiet.
5. Bring supplies when asked.
6. Be seated when asked, and stand when asked.
7. Follow Den Leader's, Assistant Den Leader's and Den Chief's instructions.
8. Don't interrupt when someone else is talking.
9. Wipe feet before entering house.
10. Go straight home after the meeting.
11. If disciplined twice during the meeting, the boy is sent home.
12. If a boy misbehaves on an outing, he will be unable to participate in the next outing.



HOW TO AVOID DISCIPLINE PROBLEMS

Here are a few ideas from experienced den leaders on positive things to do to avoid discipline problems:

- Insist on attention when talking.
- Don't shout or yell.
- Teach boys to respond to the Cub Scout sign.
- Have a good pre-opening activity.
- Praise in public, criticize in private.
- Make full use of the advancement program.
- Give boys responsibility.
- Encourage boys to wear uniform.
- Be impartial in dealing with Cub Scouts.
- Be firm in a friendly manner.



DEN CODE OF CONDUCT

Most den leaders find that if their den has a code of conduct to follow, their home, their furniture and their dignity remain intact through their Cub Scout experience. Boys need to know just how far they can push, and the Den Code of Conduct will tell them this.

Each den will want to develop their own code of conduct to fit those special boys. Don't make too many rules or omit any insignificant ones. The rules should be simple, clear, and concise, so they can be understood by the boys. In fact, the boys can help set the rules.

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

DEN CHIEFS/DEN AIDES

WHAT IS A DEN CHIEF?

- He 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.
- He is an officer in a Boy Scout Troop. This office can be used for the requirements for Star and Life rank in the Boy Scout program.
- He 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.

THE RESPONSIBILITIES OF A DEN CHIEF

- See that den activities do not include Boy Scout activities that would take away from the boy's future experience in the troop.
- Receive training from the Den Leader (and Cubmaster or assistant Cubmaster). Attend Den Chief training conference.
- Encourage the Cub Scouts to become Webelos Scouts when they are eligible.
- Meet regularly with the Den Leader to review den and pack meeting plans.
- Meet as needed with adult members of the den, pack and troop.
- Assist the den in its part of the monthly pack meeting program.
- Help Cub Scouts achieve the purpose of Cub Scouting.
- Help the Denner and the Assistant Denner to be leaders.
- Help the Cub Scouts on advancement requirements.
- Attend annual pack program planning conference.
- Serve as the activities assistant at den meetings.
- Set a good example by attitude and uniforming.
- Know the importance of the monthly theme.
- Know the purposes of Cub Scouting.
- Be a friend to the boys in the den.



THE CUB SCOUT TRAIL

Boy's name—>

RANK/AWARD	DATE EARNED
BOBCAT	_____
WOLF	_____
GOLD ARROW	_____
1st SILVER ARROW	_____
2nd SILVER ARROW	_____
3rd SILVER ARROW	_____
4th SILVER ARROW	_____
5th SILVER ARROW	_____
6th SILVER ARROW	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
BELTLOOP	_____
PIN	_____
PIN	_____
PIN	_____

SPECIAL AWARDS:

RANK/AWARD	DATE EARNED
BEAR	_____
FAITH IN GOD	_____
GOLD ARROW	_____
1st SILVER ARROW	_____
2nd SILVER ARROW	_____
3rd SILVER ARROW	_____
4th SILVER ARROW	_____
5th SILVER ARROW	_____
6th SILVER ARROW	_____
BELTLOOP	_____
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BELTLOOP	_____
PIN	_____
PIN	_____
PIN	_____

SPECIAL AWARDS:

CUB SCOUT - WOLF/BEAR AWARD ENVELOPE: Copy "The Cub Scout Trail" as needed onto goldenrod paper. Trim away excess border. Glue or tape to the front of a blue, letter-size, "File Jacket (made by Globe-Weiss, available at office supply stores). Present these folders to parents at the New Cub Meeting or the first pack meeting. As the boys receive awards, cards can be stores inside the folder and recorded on the Record Sheet. This is great advance training for Boy Scouts!

CUB SCOUT DEN LEADER RECORD FORMS: Copy the 8 remaining forms, one per boy, and keep in a master notebook to maintain records of each boy's progress. Write the boy's name at the top of each sheet. These will help track what areas would benefit the most boys when planning den meetings. By Cindy Dean, Oxford, OH.

WOLF CUB SCOUT ACHIEVEMENTS

Boys' names →

Boys' names →

7 Your Living World					
a					
b					
c					
d					
e					

1 Feats of Skill (do a-e and one of remaining 6)					
a					
b					
c					
d					
e					
f					
g					
h					
i					
j					
k					

8 Cooking and Eating					
a					
b					
c					
d					
e					

9 Be Safe at Home and Street					
a					
b					
c					
d					

2 Your Flag					
a					
b					
c					
d					
e					

10 Family Fun (do 2 of the following 5)					
a					
b					
c					
d					
e					

3 Keep Your Body Healthy					
a					
b					
c					

11 Duty to God					
a					
b					
c					

4 Know Your Home/Community					
a					
b					
c					
d					
e					

12 Family Outdoor Adventures (do 4)					
a					
b					
c					
d					
e					
f					
g					
h					
i					

5 Tools for Fixing/Building					
a					
b					
c					
d					
e					

6 Start A Collection					
a					
b					

6 Start A Collection					
a					
b					

WOLF ELECTIVES

Boys' names →

1 It's a Secret

a
b
c
d

2 Be an Actor

a
b
c
d
e

3 Make It Yourself

a
b
c
d
e

4 Play a Game

a
b
c
d
e

5 Sparetime Fun

a
b
c
d
e
f
g
h
i

6 Books, Books, Books

a
b
c

7 Foot Power

a
b
c

Boys' names →

8 Machine Power

a
b
c
d

9 Let's Have a Party

a
b
c

10 American Indian Lore

a
b
c
d
e
f

11 Sing-along

a
b
c
d
e

12 Be an Artist

a
b
c
d
e
f

13 Birds

a
b
c
d
e
f

14 Pets

a
b
c
d

WOLF ELECTIVES

Boys' names →

15 Grow Something

- a
- b
- c
- d

16 Family Alert

- a
- b
- c

17 Tie It Right

- a
- b
- c
- d
- e
- f
- g

18 Outdoor Adventure

- a
- b
- c
- d
- e
- f
- g

19 Fishing

- a
- b
- c
- d
- e
- f

Boys' names →

20 Sports

- a
- b
- c
- d
- e
- f
- g
- h
- i
- j
- k
- l

21 Computer Fun

- a
- b
- c

22 Say It Right

- a
- b
- c
- d
- e

BEAR ELECTIVES

Boys' names →

14 Landscaping

- a
- b
- c
- d

15 Conservation

- a
- b
- c
- d
- e
- f

16 Farm Animals

- a
- b
- c
- d

17 Repairs

- a
- b
- c
- d
- e

18 Backyard Gym

- a
- b
- c
- d

19 Swimming

- a
- b
- c
- d
- e

20 Sports

- a
- b
- c
- d
- e

21 Sales

- a
- b

22 Collecting Things

- a
- b
- c

23 Maps

- a
- b
- c
- d
- e

24 Indian Life

- a
- b
- c
- d

BEAR ELECTIVES

Boys' names →

1	Space								
	a								
	b								
	c								
	d								
	e								
	f								
2	Weather								
	a								
	b								
	c								
	d								
	e								
	f								
3	Radio								
	a								
	b								
4	Electricity								
	a								
	b								
	c								
	d								
	e								
5	Boats								
	a								
	b								
	c								
	d								
	e								
	f								
6	Aircraft								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
7	Things That Go								
	a								
	b								
	c								
	d								
8	Cub Scout Band								
	a								
	b								
	c								
	d								
9	Art								
	a								
	a								
	a								
	a								
	b								
10	Masks								
	a								
	b								
	c								
	d								
11	Photography								
	a								
	b								
	c								
	d								
12	Nature Crafts								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
13	Magic								
	a								
	b								
	c								
	d								

BEAR - CUB SCOUT ACHIEVEMENTS

Boys' names →

22	Tying It All Up (do 5 of the following 6)	
a		
b		
c		
d		
e		
f		

Boys' names →

24	Be a Leader (do 3 of the following 5)	
a		
b		
c		
d		
e		

23 Sports, Sports, Sports
(do all of the following)

a	
b	
c	
d	
e	

1ST BEAD RECEIVED

--	--

2ND BEAD RECEIVED

--	--

3RD BEAD RECEIVED

--	--

4TH BEAD RECEIVED

--	--

BEAR RANK RECEIVED

--	--

Total Electives	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE

Arrows Given	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE

BEAR - CUB SCOUT ACHIEVEMENTS

Boys' names →

12	Family Outdoor Adventures (do 3 of the following 5)			
	a			
	b			
	c			
	d			
	e			

13	Saving Well, Spending Well (do 4 of the following 7)			
	a			
	b			
	c			
	d			
	e			
	f			
	g			

DO FOUR FOR SELF

14	Ride Right (do a and 3 of the remaining 6)			
	a			
	b			
	c			
	d			
	e			
	f			
	g			

15	Games, Games, Games (do 2 of the following 3)			
	a			
	b			
	c			

16	Building Muscles (do all of the following)			
	a			
	b			
	c			

Boys' names →

17	Information Please (do a and 3 of the remaining 5)			
	a			
	b			
	c			
	d			
	e			
	f			

18	Jot It Down (do 5 of the following 7)			
	a			
	b			
	c			
	d			
	e			
	f			
	g			

19	Shavings and Chips (do all of the following)			
	a			
	b			
	c			
	d			

20	Sawdust and Nails (do all of the following)			
	a			
	b			
	c			

21	Build a Model (do 3 of the following 6)			
	a			
	b			
	c			
	d			
	e			
	f			

BEAR - CUB SCOUT ACHIEVEMENTS

Boys' names →

DO ONE FOR GOD

1 | Ways We Worship

a

2 | Faith In God

a

DO THREE FOR COUNTRY

3 | What Makes Americal Special

(do a plus 3 of the other six)

a
b
c
d
e
f
g

4 | Tall Tales

(do all 3)

a
b
c

5 | Sharing Your World w/ Wildlife

(do 4 of the following 5)

a
b
c
d
e

6 | Take Care of Your Planet

(do 3 of the following 6)

a
b
c
d
e
f

Boys' names →

7 | Law Enforcement is a Big Job

(do 4 of the following 7)

a
b
c
d
e
f
g

DO FOUR FOR FAMILY

8 | The Past is Exciting/Important

(do 3 of the following 6)

a
b
c
d
e
f

9 | What's Cooking

(do 4 of the following 6)

a
b
c
d
e
f

10 | Family Fun

(do both of these requirements)

a
b

11 | Be Ready

(do a-d; e is optional)

a
b
c
d
e

P A R T 1

Awards From The Heart

- Our eyes are on you-----For the leader who sets the example
(button eyes on a large felt U)
- Order of the spare marble ----- For the person who's lost 'em
(a marble glued to a small piece of wood or to a string)
- Spark plug award ----- For the person who is the spark of a project
(a spark plug mounted to a piece of wood)
- Berry good job-----For the person who did a "Berry good Job"
(a wax or plastic berry (any kind) mounted to a piece of wood)
- Heads up award ----- For the person who is heads above the rest
(a plastic head mounted above a piece of wood using a piece of wire to keep the head above the wood)
- Measure up award ----- Your performance sets the standard
(a ruler mounted to a piece of wood)
- Bonafide award-----for the person who needs an award!
(a dog bone mounted to a piece of wood)
- Nuts about the job award-----for the person who had to be nuts
(2 or 3 peanuts glued to a piece of wood)
- Order of the bear-----For those that bear up under pressure
(a plastic bear with a tire gauge)
- Kiss award-----for those who deserve a kiss
(a Hersey's kiss - silver foil)
- Gold Kiss award-----for those who REALLY deserve a kiss
(a Hersey's pecan kiss - gold foil)
- Life saver award-----for that person who saved you
(a Lifesaver on a string)
- Banana Award-----for the person with great appeal

(a wax or plastic banana mounted on a piece of wood)

Bright Idea award ----- For those who had a bright idea

(a light bulb mounted to a piece of wood)

Helping hand award ----- For those who was willing to help

(trace a hand on construction paper mounted to a piece of cardboard

Order of the nut-----For one who has to be a little nuts

(a walnut on a string or ribbon)

Hat's off award ----- For someone we take our hats off to

(an old hat mounted on a piece of wood)

Right foot award ----- For those who got us off on the right foot

(Trace a RIGHT foot --use caution some may not know left from right)

A note to start on-----For those who got us going

(a musical note mounted on a piece of wood)

Scout spirit award ----- For those who show spirit

(Make a ghost from a ball & rag with the scout sign on it)

"Egg"cellent job / idea / etc award-----

For those who did an excellent job

(Hard boiled egg mounted on a piece of wood)

(FUN style--use a raw egg)

Big heart award ----- For those who always seem to have one
(heart shaped craft material of any kind then decorated)

FUN AWARD IDEAS

The right arm award----Cardboard arm with the hand in the Scout sign
Hornblower Award----For those who never (or always) blow their own
horn. Mount a plastic bicycle horn

Cheerleader award----Mount a stiff wire through a box of Cheer
laundry soap and add pom poms to the wire

Megaphone Award ----- For those who are soft spoken but get the job
done or never shout

Do-re-me Award----For your song leader Mount a note or cleft
Ringy Dingy Award----Mount a plastic phone or two cans on a string
This is for those who are your phone call addicts.

The band-aid Award----For those who can fix anything
----For someone who got a boo-boo

The Rock Award ----- For those who are the rock of the group
The Alka Seltzer or Fizzy Award ----- For those who add fizz to the
group or meeting

The Rope Award ----- For those who always tie up the loose ends
The Crutch Award----For those who you can lean on
Key to Success-----For those who were key to making it happen
Whale Award ----- For those who did a whale of job

Pig Award ----- For the Big HAMS

Football Award----A small football to the person who always is willing
to tackle a job

Cone Award-----Mount an ice cream cone for the person who can lick
any job I've even seen one of those street cones be
used

Order of The Level-----mount a small level for the person who is one
bubble short of plumb

Soggy Shoe Award-----old scrungy shoe for the new adult hiker who
wore loafers on the 20 miler

Use your crafting ability to mount or prepare the following awards

Udderly Ridiculous award-----Blown up latex glove
Well Done-----Burnt slice of toast

Nuttiest-----A bag of nuts

Added a spark-----4th of July sparkler

Enlightening Award----A candle or small light on a piece of wood
Corniest-----An ear or can of corn

Expanded our knowledge ----- Elastic band or large rubber band
Best foot forward-----12" ruler or a sock with the toe cut off

THIS IS THE END OF PART 1

Greetings This is the second part of the "Special Awards" Booklet. If you don't have part 1 then check your mail. Both parts were posted

THIS PART 2

Heartfelt thanks-----Large heart cut from felt

Giving an eye-opening performance ----- Box of tooth picks
Most Noteworthy-----A notepad, use a match book and glue some
paper to the inside (remove matches)

You stuck to it-----A roll of tape or glue stick

"Egg" citing or "Egg" cellent-----Print words on hardboiled eggs like for
Easter

You banded us together----A bunch of rubber bands
Fan-tastic----A fan (use your imagination) I've even seen raids on the
garbage dump.

Thanks a million-----Million \$ in play money

Covered the topic-----A plastic lid

Windbag Award----A blown up bag

Right-on target----A target pasted to cardboard with "writing" on it

Kept us in stitches-----A needle and thread

Really tacky award-----Mounted thumb tacks

Shell of a good job----Large mounted seashell

Hung in there----- Anything hanging from something (try to get a picture of the person)

Marbleous job----A bunch of marbles

Worked like a dog-----A mounted dog biscuit or bone

Tee-rific----A mounted golf tee or tea bag

The coveted dime and pin award----Glue a pin to a dime

Plunged right in award-----Small sink plunger

Give out a "rais-in" pay-----a pyramid of raisins glued to a backing

Rose to the occasion ---- an artificial or ribbon rose

N'ice Job-----A box of N'ice cough drops

Had a ball-----Mount a ball any size, any kind

Its "bean" wonderful----Mount up a lima or other large bean

Bag of Trix award----Trix cereal in a bag

Record breaker of any kind----a mounted broken record

Welcome aboard-----A 2 x 4 with the word "welcome" printed on it

Knocked yourself out award----Mount a small hammer or mini bat

A real card-----Mount a playing card

A real cut up----Mount a plastic knife or pair of scissors or a cookie cutter

For those with a stake in the Scouts future-----A tent stake (or if you really mean it a 2 inch thick T-Bone)

You charged us up-----A battery

You tickled our funny bone----A feather mounted to a bone

Shining Example-----A small flashlight

Pow Wow 1999

Skits

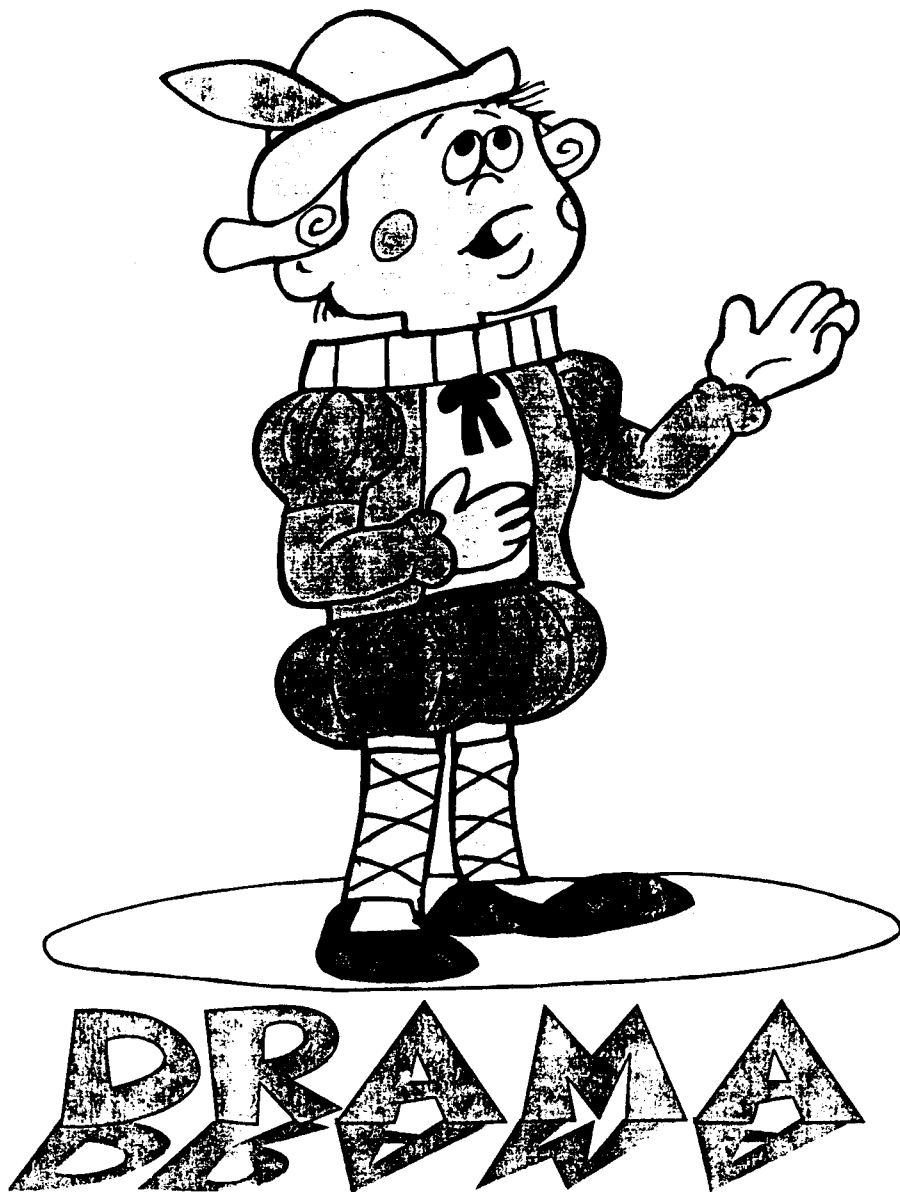


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INTRODUCTION

Welcome to the wonderful world of SKITS!

You have in your hands a modest collection of Cub Scout skits found in Pow Wow books collected over the years by Jean Poulton of the Eagle District, Otetiana Council, BSA. I would like to thank Jean for allowing me to use her collection as a resource; I found there many more skits than I imagined, including only one duplication. Further research proved unnecessary. Thanks Jean!

Since none of this material is original, I have included a footnote to each skit identifying the source I used. This does not mean I have avoided editorial responsibility. Rather, I have attempted to impose a consistent style on the many and varied styles one finds in Pow Wow books that span 5 councils and 15 years. At the same time, since I have not substantially altered any of the skits, I am also not responsible for their content, should it offend. I, personally, found nothing offensive, save for multiple skits revolving around Christmas and Santa Claus, to the exclusion of other faiths. I would welcome any material which would enable me to present a more balanced collection.

The skits themselves are preceded by a fine summary of general information from the Greater Cleveland Council's 1993 Pow Wow. Several other Pow Wows touched on skit basics, make-up, props, etc., but none so thoroughly nor so timely as Greater Cleveland Council's 1993 effort. My primary change was removal of references to a local theatrical supply house; you're on your own here, as I have no idea where this collection of skits may go!

The skits are grouped by type, with a brief introduction to each section describing the skits and discussing some ideas for making each type of skit work on stage. Each skit specifies the cast or characters required, any props needed, and the setting, if required to understand the skit. Dialog is found directly to the right of the character's name. Stage directions are in parenthesis. Those specific to a character's lines are included with those lines. Stage directions that apply to all or several characters are separated from the dialog. In some skits, dialog and stage directions are side-by-side, implying that the actions occur during the dialog.

Broad margins and lots of open space are provided for any notes you'd like to make. It's not a bad idea to start with "Let's Make a Skit" on page 8, even if you plan to use an existing skit, just to make sure you consider all of the elements necessary for a good skit.

You see, it is up to you, the performers, to do the skits your way, not my way or the original author's way. Customize, modify, alter to your heart's content. Just keep in mind that the ultimate goal of Cub Scouting is to have fun. If a skit isn't fun, change it!!

In my experience, once boys are old enough to read, they enjoy reading skits, selecting the ones they like best, and customizing them to fit their own senses of humor. With younger boys, the Narrator skits work well. They have no speaking parts, but require the boys to act out or pantomime the story. Kids love this stuff! Hopefully, you will, too.

Good Luck

Frank Bov

September 10, 1996

WELCOME TO SKITS

In this age of Mario Brothers, Zelda, Princess Toadstool, Dannon, Freddy Kruegger, Jason, Batman, Slimmer, Peter, Egon, the Hulkster, etc., the Cub Scouts are still doing skits. Why? Is it because the adults enjoy watching them? We're sure this may be a small part but we hardly think that is the main reason. Is it because the boys enjoy doing them? Just ask a 9 year-old what he thinks about doing a skit (He'd rather touch a girl.). Then watch his face when his den completes a skit in front of the pack. The picture is truly worth a thousand words.

The theater is one of man's oldest art forms. Through television and movies, we are exposed to it daily. With all of those great actors out there and the characters they play, why in the world would we want to have a young boy stand in front of a group with props that are marginal by today's standards (at the very least) and expect them to recite lines that someone else wrote for them?

Let's look back at some time in each of our lives. Perhaps "grade school," your class was expected to do a play for one occasion or another. Of course, there was a villain and a hero. Which one did you want to be? And you weren't picked for either one. You had a rather small part, but you did a good job at it and in the end, you shared in the applause that the audience gave you. No matter how large or small the part. Remember the feeling? And now it really doesn't matter that you were the sunflower, does it? You still feel the glow.

Recognition is one reason we do skits. There is no better feeling for a boy than to hear applause of the audience. Instant recognition, not up in front with an adult receiving an award that he has completed on his own. but recognition that he and a team of boys have worked far on their own. This recognition is the only way that we, as leaders, can get boys to do skits. Telling them that they will like it afterwards (especially the first time) won't get a boy on stage.

So you have your den rehearse until you feel like nothing will ever go right and you wonder why you are even trying to get them to do a skit. Think a minute. Why would you even try? IT IS a lot of work. Much easier to tell the whole den to be sick the night of the pack meeting right?

Maybe. But when you became a den leader, you showed a commitment to the boys. And a commitment to their mental development. Speaking in front of a group is part of that development. So you are using a "tool" by having them speak to other boys that they know (even if it is in front of a group), and having them live a little fantasy doing it, even if they can't ride on an ant or fly through the air. Boys love to fantasize. Just look at all the things that they love that are based on fantasy.

So put away your Grecian formula and Lady Clairol bottles. This section is designed to give you the tools to have your boys put on successful skit. Some of the skits may seem a little elaborate. Some of them are very simple. Use your own creativity to turn them into whatever you want! And then sit back and bask in the glow of the applause. You deserve it; you helped them to do their best!

Many things have to be taken into consideration when your den is going to present a skit. The age of your boys has to be the first consideration. You can't expect a Wolf to do the same kind of a skit as a boy in a Webelos den. In the same respect, the boys in a Webelos den would feel silly doing a very simple skit, but they can be very good in a skit that requires a lot of reading or memorizing. Boys of Webelos age take a lot of pride in how much they can memorize! You can also appeal to the helpfulness that a Webelos boy has to offer. By doing a simple skit, he can help teach the rest of the pack about an historical event, even, if he has no other interest in it.

Next you have to look at where the skit is scheduled during a pack meeting. Don't do a serious skit where the pack meeting is really rolling. Nor should you try a humorous skit after a serious advancement ceremony. It just won't fit and might hurt the confidence of the boys. If It doesn't fit, get the schedule changed or do a different skit. Also, keep in mind that a skit can be an opening, a closing, or even a ceremony.

Figure out what kind of audience you have. A skit that might go over good at a Blue and Gold dinner, where there are many adults present might not be appropriate at a pack meeting where there are more boys

than adults. You'll be looking for maximum acceptance from the audience (otherwise known as applause) to encourage your boys to do another skit later. Boys in the other dens will also be encouraged. They will look forward to getting their applause next month when they do their skit.

Once you choose your skit, don't be afraid to alter it. Mold the skit to fit your use. Add characters, rewrite the lines, add props – use all of your resources to enhance the skit. These resources include the boys when they are rehearsing. Sometimes they come up with an idea that really seems to make the skit work better. This idea may come about accidentally, through a blown line or a joke that one of the boys makes about the skit. Don't be restrained by the printed material in front of you.

As a den leader, you will have to reassure the boys that they are being laughed with, not laughed at. Encourage the boys to improvise if there is a "blown line" or if things are not going exactly as they were planned. Make sure that they understand that skits do not always have a rigid structure and there are many ways to accomplish the same purpose. Remember that they will look at a skit just as you do; if you take a skit in the good humor it is intended, the boys will be more relax.

Plan your skits well in advance of when they will be done. Don't ever wait until the last den meeting before a pack meeting. If the boys feel unprepared, they will feel ill at ease and will be reluctant to participate in future skits. At the same time, do not over rehearse. Ten to fifteen minutes should be enough to introduce the boys to their skit, assign parts, and run through it once. At the next two den meetings, five to ten minutes should be all that is devoted to "running through" the skit.

A microphone can make a skit far more interesting. There is nothing more boring for the audience than to sit through a five minute skit without hearing anything. The microphone can also be used to amplify sound effects that would otherwise be useless at a pack meeting. If you don't have access to a microphone, or your boys are shy about speaking up in front of a crowd, try recording the skit and play it back on a "boom box" as the boys pantomime the skit in front of the audience. When you do this, encourage the boys to "lip-synch" with the tape.

WRITING A SKIT: Most skits come from resources such as the *Cub Scout Leader's How-To Book*, *Group Meeting Sparklers*, the *Cub Scout Magic Book*, or books found in the local library. While these are very good sources, a den leader should not be limited by them, Some of the best skits presented are original and written by den leaders and their boys.

If you can not find anything from these resources, try writing a skit from "scratch." To get yourself going, make a list of all of these things in columns:

SETTING

seashore
mountain
desert
city
country

CHARACTERS

hippie
mountain man
grandmother
billy goat
mouse

PROPS

Boy Scout garter
dress
sink
motorcycle
wig & purse

As you can see, some of these items are related, others are not. You can add to this list over a period of time. Just carry it with you and when something comes to mind, jot it down on the list. When you are ready to write the skit, pick out one setting, two characters and two props. Use these as the basis for your skit, then build on your ideas from there.

There are certain areas that should be avoided when writing or presenting a skit for Cub Scouts. For obvious reasons, you should avoid:

Racism

Sexuality

Gruesomeness

Divorce

Profanity

Disrespect

Love Stories

Unpatriotic themes

Physical Disabilities

Other things that may not be in good taste may not be included in this list. As a general rule, if it degrades a specific person or group of people, do not use it. If you are in doubt as to how the theme will be received, discard it.

PROPS and SCENERY: These are used in many instances to create a "mood" or a setting. Cub Scouts take great pleasure in helping create the things that they will use in a skit, and in many cases, it will help them to complete achievements, electives, or Webelos activities. Ideas on scenery, masks and costumes can be found in the *Cub Scout Leader's How-To Book*, and in the children's section of the public library.

If you decide to include scenery and props there are two ways you may decide to do it; by making them as inexpensive as possible for use only once or twice, or by spending a little more time and money to make them durable enough to be used for many years.

When you decide to make inexpensive scenery and props, paper bags, cardboard boxes, aluminum foil, yarn and tempera paint go a long way. If you decide on more permanent props and scenery, cloth, masonite, old paneling, *papier maché*, and latex paints are good choices.

If you or a person in your pack is artistic, you may want to make some backdrops of very basic scenes on panels of cardboard or wood: A 3' x5' panel is easy to handle and store. Use 4 or 5 of these to create an interesting backdrop. One scene that is versatile is an outdoor setting; another is the inside of a log cabin. One indoor scene that is very popular in skits is the inside of a store. You can have the boys make this by saving labels from canned goods and boxes. Cut the appropriate parts out and have them paste them on the "shelves."

Whatever you choose, you will find that your basement, attic, closets, and every nook and cranny in your house will become a warehouse for these items. Once you make them, you will find that there are many other skits and situations that will make you happy that you have saved them. Items that are available for use by other dens in your pack should be added to a list in your Pack's resource library.

COSTUMES: Plastic garbage bags are an economical source for costumes. Used with other materials, you can make anything from a chef's apron (white), to a formal tuxedo (black with gold foil lapels).

Rummage sales are a good source of articles of clothing that can be used for costumes and many other items that can be used in a skit. Appliance stores are a good source of cardboard boxes, which can be painted on all four sides for a quick change of scenery. Don't forget about the "second hand" stores, such as The Salvation Army, Volunteers of America and Goodwill Industries. Many times they have some period clothing, wigs, jewelry, etc., that will make your skit more successful. Here again, it is wise to watch for things that can be used at a later date. Sometimes you will find something interesting enough to build a skit around!

MAKEUP: When using makeup, remember that boys like to pretend but they don't want to look like sissies. Here again we'd like to refer you to the *Cub Scout Leader's How-To Book* for ideas, with a few added comments:

- When using makeup, make sure that you let the boys know what it is; and (if you can) what it is made of. An eight year old boy will delight in creating a real Indian war face on himself (and his mother) with his magic marker set if he does not understand that there are only certain things that are used for makeup.
- If you use an eyebrow pencil or any kind of readily available woman's cosmetics, make sure that it is not the "permanent" type.
- Tempera paint has been suggested for use as make-up in the *Cub Scout Leader's How-To Book*, but we do not recommend its use except in an emergency, because it starts to itch when it dries.
- Latex is used instead of spirit gum for attaching beards and hair. It is readily available and easy to remove. The solvents in rubber cement make it unacceptable for this purpose.
- Makeup sticks are readily available in many colors. You can find some in the party shops around the city that are less expensive than the professional type of sticks. These are usually easily removed, but a word to the wise; check the package, and keep them in a cool place.
- We don't recommend using burnt cork, because it is hard to remove, but if you must, be sure to use a base of baby oil.

The white makeup that clowns use is easy to make yourself and looks professional if you follow these instructions:

You will need zinc oxide cream (sun block), baby powder, vegetable shortening (like Crisco), and an old sock (no holes!). Put some baby powder in the sock – enough that when you pat the sock, it comes through the fabric. Put the sock aside, you'll use it later. Mix the zinc oxide cream with the baby powder until it is the consistency of peanut butter. Add a little shortening to keep the makeup from drying out. Using only the tips of your fingers, apply the makeup to small sections of the face. Repeat until the whole face is covered. The whole face will now be white but look streaky. Smooth the makeup out by gently patting (not rubbing) it with your fingertips until it looks even. Hold your breath and close your eyes and lightly pat your face with the sock filled with baby powder. This sets the makeup so that it doesn't rub off on everything. Finish the face off with colored grease pencils purchased from a hardware store.

Finally, watch for costume sales after Halloween. The "paint on" and "stick on" costumes are usually on sale for less than half price. You may not want the particular face on the cover of the box, but the materials will be useful for other costumes.

Whatever type of makeup you use, make sure that you tell your boys that it will feel unnatural and maybe a little uncomfortable, but it is all part of the theater. Make sure that their discomfort is not due to an allergic reaction.

Throughout this introduction, you have found many references to the *Cub Scout Leader's How-To Book*. This is an excellent resource, and should be considered a necessity when planning a skit, whether it is original or taken from another resource.

Some closing thoughts: When your den is planning a skit, make sure that you get some input from the boys. For Cub Scouts, this input will come from their enthusiasm about a particular skit that they have chosen from the ideas you present to them. They probably know better what will be accepted by their peers, than you do. Let them add their comments to the script if you feel that it will enhance it.

REMEMBER: "If it's not for the boy, it's for the birds."

Some boys are shy about performing. Try to help them out by inspiring their imagination, complementing their rehearsal performance, and, providing constructive criticism when needed. Don't expect them to be professional actors, just encourage them to do their best.

We thoroughly hope that you enjoy this section as much as we enjoyed putting it together. If you come across a good skit, don't hide them, but share them at next year's POW-WOW!

LET'S MAKE UP A SKIT

Month: _____

Theme: _____

I. Plot: _____

II. Title: _____

III. Type of Characters: (puppets or boys in costume) _____

IV. Length of time: _____

V. Staging: (lighting, special effects, scenery) _____

VI. Characters: _____

VII. Location or setting of skit: _____

VIII. Problems to overcome: _____

IX. Obstacles: _____

X. Crisis: _____

XI. Ending: _____

XII. Does skit fit audience? _____

Long Rivers Council

Pow Wow 1992

NARRATOR SKITS and PANTOMIMES

These skits are ideal for younger boys, since they rely on a NARRATOR to read the text while the boys do the acting. The degree of acting varies widely, from walking on stage carrying a sign (Do you Have a Cub Scout Garden?) to performing complex pantomimes of the action (The Reluctant Knight and the Magic Herb). Tiger Cubs or Webelos, you should find some fun skits here.

These skits are not necessarily easy, though, since there is greater need for props and scenery to get the point across to the audience. At the same time, the humor is frequently broad enough to appeal to all age groups, a real advantage at Pack meetings.

As with all skits in this book, you will see a variation in the amount of detail and direction provided, depending on the source of the skit. It is frequently helpful for the adult leaders to fill in the details, based on the body of the skit, to help the boys understand the point so they can convey it to the audience.

DO YOU HAVE A CUB SCOUT GARDEN?

This can be used as a skit or a ceremony. Have the boys make pictures of peas, lettuce, squash, and turnips with the key words printed on them. (Ex. Peas - preparedness, etc.) As the Narrator reads, have each boy walk out, show his vegetable and sit down in a row. Each row should be higher than the one in front so, when all signs are down they can all be seen.

HERE IS HOW TO PLANT A THRIVING, PRODUCTIVE CUB SCOUT GARDEN. ONE THAT ALL PARENTS WANT THEIR SONS TO GROW UP IN.

FIRST: Plant five rows of peas

1. Preparedness
2. promptness
3. Perseverance
4. Politeness
5. praise

SECOND: Plant five rows of lettuce

1. Let us be faithful
2. Let us be unselfish
3. Let us be loyal
4. Let us be truthful
5. Let us help one another

THIRD: Plant three rows of squash

1. Squash impatience
2. Squash criticism
3. Squash indifference

TO COMPLETE YOUR GARDEN: Plant three rows of turnips

1. Turn up for pack meetings
2. Turn up with a new idea
3. Turn up with determination

BUT WITHOUT MANY HOURS OF WORK AND CARE, YOUR GARDEN WILL NOT GROW, SO...

1. Don't wait to be asked — Volunteer!
2. Don't say "I can't" — Do it!
3. Don't wait for someone else — Be first!

WITHOUT THE HELP OF EVERY PERSON IN YOUR PACK, YOUR GARDEN WILL TURN TO WEEDS. SO HELP BUILD THE BACKGROUND, WORK THE SOIL, PULL THE WEEDS, AND SPREAD THE SUNSHINE OF "I HAVE DONE MY BEST."

Unknown Source

MAKING A CUB SCOUT

(An excellent opening for the induction of new Cub Scouts into the pack)

CHARACTERS: Child

Two Leaders

Two Parents

PROPS: You will need a large table for the child to lie on during the "operation."
The "doctor" can carry a large cardboard knife.
Props to be "removed" are tacked to back of table, out of sight.
Those to be "put in" can be placed nearby. (Props are listed where used.)

NARRATOR: We are about to instruct you in the method of making a Cub Scout. To complete this project, you will need one small eager boy, two interested parents, one patient Den Leader, and one courageous Cubmaster.

(Each character enters as his name is spoken. Boy wears uniform under a large loose-fitting shirt and climbs up on the table. Others don surgical masks. As the narrator continues, the operation proceeds, with Cubmaster acting as doctor. Den Leader and parents hand him the things to be put in and take the things removed. When the boy is hidden under a sheet, he removes his shirt.)

NARRATOR: Cover him with fun and good times
(Hold up posters labeled "FUN" and "GOOD TIMES" and cover boy)

We use laughing gas for anesthetic.
(Use a tire pump labeled "Laughing Gas.")

Take out hate and put in Love.
(Hate - lump of paper, so labeled. Love - big paper heart, labeled).

Take out selfishness, put in cooperation.
(Sign "I," sign "WE").

Take out idle hands, put in busy fingers.
(Idle - empty rubber gloves. Busy - glove full of flour.)

Take out laziness, put in ambition.
(Laziness - rag; Ambition - blown up balloon.)

After this pleasant operation, we have a "CUB SCOUT."
(Remove the sheet. Boy, in uniform, stands up and gives the Cub Scout sign.)

Long Rivers Council

Pow Wow 1992

HOW THE SUN. MOON. STARS GOT INTO THE SKY

Dress up all the boys as Indian Braves and assign four of them the following parts. Have the rest of the boys sit around a "campfire" and listen to the story.

CHARACTERS: CHIEF Stand with arms folded across chest and say "Ugh"
 SUN Cover eyes with hands
 MOON Frame face with hands and smile
 STARS Blink rapidly

NARRATOR: Long, long ago the Indians had no fire and no light. They suffered much during the cold winter and they had to eat food uncooked. They also had to live in darkness because there was no light.

There was no SUN, MOON, nor STARS in the sky. A great CHIEF kept them locked up in a box. He took great pride in the thought that he alone had light. This great CHIEF had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the tribe.

In those days, the raven had the powers of magic. He was a great friend of the Indians and the Indian CHIEF. He wondered how he might make life more comfortable for them.

One day he saw the daughter of the CHIEF come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the CHIEF. The old CHIEF was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have.

One day he asked the old CHIEF for the box containing the STARS. Reluctantly, the old CHIEF gave it to him. The child played for a while by rolling the box around. Then he released the STARS and flung them into the sky. The Indians were delighted. This was some light, though not quite enough.

After a few days, the child asked for the box containing the MOON. Again the old CHIEF hesitated but finally the boy got what he wanted. Again, after playing awhile with the box, the boy released the MOON and flung it into the sky. The tribe members were overjoyed. But still there was not light enough, and the MOON disappeared for long periods.

Finally, the child asked for the box with the SUN. "No," said the old CHIEF. "I cannot give you that." But the boy wept and pleaded. The old CHIEF could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the SUN and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the SUN and all the Indians celebrated it with great jubilation. And the old CHIEF was happy. He had not known the SUN, the MOON and the STARS could mean so much for the comfort and happiness of his people. And for the first time, he too, enjoyed himself.

A GENIUS IS THIS AND THAT

Here's an audience participation skit - ideal for large group meetings or banquets. There is only one character - the narrator or story teller - and there is no rehearsal or scenery necessary. Just pick your narrator with care! He is the key to success.

Before he tells the story, the narrator divides the audience into 5 groups and assigns each a "part" - a sound and action each group makes at the mention of a certain word. The narrator pauses after each capitalized word. The words and their responses are:

CHARACTERS: NORMAN	Say "Oh, my!" and raise both hands
RIGHT	Say "This!" and raise right hand
LEFT	Say "That!" and raise left hand
THIS	Say "Right!" and raise right hand
THAT	Say "Left!" and raise left hand
GENIUS	All clap and Cheer!

Well, now that everyone is entirely confused, let's begin!

NARRATOR: This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But, no matter how hard he tried, it just didn't work out. You see, NORMAN had a problem - he could not tell RIGHT from LEFT.

At school, the teacher would say, "When you know the answer, raise your RIGHT hand." By the time NORMAN figured which hand was which, it was too late! At home it was the same thing. It was, "NORMAN, you have your LEFT shoe on your RIGHT foot."

Things weren't any better outside. In football, they would send him in at LEFT end and he would be RIGHT. In baseball, they'd yell, "NORMAN, 'move to your LEFT!" He'd move RIGHT.

Poor NORMAN! No matter what he did, it wasn't RIGHT! or LEFT! But NORMAN was determined! Finally, he figured out what to do. He'd call it THIS and THAT. THIS for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened! The burglar asked where his mother's jewels and furs were. NORMAN said, "In the closet." But when the burglar said, "Which way is THAT, NORMAN, of course answered, "LEFT." The burglar followed these instructions and found himself in the kitchen! Being a smart burglar he said, "THIS isn't RIGHT!" and NORMAN said, "Oh, yes it is - but your asked for THAT!"

The burglar became angry and said, "Now listen, I asked where the closet is, do you understand THAT?" And NORMAN answered, "Oh, yes, THAT is LEFT!" The burglar said, "THIS is enough!" And NORMAN said, "Oh, no, THIS is RIGHT!" Exasperated, the burglar said, "Oh, forget it! Just tell me where the closet is!" And NORMAN said, "Turn THIS." But naturally, the burglar misunderstood and turned the knob on the door in front of him, and plunged headlong down the basement stairs.

Just then, NORMAN's parents came home, and when he told them what had happened, his father said the words he'd been waiting so very long to hear, "NORMAN, you're a GENIUS"

THE LITTERBUG

CHARACTERS: PAPER Crackle-Crackle
 TRASH Dump-Dump
 CANS Clatter-Clatter
 LITTERBUG Toss and Throw

NARRATOR: God put bugs in this world for many reasons.
 He made them to live in every kind of season.

But the pesky LITTERBUG with his PAPER and CAN,
was made through neglected TRASH by the foolish person.

To keep America beautiful, get rid of the LITTERBUG,
so beach goers can again lounge on a clean sandy rug.

Because of this pest, we must woller around,
In PAPER and CANS and TRASH all over the ground.

Just who are these LITTERBUGS who mess up our land?
Do you ever really see them toss that PAPER and CAN?

Quite often the LITTERBUG is a sneaky guy,
and at dumping his TRASH he's oh so sly.

So most of the time it just appears everywhere,
As if it had dropped right out of thin air.

Could it be we are so used to throwing things here and there,
That we dump that PAPER and CAN without being aware?

Without even thinking when we toss TRASH and waste,
We could be an unconscious LITTERBUG in all our haste.

So when you unwrap that gum or small piece of candy,
Don't throw the PAPER on the ground just 'cause it's handy.

Next time stop and think when a pop CAN you toss,
Cause if you're a LITTERBUG, it's also your loss.

So if every single person would take note of his habit,
That pesky LITTERBUG we could certainly nab it.

Then that terrible bug we would surely stamp out,
With no more PAPER or CANS or TRASH about.

To keep America beautiful, we must all do our part,
By taking care of our TRASH properly from the very start.

TONTO APPLAUSE

LEADER: Where does Tonto take his garbage?

BOYS: (in rhythm with the Lone Ranger tune while slapping thighs).
 To de-dump, to de-dump, to de-dump dump dump

A CHRISTMAS STORY

CHARACTERS: HOUSE	Hands over head in inverted "V"
SHED	Hands in front of chest in inverted "V"
SLED	Hands together as in praying, waving from left to right
REINDEER	One hand, palm forward, at each side of head, thumbs touching temples
PACK	Both hands over shoulder as if carrying a load
LITTLE GIRLS	All girls (young and old) stand up
LITTLE BOYS	All boys (young and old) stand up
BOX	Show dimensions with hands
LION	Growl
DOLL	Both hands as if praying at side of head, head slightly bent.
SOLDIER	Give Cub Scout salute while standing at attention.
TRAIN	Pump arm in circular motion.
SANTA CLAUS	Pat stomach with both hands and say, "Ho, ho."

NARRATOR: Now let's begin our story.

This is the HOUSE where SANTA CLAUS lives.

This is the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

These are the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the LION that frightened the DOLL that is in the BOX that is in the pack all filled with toys for good LITTLE BOYS and good LITTLE GIRLS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the SOLDIER that shot the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the TRAIN that runs on a track and carried the SOLDIER forward and back, who shot the LION that frightened the DOLL that was in the BOX that was in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that was carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where old SANTA CLAUS lives.

Now old Santa must be on his way. He has one parting thought for you parents. Work hard at Cub Scouting with your sons, and it will be like Christmas every day of the year.

MERRY CHRISTMAS TO ALL!

OUT WHERE MEN ARE MEN:

Assign the following characters to different groups, then read or tell the story. As each character is mentioned, the proper group rises, makes the appropriate sounds and sits down.

CHARACTERS: COWBOY raises right fist and shouts "Yippee"
HORSE clap hands on knees
CHIEF RED JACKET taps palms on lips, says "Ki Yil"
 then puts hands over brow and peers all around.
MULE "Hee Haw!"
RATTLESNAKE "Rattle, Rattle!"
TIMBER WOLF wolf whistle
SHERIFF "Bang! Bang! Bang!"
DEPUTY SHERIFF "He went that away!"
 (points with both hands in different directions)

NARRATOR: Once upon a time, there was a COWBOY who went out on the Mojave Desert riding his HORSE.

Far off in the distance he could hear the TIMBER WOLF. The COWBOY made camp and went fast asleep, after making sure his HORSE was secure.

Now, creeping along through the desert came CHIEF RED JACKET and his MULE, Sitting Bull. He was pursued by the SHERIFF and the DEPUTY SHERIFF.

In his pocket, CHIEF RED JACKET had a trained RATTLESNAKE whose name was Emma. The RATTLESNAKE, Emma, was trained to creep up and bite the COWBOY and his HORSE.

While CHIEF RED JACKET crept up, the HORSE was afraid, the TIMBER WOLF howled, the COWBOY snored and Sitting Bull, the MULE, was eating cactus.

In the meantime, the SHERIFF and the DEPUTY SHERIFF were almost ready to capture CHIEF RED JACKET.

Just as Emma, the RATTLESNAKE, was about to bite the COWBOY and his HORSE, the SHERIFF and the DEPUTY SHERIFF sprang their trap. "Halt! You are all my prisoners," shouted the SHERIFF.

The COWBOY woke up and mounted his HORSE. This frightened the TIMBER WOLF and also Emma, the RATTLESNAKE.

Away went old CHIEF RED JACKET on his faithful MULE, Sitting Bull; and away in pursuit went the SHERIFF and the DEPUTY SHERIFF, the COWBOY and his HORSE.

But old CHIEF RED JACKET led them into a blind canyon, so that was the last time anybody ever saw the COWBOY; his HORSE; Emma, the RATTLESNAKE; the TIMBER WOLF; Sitting Bull, the MULE; the SHERIFF; and the DEPUTY SHERIFF.

That's all folks!!!!

THE KING WITH THE TERRIBLE TEMPER

This may be used as a den skit or as an audience participation skit. Select a capable narrator and five people (or split the audience into five groups), each to impersonate one character as he is mentioned in the story.

CHARACTERS: KING WITH THE TERRIBLE TEMPER "Grrrrrrrrrr."
SHORT, FAT DAUGHTER "Ohoooooooooo."
TALL, THIN DAUGHTER (Whistle)
BEAUTIFUL YOUNG DAUGHTER "Hubba-Hubba."
HANDSOME YOUNG PRINCE "Aahaaaaa."
FIERY STEED (ALL Characters Slap Knees)

(Before you start, have each group make the sound effect for their character and encourage the participants to perform with gusto.)

NARRATOR: There once was a KING WITH A TERRIBLE TEMPER.

He had three daughters, a SHORT FAT DAUGHTER, a TALL THIN DAUGHTER, and a BEAUTIFUL YOUNG DAUGHTER.

In a nearby country, there lived a HANDSOME YOUNG PRINCE.

One bright spring day, this HANDSOME YOUNG PRINCE rode his FIERY STEED up to the castle of the KING WITH THE TERRIBLE TEMPER; "I have come to seek a wife from among your three daughters!"

The KING WITH THE TERRIBLE TEMPER first presented his oldest, the SHORT FAT DAUGHTER. "She would eat too much," said the HANDSOME YOUNG PRINCE.

Then the KING WITH THE TERRIBLE TEMPER presented his second daughter, the TALL THIN DAUGHTER. "No, she is too tall for me. I cannot marry your SHORT FAT DAUGHTER or your TALL THIN DAUGHTER."

Just then, on the stairway appeared the BEAUTIFUL YOUNG DAUGHTER. Rapture filled the heart of the HANDSOME YOUNG PRINCE. "I will take your BEAUTIFUL YOUNG DAUGHTER."

His words enraged the KING WITH THE TERRIBLE TEMPER. "Call out the guards," he thundered, "turn out this impostor."

But the HANDSOME YOUNG PRINCE immediately seized the willing BEAUTIFUL YOUNG DAUGHTER, and with her in his arms, rushed out of the castle, jumped onto his FIERY STEED, and rode away.

When the guards appeared, all they could see was a cloud of dust raised by the hoofs of the FIERY STEED as the HANDSOME YOUNG PRINCE and the BEAUTIFUL YOUNG DAUGHTER disappeared in the distance.

So ends the romantic tale of the KING WITH THE TERRIBLE TEMPER, and his SHORT FAT DAUGHTER, his TALL THIN DAUGHTER, his BEAUTIFUL YOUNG DAUGHTER, and the HANDSOME YOUNG PRINCE with the FIERY STEED.

WHAT MAKES A LEADER (Banquet Skit)

CAST: Master of Ceremonies (EMCEE)
COMPUTER OPERATORS
Attendees at the Banquet

PROPS: Computer made from cardboard box with large slot so a large cardboard figure can fit.
A piece of paper on each table at the banquet
Cardboard figure of AKELA

(Attendees at each table list the three qualities they think are most important for a leader. A representative of each table brings his table's list up and gives it to the EMCEE.)

EMCEE: (Reads each sheet and places it in the computer through the slot. When the EMCEE reads off a duplication of quality, as there is bound to be, he stresses the importance of that quality.)

EMCEE: (After lists from all tables have been read)
Now the computer can take all the information and come up with a good leader.

(The EMCEE turns the dials, presses the buttons and spins the tape reels. The operators inside the computer provide computer noises, flash the lights and rock the computer. Finally, they push a large cardboard figure through the slot.

EMCEE: The computer has done it! It has given us a leader with all these qualities and here he is -
AKELA!

(The EMCEE holds the cardboard figure of AKELA beside him.

THE HAPPY HIKERS

NARRATOR: We're going on a hike. Just do what I do and listen carefully. (Begin walking in place)

Here we go on a hike through the woods and over the mountains. Come along with me. (smile, wave to group, and hike in place)

We're coming to a steep hill. (bend over as if climbing)

Now we're on top. What a lovely view! (shade eyes and look around)

Now, we'll have to go down. (move hand like going down a roller coaster and say "swoosh")

Boy, we're out of breath. (breathe heavily)

Now, we're passing through a meadow. (hike in place)

What's that I see? (stop, look to one side)

It's a rabbit! And a meadowlark. (look up)

And a bumble bee! (run swiftly in place, waving arms as if fighting off a bee)

We're happy hikers. (hike in place)

We're happy because of the beautiful mountains we see (shade eyes and smile)

and because of all that clean fresh air we are breathing (breathe heavily)

and especially because we got away from the buzzing bee. (smile, turn head to look behind you and wave "bye" to bee)

Now we're getting tired. (slow pace, walk droopily)

There's what we need! (point)

A cool refreshing drink from the river. (pick up pace, kneel down and scoop water to mouth)

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. That was a wide river. At least we have cool toes. (shake feet again)

We'd better stop for lunch. (stop, reach in pocket, bring out sandwich, start eating, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place)

Ummmm, that feels better. Look, there's a lovely lake. (point)

Let's swim across. (swim strokes)

That was great! (resume hiking in place)

Look at that crooked trail ahead. (point)

It's nothing but twists and turns. (continue hiking -- twisting and turning)

I'm glad that's over. I was getting dizzy. (stagger)

Looks like we have come to the end of the trail. (stop)

What do we do now? Are you tired? (shake head YES!)

So am I. (sit down, wipe brow.)

DARING SAILORMEN

CHARACTERS: 10 SAILORS (the play opens with the 1st settler on stage)

(A NARRATOR reads the verses aloud while the SAILORS perform actions quickly and briefly.)

NARRATOR: One daring sailorman sailed the ocean blue
(a player marches on-stage, faces audience, steers ship)
Along came a friend of his and so there were two!
(second player enters, they exchange greetings, stand alongside each other)

Two daring sailormen sailed the stormy sea
(both steer at wheel while holding tight and swaying)
They called and called for extra help and so there were three!
(as they call with cupped hands a third player joins them)

Three daring sailormen stepped upon the shore
(players step forward, march in place)
And when the three stepped back again, the three had turned to four!
(as the three step back to original positions a fourth player joins them)

Four daring sailormen did a fancy dive
(they make diving motions)
They looked so fine and fancy that soon there were five!
(fifth player enters, looks in admiration, joins them)

Five daring sailormen fished with crooked sticks
(they pretend to fish)
Their dinner was so tasty, very soon there were six!
(as they pretend to eat a sixth player joins them)

Six daring sailormen opened up a door
(they face wing and pretend to open doors)
In jumped another friend, so there was one more!
(seventh player jumps in)

Seven daring sailormen all began to skate
(all pretend to skate)
It looked so much like lots of fun that their number came to eight!
(eighth player skates on stage)

Eight daring sailormen all stood in a line
(they line up at attention)
And before they knew it, the line had stretched to nine.
(ninth player quickly enters to join end of line)

Nine daring sailormen wondered where they'd been
(they shade eyes with hands and gaze outward)
Someone came to tell them, and that made ten!
(tenth player enters, gestures outward)

Ten daring sailormen all went swimming for fun
(all make swimming movements)
And so they swam and swam and swam, until at last there were none!
(they swim offstage)

THE RELUCTANT KNIGHT AND THE MAGIC HERB (A Pantomime Skit)

CHARACTERS: KNIGHTS at least two in appropriate costume
SIR QUAKE-A-LOT a seedy-looking knight with bent sword
MESSENGER pageboy type
MAGICIAN Merlin-type with white hair, beard and flowing robe
LADY GWENDOLYN long robe, conical headdress with veil

SETTING: Courtyard outside medieval castle. Courtyard is center left of stage, with woods indicated at right front. Road to Black Knight's castle is right rear.

NARRATOR stands to one side of stage. As he narrates, the characters enter, pantomime and exit.

NARRATOR: In days of yore, so we've been told Maids were fair and warriors bold. And when two Knights in battle sent They'd laugh and soon be friends again	(Knights on horseback enter from opposite sides; battle, knock each other down, laugh, get up and slap each other on their backs.)
But there was one unknighly Knight With rusty sword, who wouldn't fight He'd shiver and he'd shake a lot; So he was called Sir Quake-a-Lot And though he had no hope to win, He loved the Lady Gwendolyn.	(Enter Sir Quake-a-Lot. Others try to battle him. He shakes and tries to protect himself and faints. Gwendolyn enters, walks across and exits. All knights sigh. Quake revives, sighs the most.)
One day a Messenger arrived, Who was more dead than was alive. "The Lady Gwendolyn" he gasped, "Has fallen into the Black Knight's grasp. Which of you knights will be the braver? Who will go and try to save her?"	(Messenger staggers on stage. Knights rush to help. He pantomimes message; when he asks who will go, they point to each other. Quake stands and watches.)
And then a voice with a slight quaver Said "I will be the one to save her" The other knights sigh in relief – Then stare at Quake with disbelief. "His brain has kinks, methinks" one said. "This lad hath holeth in his head."	(Sir Quake-a-Lot flourishes sword; pantomimes saving her. Other knights point at him, laugh, slap their knees in laughter. Quake exits to the woods.)
As Quake-a-Lot approached the wood, He passed where a magician stood. He asked the magician to make him brave. The Magician said "'Tis this herb you crave; Eat once a week forever more Thou wilt be coward nevermore."	(Quake gallops to woods, where magician enters. They pantomime and magician points to green bush Quake picks and eats from bush.)
As quick, he did partake a lot, A change came over Quake-a-Lot. His biceps swelled, he beat his chest, His crooked sword, he neatly pressed. Into the wood to save his Gwen, And soon was heard a knightly din.	(Quake becomes strong man, beats on chest, bends sword straight, rushes off stage where mighty sounds of battle are heard.)

Back at Court, the knights mourned Quake
When battle sounds the ground did shake.
But suddenly to their surprise,
Two figures came before their eyes.
The lovely Gwen on Quake's right arm,
And Quake, the warrior, safe from harm.

The Knights ran forth and did proclaim
That Quake should have a brand new name.
Sir Sag-no-More's his brand new start;
Then Lady Gwen gave him her heart.
Then all in merriment did feast and laugh,
And all lived happily ever aft.

If you'd adore to Sag-no-More,
We'll warn you at the finish;
Don't wish for a magician
Just always eat your spinach.

(Battle sounds off stage. Knights
listen, shake heads sadly, weep and
blow noses into lacy handkerchiefs.
Enter Gwen and Quake in shiny
armor with bright sword.)

(Knights run to Quake, present him
with a sign saying "Sag-no-More."
Gwen hands him a paper heart. All
sit on floor and pantomime a feast,
joined by magician.)

Edited from Pack-o-Fun Magazine

Otetiana Council

Pow Wow 1978

BLUE AND GOLD

CHARACTER:	BANQUET	Let's Eat	(Rub Tummies)
	CUBMASTER	Signs Up!!!	(Cub Scout Sign)
	CUB SCOUT	Yippee!!!!	(Jump Up And Down)
	DEN LEADER	Oh Dear!	(Hand On Top Of Head)
	DEN DAD	Not Again!!!!	(Hands To Side Of Head)
	PARENTS	Us Too!!!	(Points To Self)
	COMMITTEE		
	CHAIRMAN	Thank Heaven!!!	(Hands To Ceiling)

NARRATOR: Blue and Gold time has come again. CUB SCOUTS and DEN LEADERS had to come up with ideas for the BANQUET to please the CUBMASTER.

They also had to stay within their budget to the COMMITTEE CHAIRMAN's delight.

They made invitations for the PARENTS and the center pieces for the table with the help of the DEN DAD.

When they arrived at the BANQUET, the PARENTS were happy with the decoration the CUB SCOUTS had made.

When the awards were presented, the DEN DADS and the DEN LEADERS and the COMMITTEE CHAIRMAN were also rewarded.

Everyone decided it was the nicest Blue and Gold BANQUET that they had had so far.

Long Rivers Council

Pow Wow 1992

TRAVEL HORIZONS

In this narrated skit, five boys pantomime and carry props representing different kinds of travel. Props may be made from cardboard. As each paragraph is read, the appropriate prop is displayed and moved across stage. At closing, all props are brought back and placed together as final paragraph is read, by all boys together. Costuming would add interest, but is not necessary.

NARRATOR: Here's a fact that we should all face,
A trait of the whole human race,
To long to be Free, to travel and see
New horizons at each interesting place.

When you go on a trip, you'll need to decide,
On which method of travel that you will ride,
But one thing we're sure, that you will endure,
And your horizons will grow very wide.

A man who was rather a dreamer,
Always traveled around on a steamer;
When he took a trip, he went only by ship,
It suited his courtly demeanor.

(Boy enters with
cardboard steamer and
carries it across stage)

For this ride you may have a knack,
Which unfortunately, most of us lack,
Back and forth you will sway, as you ride on your way,
Seated high on an elephant's back.

(Boy enters in elephant
costume, or with
cardboard elephant and
sways across the stage)

There once was a man, so we're told,
Who had to pass through snow and cold,
When all else did fail, he took a sled with a sail,
And his trip was a joy to behold.

(Boy enters with sled
which has sail on it, and
moves it across stage)

In blizzards or wintry gales,
going this way almost never fails,
In sunshine or rain, depend on a train,
Chugging merrily over the rails.

(Boy enters with
cardboard train and chugs
a cross stage)

Before planes or trips to the moon,
Some travelers took a balloon,
They all waved good-bye, as they rose in the sky,
But they came back that same afternoon.

(Boy enters with card
board balloon - large and
carries it across stage)

All: Now folks if we've set you on fire,
And new horizons are your burning desire,
With no more delay, step right up and say,
Which vehicle you want to hire.

- Adapted from
Pack-o-Fun Magazine

Otetiana Council

Pow Wow 1978

WHAT ARE CUB SCOUTS MADE OF?

This may be used as a reading or a skit. To use as a skit have a narrator who pauses to let the Cubs pantomime their parts.

NARRATOR: Cub Scouts are made of 8, 9, and 10 year old boys.
(Enter 3 Cubs, one saying "I'm 8," one saying "I'm 9," and one saying "I'm 10.")

NARRATOR: Some are solemn and wide-eyed.
(Enter 2 Cubs, one saying "I'm Solemn," one saying "I'm wide-eyed.")

NARRATOR: Some are wiggly and giggly
(Enter 2 Cubs, one saying, "I'm wiggly," and one saying "I'm giggly.")

NARRATOR: They come in two varieties, Cubs and Webelos.
(Enter 2 Cubs enter saying, "I'm a Cub," one saying "I'm a Webelos.")

(You may vary the number of Cubs by having more than one come in and say the line together.)

NARRATOR: Cub Scouts love...
Making noise: (Cubs do Grand Howl)
Competition: (Cubs pair up, arm wrestle, leg wrestle)
Getting Awards: (Cubs point proudly to badges on uniforms)
Singing silly songs: (Cubs sing one verse of favorite song)
Games: (Cubs do a crab race)
Making things: (Cubs pantomime hammering and sawing)
And just getting together: (Cubs huddle around each other)

NARRATOR: Cub Scouts dislike...
People who forget the refreshments: (Cubs make a crying face)
Being still: (Cubs all wiggle)
Lining up: (Cubs attempt to line up but mainly mill around)
And being called sweet: (All Cubs make faces)

NARRATOR: Cub Scouts are fastest at...
Voting for field trips: (Raise hands and Shout "yea, yea")
Eating refreshments: (All pantomime stuffing refreshments into mouth)
And getting to the head of the line: (All try to be the first in line)

NARRATOR: Cub Scouts are quietest at...
A flag ceremony: (All salute and repeat pledge).
And waiting for the Cubby announcement.

NARRATOR: Cub Scouts are most important...
While doing good deeds: (Cubs show Scouting-for-Food bags)
And doing community service: (Show a poster)

NARRATOR: Cub Scouts are the basic ingredients for two special things.
They are what justifies the time a volunteer leader gives...
And Cub Scouts are what Boy Scouts are made of.

A DRIVER'S DILEMMA (A Pantomime)

CHARACTERS: A Cub Scout and his friend

PROPS: 2 chairs for the car

(The Cub and his friend are sitting on the chairs. They go through the motions as the narrator reads.)

NARRATOR:	Cub Scout John and his friend one day Went for a ride in his Chevrolet	(Pretend driving)
	His friend was cool, his name was Frank But he is what you might call, a crank.	(Cub leans over and pushes starter button)
	It's just too bad he wasn't a little smarter 'Cause he doesn't know how to work the starter.	
	John showed him how, the little dear And also how to shift the gear.	(Pretend moving gear)
	Away they went but something broke 'Twas just a measly little spoke.	(Jump out fast and look at wheel. Fix tire - jump back In)
	He fixed it with a piece of wire Then something popped - it was a tire.	(Work fast to change tire, then back to chairs)
	'Twas mended soon, but next ker-plunk They struck a branch and smashed the top.	(Duck with hands over head)
	"Dear me" shouted Frank. "That's too much" Then something happened to the clutch.	
	And next poor Frank, unlucky dub Just grazed a rock and smashed the hub.	
	"Oh Frank" said John with a squeal "I think we're going to lose a wheel."	(Looking over side of car)
	They climbed a hill and then was seen The tank contained no gasoline.	
	They journeyed home with Frank a pushin' And John just sitting upon a cushion.	(Frank gets behind chair)
	Thinking to himself with a silly grin What a crazy story, he could tell his den.	

ACTING SKITS - GENERAL

These skits are more like plays than the previous group. Each of the characters have lines and perhaps some action to perform. They will need a little more practice and it may be a good idea to give the boys a little help. You may want to write each part on index cards, to help them remember their lines. Since this is hardly professional theater, encourage the boys to take their cue cards with them on stage. Even professionals forget their lines on occasion.

I know it's hard to believe, the those same kids who can't stop screaming at den meetings may become quiet as church mice on stage. Never underestimate the power of a crowd to silence kids. Since the point of these skits is conveyed verbally, it's critical that the boys speak up and be heard. Depending on your group, here's a couple of things you may want to try.

Many of these skits call for each boy to speak once, in sequence. This is where a microphone comes in handy. Have each boy step up to the mike when it's his turn.

Another idea is to record each boy's lines and play the tape on a good, loud tape player such as a boom box. If timing is important, have an adult backstage who can turn the tape on and off at the right times.

If you decide to record the lines ahead of time, the boys can still "lip synch" to their own voices. Put a small audio cue in so they know when to start moving their lips. This works especially well if you have a song in your skit.

BOB CAT'S BIG CATCH

CAST: GRAY SQUIRREL,
RUNNING DEER,
SMALL BEAR,
LITTLE WOLF,
BOB CAT,
CHIEF AKELA.

COSTUMES: Assorted Indian Costumes: headbands, vests, breech cloths, etc.

PROPS: Drum for Gray Squirrel.
Small bow and arrow for Bob Cat to carry

SETTING: A clearing in the forest. As scene opens, all but Bob Cat and Chief Akela are seated in a Semi-circle facing audience. Gray Squirrel is slowly beating drum.

RUNNING DEER: (Chants)
This big day in Bob Cat's life;
Make-um Brave, if good with knife.

SMALL BEAR: In our tribe he will belong -
If nothing in forest go-um wrong.

LITTLE WOLF: Hope he catch-um heap big prey
Make Chief Akela happy today.

GRAY SQUIRREL: (stops drum - cups hand to ear)
Hark, my brothers - sound I hear -
Think brother Bob Cat must be near!

(Off stage, continuous loud sneezing is heard. This goes on and off for rest of skit.)

(Enter Bob Cat and Chief Akela, Chief Akela holds Bob Cat by the back of the vest. Bob Cat continues to sneeze. In his hand he carries small bow and arrow.)

RUNNING DEER: Brother Bob Cat, what you fetch?
We wait-um here to see big catch.

CHIEF AKELA: Bob Cat head for father's teepee
Hunt has made him tired and sleepy
Have to hunt where buffalo play
Another time - another day.

SMALL BEAR: But Chief Akela - where is catch
That brother Bob Cat went to fetch?

CHIEF AKELA: Brother Bob Cat plenty bold -
Him wad-um creek and catch-um cold!

(Chief gently pushes Bob Cat off stage. All seated braves laugh, then quickly clap hands to mouths and refold arms. Gray Squirrel starts to beat drum as curtain closes.)

Otetiana Council

Pow Wow 1982

MUSCLE BUILDING CHAMPS

CAST: 6 boys in uniform holding props as described below.

Setting: All boys come on stage and one at a time step forward and speak their lines.

ALL TOGETHER: We all excel in building muscles
We're champs at that, you see;
Just listen to our stories
And we re sure you will agree.

1ST BOY: I hold the title of strongest in my den
Do you suppose it's because of my friend?

(Holds up toy skunk. Other boys hold their noses.)

2ND BOY: I'm known as the den's muscle man this year,
Most of my muscle is between my ears.

(Pulls out small hat from behind his back and tries desperately to fit it on his head.)

3RD BOY: I hold the title of fastest of all,
I'm first in line for the chow basket call.

(Pulls out bag of cookies and begins eating.)

4TH BOY: I'm known as the champion of the high jump,
One time I missed and got a big lump.

(Rubs head, with painful expression on face.)

5TH BOY: To keep in shape, I exercise each day,
I wonder why my muscles turned out this way.

(Removes sweatshirt to show colorful padding on arms and legs.)

6TH BOY: I'm the champ at making things disappear, you see,
Watch us all disappear, as I count to three.

(He counts slowly 1-2-3 as curtain closes.)

- Torrey Pines Pow Wow '74

Otetiana Council

Pow Wow 1982

TREASURES BENEATH THE SEA Puppet Skit

SONG: The song is sung to the tune of 'The Grand Old Duke of York' in the Cub Scout Song Book.

STAGE: For this puppet skit, use a large box for your stage. Paint the back of the box to look like an underwater scene.

PUPPET CAST: 2 or more OYSTERS

CHARLIE TUNA

The oysters are paper plates folded in half and then painted or covered with construction paper. Charlie Tuna is a stick puppet.

SONG: (Done by all oysters.)
It's tough to be an oyster
that's why I'm in such a stew.
But I'd rather be an oyster
than a person like you.

(A cardboard tire comes down and hits one of the oysters in the head)

1ST OYSTER: (Looks up)
Hey you people cut that out.

(Down comes a beer can right into his mouth. He looks at audience and shakes it out.)

CHARLIE TUNA: (Moves quickly across the front of the stage.)
Hey Star-Kist, wait for me.

OYSTERS REPEAT SONG

(A cardboard boot falls.)

2ND OYSTER: Wow, that really shook up my pearl. I hope his foot freezes.

(More things fall down.)

1ST OYSTER: They say pollution is a people problem, but they should live down here.

CHARLIE TUNA: (Moves quickly across the front of the stage.)
Hey Star-Kist, you forgot me.

OYSTERS REPEAT SONG

(As song is sung more litter can fall on the puppets.)

OYSTERS: (Together)
Please help us - don't pollute.

You can use more than 2 oyster puppets if you want. The boy who is dropping the litter should stand behind the stage and lower the litter over the top. Lower pieces of litter on a string slowly to give the effect of moving through the water.

Otetiana Council

Pow Wow 1982

TRIP TO THE MOON

CAST: CONTROLMAN
 2 SPACEMEN
 PRESIDENT
 MAN-IN-THE-MOON
 2 SPACE MICE

PROPS: Spaceship
 Telescope
 Moon with door big enough for head to stick out
 Chair

SETTING: (As curtain opens, Controlman is looking at the moon through a telescope, at left. Spaceship stands close by. Man-in-the-Moon & Space Mice are hidden behind moon on opposite side of stage. Spacemen enter at left, helmets under left arms and they approach Controlman.)

1ST SPACEMAN: Has the President arrived?

CONTROLMAN: Not yet.

2ND SPACEMAN: I hope he won't be late. We have no time to waste.

CONTROLMAN: (looking through telescope)
 That's right. The moon is in good position for a perfect landing.

(Enter PRESIDENT of U.S. Play a few bars of "Hail to the Chief" as he enters. SPACEMEN & CONTROLMAN stand at attention.)

PRESIDENT: This is a great day for our country. I don't know what we would do without you brave Cub Scouts, who are willing to risk your lives on this dangerous mission to the moon. I can only wish you good luck.

(President goes to a chair to the left to watch take-off.)

CONTROLMAN: Get ready for the countdown. (He sits at control panel.)
 SPACEMEN, put on your helmets and get behind the space ship.

1ST SPACEMAN: We're ready.

CONTROLMAN: Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, One Blast Off !

(SPACEMEN slowly pick up space ship, turn it to horizontal position and walk very slowly across the stage to the moon.)

2ND SPACEMAN: We've been out here in space for a long time now. When do you think we'll reach the moon?

1ST SPACEMAN: We should be there very soon now.
 (SPACEMEN arrive at Moon, sticking it with point of Space Ship.)

MAN-IN-THE-MOON: Ouch! What stuck me?
 (SPACEMEN stand ship on end)

2ND SPACEMAN: Who said that?

1ST SPACEMAN: There must be someone here after all.

MAN-IN-THE-MOON: (Opening- door in the Moon & sticking his head out.)
 Of course there is! Haven't you ever heard of the Man-in-the-Moon?

2ND SPACEMAN: Yes, but I thought that was a fairy tale!

MAN-IN-THE-MOON: No, indeed! I've been here a long time.

1ST SPACEMAN: Can you tell us if we are the first earth people here?

MAN-IN-THE-MOON: Yes, you are the first People. Another ship landed before yours did, though. There were mice in that one.

(SPACE MICE come from behind moon, one on either side.)

1ST MOUSE: Did you call us?

2ND SPACEMAN: What in the universe are you doing here?

2ND MOUSE: The Russians shot us up here!

1ST MOUSE: We were supposed to go back to earth, but we wouldn't go.

2ND MOUSE: We like it here. We're going to stay forever!

1ST SPACEMAN: But how can you live here? What can you find to eat?

1ST MOUSE: Find to eat? We never had it so good!

2ND MOUSE: You mean you don't know. You never heard?

BOTH MICE: The moon is REALLY made of GREEN CHEESE!

(SPACEMEN faint as CURTAIN falls).

Otetiana Council

Pow Wow 1978

BUC TUOCS (Round-up Skit)

CAST: ANNOUNCER
DR. CURE-ALL
CUB SCOUTS (number can vary)

ANNOUNCER: Presenting Dr. Cure-All and his marvelous medical discovery, "BUC TUOCS"

DR. CURE-ALL: Thank you, my friends. Boys, have you been feeling sluggish lately? Do you have that gray feeling? Do you have that over-seven feeling? I have the answer to your woes: "BUC TUOCS"!

CUB 1: When I reached seven, I needed something. I was out of touch. I tried "BUC TUOCS" and got the lift I needed.

CUB 2: I couldn't adjust. My social life was falling apart. "BUC TUOCS" was the answer for me.

CUB 3: I was afraid of growing old. Was life passing me by? "BUC TUOCS" gave my life purpose.

CUB 4: My friends had gone in different directions. "BUC TUOCS" helped me find new friends. (You can use more testimonials if you have more Cub Scouts)

DR. CURE-ALL: Thank you boys for your unsolicited testimonials. Remember folks, try "BUC TUOCS" -- that's CUB SCOUT spelled backwards!

Long Rivers Council

Pow Wow 1992

WHEN KNIGHTHOOD WAS IN FLOWER (or, "Good Guys Always Wear White Hats")

CHARACTERS: LORELEI THE LOVELY, a beautiful princess
KIT THE KING, a pip of a king
GODFREY THE GOOD, almost too good to be true
EDGAR THE EVIL, Almost too bad to be true
EDGAR'S HENCHKNIGHTS, as many and as ferocious as you like

COSTUMES AND PROPS: Costumes should be traditional.
A castle backdrop can be used.
Spears for knights can be foil-covered yardsticks or cut from cardboard.
An enormous white hat for the punch line.

SETTING: Since this is a melodrama, all actions should be highly exaggerated. Audience should be encouraged to 'boo' the villain and cheer the heroes loudly.
Scene opens on Lorelei, who is sobbing her heart out in front of her father's castle.

LORELEI: Oh woe, oh woe, oh woe is me! Edgar the Evil and his Henchknights have captured the castle and imprisoned my beloved father, King Kit of Kaboodle. And now Edward the Evil says he won't release my beloved father unless I, Lorelei the Lovely, will marry him. Oh woe, oh woe. What a horrible fate. How I wish a Knight in shining armor would ride up and save me from my awful fate!

(Enter Godfrey the Good, tripping and falling over himself)

LORELEI: (Exclaiming in fright) Good night!

GODFREY: (Look up, proudly) That's me!

LORELEI: Who are you?

GODFREY: (Pulling himself together and standing up straight)
I am Godfrey the Good, a knight in shining armor. I'm sorry, but I lost my white charger. I just don't know what's wrong with me lately. But who are you, fair lady?

LORELEI: I am Lorelei, the Lovely, princess of this fair land.

GODFREY: Well then, let's go inside the castle. It's cold out here!

LORELEI: (Beginning to wail) We can't... (sobbing) Edgar the Evil has captured the castle and imprisoned my dear, dear father, the kind, kind king, in the deep, deep, dark, dark dungeon.

GODFREY: Oh you poor, poor girl. (Consoles her) Godfrey the Good will help you. (Brandishes spear in air, dramatically) will engage the wicked, wicked knight in a fierce, fierce battle and release the dear, dear king who is in the deep, deep, dark, dark dungeon. (Accidentally stabs himself) Oh, ouch, ouch.

LORELEI: Oh, but Edgar the Evil is so so terrible. He has many, many men. And he says he will not release the king unless I agree to marry him.

GODFREY: Fear not, fair princess. Godfrey the Good is here! If only I could figure out why I have not been myself lately. Something is wrong. Well, I cannot let evil triumph over good, simply because of my weakness. Then I wouldn't be Godfrey the Good! Everyone would call me Godfrey the Gutless. (summoning up his courage) Come out, come out, wherever you are!

(Enter Edgar and Henchknights)

EDGAR: (Snarling fiercely) Who calls? Who calls Edgar the Evil and his Henchknights?

GODFREY: (Trembling at the sight of Edgar and Hencknights) Oh.. you came!

EDGAR: Who are you, you rattling tin can? (clanking is heard from offstage)

GODFREY: (Still shaking) I am Godfrey the Good!! Can't you tell? I am a knight in shining armor.

EDGAR: (Scoffing) Shaking armor is more like it. Take this knight in shaking armor away, men. (Hencknights drag protesting Godfrey away.) Now, (turning to Lorelei) fair, fair lady, what is your final, final decision? Remember, your kind, kind father in the deep, deep, dark, dark dungeon!

LORELEI: (Sobbing violently) Oh, woe, woe, is me, me!

(Suddenly Godfrey sneaks up behind Edgar, bops him over head. Edgar lays sprawled on ground)

LORELEI: (Throwing arms around Godfrey) My hero! My hero! (King Kit enters) Father, Father! But Godfrey, how did you do it? What happened? Where did you get the nerve?

GODFREY: (Virtuously) I had forgotten one thing. Good always triumphs over evil. But in order for this to happen, you've got to recognize Good and ... The Good Guys Always Wear White Hats! (Puts on enormous white hat)

Otetiana Council

Pow Wow 1978

THE MOTORCYCLE DRIVER

CHARACTERS: CUB SCOUT
2 Ambulance Attendants

PROPS: HELMET,
MOTORCYCLE (toy, battery operated or peddle),
AMBULANCE (made from wagon),
STRETCHER.

CUB SCOUT on MOTORCYCLE rides across the stage, as he gets half way he falls over.

AMBULANCE enters with two Cubs as AMBULANCE ATTENDANTS, who run over and pick up the MOTORCYCLE very carefully, put it on the STRETCHER, leaving the CUB SCOUT laying on the stage.

They put the MOTORCYCLE in the ambulance and drive off stage with the CUB SCOUT running after them.

Otetiana Council

Pow Wow 1981

SPOOKS FROM FIRE ISLAND

Try this skit during Fire Prevention week. It was developed by Den Leaders at a Cub Scout leaders' conference at Philmont Scout Ranch.

CAST: 7 GHOSTS, Cub Scouts dressed as ghosts (Or use decorated ghost paper puppets.)

SETTING: Dim lights
Draped sheet over table for graveyard effect.

1st GHOST: I smoked and smoked and smoked in bed
and now you see that I am dead.

2nd GHOST: My Pop said frayed wires were O.K.,
I became a spook without delay.

3rd GHOST: I saved oily rags to use again,
no telling what I might have been.

4th GHOST: We thought the campfire under control,
I just climbed out of my 6-foot hole.

5th GHOST: While in a hurry the hot grease splattered;
I didn't know it really mattered.

6th GHOST: I played with matches, it was such fun,
'Til I caught fire and began to run.

7th GHOST: I filled with gas the lawn mower hot,
so like the others now I'm not.

Otetiana Council

Pow Wow 1981

RIP VAN CUB SCOUT

CAST: Rip Van (see below)
Boy
Reporter
President
Astronaut
Scientist
(Additional characters can be easily worked in if needed)

PROPS: Tree
Long white beard
"Press" badge
Paper and pencil
Stack of papers for President
Notebook and pencil for scientist
Helmet for astronaut

COSTUMES & MAKE-UP: Characters may wear appropriate costumes or signs identifying them. To age Rip, powder hair with talcum powder and draw facial wrinkles with eyebrow pencil

RIP: (Comes on stage wearing Cub uniform. He lays down under tree.)
Someday, I'm really going to do things ... be important ...
(He dozes off to sleep)

(House lights off. President, Astronaut, Scientist and Reporter come on stage. The first three stand apart from each other. Flashlight is shined on reporter as he talks with each character.

REPORTER: (To President)
Mr. President, you're the youngest man to ever hold office. You've solved the unemployment problem. The United States is at peace with the rest of the world. You've done so much for us. I'll bet your parents are really proud of you!

(President looks pleased with himself. He shuffles through his papers.)

REPORTER: (To Astronaut)
Colonel, you've been the first to fly to Mars. You've discovered a new planet; new race of people and learned to communicate with them. What's next?

(Astronaut holds helmet, looks proud.)

REPORTER: (To Scientist)
Dr., you've discovered a fertilizer that has solved the world's food shortage. You have helped solve the world's energy crisis. We understand that you have just won the Nobel Prize for scientific achievement.

(Dr. writes busily in notebook.)

(Flashlight is turned off. Boys leave stage. While reporter was interviewing the others, Rip has been aged and his beard is added.)

BOY: Rip Van (use boy's last name)! You've just dreamed your life away. While you were asleep, the world really got itself into trouble. You never even got your Wolf (or Bear) badge in Cub Scouting. Great deeds need a lot of work and they start with small ones! Let's get busy. It's not too late!

LAWNMOWER SALESMAN

CHARACTERS: 2 CUSTOMERS

LAWNMOWERS, played by 2-6 Cub Scouts

SALESMAN

SCENE: In front of a store

(Cub Scouts are down on their hands and knees representing lawnmowers. The salesman is waiting for a customer.)

CUSTOMER: (Enters) Hi! I need a lawnmower. Mine blew up this morning.

SALESMAN: Sure thing. Let me show you some of our models.

(Pointing to first boy) Here we have our cheapest model. It has a stall free engine and is really a great model. Here - I'll demonstrate.

(Salesman tries to start it by pulling cord.)

1ST BOY LAWNMOWER: BRRRRRRMMMM BRRRRRRMM BRRM BRM (then dies)

SALESMAN: Must have a bad spark plug. Oh well, let me show you another model. Notice the fuel injection in the front. It's a very good machine. I'm sure you won't have any trouble with it.

(Salesman tries to start it by pulling cord.)

2ND BOY LAWNMOWER: BRRRRR RRMM, BRRRRRR RRM, BRRRR RR RRM,
BRRRRMMMM (then dies)

SALESMAN: They must have forgotten to put in the fuel.

(Using as many boys as needed, each may be a different model lawnmower. All of the models used do not start until the last one.)

SALESMAN: This is our last and final model. It is our most expensive mower, the Super Duper Lawn Queen. It has ten horse power motor. I'm sure this one won't fail.

(Salesman tries to start it.)

LAST BOY LAWNMOWER: BRRR RR RRM, BRRRRM, BRRRM. (Then dies)

SALESMAN: I can't imagine what's wrong with it. Let me see if I can find someone to help me get it started.

(Goes to audience and gets someone, Cubmaster, or any adult in the audience. Asks person if he or she will come up and help start the lawnmower. Person from audience comes and tries to pull cord.)

LAST BOY LAWNMOWER: BRRRM BRRRM BRRRRMMMMM (really takes off.)

SALESMAN: That's all it needed, A BIG JERK!

ROLLICKING ROBOTS

CAST: DEN CHIEF
ANNOUNCER,
ROBOT NARRATOR,
6 ROBOTS (Cub Scouts)

DEN CHIEF: Den presents "The Rollicking Robots From The World Tomorrow."

(Robots enter slowly in a line, then turn to face audience)

ROBOT NARRATOR: We 're the very latest triumph of engineering skill;
We can walk, we can talk, we can raise an arm at will;
We 're really rãther handsome, all gleaming steel and chrome;
Oh, everyone should have a little robot in the home.

You'll never have to feed us, our wants are very few;
A sip of battery juice and a nut and bolt or two;
Our actions are dependable, just like a metronome;
Oh, everyone should have a little robot in the home.

(As each boy takes his turn, he steps forward stiffly, takes three steps and bows before he speaks.)

ROBOT 1: When Junior has some homework that no one can explain,
Were just the ones to help him, with our electronic brain.

ROBOT 2: Those nights when father moans and groans about his income tax,
We'll do the calculations, if he'd just feed us the facts.

ROBOT 3: We can help with mother's gardening when she's setting out her plants,
Our feet are built for digging holes or stamping out red ants.

ROBOT 4: If sister fears she'll oversleep cause she stayed out late at night,
Just let us know the proper time, we'll wake her up all right.

ROBOT 5: We'll be glad to mind the baby when he's crawling on the floor,
And shock him, oh so gently, if he's heading for the door.

ROBOT 6: To cheer you up, we'll bring you music straight from our transistors;
And even go into a dance while rattling our resistors.

(Robots dance: Three slide steps to left; then three slide steps back to position. Three bounces forward; then three back to position. Swing left arm and right leg forward and back; then right arm and left leg. Repeat these kicks, then bow.)

ROBOT NARRATOR: We hope we have convinced you of our many splendid uses,
And we faithfully promise not to blow out any fuses.
We'll be always be at your service with our every volt and ohm,
Now don't you think that you should have a robot in your home?

WATER! WATER!

- CAST:** Several CUB SCOUTS
- PROPS:** Sahara Desert scenery (Have Cubs draw cactus for background.)
A glass of water.
- 1ST CUB:** (Crawls across stage gasping and saying:)
WATER! WATER!
(Collapses about one fourth of the way across)
- 2ND CUB:** (Same as #1 but he gets a little further before he collapses.)
- 3RD CUB, 4TH CUB, etc.** (Do the same as #1 but each gets a little closer to the boy with the glass of water before collapsing.)
- LAST CUB:** (Cub with the longest, messiest hair. Crawls across the stage, panting and asking for water.)
WATER! WATER!

(When he reaches the boy with the glass of water, he drags himself up onto his knees and pulls a comb from his back pocket, dips it in the glass and combs his hair.)

Greater Cleveland Council

Pow Wow 1993

THE BURNING SCHOOLHOUSE

- CAST:** Old man and several boys.
- SCENE:** Boys are standing around talking when an old man comes by
- OLD MAN:** The school house is burning!
- BOYS:** (The boys become very excited and shout.)
The school is burning! The school is burning!"

(The old man stays on stage. The boys run off to one side. The first boy crosses the stage carrying a cup. Another boy follows then another, just about then the first boy comes hurrying back across the stage.)

- BOYS:** Hurry! Hurry! It's burning faster!

(This continues so that one or two boys are always crossing the stage area in each direction, urging each other to greater speed and to not spill the contents of the cup. Finally the old man speaks)

- OLD MAN:** Say fellows, you're never going to put out that fire with those little cups of water.

- ONE BOY:** Water? This isn't water, it's kerosene!!!"

(Boys hurry off to the fire.)

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Pow Wow 1993

CITY SLICKERS

CAST: 6 Cub Scouts as follows
MA
PA
BOY
SIS. All dressed as Hillbillies.
2 CITY SLICKERS

PROPS: Large cardboard car with handles on back.
Log cabin.

SETTING: 2 City Slickers drive up in front of cabin and honk their horn.

MA: (Hillbilly woman comes out of cabin.)
Howdy! What yawl want?

DRIVER: How do we get to Tulsa?"

MA: I don't rightly know, but I'll ask my son.
(Turns and yells into cabin.)
Sonny, how do yawl get to Tulsey?

BOY: (Boy comes out of cabin.)
I don't rightly know. I'll ask Sis.
(Turns and yells into cabin.)
Sis! How do yawl get to Tulsey?

SIS: (Comes out of cabin.)
I don't rightly know. I'll ask Pa.
(Turns and yells into cabin.)
Pa! How do yawl get to Tulsey?

PA: (Comes out of cabin.)
HmMMM, let me see now ... well, I don't rightly know how ya get to Tulsey.

RIDER: Boy, you people sure are dumb. You don't know anything do you?

PA: Well, you see it's this-a-way.. We may not be real smart, but we ain't lost neither.

BOSS, THE TRAIN!

CAST: 2 BOYS tracking animals
Rest of den acts as TRAIN.

PROPS: 3 flashlights,
Other props as desired.

SETTING: 2 boys are walking across the stage shining their flashlights on ground as if they're looking for something.

BOY #1: Look! Bear tracks!

BOY #2: (sarcastically) There ain't no bears around here. These are raccoon tracks.

BOY #1: Those are bear tracks.

BOY #2: They can't be!

BOY #1: I know what bear tracks look like and those are bear tracks.

BOY #2: Raccoon tracks!

BOY #1: Bear tracks!

BOY #2: Raccoon tracks!

(Boys grab each other and start to wrestle. As they are rolling around on the ground, the other boys enter making train noises the first one carrying a flashlight to simulate the headlight of the train. Boys stop wrestling)

BOY #1 and #2 (Look at each other and say in unison.)

Train tracks!

(They jump up and start running as the train chases them offstage.)

J.C. PENNEY

CAST: As many CUBS as you'd like (at least 6 recommended)
One person designated as J.C. PENNEY.

PROPS: Towel and one article of clothing for each character,

SETTING: One boy on stage, another boy enters

1ST BOY: Where did you get that hat?

2ND BOY: I got it from J.C. PENNEY.

1ST BOY: Where did you get that shirt?

3RD BOY: I got it from J.C. PENNEY.

1ST BOY: Where did you get those pants?

3RD BOY: I got it from J.C. PENNEY.

(Boys continue to enter one at a time carrying an article of clothing and are asked by the 1ST BOY where they got it. They always answer "I got it from J.C. PENNEY.")

J.C. PENNEY: (Enters wrapped only in a towel - Remove shirt and wear pair of shorts under towel to look naked.
I'm J.C. PENNEY, anyone seen my clothes?)

Greater Cleveland Council

Pow Wow 1993

COTTON (A "J.C. Penney" Variation)

Spokesman keeps meeting guys with new clothes - a loud shirt, new shoes, bright socks, new pants, a hat etc. Each time he remarks how snappy they look and ask where they got such neat clothes. "FROM COTTON" is always the reply. A while later he meets up with a guy with a black eye, bruises, a cut lip and only a towel wrapped around his waist. Sure enough, when the spokesman asks him his name it's "Cotton"

Greater Cleveland Council

Pow Wow 1993

J.C. PENNEY #2
(A More Obvious "J.C. Penney" Variation)

CAST: STORE CLERK
J.C. PENNEY
CUSTOMERS (as many as desired)

PROPS: Table for checkout counter
Cash register(optional)
Towel
Various articles of clothing (Suggest Cub Scout uniform parts)

SETTING: Clerk in store.

1ST BOY: Hi. Do you have a Cub Scout neckerchief?"

CLERK: Yes we do. Just a minute. (Clerk goes off stage or behind a curtain. Sounds of a scuffle are heard. Clerk returns with neckerchief, customer pays and leaves)

2ND BOY: Do you have a Cub Scout shirt?
(same thing happens)

3RD BOY: Do you have a pair of shoes?"

CLERK: Let me see...
(goes off stage same thing happens)
You're in luck, we have one pair left in that size.

4TH BOY: Do you have a pair of socks?

CLERK: Hmmmm, let me check."
(Same thing)
Yep, we got a pair"

5TH BOY: Do you have a pair of Cub Scout pants?"

CLERK: No we're all sold out. How about shorts"

5TH BOY: That would be OK"

(Same thing but when clerk returns and starts to ring up sale, boy from offstage or behind the curtain walks out wrapped in a towel.)

J.C. PENNY: (Grabs the shorts.)
That's the last straw! I quit this crummy job.
(Walks offstage.)

Greater Cleveland Council

Pow Wow 1993

BRAGGING FISHERMEN

CAST: 6 CUBS

PROPS: Stools (for fishermen to sit on)
fishing poles

SETTING: 6 Fishermen sitting on stools by a lake, hanging their poles in the water. Heads droop until it's time for them to speak their line.

1ST FISHERMAN: Not bad for a day.

2ND FISHERMAN: Not Bad. When we lived in Texas we caught them as big as 8 inches.

1ST FISHERMAN: 8 inches? Why I've caught 'em over 20 inches long right here in this very pond."

2ND FISHERMAN: Who's talking long? In Texas, we measured 'em between the eyes."

3RD FISHERMAN: Any luck, Zeb?

4TH FISHERMAN: Yup, I caught me a 65 pound cat, but I decided not to keep him. How 'bout you?"

3RD FISHERMAN: Nope. But I did fish out a lantern I lost 5 years ago. And it was still a-burning"

4TH FISHERMAN: Aw right. Maybe my fish weren't no 65 pounder. I'll knock off 30 pounds if you'll blow out the light in the lantern."

5TH FISHERMAN: "No, seriously, how is the fishing in Texas?"

6TH FISHERMAN: "Not too good. Fished all day and only caught one fish and he was too small to keep. Luckily for me, two men came along in a truck and helped me throw him back."

Greater Cleveland Council

Pow Wow 1993

THE YELLOW CADILLAC

CAST: 2 HUNTERS
GUIDE

SETTING: The Guide is laying on his side with his ear to the ground. Hunters enter.

1ST HUNTER: What's with this lazy good for nothing guide? We're paying him good money to help us hunt and he's laying down! Where did you get this guy? He's a complete idiot! He's laying in the middle of the road!

2ND HUNTER: Relax. One of my buddies said he was really good. He's probably listening for wild animals.

(Hunters walk over to Guide.)

2ND HUNTER: "Well, what is it?"

GUIDE: (Without moving)
Two men in a yellow Cadillac. The grille is missing and it has a broken headlight. The paint is scraped on the right fender. The driver is wearing a green coat and a cowboy hat. The other guy is wearing a brown coat and a stocking cap."

2ND HUNTER: (To 1st Hunter)
See ... I told you he was good!!!"

1ST HUNTER: Amazing!!! You mean you can tell all that from just listening to the ground?"

GUIDE: "No. It just ran over me."

Greater Cleveland Council

Pow Wow 1993

CASTOR OIL

CHARACTERS: YOUNG MAN
DRUGGIST
PATRON

SETTING: A 1950's drug store

YOUNG MAN: Is it possible to disguise the taste of castor oil?

DRUGGIST: Certainly young man.

YOUNG MAN: It's such horrible stuff to take. Yuck!!!

DRUGGIST: It certainly is.

PATRON: (Enters Drug Store)
Chocolate soda please.

DRUGGIST: Would you like one, too, young man?

YOUNG MAN: Oh yes. I'd like one very much.

(Druggist makes up 2 sodas and gives them to the Patron and the Young Man.)

YOUNG MAN: (finishing his soda)
My that was good! Now tell me about disguising castor oil, sir.

DRUGGIST: Aha my dear young man. I gave you some castor oil in that soda and you didn't even know.

YOUNG MAN: But good heavens sir, I wanted it for my brother!!!

Greater Cleveland Council

Pow Wow 1993

CPR RESCUERS

CAST: 3 CUB SCOUTS

SETTING: Cubs are standing around reading newspapers or magazines as if waiting for the bus to come.

1ST CUB: (Suddenly grabs his chest and falls down on the ground.)

(All others gather around him.)

2ND CUB: Looks like he's had a heart attack!

3RD CUB: Sure does. Does anybody know CPR?

2ND CUB: I do. I'm a Cub Scout.

(The 2 CUBS begin to do CPR. One pretends to do Rescue Breathing while the other pretends to do chest compressions.)

2ND CUB: (After a while)
I'm getting tired. Let's change positions.

3RD CUB: OK Ready? Let's change.

(3rd Cub lies down on the floor; 1st Cub gets up and starts doing Rescue Breathing and the 2nd Cub starts doing chest compressions.)

Greater Cleveland Council

Pow Wow 1993

CLARENCE SLEPT HERE

CAST: 2 CUBS
MOTHER
OTHER CHILDREN (in the family)

SETTING: 2 boys playing Nintendo

1ST CUB: Clarence, I hear something. Is it raining?

2ND CUB: Sure is,

1ST CUB: When you came over there wasn't a cloud in the sky.

2ND CUB: Sure wasn't

1ST CUB: Wow! Look out the window! It's raining cats and dogs!

2ND CUB: Sure is.

MOTHER: Clarence, I can't let you go home in this storm. You'll catch your death of cold.

1ST CUB: Mom, can Clarence sleep over? Huh, can he? Please?

MOTHER: Sure he can. But you come upstairs with me first and get your room straightened up.

(Mother and 1st Cub leave to go upstairs talking between themselves. Clarence leaves in another direction. Mother comes back and calls for Clarence.)

Mother: Clarence, I've got your bed ready ... Clarence? Clarence, Where are you?
(Clarence comes in dripping wet)
Clarence! You're soaking wet! Where have you been?"

2ND CUB: (panting) I ran home ... to get ... my pajamas.

THREE RIVERS

CAST: CAMP COOK
 3 STRANGERS
 THREE RIVERS, a boy on all fours acting like a dog

PROPS: Big Kettle or Dutch Oven

SETTING: The camp cook is stirring the contents of the big kettle when along comes a stranger.

1ST STRANGER: What's cooking? Sure does smell good.

COOK: Homemade stew. Want a plate?

1ST STRANGER: Yeah, if it's not any trouble. Got an extra plate?

COOK: Sure do. Three Rivers just finished cleaning some.

(The 1st Stranger picks up a plate from the pile the cook is pointing to.)

1ST STRANGER: Are you sure these plates are clean?

COOK" Sure are, stranger. Three rivers just cleaned 'em.

(This is the crux of the skit. Make sure the audience understands that Three Rivers cleaned the plates.)

(Two more strangers come in and get served.)

3RD STRANGER: Cookie, that stew was great! To show my appreciation, I'd like to clean up the dishes.

COOK: Never mind about that. Three Rivers will take care of them.
 Three Rivers!!! Three Rivers!!! Here boy, come on Three Rivers!!!"

THREE RIVERS: (Enters, barking.)

STRANGERS: (Pretend to get sick.)

Greater Cleveland Council

Pow Wow 1993

ACTING SKITS - HOLIDAY

The following skits are similar to the previous group, except that they have a primarily Christian holiday theme. They require the same level of preparation, but since they boys will be familiar with the themes, they may find it easier to understand the skits. There is one more Christmas skit in the first section, but I decided to leave it there because it was a NARRATOR skit, not an acting skit.

My one apology in developing this skit book is that the only holidays I found represented in Pow Wow material were Columbus Day, Thanksgiving and Christmas. I did some extra research and found a few more holiday skits, but they were all in the same vein. None of them involved the kind of holidays I feel are missing. My den contained Christians, Jews, Moslems and Buddhists. I am well aware of the impact Columbus and the Pilgrims had on Native Americans. Today, our society is too diverse and our consciousness too aware to let this go unnoticed.

At the same time, the material I've collected is a reflection of the world we live in and I'm not here to cure world hunger. You are all adults; if you find these skits appropriate, enjoy them. If you don't, just tear them out. I won't be offended.

On the other hand, if you know of any good holiday skits from any other traditions, please forward them to me and I'll try to include them in any revised editions.

**DISCOVER AMERICA
(Fractured History Tale)**

CAST: LOUWEEGEE
CHRISTO
ANTONIO
GENO
NAVIGATOR
MARIO
LOUIE (all in sailor costumes)
INDIAN (In appropriate costume.)

PROPS: Table
Boats, if desired

NARRATOR: Scene 1. Christopher Columbus and his sailors are standing by their ship talking.

LOUWEEGEE: Hey Christopher, I hear you are going on a trip.

CHRISTO: How many times do I have to tell you Louweegee, I did not trip!

LOUWEEGEE: No, no. I mean in the boat.

CHRISTO: Yea. We're going to saaa-ail away.

ANTONIO: We 're gonna take three boats.

GENO: We're takin' the Nina, the Pinta and the Watchamacallit.

CHRISTO: I wish you would stop calling the Santa Maria the Watchamacallit. She's my fastest boat.

NARRATOR: Scene 2. Christopher Columbus and his crew are aboard their ships and are now on their journey.

GENO: How long is it going to take, this cruise, navigator?

NAVIGATOR: It's going to take one, two, three ... maybe more.

MARIO: Only one, two or three days?

ANTONIO: Mario, he means months!

(All the crew stand around looking at the map)

LOUWEEGEE: Where did you say we were going?

CHRISTO: We're trying to find a short cut to India ... there we can get rich fast!

NAVIGATOR: (Pointing to map and tracing line across it)
See, we can go this way.

ANTONIO: How do you get east when your going west?

LOUIE the LOOKOUT: You wanna fall off the world?

NARRATOR: Scene 3. It is now several months later with the discouraged crew still aboard ship. Shading his eyes with his band, one sailor suddenly shouts excitedly.

ANTONIO: There's some ground!

NAVIGATOR: That's "Land-Ho," your supposed to yell.

LOUIE the LOOKOUT: Where! Where! I don't see anything.

GENO: Louie, why don't you turn that glass the right way?

(All shade their eyes and watch the same direction. One of the crew points at something and says:)

MARIO: Look! There's one peoples!

(Indian walks slowly out from side stage. Approaches ship. He raises hand in salute, palm out, and says:)

INDIAN: How! Me America.

(All the sailors jump up and down, throw their caps in the air and shout)

All: Hooray! Hooray! We discovered America!!

Otetiana Council

Pow Wow 1981

IF "I" WERE SANTA ...

A short, silly skit about scampish elves and their concern for Santa.

- CAST:** SANTA
9 ELVES
EXTRA ELVES (Non-speaking parts)
- PROPS:** 1 large sign on wall or drapes saying "DO NOT DISTURB - SANTA'S SLEEPING"
paper and pencil,
1 large sign saying "DECEMBER 24" standing on stage
1 envelope addressed to Santa.
- SETTING:** All elves are standing on stage whispering loudly when Chief Elf walks in.
- CHIEF ELF:** Hey! Keep the noise down. Can't you see Santa's trying to catch a few winks.
(He points to "Do Not Disturb" sign)
This has been a rough week, and the mail is still pouring in.
- 1ST ELF:** (holding up envelope)
Did you read the one about wanting the real E.T. sent to him for Christmas?
- 2ND ELF:** Why IF I WERE SANTA, I'd send him an EGG TURNER! (All elves laugh.)
- 3RD ELF:** Oh, Santa knows how to handle requests like that. His real problem is transportation. It gets pretty cold riding in an open sleigh, IF I WERE SANTA, I'd buy a racy TRANS AM, maybe with a small sun roof ... and a stereo.
- 4TH ELF:** (interrupts) You can't land a Trans Am on a roof, but I'd consider harnessing my sleigh to 8 white horses. They're faster than reindeer,
- 5TH ELF:** (disgusted) Since when have you seen a horse with a RED NOSE!
(All elves laugh and laugh.)
- 6TH ELF:** It doesn't matter what Santa rides in. It's that bright red suit. He'd look so much thinner in a black tuxedo puttin' on his top hat (starts dancing around) and ready for a night on the town.
(All elves shake their heads and turn their back on the elf who is still dancing around.)
- 7TH ELF:** Forget the car; forget the tux. Don't you know it's Santa's boots. IF I WERE SANTA, I could climb down a chimney faster in a pair of NIKES - much better traction.
- 8TH ELF:** (excitedly) I've got the answer! It's that heavy bag of toys Santa carries, IF I WERE SANTA, I'd pack everything in a suitcase with wheels. It's the latest thing in luggage y'know.
- CHIEF ELF:** (rubbing his chin and thinking for a moment)
I vote we stay up ALL NIGHT and list the ways to make Santa's job easier. That way he's sure to get more sleep.
(Chief Elf grabs pencil and paper. Elves huddle together whispering loudly. Elves look up and see Santa entering rubbing his eyes and yawning. All elves suddenly become very quiet.)
- SANTA:** (standing with hands on hips and speaking in a loud, clear voice)
My suit is all pressed and my shoes polished bright. I've packed up my bag with the toys made just right! I've hooked up my sleigh to eight tiny reindeer, And shined the red nose that guides me each year! So, IF I WERE AN ELF, I would heed this advice: I'd say "Nighty, Night, Santa" and be quiet as mice!

(Elves walk off stage slowly one by one saying "Goodnight Santa," but the 7TH ELF stays behind for a moment. then walks slowly up to Santa.)

7TH ELF: Y'sure you don't want a pair of NIKES, Santa?

(7th Elf hands Santa a pair of Nikes, then runs off stage. Santa looks at Nikes, shakes his head, starts to chuckle, then takes a bow!)

Lancaster Lebanon Council

Pow Wow Guide 1990

SANTA'S HELP-IN

CAST: SANTA with list and empty sack.
HELPERS, 6 (or more, if desire) with red caps, working tools and toys.
HELPER 'X' (last helper) with green cap.

SETTING: Santa's Workshop, with all 7 helpers busy working on toys and whistling or singing "Jingle Bells." As curtain opens, Santa enters, puzzled, despaired, checking list in his hand.

SANTA: Ho! Ho! Help!
This is an unusual list from the Cub Scouts of Pack (fill in your pack number).
We're running out of time! Good grief! Sakes alive.

(Santa sits down with sack opened, looking very, very sad.)

HELPER 1: I've worked hard on trains;
Have they run out of brains?

HELPER 2: It's clear to see
They don't want trucks from me.

HELPER 3: Surely Santa, you know the score.
That's no ho! ho! Please tell us more.

HELPER 4: I know, great red and white one ... they need a change.
(He rattles coins in his pocket.)

HELPER 5: That's right wise leader. Any new ideas in our "goody range?"

HELPER 6: Shazam! Me thinks the Cubs are tired of toys;
How about more arrow points for those boys?

HELPER X: (Runs across stage, carrying large cardboard shield with arrow points glued on.)
Sock it to 'em Santa!

(He places shield in Santa's sack. All stand and bow together, go off singing "Jingle Bells.")

from Balboa District RT '68

Otetiana Council

Pow Wow 1982

DO YOUR BEST

CHARACTERS: CHARLIE BROWN

LINUS,

CUB SCOUTS (As many as 8 and as few as 3.)

CUB 1: This is a great time of year!

CUB 2: It sure is! Snow ... Santa Claus ... presents ... it's all just great.

CUB 3: Well, here comes Charlie Brown and Linus.

3 CUBS: Hi Linus. Hi Charlie Brown.

CUB 4: What's the matter Charlie Brown?

CHARLIE: I was just thinking. All I will probably get for Christmas is rocks! That's all I got at Halloween.

CUB 5: That's not all there is at Christmas.

CUB 6: There's snow.

CHARLIE: That means Lucy will throw snowballs at me!

CUB 7: How about Christmas trees?

CHARLIE: Snoopy knocked mine down!

CUB 8: There's also mistletoe and bells and Christmas carols . . .

CHARLIE: Bells hurt my ears, only my mother wants to kiss me and I can't sing. If that's all Christmas is about, I guess I don't like it much. I wonder if that's all there really is?

LINUS: No, Charlie Brown, there is much more. Let me tell you what Christmas is all about. "... And there were in the same country shepherds abiding in the field, keeping watch over their flock by night. And lo, the angel of the Lord came upon them, and the glory of the Lord shone round about them; and they were so afraid. And the angel said unto them, 'Fear not, for behold, I bring you good tidings of great joy, which shall be to all people. For unto you is born this day in the city of David, a Savior, which is Christ the Lord. And this shall be a sign unto you. Ye shall find the babe wrapped in swaddling clothes, lying in a manger.' And suddenly there was with the angel a multitude of the Heavenly Host praising God and saying: 'Glory to God in the highest, and on earth peace, good will toward men.'"

And that's what Christmas is all about, Charlie Brown.

Otetiana Council

Pow Wow 1981

MISTER BONES

CAST: MR. JONES
MR. BONES
CHOIR, behind Mr. Jones and Mr. Bones with banjos and tambourines

COSTUMES: Boys are dressed like minstrels.)

MR. BONES: Mr. Jones, why does the chicken cross the road?
MR. JONES: To get to the other side. Ha! Ha!
MR. BONES: That's not the reason the chicken crosses the road, Mr. Jones.
MR. JONES: All right, Mr. Bones, why does the chicken cross the road?
MR. BONES: So she can see where she's been.
CHOIR: (Stomp feet, slap hands, laugh, twang banjos, and shake the tambourines.)
MR. JONES: All right, Mr. Bones, why do hens lay eggs?
MR. BONES: I don't know, Mr. Jones, why do hens lay eggs?
MR. JONES: Because if they didn't, they'd break them.
MR. BONES: Mr. Jones, that joke's not what it's cracked up to be.
CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourines.)
MR. JONES: If you had two horses and one of them went to the left and the other went straight ahead. Then the one went to your right and the other turned around and then the one went to the left and the other came back, what would you have?
MR. BONES: I don't know, Mr. Jones, what would you have?
MR. JONES: A lot of horse maneuver. Har de, har, har!
CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourine.)
MR. BONES: Mr. Jones, who was that person I saw you with last night?
MR. JONES: That was no person. That was my mother-in-law.
MR. BONES: Your mother-in-law? I thought it was your father-in-law.
MR. JONES: No, sir, my father-in-law has long hair.
CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourine.)
CHOIR: Sings: While the sexton rang the church bells
Lard was rendered by the choir;
While the preacher preached his sermon,
Someone set the church on fire.
Holy smoke! The preacher shouted
In the rush he lost his hair.
Now his head resembles heaven,
For there is no parting there.

VAUDVILLE SKITS

The next several skits reminded me of the kind of humor that you might have found in an old time vaudeville show. The skits are short, the casts are small and the jokes are corny. So what! They're fun!!

These are best suited to older boys who can remember their lines and who have developed a sense of comic timing. You might want to use several of these skits to include a larger number of boys. They would also work well in a Talent Night format where a number of short acts could replace a single, longer skit.

As always, if you have a better joke, or would like to personalize things, feel free. I didn't write any of these and I wouldn't care if I did!

JEB AND EBB

No campfire is complete without the two Hillbillies, Jeb and Ebb. Barefoot, jeans and plaid shirt, droopy hats and a bit of wheat or straw sticking out here and there.

- EBB: Where ye been, Jeb? I ain't seen you in four years.
- JEB: I been off to college learnin' 'bout spellin' and history and triggernometry and such. What have you been up to?
- EBB: I opened a pet store back home. Yes sir, you'll have to come and see me sometime standin' there amongst my dumb animals.
- JEB: Well, make sure you're wearin' a hat so's I'll recognize you Ebb.
- EBB: Why look, there's a bunch of cows over there, Jeb.
- JEB: Not a bunch, Ebb, a herd.
- EBB: Heard of what, Jeb.
- JEB: Of cows, Ebb.
- EBB: Of course I've heard of cows, Jeb.
- JEB: No, Ebb, I mean a cow herd.
- EBB: I don't care iffen he did hear us, Jeb. We was just talkin'.

LOST DOG

CAST: DAVE
 BOB

SETTING: Dave is crying

- DAVE: Boo hoo hoo!
- BOB: Hey Dave, why are you crying?
- DAVE: (still sniffing) I lost my dog
- BOB: Maybe he'll come home.
- DAVE: No, he won't come home. He's lost.
- BOB: Why don't you put an ad in the lost and found column of the newspaper?
- DAVE: No. It wouldn't do any good.
- BOB: Well, why not?
- DAVE: Because my dog can't read!

SMART DOG

CAST: TOM
JOHN
John's DOG

TOM: That's a nice dog you have.
JOHN: Thank you. He's nice and he's smart.
DOG: Arf!
TOM: A smart dog, huh? What's his name?
JOHN: Snoop.
DOG: Arf!
TOM: What-kind of dog is he anyway?
JOHN: A police dog.
DOG: Arf
TOM: A police dog? He doesn't look anything like a police dog.
JOHN: Of course he doesn't. He's a police detective in disguise!
DOG: Arf!

NO SKIT

CAST: As many as you wish
SETTING: 1ST Cub walks on stage in tears. He carries on, crying incessantly and blowing his nose.

2ND CUB: (Enters) What's wrong?
1ST CUB: (Whispers in his ear)
(They both cry and carry on.)
3RD CUB: (Enters) What's wrong?
1ST CUB: (Whispers in his ear)
(They both cry and carry on.)
(This continues in the same way with as many Cubs as you need.)
LAST CUB: Why is everyone crying?
ALL: We don't have a skit!!!

PAIN IS WHERE YOU FIND IT

CAST: DOCTOR
PATIENT
(Add extras according to the number of boys in den)

SETTING: Doctor's office

DOCTOR: Good morning Mr. Smith

MR. SMITH: (Bending over in pain.)
Oh...Oh...this pain!!!

DOCTOR: Where does it seem to be?

MR. SMITH: In my back. I can't straighten up.

DOCTOR: When did the pain start?

MR. SMITH: This morning when I was getting dressed.

(At this point the Doctor examines Mr. Smith. He can call in other specialists to look at Mr. Smith too.)

DOCTOR: (Bending over and doing something to patients legs.)
There now, try to straighten up.

MR. SMITH: (Flashing a big smile.) Doctor!!! My pain is all gone!!! It's a miracle!!!

DOCTOR: Of course it has ... your suspenders were fastened to your socks.

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WHAT'S MY HOBBY?

SETTING: Scene opens on a bunch of boys talking about their hobbies. Each, in turn, gets the others to guess what his hobby is by using the "ten-dollar word" to describe it.

(Here are some suggested hobbies and what they are:)

Numismatist - coin collector
Philatelist - stamp collector
Ornithologist - bird watcher
Horticulturist - scientific gardener
Paleontologist - fossil specialist
Fromologist - cheese label collector
You add others!

(End with one boy boasting that his dad collects something, but there isn't any fancy name for it. The others guess all kinds of ridiculous things but finally give up.)

LAST BOY I knew you'd never guess this one! Dad is a **BILL COLLECTOR!**"

ALL: (in unison) **A BILL COLLECTOR!**

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CRAZY COLLECTING

Actors pantomime the different types of collectors as the narrator introduces each one. The narrator may start with something like this:

NARRATOR: Everyone collects things. You collect things, I collect things. Let's take a look at some things other people collect.
(Samples of collectors you might pantomime)

A mother collects dirt
(mother in housework clothes mops across stage)

A coin collector collects coins
(bank robber crosses stage with sack of coins looking around nervously for The Law)

Dogs are among the greatest collectors. They collect **FLEAS**
(actor dressed as dog rolls across stage scratching)

Now, teachers, they collect papers, of course
(harried teacher runs across with reams of paper spilling out on all sides)

(These are some ideas. You add other "collectors.")

End with: The greatest collector of them all
(An actor staggers across the stage loaded down with everything from soup to nuts, literally! He can be carrying a washing machine part and dragging a car fender. Let your imagination go! A big sign on him reads: "Junk Man.")

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FLEXIBLE AND MISCELANEOUS SKITS

This last group of skits are really just good ways to have fun with your favorite jokes. There is plenty of material here if you're uninspired, or you can add or substitute your own den's material. This is especially fun when you've got a bunch of good sports who don't mind if the group has a few laughs at their expense.

There are also a number of skits that I didn't think fit in elsewhere, or that didn't have enough similar skits to warrant their own section. I hope you enjoy these as much as the previous skits, if not more!

HAPPINESS IS - MISERY IS

- CAST:** 2 to 8 Cub Scouts, or more
(Cubs alternate; first boy says: "HAPPINESS IS..." second boy says : "MISERY IS...")
- PROPS:** Hold up cards or cardboard cutouts (painted) of smiling and sad faces that boys can make themselves.
- 1ST CUB:** HAPPINESS IS...Hearing your Dad has won an all expense paid trip to Hawaii.
- 2ND CUB:** MISERY IS...when you find out that the trip is for two and you have to stay home with a baby-sitter.
- 1ST CUB:** HAPPINESS IS...When your Dad drives you to school in his brand new car and all your friends are there to see you.
- 2ND CUB:** MISERY IS...When you get out and the door falls off and lands on your toes.
- 1ST CUB:** HAPPINESS IS...When your Mom takes you and your friends for a ride in her new convertible with the top down.
- 2ND CUB:** MISERY IS...When it starts to rain cats and dogs and the top won't go up.
- 1ST CUB:** HAPPINESS IS...When you're flying in outer space in a big space ship and you are in command.
- 2ND CUB:** MISERY IS...Waking up with a big headache after you've fallen out of bed from the top bunk.
- 1ST CUB:** HAPPINESS IS...Getting to do it yourself - build your own motorcycle kit and your Dad is going to help you put it together.
- 2ND CUB:** MISERY IS...Opening the box and finding the instructions written in Japanese.
- 1ST CUB:** HAPPINESS IS...Getting a bike for your birthday.
- 2ND CUB:** MISERY IS...When you find it has three wheels.

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GOING PLACES

This is a question and answer skit for up to 9 Cubs. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A cub can read each riddle and another cub may answer, or the audience can be asked to guess the answer.

- QUES 1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby. What am I?
Ans. A horse.
Ans. 2 Oatmeal eating cubs who have a horse for a friend.
- QUES 2. I run on boy power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and peddles. What am I?
Ans. A bike.
Ans. 2 Two unicycles.
- QUES 3. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?
Ans. A motorcycle.
Ans. 2 "Souped-up" unicycles.
- QUES 4. I have 4 wheels. I usually have an air cooled rear engine. You can spot me on sight. I run on sand. What am I?
Ans. A dune buggy.
Ans. 2 A unique Volkswagen that ran off the road in the desert.
- QUES 5. I have a horn. I have two bright eyes. I have 4 wheels. I run on the street. What am I?
Ans. A car.
Ans. 2 A unicorn on wheels on a highway.
- QUES 6. My horn goes toot-toot. My engine goes Choo-Choo. I don't always have the same number of parts. What am I?
Ans. A train.
Ans. 2 A Cadillac with a problem.
- QUES 7. I fly through the air with the greatest of ease. I have a nose and 2 big wings. What am I?
Ans. A plane.
Ans. 2 A trapeze artist with wings.
- QUES 8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water with various speeds. What am I?
Ans. A boat.
Ans. 2 A beginning water skier.
- QUES 9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find some cheese. What: am I?
Ans. A rocket.
Ans. 2 A hungry, two-ton mouse.

THE ECHO

CAST: CUB SCOUTS
DEN LEADER
ECHO (offstage)

SETTING: The Den approaches Echo Point.

DEN LEADER: This is Echo Point. Anything you shout will echo throughout the whole valley.
(He demonstrates with a loud yell.)
Hello

ECHO: HELLO...Hello...hello

(Each one of the Cubs takes a turn at it, shouting or singing something. The echo always repeats it.)

LAST CUB: Our Den Leader
(or other person)

ECHO: OUR DEN LEADER ...Our Den Leader ... our den leader

LAST CUB: Is the Greatest!

ECHO: BALONEY ... Baloney ... baloney

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STIFF NECK

CAST: SEVERAL CUB SCOUTS

1ST CUB: (Enters, looking up at the sky.)

2ND CUB: (Enters, looks at the first person who is still looking at the sky, and then also looks up at the sky.)

NEXT CUBS: (Enter, one by one, look at the first person who is still looking at the sky, and then they too look up at the sky.)

(This continues for a while until all but 2 CUBS are standing around looking at the sky.)

NEXT-TO-LAST CUB: (Enters, looks at the previous people who are still looking up at the sky, and then he too looks up at the sky)

LAST CUB: (To NEXT-TO-LAST CUB)
What are you looking at?

(NEXT-TO-LAST-CUB, in turn, asks the person ahead of him the same question and it goes on up the line until it reaches the 1ST CUB.)

1ST CUB: I'm not looking at anything. I have a stiff neck.

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LOST MONEY

CAST: Several CUB SCOUTS

SETTING: 1st Cub is circling around and looking down at the ground.

2ND CUB: What are you doing?

1ST CUB: I dropped my money and I'm looking for it.

2ND CUB: Well, I'll help you look

(Other Cubs come up one at a time and ask him what he is doing. He tells them he lost his money and they agree to help look. Eventually there are several boys circling around looking for the money on the ground.)

LAST CUB: What are you doing?

1ST CUB: I'm looking for the money I lost.

LAST CUB: Where did you lose it?

1ST CUB: Down the street by those houses.

LAST CUB: Then why are you looking for it here?

1ST CUB: Because this is where the street light is.

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IS IT TIME YET?

CAST: As many Cubs as you have.

SETTING: The Cubs are lying on the ground, on their left side, using their left arm as a pillow, the right stretched over the next person's shoulder.

(Both questions and answers are repeated singly by each person up and down the line.)

1ST CUB: "Is it time yet Paw?
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not yet son.
(Answer is repeated down the line, one Cub at a time.)

1ST CUB: Is it time yet Paw?
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not yet son.
(Answer is repeated down the line, one Cub at a time.)

1ST CUB: I really think it's time now Paw.
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not quite yet son.
(Answer is repeated down the line, one Cub at a time.)

(Finally it's time. Paw passes the message

LAST CUB: It's time, is everybody ready?

1ST CUB: Yes Paw!
(Answer is repeated up the line, one Cub at a time.)

(Then in unison, they all turn to face to lay on their right sides, each using his right arm as a pillow and placing their left arm across the next person's shoulders.)

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RUN-ON SKITS

BOY: (Comes on stage with a stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place.)

CUBMASTER: What are you doing?

BOY: Oh, I'm just stickin' around.

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!

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 on stage later in the program. This time he's carrying the case on top of his head.)

CUBMASTER: What are you doing now?

BOY: I'm taking my case to a higher court.

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