

Reflections of the Past



Visions of the future

Pow Wow 1999



Indian Nations Council
BOY SCOUTS OF AMERICA



November 6, 1999

Dear Scouters:

Welcome to the 1999 Cub Scout Leaders Pow Wow for the Indian Nations Council, Boy Scouts of America. I challenge each of you to take advantage of the tremendous training opportunity and fellowship at this annual event. The winner is your son and his friends. They are the ones who will ultimately benefit from your commitment to volunteering as a Cub leader in the Boy Scouts of America.

Also, in addition to learning some neat stuff, you will see in action some of the most talented and creative volunteers in the council. You will come to learn why the Scouting movement has an 89-year heritage of helping parents to guide their boys into manhood.

Thanks to each of you for stepping up and volunteering to be a part of our great movement.

Sincerely,

A handwritten signature in cursive that reads "Kent Caraway".

Kent Caraway
Council Executive



Indian Nations Council

BOY SCOUTS OF AMERICA



**1999 Cub Scout Leader's Pow Wow
Reflections of the Past
Visions of the Future**

November 6th, 1999

Welcome Cub Scout Leaders,

You are attending Indian Nations Council's, 1999 Cub Scout Leaders' Pow Wow, "Reflections of the Past Visions of the Future." Our Council is recognized for having one of the best Pow Wow's in the United States . As we began our Reflections and Visions, nearly a year ago, we challenged our staff to make today a special fun filled day for you, the Cub Scout Leader. We also wanted you to have a good learning experience, to meet other scouters, to share ideas, and to learn about opportunities that you could take home to share with the Cub Scouts in your den and pack.

This year's Pow Wow is staffed by some of the best volunteer leaders in the Nation. They are here because they want to share with you, the leader, their skills, knowledge and experiences they have had in the Scouting program. Our staff has met these challenges. Through their hard work, commitment and dedication to the program, thousands of hours have gone into today's Pow Wow presentations. To our great staff we say "THANK YOU FOR A JOB WELL DONE "!!!

We want to dedicate this Pow Wow to you, the Leaders of our future, as a Cub Scout Leader, you possess something that is very special to everyone, our children, our future Leaders of our country. None of us know what the future holds but this we know the children we train today will be a very big part of it.

As we reflect on the past and open your imagination to the future, our children are in that special place where the past and the future converge. We accept the boys for who they are not who you think they should be. It gives the boys a sense of belonging and knowing that they are the future. You as a leader are building something special, you are building a lasting "friendship".

When you become a leader you are saying, I'll be your friend, I'm interested in you, we will do things together and I will remember you, forever.

Your Friends in Scouting

Debi & Charlie Groom

Debi & Charlie Groom
1999 Pow Wow Chairman



Reflections of the Past,



Visions of the Future.

From the Editor.....

I can remember the night many years ago when I started my scouting journey. My wife had just had dental surgery and couldn't make the roundup meeting held at our son's school. Since our son really wanted to join the cub scouts and my wife wasn't able to attend I decided to go in her place. During the meeting the District Executive said that the pack needed a Cubmaster and wouldn't be able to function without one. No one, myself included, stood up and volunteered. When the District Executive didn't get a response he changed tactics. For no particular reason he looked at me and asked, "do you not have an hour a week to give to your son". I took the job and as I look back on my years in scouting I have many fond memories. However the best feeling of all is the thought that I may have made an impact on a young man's life.

As I edited this book I came across a statement which says it all. Maybe it will make a difference in your role as a Scout Leader.

"A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different because I was important in the life of a boy."

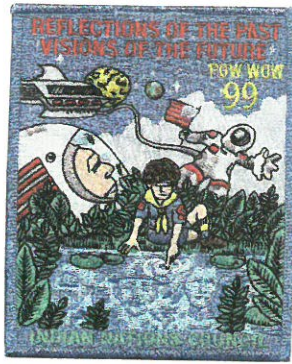
Good luck in your scouting career, share the feeling of making a difference.

A handwritten signature in cursive script that reads "Ron".

Editor: Ron Zuschlag

A handwritten signature in cursive script that reads "Linda".

Co-Editor: Linda Zuschlag



Indian Nations Council Pow Wow Tradition

Indian Nations Council has a legacy of presenting Pow Wows that are regarded among the very best in the country. It comes through the vision and dedication of the Chairmen who take on this obligation of leading each year's Pow Wow. Let us reflect on the past and join with Indian Nations Council to recognize the Chairmen of the past.

Indian Nations Council is proud to recognize this great tradition.

	1998 - Neva Jennings & Don Attwood	1979 - Don & Paula Foster	
	1997 - Anita Wilson	1978 - Paul & Gloria Cukjati	
	1996 - Roger Newton & Dalton Wiley	1977 - Jack & Jennifer Hanson	
	1995 - Ray Lewandowski & Jim Pyeatte	1976 - Steve & Deanne Balsters	
	1994 - Larry Bahler & Denise Thomas	1975 - Marvin & Ann Stagg	
	1993 - Don & Lisa Muttoni	1974 - John & Carolyn Miller	
	1992 - Dwight & Kathy Hyams	1973 - Bill & Doris Payne	
	1991 - Jim Thoma & MaryAnn Riner	1972 - Bill & Dottie Elliot	
	1990 - Jim & Barb Denny	1971 - Fred Stricker	
	1989 - Harold & Faye Collier	1970 - Bill & Dottie Elliot	
	1988 - Craig & Cindy Warne	1969 - Bill Elliot	
	1987 - Rommie & Barbara Gorrell	1968 - Dr. William H. Day	
	1986 - Bob & Pat Yerton	1967 - Dr. John Messick	
	1985 - Bill & Pat Baumgartner	1966 - Wayne Little	
	1984 - Bill & Betty Fry	1965 - Emerson Bennett	
	1983 - Jim & Joanna Wilcox	1964 - Joe Kenworthy	
	1982 - Roger Scott	1963 - John McKinney	
	1981 - Phil & Una Jo Teter	1961 - 1962 - Gerald R. Bailey	
	1980 - Chip & Sue Huddleston	1955 - 1960 - Emerson Bennett	

Reflection of the Past, Vision of the Future

We would like to recognize the following companies for their services, support or help in this year's Pow Wow.

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Indian Nations Council

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November 6, 1999

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Holly Lindsey
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Games
Denise Bahler
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Tin and Metal
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Mike Hollanbeck

Webelos Outdoor Cooking

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Webelos Community Activity Pin

Al Davis

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Kevin Manus

Eddie Beaver

Webelos Outdoor Activity Pin

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Ed Dechaine

Ben Hamilton

Webelos Physical Skills Activity Pin

Carol Fletcher

Robert Shafer

Webelos Technology Activity Pin

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Phillip Cape

Webelos to Scout Transition

Chuck and Sandy McGechie

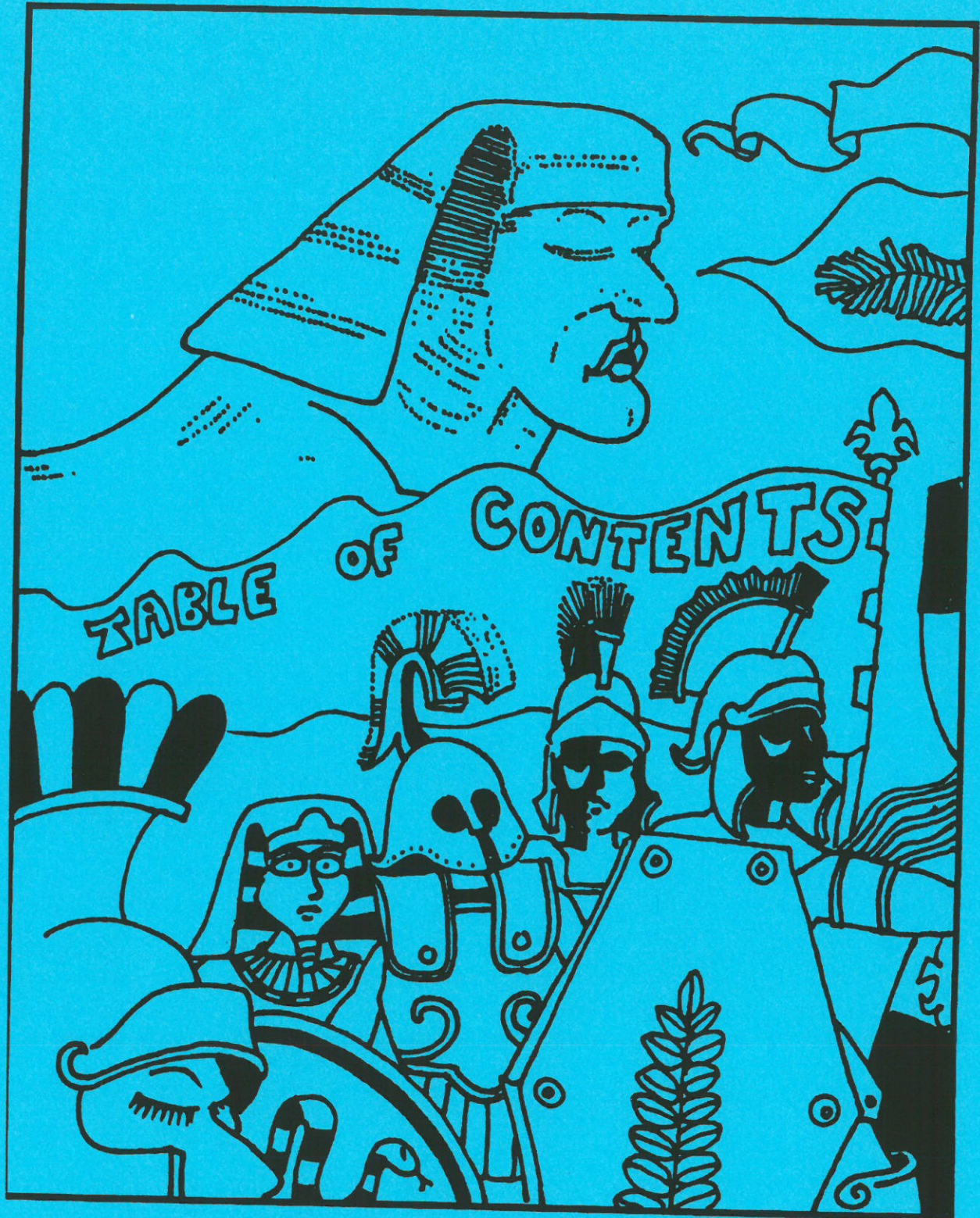


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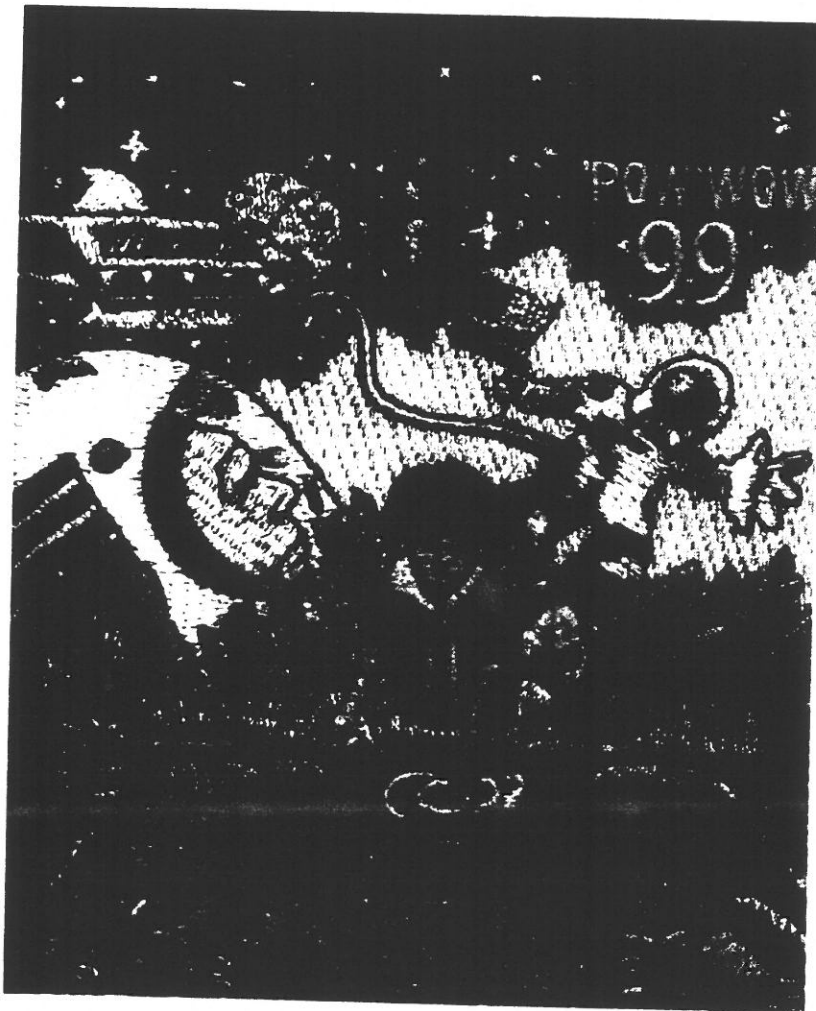
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A Boy's Eyes

"I'd like to be a Cub Scout-----"
(His eyes were deepest blue)
"I'd like to learn, and play, and build
Like Jim and Freddie do."

"I know how to use a hammer;
I can drive a nail if I try.
I'm eight years old; I'm big and strong
And hardly ever cry."

I gave him the application
And parent participation sheet.
(His eyes were filled with sunshine
As he left on dancing feet.)

Next day, my friend was back again,
A dejected little lad.
"I guess I'll skip the Cub Scouts."
(His eyes were dark and sad.)

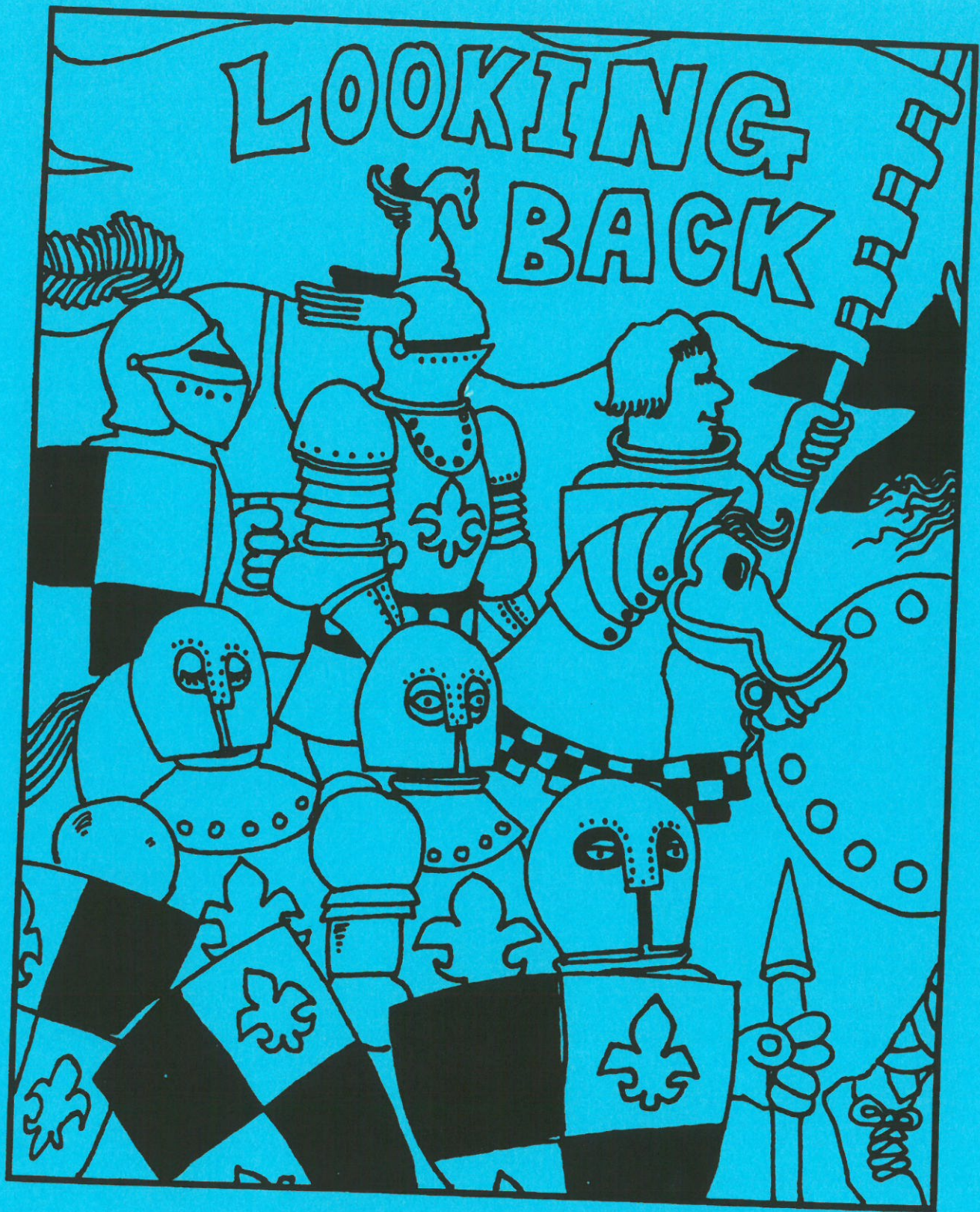
"My Mom is awful busy,
She has lots of friends, you see.
She'd never have time for a den;
She hardly has , for me."

"And Dad is always working-----
He's hardly ever there.
To give them any more to do
Just wouldn't be quite fair."

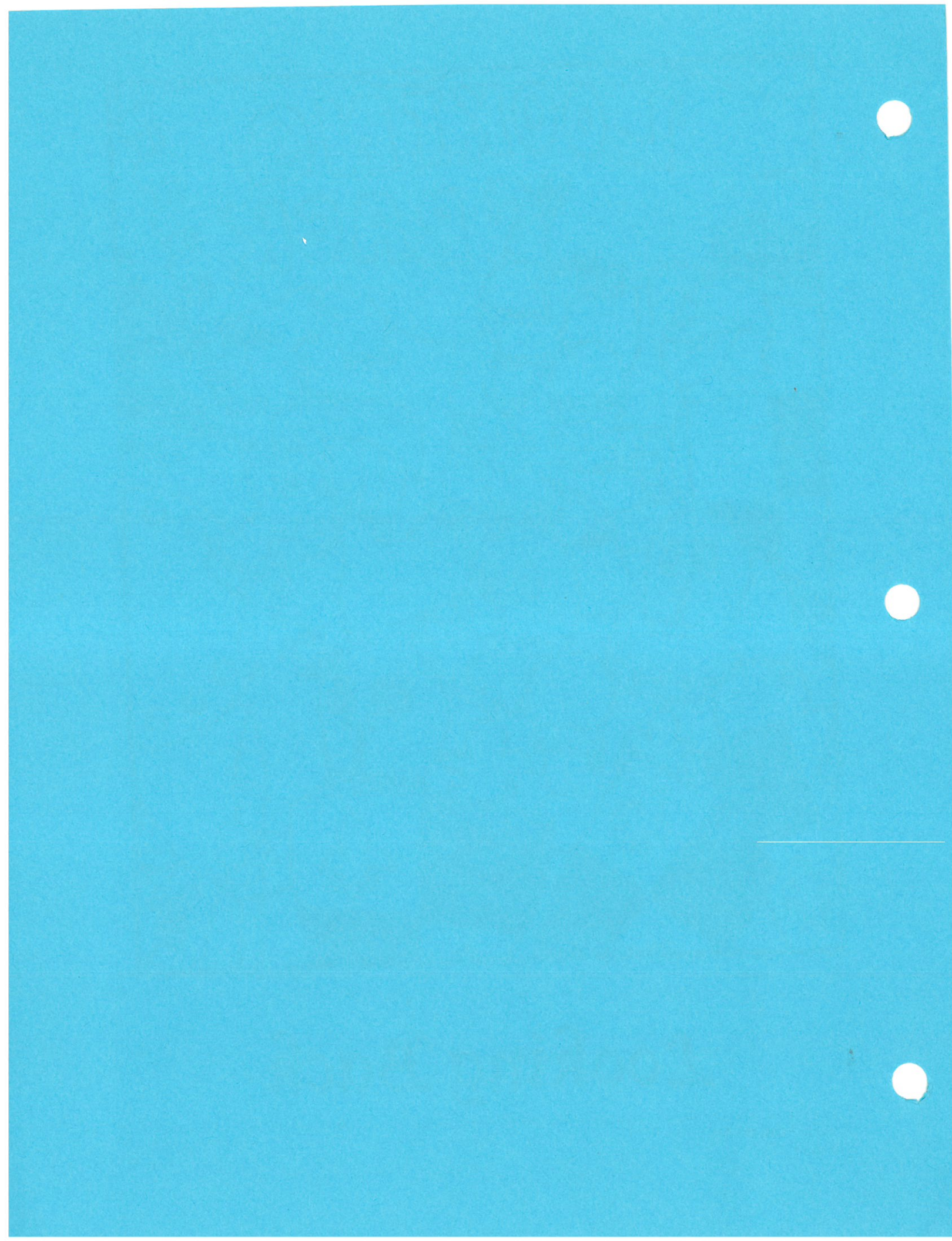
Ha handed back the papers
With the dignity of eight years.
And, smiling bravely, left me
(His eyes were filled with tears.)

Do you see your own boy's eyes?
As other people may?
How he looks when you're "too busy"
Or "Just haven't time" today?

A child is such a special gift-----
Why don't we realize?
It only takes a little time
To put sunshine in their eyes.



Looking Back



Reflections of the Past, Visions of the Future

BSA Time Line

[1800s] [1900s] [1910s] [1920s] [1930s] [1940s] [1950s] [1960s] [1970s] [1980s] [1990s]

- 1844 YMCA Founded in London
- 1850 Daniel Carter Beard Born
- 1857 Robert Baden Powell Born
- 1860 Ernest Thompson Seton Born
- 1865 Rudyard Kipling Born
- 1876 First Boy's Club established in New York City
- 1882 American Boys Handybook written by Daniel Carter Beard
- 1894 Jungle Book written by Rudyard Kipling
- 1899 Aids To Scouting published

- 1902 Woodcraft Indians founded by Ernest Thompson Seton
- 1905 Sons of Daniel Boone started by Daniel Carter Beard
- 1906 Boy's Clubs Founded
- 1907 Brownsea Island experiment
- 1908 Scouting For Boys published

- 1910 First BSA camp held at Silver Bay, Lake George, N.Y.
- 1910 BSA Incorporated on February 8
- 1910 Campfire Girls founded
- 1911 BSA National Scout Office opens in New York with 7 employees
- 1911 Handbook For Boys published
- 1911 First Heroism awards presented
- 1912 Scouts enrolled from every State
- 1912 First National Good Turn: A Sane and Safe Fourth of July
- 1912 Baden-Powell marries Olave Soames
- 1912 Boy's Life purchased
- 1912 Sea Scouting becomes part of BSA
- 1912 First Eagle Scout
- 1912 Girl Scouts of America founded
- 1913 First local councils chartered
- 1913 Scouting Magazine created
- 1913 Handbook For Scoutmasters published
- 1914 The troop committee plan developed
- 1914 The first William T. Hornaday medal awarded
- 1915 The Lone Scouts of America organized by William Boyce
- 1915 Order of the Arrow founded in Philadelphia
- 1915 57 merit badge books issued
- 1916 Federal Charter granted by Congress on June 15
- 1916 BSA constitution and by-laws adopted
- 1917 Veteran Scout established
- 1917 BSA begins home-front service, "Help win the war"
- 1918 BSA rendered Nation-wide first-aid service in influenza epidemic
- 1918 Standards established for Boy Scout camps
- 1919 First Wood Badge course held at Gilwell Park near London, England
- 1919 First annual National Boy Scout Week conducted

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- 1920 First World Jamboree in Olympia, London, England attended by 301 American Scouts for a total of 8,000 Scouts from 34 countries.
- 1920 Baden-Powell made Chief Scout of the World
- 1920 Scout International Bureau established in London
- 1921 "New York Times" inaugurated Sunday Boy Scouts section
- 1923 International left handclasp adopted
- 1924 Lone Scouts of America merged with BSA
- 1924 International Scout constitution and by-laws adopted
- 1924 2nd World Jamboree in Copenhagen, Denmark attended by 56 American Scouts for a total of 4,500 Scouts from 22 countries
- 1924 "Every Scout a Swimmer" campaign started
- 1925 Boy Scouts of America membership exceeds 1 million 1925 Junior Assistant Scoutmaster position created 1926 Silver Buffalo first presented, the first to Baden-Powell and the second to the unknown Scout 1926 YMCA Indian Guides program started.
- 1927 First major revision of Handbook for Boys
- 1927 Eagle Palms introduced
- 1927 National office moved to 2 Park Avenue in New York
- 1928 Sea Scout, Paul Siple, accompanies Admiral Byrd to the Antarctic
- 1929 Registration of all Scouters authorized
- 1929 3rd World Jamboree in Arrowe Park, Birkenhead, England attended by 1,300 American Scouts for a total of 50,000 Scouts from 73 countries

1930 Cubbing started

- 1931 First Silver Beaver awards presented by local councils
 - 1931 First religious award established by the Roman Catholic Church
 - 1932 Mortimer L. Schiff Memorial Scout Reservation presented to BSA
 - 1933 4th World Jamboree in Godollo, Hungary attended by 406 American Scouts for a total of 26,000 Scouts from 46 countries
 - 1933 Schiff Scout Reservation established
 - 1933 Exploring and Rovering programs authorized
 - 1934 Order of the Arrow program approved
 - 1934 Scouts answer FDR's request to collect food & clothing for needy
 - 1935 Silver Jubilee of Scouting
 - 1935 National Jamboree canceled due to epidemic of infantile paralysis
 - 1935 Membership passes 1,000,000
 - 1935 Senior Scouting introduced for older boys
 - 1936 First Wood Badge courses held in USA following English syllabus
 - 1936 New Handbook For Scoutmasters published
 - 1937 1st National Jamboree, Washington, DC attendance 27,232
 - 1937 5th World Jamboree in Vogelenzang, Holland attended by 814 American Scouts for a total of 29,000 Scouts from 54 countries
 - 1938 Waite Phillips gives BSA 36,000 acres in NM for Philturn Rockymountain Scoutcamp
 - 1939 Philturn Rockeymountain Scoutcamp opens
 - 1939 Air Scouting added
-
- 1940 Royalties from Berlin's "God Bless America" finance urban Scouting
 - 1941 Scouts begin campaign selling Defense Bonds and Stamps
 - 1941 Webelos rank created in Cubbing
 - 1941 Philturn renamed Philmont Scout Ranch
 - 1941 Baden-Powell passes away

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- 1941 "Uncle Dan" Beard passes away
- 1942 Scouts start recycling campaign for war effort
- 1943 James West retires
- 1943 First Silver Antelope awards presented by a region
- 1943 First Blue and Gold banquet
- 1943 Long trousers and Scout cap introduced for Boy Scouts
- 1944 Word Fellowship Fund started to help Scouting in war torn nations
- 1945 Cubbing changed to Cub Scouting
- 1947 Long trousers introduced for Cubs
- 1947 6th World Jamboree in Molsson, France attended by 1,151 American Scouts for a total of 24,000 Scouts from 38 countries
- 1948 1st BSA Wood Badge course held at Schiff, 2nd course held at Philmont
- 1948 James West passes away
- 1949 Explorer Scouting established from Senior Scouting program
- 1949 Scouts age limits lowered to 8 for Cub Scouts, 11 for Boy Scouts, and 14 for Explorers

- 1950 2nd National Jamboree, Valley Forge, PA attendance 47,163
- 1950 First Boy Scout stamp issued by the Post Office
- 1951 7th World Jamboree in Bad Ischel, Austria attended by 700 American Scouts for a total of 13,000 Scouts from 41 countries
- 1952 BSA conducts national get-out-the-vote campaign
- 1953 3rd National Jamboree, Irving Ranch, CA attendance 45,401
- 1954 National office moves to New Jersey
- 1954 National Conservation Good Turn
- 1954 Webelos Dens introduced to provide a bridge to Boy Scouts
- 1955 100,000 chartered units reached
- 1955 First Pinewood Derby
- 1955 8th World Jamboree in Niagara-on-the-Lake, Canada attended by 1,500 American Scouts for a total of 11,000 Scouts from 71 countries
- 1956 BSA conducts national get-out-the-vote campaign
- 1957 4th National Jamboree, Valley Forge, PA attendance 50,100
- 1957 9th World Jamboree in Sutton Coldfield, Warwickshire, England attended by 1,700 American Scouts for a total of 32,000 Scouts from 82 countries
- 1957 50th anniversary of the world Boy Scout movement celebrated
- 1958 BSA distributes Civil Defense emergency handbooks
- 1959 Bobcat pin introduced
- 1959 Scouting magazine begins using full color
- 1959 Modern Exploring program introduced
- 1959 10th World Jamboree in Laguna, Philippine Islands attended by 309 American Scouts for a total of 12,000 Scouts from 44 countries

- 1960 BSA's Golden Jubilee, commemorative stamp issued by Post Office
- 1960 The Johnston Historical Museum in New Brunswick, N.J. dedicated
- 1960 5th National Jamboree, Colorado Springs, CO attendance 53,378
- 1960 BSA conducts national get-out-the-vote campaign
- 1961 BSA Inter-Racial Service begins projects in public housing
- 1962 First National Explorer Delegate Conference held in Ann Arbor, MI
- 1963 11th World Jamboree in Marathon, Greece attended by 621 American Scouts for a total of 14,000 Scouts from 88 countries
- 1964 6th National Jamboree, Valley Forge, PA attendance 52,000

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- 1965 Inner-City Rural Program launched
- 1967 BSA Wood Badge change emphasis from Scout skills to leadership
- 1967 Commemorative tribute statue in front of White House dedicated November 7th
- 1965 500,000th Eagle badge presented
- 1966 Revised charter and by-laws adopted
- 1967 Ernest Thompson Seton Library and museum at Philmont dedicated
- 1967 Updated Cub Scout program introduced. Lion rank discontinued, Webelos Scout program begun
- 1967 12th World Jamboree, Farragut State Park, Idaho attended by 4,435 American Scouts for a total of 12,000 Scouts from 105 countries
- 1969 Girls eligible to participate as non-registered Explorer Scouts
- 1969 7th National Jamboree, Farragut State Park, ID attendance 35,000

- 1970 First National Explorer Olympics held at Colorado State Univ.
- 1971 Cub Scout promise drops to be square and adds to help other people
- 1971 SOAR (Save Our American Resources) program began
- 1971 Maine National High Adventure Area opened
- 1971 Exploring magazine published
- 1971 Silver Buffalo awarded to President Richard Nixon
- 1971 Girls eligible to register as full fledged Explorer Scouts
- 1971 First Cub Scout Woodbadge course
- 1971 13th World Jamboree, Asagiri Heights near Fujinomiya City, Japan attended by 7,947 American Scouts for a total of 24,000 Scouts from 87 countries
- 1971 First Silver World awards presented by BSA for international service
- 1972 New Scout Handbook removes outdoor skill requirements for 1st Class
- 1972 Improved Scouting program introduced
- 1972 Operation Reach against drug abuse introduced
- 1973 8th National Jamboree, Farragut State Park, ID and Moraine State Park, PA attendance 64,000
- 1973 Updated Cub Scout program introduced
- 1973 Washington, D.C. bureau established to represent National office
- 1973 National Eagle Scout Association formed
- 1974 BSA starts weekend Wood Badge courses
- 1974 First woman elected national Explorer president
- 1975 14th World Jamboree, Lillehammer, Norway attended by 2,500 American Scouts for a total of 17,000 Scouts from 91 countries
- 1976 First Cub Scout Trainer Wood Badge course held in Alabama
- 1976 BSA allows women to attend Wood Badge
- 1976 Women allowed to become Cubmaster
- 1977 9th National Jamboree, Moraine State Park, PA attendance 28,600
- 1978 Local Council camps made available for family camping
- 1978 Revised God and Country program announced
- 1978 Age restrictions removed for severely handicapped Scouts
- 1978 Outdoor skill reinstated for 1st Class rank
- 1979 The Official Boy Scout Handbook reflects return of outdoor emphasis
- 1979 National Headquarters moved to Irving, Texas
- 1979 15th World Jamboree in Iran canceled
- 1979 Cub Scout Trainers Wood Badge approved

- 1980 New uniforms designed by Oscar de la Renta
- 1980 50th anniversary of Cub Scouting
- 1980 Fire destroys second floor of the National offices

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- 1980 Eastern distribution center moves to North Carolina
- 1980 BSA distributes national census fliers
- 1981 10th National Jamboree, Fort A.P.Hill, VA attendance 29,765
- 1981 New Scoutmaster Handbook issued
- 1981 Murray, Kentucky picked as the site for Boy Scout Museum
- 1982 Career Awareness Exploring becomes official
- 1982 Prepare for Today program started for latchkey children
- 1982 Tiger Cubs introduced
- 1982 The Cub Scout Leader Book published to replace five different leader books
- 1982 The 1,000,000th Eagle Scout registered
- 1982 Shaping Tomorrow project introduced
- 1983 15th World Jamboree, Kananaskis Country, Canada attended by 3,936 American Scouts for a total of 15,600 Scouts from 102 countries
- 1984 The third edition of the Fieldbook published
- 1984 Family Camping Association started
- 1984 Varsity Scouting launched
- 1985 11th National Jamboree, Fort A.P.Hill, VA attendance 32,615
- 1987 Anti-Drug Campaign
- 1987-88 16th World Jamboree, Cataract Park, Sydney, Australia attended by 3,063 American Scouts for a total of 14,634 Scouts from 98 countries
- 1988 First Scouting For Food
- 1989 Venture Program introduced
- 1989 12th National Jamboree, Fort A.P.Hill, VA attendance 32,717

- 1990 Pope John Paul presented with BSA's Distinguished Citizen of the World Commendation
- 1990 10th edition of Boy Scout handbook introduced
- 1990 Center for Professional Development opened in Westlake , TX
- 1991 Learning For Life Introduced
- 1991 17th World Jamboree, Soraksan National Park, South Korea attended by 1,010 American Scouts totaling 19,083 Scouts from 135 countries
- 1991 Ethics In Action Introduced
- 1991 BSA Family program introduced
- 1991 Conservation Handbook published
- 1991 Trail Boss program developed
- 1992 Six BSA regions reduced to four
- 1992 William Green Bar Bill Hillcourt passes away
- 1992 Cub Scout Academics program started
- 1993 13th National Jamboree, Fort A.P.Hill, VA attendance 32,000
- 1995 18th World Jamboree. Holland with total attendance of 29,066 Scouts from 166 countries
- 1997 14th National Jamboree, Fort A.P.Hill, VA
- 1999 19th World Jamboree, Picarquín, Chile

How Cub Scouting Began

The Scout Movement was started by Robert Baden-Powell. He was often known as B-P and was born on February 22, 1857. At school he was not very good at his lessons but he did enjoy drawing, acting and rifle shooting. He often went hiking and sailing with his brothers. When B-P left school he joined the army.

He was a very good soldier and was promoted quickly. He trained his men with competitions and games. In 1889, B-P and his men were surrounded by the enemy in a town called Mafeking in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs, they survived the siege, which lasted seven months. When B-P came back to England, he found he was a national hero.

B-P wrote a book called *Aids to Scouting* about training the army. Many people were interested in his book and B-P began to think that the same ideas might be used to train boys as well as soldiers. To try out these ideas, he held a camp for 20 boys on Brownsea Island, Dorset, in 1907. They swam, signaled, hiked and played games. Scouting had begun.

Baden-Powell wrote down his ideas in a book called *Scouting for Boys*, which came out as a magazine in six parts. All over the country, boys formed themselves into Patrols of Scouts and asked adults to lead them. Scouting began to grow. In 1909, 11,000 Scouts met at the Crystal Palace to display their Scouting skills. B-P became known a Chief Scout.

Scouting was seen to be so much fun that before long younger boys were asking to become Scouts also. So in 1916 B-P started Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid, and keep themselves fit and healthy as well as many other things. They played games and went on outing. Cubbing had begun and soon it began to grow and grow.

By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting so Scouts, 8,000 from 34 different countries, was held in London in 1920 – the first World Jamboree. At the closing ceremony, Baden-Powell was acclaimed the Chief Scout of the World.

In 1929, B-P became Lord Baden-Powell of Gilwell. He traveled all over the world visiting Scouts but when he was eighty years old he went to live quietly in Kenya, where he died in 1941. The movement he started went on to provide adventure for boys of all ages.

In 1967, Wolf Cubs had their name changed to Cub Scout, and the Silver and Gold Arrows were introduced.

In 1982, the Tiger Cub program was introduced so that first graders could prepare to join the Cub Scout Pack.

Cub Scouting is now 83 years old and is as popular as ever.

How Scouting Started in the United States

(The Story of the Good Turn)

One day in 1909 in London, England, an American visitor, William D. Boyce, lost his way in a dense fog. He stopped under a street lamp and tried to figure out where he was. A boy approached him and asked if he could be of help.

“You certainly can,” said Boyce. He told the boy that he wanted to find a certain business office in the center of the city.

“I’ll take you there,” said the boy.

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When they got to the destination, Mr. Boyce reached into his pocket for a tip. But the boy stopped him.

"No thank you, sir. I am a Scout. I won't take anything for helping."

"A Scout? And what might that be?" asked Boyce.

The boy told the American about himself and about his brother scouts. Boyce became very interested. After finishing his errand, he had the boy take him to the British Scouting Office.

At the office, Boyce met Lord Robert Baden-Powell, the famous British general who had founded the Scouting movement in Great Britain. Boyce was so impressed with what he learned that he decided to bring Scouting home with him.

On February 8, 1910, Boyce and a group of outstanding leaders founded the Boy Scouts of America. From that day forth, scouts have celebrated February 8th as the birthday of Scouting in the United States.

What happened to the boy who helped Mr. Boyce find his way in the fog? No one knows. He had neither asked for money nor given his name, but he will never be forgotten. His Good Turn helped bring the scouting movement to our country.

In the British Scout Training Center at Gilwell Park, England, Scouts from the United States erected a statue of an American Buffalo in honor of this unknown scout. One Good Turn to one man became a Good Turn to millions of American Boys. Such is the power of a Good Turn.

Hence the Scout Slogan:

DO A GOOD TURN DAILY

BSA History & Traditions

Insignia & Ranks. What are the derivations of our badges? Where did they come from and how have they changed over the years?

Bobcat

The Bobcat is the Americanized version of the Panther, Bagheera, found in Kipling's Jungle Book. He is the mighty hunter that teaches the cubs the skills of the jungle. A boy had to pass the Bobcat entrance exam in order to become a Cub and be eligible to wear the uniform. The Bobcat pin for civilian wear was introduced in 1938. A uniform version was not made available because it was believed to be a better strategy to offer the first badge at the completion of the first advancement rank, thus using the boy's desire for a badge as an incentive. In 1959 the Bobcat pin was allowed to be worn on the uniform. It was a metal badge with the Bobcat head on it. On the uniform the Bobcat was worn centered on the left shirt pocket until the Wolf badge was earned. The Cub was still allowed to wear the pin on his civilian clothes. Tradition was that it was worn upside down until the Cub did a good turn; after which it could be "turned" rightside up. A new embroidered badge was introduced in 1972.

Where Did The Lion Go?

The first Director of Cub Scouting was a Dr. William Hurt. In developing the younger boy program for the Boy Scouts he wanted it to be distinctly American. However according to Dr. Hurt, "I deliberately added some things to tie in with the British. Wolf, Bear, Lion seemed a natural sequence. The lion was a courtesy to the British Lion".

A two year study in the early fifties recommended some changes to the program. This included the Webelos den for 10 ½ year olds that earned the Lion rank. It was implemented in the spring of 1954 in order to keep the

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interest of the 10 year olds. The Lion-Webelos handbook was published that year for the first time. In 1960, Cub Scouting lost 30 percent of the registered boys during the year. A survey was conducted through the University of Michigan (I wonder if it is in the school's archives?) to find out why. The report was presented in 1964. The result was a number of changes in 1967 including the creation of the Webelos rank which gave the older boys a unique set of achievements and experiences to better prepare them for Boy Scouting. It was also designed to help retain interest as they moved from Cub Scouting into Boy Scouting. Unfortunately, this is the time when Scouting loses many of the boys. Naturally, there was not room for the Lion rank anymore and it was eliminated.

Webelos

According to the "History of Cub Scouting", the original Cubbing (as it was known before 1945) handbooks listed Akela as an Indian boy, son of the Chief of the Webelos Tribe. The chief of the tribe was known as Arrow of Light; a name adapted from the Arrow Park World jamboree in London in 1929. The term Akela was taken from the leader of the wolf pack in *The Jungle Book*. Webelos at this time was explained as "a word of inner meaning, signifying progress from Wolf through Bear and Lion ranks: W_B_L_S....We'll be loyal Scouts." Also, the first letters of Wolf, Bear, Lion, Scout. The latter definition was dropped when the Lion badge was eliminated. Later, Akela became the chief of the Webelos Tribe. The Webelos rank was created in 1941. The Webelos badge at this time was the familiar Arrow of Light Badge. The Webelos den idea encouraging the transition into Boy Scouts was put into effect in the spring of 1954. A Webelos den badge of a blue W in a gold diamond was introduced. They were still called Cub Scouts until the term Webelos Scout was introduced in 1967 when 15 activity badges were introduced and the Lion badge was dropped. The Arrow of Light then became Cub Scouting's highest honor separate from the Webelos rank.

Webelos Colors The Webelos colors were introduced with the "new" Webelos program in 1967. This program offered metal pins referred to as Activity Badges for meeting requirements. But where to put the badges on the uniform that would not detract from other awards and clutter the uniform?

The answer came from Baden-Powell's very first Scout campout at Brownsea Island in England. On August 1, 1907, each boy was provided with a shoulder knot, a long streamer of colored tape. The color of the tape designated the patrol that the boy belonged to.

It is comprised of woven red, gold and a green streamer on a metal bar. The metal bar has a blue backing with gold border and lettering spelling out Webelos. It is thought that the colors represented the various levels of Scouting; gold for Cub Scouts, green for Boy Scouts, and Red for Explorers. The "assigned" colors changed in 1980 with the Boy Scouts and Explorer colors reversing as new uniforms were introduced.

Originally, there were only 15 activity pins and no more than five pins were to be placed on each streamer. The cloth den numeral was removed and a metal numeral with a rounded top was centered on the yellow (gold) streamer. The numerals were not to be used until the Pack had more than one Webelos den. It is now an optional uniform item. It probably lost popularity due to it being in a place where it could easily be knocked off the uniform during horseplay. The colors became known as having "weak" attaching pins. If the colors and badges were lost, the cost of replacement was very expensive. Also, the wearing of pins on cowboy hats and ball caps has become popular. The placement of pins on the Webelos cap reflects this trend.

It is worn on the right sleeve and in 1967 was placed below the shoulder seam. As the flag was added to the uniform, it was worn immediately below and touching the U.S. Flag. The top was squared off to fit better under the flag. Today, if a den number is worn, it is placed under and touching the den number. The national office was going to eliminate the Webelos Colors in the late 80's, however, an outcry from the field brought them back. Although, in today's Webelos books it is difficult to find pictures or references to the colors.

Wood Badge Beads

The Story of Dinizulu's Necklace Author unknown, possibly appeared in *The Canadian Leader* magazine in 1888, when a British expedition was sent to Zululand, South Africa, it had to contend with Dinizulu, King of the Zulus - a clever, heavily built man, 6 ft., 7 ins. in height. On state occasions, Dinizulu wore a necklace about 12 feet in length. It consisted of 1,000 or more wood beads, made from a South African yellow wood and strung on a rawhide lace.

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The necklace was a distinction conferred on royalty and outstanding warriors. During the hostilities that swept Natal and Zululand in those faraway days, the man who was to become the Founder of the Scout Movement - then Captain Robert Baden-Powell - gained possession of Dinizulu's Necklace. Many years later, in 1919, when Baden-Powell instituted Wood Badge training for Scoutmasters he remembered Dinizulu's Necklace and taking two of the wooden beads and knotting them on a leather thong, he created the Wood Badge - to be worn around the neck and to be the only proficiency badge worn by Scoutmasters. The Wood Badge, with its replicas of the original Dinizulu beads, is now worn by thousands of men and women around the world.

There are a number of sequels to the story of Dinizulu's Necklace. In 1963 a grandson of Dinizulu, Mangosuthu Gatsha Buthelezi, visited Canada to attend the Anglican World Congress in Toronto and on a side trip to Ottawa was hosted by a member of the Ottawa District staff, DSM. Oliver Belsey. The following Christmas he sent Mr. Belsey a Christmas card depicting his late father doing a Zulu dance, a picture of himself in the full regalia of a Zulu Chieftain and two wooden beads (Wood Badge) taken from the military award of one of Dinizulu's warriors who passed away in 1962.

In 1965 at Kwakhethomthandayo, the Royal Kraal, near Nongoma in Zululand, Scouting history was made with the Investiture of Paramount Chief, Bhekuzulu Nyangayizwe, before 5,000 of his people. The Paramount Chief was invested as a Scout by a South African Headquarters' field commissioner. To mark the 12th World Jamboree and the 60th Anniversary of Scouting, the Boy Scouts of South Africa decided to make four authentic replicas of Dinizulu's Necklace. After much research and months of hard work by European Rover Scouts in Natal, and Zulu Scouts from Natal troops, the four reproductions of the original were completed.

Three of them were taken to the 12th World Jamboree in Idaho, U.S.A., in August, 1967. For museum purposes, one necklace was presented to the Chief Scout Executive of the host country, Boy Scouts of America; one to the Acting Director of the Boy Scouts World Bureau and one to the Camp Chief, International Training Center, Gilwell Park, London. The fourth necklace remains in South Africa as an historic memento of the land of the origin of the Wood Badge.

World Crest

The World Crest is a smaller symbol associated with the World Scout Flag which flies at the World Organization of Scouting Movements (WOSM) in Switzerland. It is the sole insignia common to ALL member nations of the WOSM, and in most if not all nations, where they base "their" national symbol of Scouting from. Only recently, has the Boy Scouts of America decided that all of its members will wear the World Crest as a symbol of unity and world brotherhood.

The World Organization decided after the second World War that all member nations would issue and wear a patch with the World Crest on it as a sign of world brotherhood and unity among all Scouting organizations in the then "free world". The BSA along with a small group of other countries agreed but declined to carry out the mandate, stating that their program "will do so when the time is right for it to happen", stated the Chief Scout Arthur Schuck. The first uses of the World Crest was during the World Jamboree in 1955, although the badge was available to Scouts and Scouters several years before. In 1956, however, the BSA decided that Scouts and Scouters that participate in an approved "international activity or event" would wear the Crest to and from that event as members of other nations would be doing. The following year, 1957, the BSA made the World Crest available to local Councils (it was previously only available from the BSA's International Service), and established the requirements which lasted until 1992: "take part in an organized international activity or event with Scouts from another member nation of the World Association". It also established the World Crest as one of the few PERMANENT patches or insignia on the Boy Scout or Scouter's uniform. No matter how many "international activities" you took part in, you could only wear ONE per life of the Scout. Nor could you purchase a World Crest without a card (similar to the Eagle Scout card) which states that you are indeed the holder of the World Crest.

The crest became known as the "Overseas" patch of Scouting informally by Scouts and Scouters, because while a few were earned by Scouts and Scouters taking part in events in Canada or Mexico, many more...the majority...were earned by Scouts and Scouters serving as members of the Transatlantic (Europe, Near East, and North Africa), Far East (Far East, Japan, and the Philippines), Canal Zone (Panama) and Direct Service (all other areas around the world) Councils. Scouts and Scouters in those Councils routinely had interactions with host-nation Scouting groups and many of those Scouts and Scouters developed lifelong associations with

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individuals and groups over the years, camping and doing social events with them and their members. As those folks came back to the States, proudly displaying their World Crest, they were singled out for many special tasks and events in their Councils because “they have done something with foreign Scouts”.

My best guess is that there were many jealous Scouts and Scouters that could not go overseas, could not attend a Jamboree or some other event, and could not, therefore, earn the World Crest. The BSA did something about this, in 1990, and changed the rules allowing for Scouts and Scouters in the USA to earn a World Crest by simply “taking part in an international exhibit or display or an international event.”, whether or not Scouts from another country were present or not. Robert Zadima, the Council Executive of the Transatlantic Council and his Far East counterpart, along with some members of other US local councils, strongly made their objections known to the BSA’s National Director of Operations and to the International Division, but those appeals fell on deaf ears, and the policy was changed.

In 1991, the BSA once again changed the policy over the objections of many local councils, whose volunteers and professionals had grown to respect the World Crest and what it stood for. The present policy is that the patch **WILL BE WORN BY ALL YOUTH MEMBERS AND BY ALL ADULTS, VOLUNTEER OR PROFESSIONAL, AS A SIGN OF WORLD BROTHERHOOD AND UNITY WITH OTHER MEMBERS OF THE INTERNATIONAL SCOUTING COMMUNITY.**

The patch has always had the same design. The patch is one-inch in diameter, in the same two colors. The design is the international fleur-de-lis (flower of the lily), with two stars symbolizing “truth” and “knowledge” and alluding to the outdoor nature of Scouting, surrounded by a rope symbolic of unity and one-ness ties at the bottom by a square knot, a symbol of service. Those white items are on a deep purple (not maroon, but royal purple) background. Those Scouts and Scouters that do participate in an international activity today get to wear a three-inch TEMPORARY patch on the right pocket. The 1995 Insignia Guide states that the World Crest should be centered horizontally over the left shoulder and vertically between the left shoulder seam and the top of the pocket.

The World Scout Symbol

In Scouting’s early years, critics accused B.-P. of trying to turn boys into soldiers, holding up as evidence the Scout symbol, which they called ‘a spear-head, the emblem of battle and bloodshed’. The Founder quickly replied, “The crest is the fleur-de-lis’, a lily, the emblem of peace and purity.” In truth, he had chosen as Scouting’s emblem the sign for the North Point, ‘universally shown on maps, charts and compass cards’, because “it points in the right direction (and upwards), turning neither to the right nor left, since these lead backward again...” Lady Baden-Powell added later, “It shows the true way to go.”

B.-P. explained the origins of this sign. In the Middle Ages, mariner Flavio Gioja designed it to make the seaman’s compass more reliable. In Italian, North was ‘Tramontana’. Gioja used a capital ‘T’ to mark it, and in deference to King Charles of Naples, whose crest was the fleur-de-lis, combined the letter with that emblem. To explain the meaning of the Scout emblem, B.-P. said, “The two stars on the two side arms stand for the two eyes of the Wolf Cub having been opened before he became a Scout... The three points of the fleur-de-lis remind the Scout of the three points of the Scout’s Promise...”

In the World Scout emblem, the fleur-de-lis is surrounded by a circle of rope tied with a reef knot to symbolize the strength and unity of the world brotherhood of Scouting: ***“Even as one cannot undo a reef knot, no matter how hard one pulls on it, so as it expands, the movement remains united.”*** The three tips of the fleur-de-lis represent the three main parts of the Scout promise: duty to God, obedience to the Scout Law, and service to others. The two five-point stars stand for truth and knowledge, and the 10 points on the stars remind us of the 10 points of the Scout law. The ring holding the emblem together represents the bond of brotherhood. The symbol is white on a royal purple background, colors B.-P. chose because, in heraldry, white stands for purity and purple for leadership and helping others.

Since Scouting began, over 200 million Scouts have worn the Scout symbol, making it one of the more highly recognized emblems in the world. Today, over 150 World Scouting countries and territories, more than 16 million members continue to wear it with pride.

Reflections of the Past, Visions of the Future

The Scout Left Hand Handshake

Our Scout salute and handshake are ancient signs of bravery and respect. During the colonial period of our country, many men carried weapons for protection. Sometimes when they met one another, there was an uneasy moment as each man watched the others right hand. If it went to his sword or his gun, there might be a fight, but if it went to his hat, it was a salute of friendship and respect.

The left handshake comes to us from the Ashanti warriors whom Lord Baden-Powell, the founder of Scouting, knew almost 100 years ago in West Africa. He saluted them with his right hand, but the Ashanti chiefs offered their left hands and said, "In our land only the bravest of the brave shake hands with the left hand, because to do so we must drop our shields and our protection."

The Ashanti's knew of Baden-Powell's bravery because they had fought against him and with him, and they were proud to offer the left hand of bravery.

When you use the Scout salute and handshake, remember that they are signs of respect and courage.

The left hand is also closer to the heart.....

The original Pledge of Allegiance

"I pledge allegiance to my Flag and the Republic for which it stands- one nation indivisible-with liberty and justice for all."

On September 8, 1892, the Boston based "The Youth's Companion" magazine published a few words for students to repeat on Columbus Day that year. Written by Francis Bellamy, the circulation manager and native of Rome, New York, and reprinted on thousands of leaflets, was sent out to public schools across the country. On October 12, 1892, the quadricentennial of Columbus' arrival, more than 12 million children recited the Pledge of Allegiance, thus beginning a required school-day ritual.

At the first National Flag Conference in Washington D.C., on June 14, 1923, a change was made. For clarity, the words "the Flag of the United States" replaced "my flag". In the following years various other changes were suggested but were never formally adopted.

It was not until 1942 that Congress officially recognized the Pledge of Allegiance. One year later, in June 1943, the Supreme Court ruled that school children could not be forced to recite it. In fact, today only half of our fifty states have laws that encourage the recitation of the Pledge of Allegiance in the classroom!

In June of 1954 an amendment was made to add the words "under God". Then-President Dwight D. Eisenhower said "In this way we are reaffirming the transcendence of religious faith in America's heritage and future; in this way we shall constantly strengthen those spiritual weapons which forever will be our country's most powerful resource in peace and war."

Cub Scout Derbies

Derbies of one kind or another have always been a part of Cub Scouting. As early as 1939, the BSA Supply Division listed kits for model planes, boats, and airplanes. The derbies have been viewed as a way to get parents and sons to cooperate on a project.

An early Cub Leader's Round Table contained instructions for holding a Kite Derby. Competitions included the 100 yard dash, novelty kites, altitude race, artistic kites, kite battle, and the messenger race. The BSA Supply Service offered a pamphlet entitled Kites to teach kite making. In April of 1937, Scouters were given the directions for making the Cubmobile. The original intention for the Cubmobiles was that they be any contrivance on wheels. According to the How Book of Cubbing, "It may be drawn, pushed, or propelled by Cubs, or may be drawn by a trained animal-in fact, anything goes!" Most ended up patterned after the Soapbox Derby racers. The first reference to the Pinewood Derby in a Scout publication was in the October, 1954 issue of Boy's Life. The June, 1955 Program Helps listed "Wheels, Wings, and Things" as a theme. The Cub Scout

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Program Quarterly gave instructions for running the Pack Meeting Derby. The Supply Division's catalogs had kits available for \$2.75 for a package of eight. Over 15 million kits were sold during the next 20 years. Regatta kits arrived in 1958 with kits for eight boats selling for \$2.95. The rubber band driven Space Derby kits followed the start of the space race in 1961. Another derby was made available during the seventies; the Rocket Derby. The kits were later dropped from the Supply Division catalog.

UNIFORM COSTS - YESTERDAY AND TODAY

	1939	1965	1995
Cap	\$.75	\$ 1.25	\$ 7.75
Pants	\$ 1.65	\$ 4.10	\$24.95
Neckerchief	\$.35	\$.55	\$ 3.87
Belt	\$.50	\$.60	\$ 4.60
Neckerchief Slide	\$.10	\$.25	\$ 1.65
Socks	\$.50	\$.50	\$ 3.95
Shirt - Long Sleeve	\$ 1.65	\$ 3.25	\$20.60
Community Strip	Unknown	\$.15	N/A
State Strip	Unknown	\$.06	N/A
Unit Numeral	Unknown	\$.05	\$.48
Den Numeral	Unknown	\$.12	\$.80
CSP	N/A	N/A	\$ 3.00
World Crest	N/A	N/A	\$ 1.05
TOTAL	\$ 5.50	\$10.88	\$ 72.70
Wolf Book	\$.20	Unknown	\$ 3.50
Three Blade Knife	Unknown	\$ 1.75	\$10.45



Founders of Scouting and the BSA

BADEN-POWELL

As a youth, Robert Baden-Powell greatly enjoyed the outdoors, learning about nature and how to live in the wilderness. After returning as a military hero from service in Africa, Baden-Powell discovered that English boys were reading the manual on stalking and survival in the wilderness he had written for his military regiment. Gathering ideas from Ernest Thompson Seton, Daniel Carter Beard, and others, he rewrote the manual as a nonmilitary nature skill book and called it Scouting for Boys. To test his ideas, Baden-Powell brought together 22 boys to camp at Brownsea Island, off the coast of England. This historic campout was a success and resulted in the advent of Scouting.

Thus, the imagination and inspiration of Baden-Powell, later proclaimed Chief Scout of the World, brought Scouting to youth the world over.

The Many Names of Baden-Powell

B-P was born Robert Stephenson Smyth Powell. When he was 3 years old, his mother changed the family name to Baden-Powell after the father, Reverend Baden Powell died. Hence B-P became Robert Stephenson Smyth Baden-Powell. In 1907 as Lieutenant-General Robert Stephenson Smyth Baden-Powell he conducted the experiment on Brown Sea Island which is thought of as the birth of the Scouting movement. In 1908 when he published Scouting for Boys, he used the name B-P, Lieut. General Baden-Powell C.B. He was a well known war hero and loved as B-P.

In 1909, B-P was knighted by King Edward VII, hence he was Sir Robert Stephenson Smyth Baden-Powell. In 1919, Mr. W. de Bois Maclaren purchased an estate in Epping Forest called Gilwell Park and presented it to the Scouting movement. In 1921 King George V made B-P a baronet. Hence he became Lord Robert Stephenson Smyth Baden-Powell of Gilwell.

He was born Robert Stephenson Smyth Powell.

From 1907 to 1908 Lieut. General Robert Stephenson Smyth Baden-Powell founded Scouting.

When he died in 1941, he was Lord Robert Stephenson Smyth Baden-Powell of Gilwell.

ERNEST THOMPSON SETON

Born in Scotland, Ernest Thompson Seton immigrated to America as a youth in the 1880's. His fascination with the wilderness let him to become a naturalist, an artist, and an author, and through his works he influenced both youth and adults. Seton established a youth organization called the Woodcraft Indians and his background of outdoor skills and interest in youth made him a logical choice for the position of first Chief Scout in of the BSA in 1910. His many volumes of Scoutcraft became an integral part of Scouting, and his intelligence and enthusiasm helped turn an idea into reality.

DANIEL CARTER BEARD

Woodsman, illustrator, and naturalist, Daniel Carter Beard was a pioneering spirit of the Boy Scouts of America. Already 60 years old when the Boy Scouts of America was formed, he became a founder and merged it with his own boys' organization, the Son's of Daniel Boone. As the first national Scout Commissioner, Beard helped design the original Scout uniform and introduced the elements of the First Class Scout badge. "Uncle Dan," as he was known to boys and leaders, will be remembered as a colorful figure dressed in buckskin who helped form Scouting in the United States.

WILLIAM D. BOYCE

In 1909, Chicago publisher William D. Boyce lost his way in a dense London fog. A boy came to his aid and, after guiding the man, refused a tip, explaining that as a scout he would not take a tip for doing a Good Turn. This gesture by an unknown scout inspired a meeting with Robert Baden-Powell, the British founder of the boy Scouts. As a result, William Boyce incorporated the Boy Scouts of America on February 8, 1910. He also created the Lone Scouts, which merged with the Boy Scouts of America in 1924.

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JAMES E. WEST

James E. West was appointed the first Chief Scout Executive of the Boy Scouts of America in 1911. Although orphaned and physically handicapped, he had the perseverance to graduate from law school and become a successful attorney. This same determination provided the impetus to help build Scouting into the largest and most effective youth organization in the world. When he retired in 1943, Dr. West was recognized throughout the country as the true architect of the Boy Scouts of America.

FAMOUS SCOUTS

UNITED STATES

Henry "Hank" Aaron, Baseball Superstar (Boy Scout)
Bill Alexander, U.S. Representative from Arkansas (Eagle Scout)
Gary Anderson, U.S. Representative from New York (Eagle Scout)
Neil Armstrong - Astronaut & First Man On The Moon (Eagle Scout)
Charles Bennett, U.S. Representative from Florida (Eagle Scout)
William Bennett, Former Secretary of Education (Eagle Scout)
Bill Bradley, Pro basketball star and U.S. Senator from New Jersey (Eagle Scout)
James Brady, Former Press Secretary to President Reagan (Eagle Scout)
Milton Caniff, Comic Strip Artist "Steve Canyon" (Eagle Scout)
Bill Clinton, U.S. President (Cub Scout)
Walter Cronkite - Journalist, T.V. commentator
William Dannemeyer, U.S. Representative from California (Eagle Scout)
William C. DeVries, M.D., Transplanted first artificial heart (Eagle Scout)
Arthur Eldred, (First Eagle Scout)
Daniel J. Evans, Former US Senator and Governor from the state of Washington (Eagle Scout)
Gerald Ford, 36th President of the U.S. (1st Eagle Scout to become President)
Harrison Ford, Actor (Life Scout)
Murphy J. "Mike" Foster, Governor of Louisiana (Eagle Scout)
Bill Gates, Founder of Microsoft (Life Scout)
Richard Gere - Actor
David Hartman, Actor (Life Scout)
Bruce Jenner - Olympic Gold Medal Decathlon (Cub Scout)
John F. Kennedy, U.S. President
James Lovell - Astronaut (Eagle Scout)
Richard Lugar, U.S. Senator from Indiana (Eagle Scout)
J. Willard Marriott, Jr., President, Marriott Corporation (Eagle Scout)
Branford Marsalis, Jazz musician (Life Scout)
Jim Morrison - Rock Legend (Boy Scout)
Sam Nunn, U.S. Senator from Georgia (Eagle Scout)
Merlin Olsen, Actor, Pro Football Player and Sportscaster (Boy Scout)
Ellison Onizuka, Challenger Astronaut (Eagle Scout)
H. Ross Perot, Self Made Billionaire and Presidential Candidate (Eagle Scout)
J.J. Pickle, U.S. Representative from Texas (Eagle Scout)
Samuel Pierce, Former Secretary of Housing & Urban Development (Eagle Scout)
Eddie Rabbitt, Country/Western singer (Boy Scout)
John Ritter, Actor
Richard Roundtree, Actor (Boy Scout)
Nolan Ryan, Pro Baseball Player
Alberto Salazar, 3-time winner, NYC Marathon (Life Scout)
Harrison Salisbury, Pulitzer Prize winning Author (Eagle Scout)

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John Schneider, Actor/Singer (Cub Scout)
William Sessions, Former FBI Director (Eagle Scout)
Howard K. Smith, Former ABC-TV commentator (Boy Scout)
Steven Spielberg, Film Director/Producer (Eagle Scout)
Mark Spitz - Olympic Gold Medal Swimmer (Cub Scout)
James Stewart - Actor (Boy Scout)
Wallace Stegner, Pulitzer Prize winning Author (Eagle Scout)
James Stewart, Actor
George Strait - Country/Western Singer (Cub Scout)
Percy Sutton, Chairman of CBS (Eagle Scout)
John Tesh, TV Celebrity (Eagle Scout)
Joe Theisman, Sportscaster, former NFL player (Life Scout)
Peter Ueberroth, Former Commissioner of Baseball (Cub Scout)
Paul Winfield, Actor (Cub Scout)

ASTRONAUTS

Of the 214 former and present astronauts, 142 have taken part in Scouting.

EAGLE:

Adamson, Armstrong, Bagian, Bluford, Bowersox, Brady, Carr, Carter, Chaffee, Covey, Creighton, Duke, Eisele, Fullerton, W. Gregory, Griggs, Hoffman, Jones, Lee, Lind, Llewellyn (King's Scout, U.K.), Lovell, McCulley, O'Leary, Onizuka, Oswald, Parazynski, Reightler, Searfoss, See, Tanner, Truly, D. Walker

LIFE:

Anders, Basset, Brand, Bridges, Casper, Cooper, Evans, Fabian, G. Gardner, Givens, Gregory, Kregel, Low, Mattingly, McArthur, Mitchell, D. Scott, Spring, Springer, Van Hoften, C. Williams

STAR:

Barry, Cameron, England, W. Fisher, Garriott, R. Gibson, Gordon, Grissom, Haise, Lounge, McNair, Stafford

1ST CLASS:

J. Allen, Bean, Clifford, Coats, Engle, Freeman, D. Gardner, E. Gibson, Hammond, Henize, Linnehan, Nelson, Overmyer, Schirra, Schweickart, W. Scott, Shepard, Veach, Worden

2ND CLASS:

Bolden, Buchli, Carpenter, Cernan, Culbertson, Mullane, Parker, Pogue, Shriver, Swigert, W. Thornton, White, Young

TENDERFOOT:

Aldrin, Bursch, Hawley, Lousma, McDivitt, Michel, Schmitt, S. Smith

EXPLORER:

O'Connor, D. Williams

GIRL SCOUT:

E. Collins, Davis, A. Fisher, Helms, Jernigan, Lawrence, Seddon, Sherlock, Sullivan, K. Thornton, Janice Voss, Weber

CUB SCOUT:

A. Allen, C. Brown, Conrad, Foale (Wolf, Germany), Gernhardt, Henricks, Leestma, Lopez-Alegria, McBride, Meade, Readdy, Rominger, Shepherd, Thomas, Thuot, Wolf

RANK UNKNOWN:

C. Brown, Bull, Clervoy, Garneau, Harris, James Voss

UNITED KINGDOM

Sir David Attenborough - Naturalist, TV Personality

John Major - Prime Minister

Paul McCartney MBE - Songwriter, Entertainer

George Michael - Singer/Songwriter

Sterling Moss OBE - Motor Racing Champion

Reflections of the Past, Visions of the Future

Rudyard Kipling

1865-1936 Baden-Powell needed a concept around which to build the younger boy program of Scouting. He found it with a popular book by the respected British author, Rudyard Kipling.

Rudyard Kipling was born in Bombay, India. From 1892 to 1889, he was on the editorial staff of the Civil and Military Gazette, the daily newspaper of Lahore, India, for which he wrote short stories. In 1892, he married an American girl, Caroline Balestier. Many of his first writings were about the British soldier in India.

The *Jungle Book* was written in 1894. It was originally published in chapter form in the American children's magazine, *Saint Nicholas*. From 1892 to 1896, the Kiplings lived in Brattleboro, Vermont on an estate belonging to Mrs. Kipling's family. In the pleasant New England surroundings, he wrote *Captains Courageous* and the two *Jungle Books*. These books earned him the Nobel prize in Literature in 1907.

Kipling was the author of "The Scout's Patrol Song" which was the official Boy Scout song. Part I of the 1908 booklet, "Scouting For Boys" included a condensed version of Kipling's *Kim*. He was also the father of a Scout and later a commissioner in the British Scouting program. In 1924, he attended a rally of 6 thousand Wolf Cubs at the Imperial Jamboree at Wembley where he witnessed what Baden-Powell had made of his writings.. *Jungle Book* and *Cub Scouting*

The Origins of Kim's Game

One of the games used in many Boy Scout camps is *Kim's game*. The game is so well known that many times it is referenced without even an explanation of how the game is played. It is simple, fun, and challenging. However many American Scouters have forgotten its origins. The original *Handbook For Boys* refers to it simply as "Kim's game" without the lengthy explanation that Baden-Powell had in his handbook.

Rudyard Kipling was a friend of Baden-Powell. B-P borrowed much from Kipling's ideas in Scouting. He wrote the story of *Kim* which was published in 1901. Part I of the 1908 booklet, "Scouting For Boys" included a condensed version of Kipling's *Kim*.

In Kipling's story, *Kim* becomes friends with a dealer in old jewelry and curiosities. who is a member of the government intelligence service. The man saw that *Kim* had potential for the game. He gave *Kim* lessons on noticing small details and remembering them. A tray full of jewels was uncovered. *Kim* looked at them for a minute before they were again covered up. *Kim* is beaten by a youth in this game. He then played the "Jewel Game" often to increase his powers of observation.

Here are the instructions as given in the first BSA handbook.

Place about twenty or thirty small articles on a tray, or on the table or floor, such as two or three different kinds of buttons, pencils, corks, rags, nuts, stones, knives, string, photos - anything you can find - cover them over with a cloth or a coat.

Make a list of these, and make a column opposite the list for each boy's replies.

Then uncover the articles for one minute by your watch, or while you count sixty at the rate of "quick march."

Then cover them over again. Take each boy separately and let him whisper to you each of the articles that he can remember, and mark it off on your scoring sheet. The boy who remembers the greatest number wins the game.

Ernest Thompson Seton

1860-1946

Ernest Thompson Seton was born in South Shields, Durham, England but emigrated to Canada with his family at the age of 6. His original name was Ernest Seton Thompson.

His sketches as a youth won awards. Consequently, he was sent to study art in London at The Royal Academy School of Painting and Sculpture. Late he went to Paris for further study. In 1881, he became the Naturalist for the government of Manitoba.

The *Ladies Home Journal* magazine asked him to write a series on woodcraft for boys. The first article appeared in May, 1902. On the first day of July in 1902, he founded the Woodcraft Indians. He wrote a book, *The Birchbark Rolls of the Woodcraft Indians* as a guide for the program. This book was sent to Baden-Powell

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in July of 1906 as a precursor to Seton's visit to England for a series of fall lectures. On October 30th, the two men met at the Savoy Hotel.

He was Chief Scout from 1910 to 1915. The original 1910 handbook included 50 pages from Baden-Powell and 100 pages of Seton's writings. Seton developed a plan for incorporating younger boys into Scouting in 1911.

Called "The Cubs of America", it used the bear cub as its symbol. Disagreements among Scouting's founders over the value of the new program caused it to be set aside.

Seton had a falling out with James West and left the movement in 1915. He disagreed with the military style set by Baden-Powell and West. Seton then founded the Woodcraft League of America. He later came back to help organize Cubbing for the younger boys.

Seton received the seventh Silver Buffalo award in 1926; the first year it was offered.

Ernest Thompson Seton Institute in Santa Fe, New Mexico.

Brownsea Island

Mafeking made B.-P. the boys' hero, and it was not surprising that many wrote to him for advice and help. He took a great deal of trouble to answer these letters. Here is part of his reply to one from a Boys' Club in London:

"You should not be content with sitting down to defend yourselves against evil habits, but should also be active in doing good. By 'doing good' I mean making yourselves useful and doing small kindnesses to other people - whether they are friends or strangers.

It is not a difficult matter, and the best way to set about it is to make up your mind to do at least one 'good turn' to somebody every day, and you will soon get into the habit of doing good turns always. It does not matter how small the 'good turn' may be - even if it is only to help an old woman across the street, or to say a good word for somebody who is being badly spoke of. The great thing is to do something."

Letters of this kind set B.-P. thinking of how he could do more to help boys and how they could best be trained. He had had many years of experience in training soldiers and, as we have seen, he made some successful experiments. He found in India, for instance, that scouting was a subject that made a great appeal and brought out the best in the men. At Mafeking he had watched and noted the success of the boy cadets who had done fine work when given the chance and the responsibility. Why not draw up a scheme of training for all boys on the same lines? Why not train boys as peace scouts, ready at all times to help others? The training would have to be attractive and interesting. Here his own boyhood gave him a clue. He remembered the fun of boating and tramping with his brothers - the B.-P. Patrol - and the eagerness with which at Charterhouse he had slipped away into the copse to watch animals and make fires and cook rabbits. To all this he could now add his own experiences as a practical pioneer and scout in the army. On his return from South Africa in 1903 two things helped to point the way towards the Boy Scouts. First he heard to his surprise that the little book he wrote for soldiers, 'Aids to Scouting', was being used for the training of boys in observation. One instance concerned Brigadier-General Allenby - later Field-Marshal Lord Allenby - and his son. As he rode home after a field day, the General was surprised to hear a voice call out, "Father, you are shot. I am in ambush, and you haven't seen me. You should look up." The General did so, and there was his son lying along the branch of a tree, and higher up was the boy's governess. It was she who in her work had made use of B.-P.'s ideas on observation. Then the editor of a boys' paper, 'Boys of the Empire', had also seen the interest of the book, and had serialized it under the heading 'The Boy Scout' - probably the first use of the term. The next important fact was that B.-P. was invited to take the chair at the annual display given by the Boys' Brigade at the Albert Hall, and later to review the Brigade in Glasgow. The sight of all these boys, so smart and keen, made him wish that thousands of others would come along and be trained in the same way. He talked of this to Sir William Smith, the Founder of the Brigade; as a result he promised to work out a scheme of training which could be used by the Brigades to add to the attractiveness of their work and so bring in more boys.

The chief subject he suggested was scouting, especially training in observation and deduction. He had no idea of starting a new movement; his aim was to give some ideas to the Brigade officers to help them in their work.

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They did in fact do this, and found that the boys like it. B.-P.'s first suggestions were published in the 'Brigade Gazette' in 1906, and the following tests he put down are of great interest.

1. Look into five successive shop windows, one minute at each. Then write down the contents of, say, the 2nd and 4th from memory.
2. Look at six passers-by and describe from memory, say, the 2nd, 3rd and 5th, and what you reckon them and their business to be.
3. Remember the numbers of the first two cabs that pass, and presently write them down from memory.
4. Describe the compass-direction of certain streets, landmarks, etc., by the sun; or, if dull weather, 'box the compass'.
5. Read tracks and their meaning - if in the country (or park) send someone out to make a fairly clear track (using walking stick, etc.). Each boy tracking for a few minutes in turn, or till he fails.
6. The instructor lays a 'paper chase' (in town or country), not with paper but with small signs such as buttons, bits of cloth, card, et., all of one color, some on the ground, some on bushes, trees, etc., to make the boys use their eyes. (Objects all of one color to be used to prevent confusion with ordinary rubbish.) Boys follow the track, each one being given the lead in turn for four or five minutes or till he fails.
7. Lay two fires and light them, using two matches only.
8. Cook ¼ lb. flour and two potatoes without the help of cooking utensils.
9. Draw a sketch of the Union Jack correctly.
10. Scouting race. Instructor stations three individuals or groups, each group differently clothed as far as possible, and carrying different articles (such as stick, bundle, paper, etc.), at distances from 300 to 1,200 yards from starting-point. If there are other people about, these groups might be told to kneel on one knee, or take some such attitude to distinguish them from passers-by. He makes out a circular course of three points for the competitors to run, say, about a quarter mile, with a few jumps if possible. The competitors start and run to No. 1 point. Here the umpire tells them the compass direction of the group they have to report on.

Each competitor on seeing this group writes a report showing:

1. How many in the group.
2. How clothed or how distinguishable.
3. Position as regards any landmark near them.
4. Distance from his own position. He then runs to the next point and repeats the same on another group, and so on; and finally he runs with his report to the winning-post."

The more B.-P. thought about this training of boys, the more enthusiastic he became. He discussed his ideas with all kinds of people, and he watched how the suggestions worked in those companies of the Boys' Brigade where they were tried. He was never content to sit by and watch other people, so he decided to try out the scout training himself with some boys in camp. He found a site on Brownsea Island in Poole Harbour, and there he pitched his camp on 25th July, 1907 - a red-letter day for Boy Scouts. The Boys' Brigade helped him to collect a mixed party of boys. They did not, of course, wear uniform; some wore trousers and others shorts with collars and ties. For shoulder-knots they had long twists of colored wool hanging almost down to the elbow.

It was not an ideal camp-site, but there was plenty of woodland on the island for scouting games. B.-P.'s nephew, Donald, was present as orderly; Major Kenneth Maclaren - one his fellow-subaltern in the 13th Hussars - came to help, and Mr. P.W. Everett there saw Scouting in action for the first time.

The following is B.-P.'s report on the camp:

"The troop of boys was divided up into 'Patrols' of five, the senior boy in each being Patrol Leader. This organization was the secret of our success. Each Patrol Leader was given full responsibility for the behavior of his patrol at all times, in camp and in the field. The patrol was the unit of work or play, and each patrol was camped in a separate spot. The boys were put 'on their honor to carry out orders. Responsibility and competitive rivalry were thus at once established, and a good standard of development was ensured throughout

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the troop from day to day. The troop was trained progressively in the subjects of scouting. Every night one patrol went on duty as night picket - that is, drew rations of flour, meat, vegetables, tea, etc., and went out to some indicated spot to bivouac for the night. Each boy had his greatcoat and blankets, cooking-pot and matches. On arrival at the spot, fires were lit and suppers cooked, after which sentries were posted and bivouac formed. The picket was scouted by Patrol Leaders of other patrols and myself, at some time before eleven p.m., after which the sentries were withdrawn and picket settled down for the night. "We found the best way of imparting theoretical instruction was to give it out in short installments with ample illustrative examples when sitting round the camp-fire or otherwise resting, and with demonstrations in the practice hour before breakfast. A formal lecture is apt to bore the boys.

"The practice was then carried out in competitions and schemes.

"For example, take one detail of the subject, 'Observation' - namely tracking.

1. At the camp-fire overnight we would tell the boys some interesting instance of the value of being able to track.
2. Next morning we would teach them to read tracks by making footmarks at different places, and showing how to read them and to deduce their meaning.
3. In the afternoon we would have a game, such as 'deer-stalking', in which one boy went off as the 'deer', with half a dozen tennis balls in his bag. Twenty minutes later four 'hunters' went off after him, following his tracks, each armed with a tennis ball. The deer, after going a mile or two, would hide and endeavor to ambush his hunters, and so get them within range; each hunter struck with his tennis ball was counted gored to death; if, on the other hand, the deer was hit by three of their balls he was killed."

The boys were roused in the mornings by the koodoo horn which B.-P. had captured in the Matabeleland Campaign. The camp was not without its amusing incidents. Thus when B.-P. was stalking a Patrol, he failed to observe one of his own injunctions, "to look up", and he was captured by his own nephew who had concealed himself up in a tree. One evening the male members of a house-party which the owner of the island, Mr. Van Raalte, was entertaining, decided that they would try to pay the camp a surprise visit. They had not gone far, however, before two of the boys sprang out from cover and "arrested" them; the prisoners were marched into camp and had to pay a suitable ransom. The camp was so encouraging, and the boys so enthusiastic - it was indeed a thrill to be trained by the defender of Mafeking! - that B.-P. decided to make the general scheme more widely known. While he was looking about for means to do this he met Mr. Arthur Pearson, the head of the publishing firm of that name. He was at once interested, and arranged for B.-P. to go about the country lecturing to audiences of interested people, and at the same time to write a handbook for the boys. Mr. Pearson himself undertook to publish the book, and to start a paper, *The Scout*, in which B.-P. promised to write a weekly yarn - this he continued to do for many years, and some of his best articles on Scouting are to be found in old volumes of *The Scout*. In order to be free from interruptions while writing the book, B.-P. rented a room in the Windmill on Wimbledon Common, London. There he got down to work to produce one of the most popular boys' books of the century. Mr. P. W. Everett supervised the publication, and this early close contact with B.-P. was later to lead to his taking a large part in the growth of the movement. Scouting for Boys was published in six fortnightly parts, the first appearing in January, 1908, at a cost of four-pence. The first issue of *The Scout* was published on 14th April, 1908. Then the fun began! B.-P. still thought of Scouting as an extra activity that could be done by existing clubs and other boy organizations, but the boys themselves soon made it necessary to begin a separate movement. Thousands of boys bought the first part of *Scouting for Boys*; it was sufficient for them that the magic initials B.-P. appeared on the cover. But they were not content with reading about Scouting; they wanted to do it, and if they were not members of a Brigade or Club, they got together in little gangs, formed themselves into Patrols, and got down to practical, out-of-doors Scouting. Then they would try to persuade some grown-up to become Scoutmaster. In this way Scouting spread, and as the numbers of boys rapidly grew, it was obvious that something would have to be done about it. Mr. Pearson again helped; he provided a one-room office as a center for the Boy Scouts, as they were soon named. The first Manager of the office was Major Kenneth Maclaren, and he was followed by Mr. A. Kyle. The movement grew at a most astonishing rate. By the end of 1908 there were 60,000 Scouts enrolled; there were probably many more actually going through the training, but it took some time for all to be brought into touch with the new head office. The problem of uniform had to be faced very early, and B.-P. thought out the details in his usual

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practical fashion. In the following note he set down the whys and wherefores:

"I knew from experience with boys of all sorts in our first experiments in Scouting that one fellow got his trousers all torn and wet going through a scrub, another wearing a small cap got his face - very nearly his eyes - badly scratched by thorns in going through the bush at night, and the rain ran down his neck, others got too hot in their coats and waistcoats, another, going bareheaded, got sunstroke, and so on. So it became necessary to suggest some kind of dress that would suit all phases of Scouting and yet be healthy and inexpensive and comfortable. Then everybody would come to be dressed much the same as his neighbor - in fact, in uniform. So I thought out what would be the best patterns to adopt. Now - and here is a useful tip for you - whenever I went on an expedition of any kind I kept a diary and that diary included a list of the clothing and equipment I took with me, with a note of what I need not have taken and also of what I had omitted to take. All this information came in useful when one was going on another expedition. Also I drew a sketch of myself showing what dress I found to be most convenient for the job I happened to be doing. At one time it was in India, another in South Africa, also Scotland, Canada, West Africa, Himalayas, etc., etc. From these data I compiled what I thought would be a dress applicable to most countries. I had used it to some extent in dressing the South African Constabulary when I formed the Corps, and so a good deal of the idea came into the Boy Scout uniform when I devised that. But there was nothing military about it. It was designed to be the most practical, cheap and comfortable dress for camping and hiking, and in no way copied from soldier's kit."

The origin of the Scout staff - its usefulness in Ashanti - has already been noted. The question is sometimes asked, "Which was the first Troop?" A number of Troops have claimed to hold that distinction, but it is impossible to make any definite decision because some Troops had been formed long before there was any proper system of registration. The honor of being first is really shared by a number of pioneer Scouts who by their enthusiasm made an organized movement necessary.

The Scout ran competitions in 1909 to select Scouts for B.-P.'s second camp; this was held at Humshaugh in Northumberland in the August of that year. B.-P. had himself taken a holiday earlier in the year in South America, and found that Scouting had already reached that part of the world. As a result of his visit the first foreign Scout Association was formed in Chile.

In 1909 the movement gathered speed. A party of British Scouts toured Germany - the first foreign visit of the Boy Scouts. Then came the summer camp under B.-P. This time it was partly on land, at Buckler's Hard, Beaulier, and partly on C.B. Fry's training ship, the Mercury. This was the beginning of Sea Scouts as a distinct activity. B.-P.'s eldest brother, Warrington, wrote the handbook for the new section, and his expert advice was of the greatest value. The same year saw two rallies. At the Crystal Palace in September 10,000 boys marched past their Chief Scout, and shortly afterwards 6,000 Scotch Boy Scouts were inspected by him at Glasgow in company with Sir William Smith, the founder of the Boys' Brigade. The Scout competition in 1910 was for a party of Scouts to tour Canada, and the lucky winners crossed the Atlantic with B.-P. They were greeted at Quebec by French-Canadian Scouts - the first Empire Scouts outside Great Britain to meet B.-P. on their native soil. By the end of 1910 there were over 100,000 Scouts in Great Britain; the movement had established itself as one of the leading boys' organizations within little more than three years of that first camp at Brownsea Island.

From: B.-P. The Story of his life. E. Reynolds, Oxford University Press
First printed in 1943.



*Lord Baden Powell at
Brownsea Island*

The Man

What kind of man was B.-P.? His alert, slightly-built figure was known to countless thousands, and his surprisingly strong voice was equally familiar. Many came to know him more intimately at his hospitable home, in camp, or in the day-to-day work of the movement. One of the first of his characteristics which must have struck most people was his great sense of fun. As a boy at school, and later as a young officer, he was always ready for a joke or a spree. An old Sergeant-Major who was in the 13th Hussars when B.-P. landed in India in 1876, said to me, "On Parade, he was On Parade, but off Parade, he was up to all kinds of devilment." Many are the stories told of his high spirits as a youth, but in much later years he never lost his sense of fun. Even on his first voyage to England after the relief of Mafeking he could not resist the temptation to play a joke on the passengers. It was a luxury ship, and the frequenters of the first-class saloon were very exclusive. B.-P. was quick to sense this, and he decided to test it. When the passengers came into the dining saloon one evening they were horrified to see a most disreputable person fast asleep in one chair with his feet on another. It was enough to shock any first-class passenger. The purser was sent for and asked to remove the objectionable intruder. To their amazement it was B.-P.; perhaps he was just seeing if he had lost his skill in disguise, or perhaps he was laughing at the snobbery of a luxury liner.

One characteristic which was soon apparent to anyone who met him was his versatility - he could do so many different kinds of things, and do them well. This did not mean "Jack of all trades, and master of none". He was, for instance, a master of his own profession - soldiering - and particularly of all that is covered by the word "scouting". He preferred to do things for himself and to look after himself, whether at home or on the veldt or in the wilds of Kashmir. As an artist he showed remarkable skill, particularly in sketching people or animals in action. This was, of course, based on the accuracy of his powers of observation combined with his skill with pencil or brush. Another form of this ability was modeling, the elements of which he learned, as has been recorded, while he was having his portrait painted. It was typical of him that instead of using "official" tools, he improvised what he needed out of a couple of penholders. He was humanly glad when people were interested in what he was doing, for he never assumed a false shyness; but he himself was equally interested in what others did, and this was part of his charm; as you explained something to him, you felt it was the one subject he was interested in, though he might possibly be able to do it better than yourself. He never stopped learning; he liked, for instance, to visit a factory and see how things were made, and so add to his store of knowledge; and in his later years he took up cine-photography with enthusiasm and produced some delightful films. It was this keen interest in all that was going on around him that made him such an interesting companion. His recreations as a soldier were polo and pigsticking, in both of which he was an expert; the attraction was the horsemanship needed, and, of course, in pigsticking, the risks. I might have been expected that such a fine horseman would later on enjoy fox hunting. But that kind of sport, with all its social routine, did not attract him, and although he did a certain amount of big-game hunting in Africa and India, he preferred getting to know the lives and habits of wild animals to killing them. He once wrote, "I could never bring myself to shoot an elephant. I would as soon blow up the Tower of London as shoot him." He had a great fondness for all animals; in India he had his horses and dogs, and he even tamed a young wild boar and a panther cub. He would like out at night to watch wild animals come down to a pool to drink, and he never tire of sketching them in their natural haunts. His main sport became fishing. One of his friends writes:

"I think his chief joy in fishing was that it took him away from the ordinary business of life more effectively than anything else, particularly when the formalities too often connected with sport were bypassed. He was always entranced with the beauty of river life, especially in the Highlands in the autumn, with its gorgeous coloring.

"Even the Boy Scouts had to give place to science and philosophy when the day's work was finished on the river. I don't think he was ever so supremely happy as he was when wading deep and waiting for that electrical thrill of taking fish." Very often the chance of a day's fishing would be offered as a sure bait to lure him to a Rally when his engagement list was already very heavy. It will be noticed how his interests were mainly out-of-doors. And it was this kind of life which he preferred. At home he slept in a verandah bedroom; he would

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be up early and off for a walk with his dogs, and, as far as his work permitted, a day at home - all too rare - meant gardening or practicing casting with his fishing-rod, while one of the dogs excitedly tried to catch the 'fly'. Visitors were soon brought into whatever activities were the order of the day: there might be a hedge to be trimmed, roses to be pruned, or a path to be rolled. His was indeed a friendly home to visit, and everyone soon felt at ease. The house itself was a museum of treasures and mementoes, and with B.-P. as guide, time quickly passed. It was a house, too, of laughter and good fun. One Scout Commissioner relates, for instance, how one morning when he was trying to make up his mind about getting up, the door was suddenly opened and two of the children rushed in and hid under the bed; but not for long, for B.-P. was in full pursuit and tracked them to their hiding-place. Children found him a delightful companion. Here is one memory, for instance, of his early days in India. The writer was a small girl at the time, and in her old age she recalled her first meeting with B.-P. when he joined his regiment in Lucknow in 1877.

"My elder sister and I always 'inspected' the new young officers who came out from England, and in the evening of his arrival we walked up the drive to the bungalow where he was to live with two or three others, and found them all reclining in their long chairs in the verandah. We immediately demanded the new subaltern's name. "'Charlie,' he said, laughing at the two funny little girls with their ushy brown hair and inquisitive eyes. And 'Charlie' he has been to us ever since. "He was a great pal to us in those days, as he has probably been to many children since, for he was undoubtedly fond of children. When my father told him not to be bothered with us, his only answer was, 'Oh, they are the pudding after the meat!'", and most evenings when his work was done he would come over to our bungalow with his ocarina, and with one child hanging on each side of him, he would take us out into the quieter roads, playing tunes to us and teaching us to be observant. He sometimes had to be reprimanded for waking my small sister up with his cat-calls and jackal noises.

"On wet evenings we would sit in his room and he would draw, paint or sing to us." Here is another incident showing how quickly B.-P. got on good terms with children:

"The Chief and Lady B.-P. spent a night or two as my parents' guests during some Scout Rally. It was after lunch that I, aged five, and my brother, aged three, were brought in to pay our respects to the visitors. The Chief was in uniform and standing with his back to the fireplace. My stolid young brother, who at that age hated getting himself dirty, strode straight up to the Chief and, placing a pudgy finger on one of his freckled knees, said in an accusing tone, 'What those dirty spots?' The Chief rocked with laughter, and then proceeded to hold us enthralled for some time with animal stories and the like. This first meeting with him made a very vivid and lasting impression on me, very young though I was."

Many a Boy Scout and Girl Guide can recall meetings with B.-P. which they treasure in their memories. Here is one example out of thousands. "The Chief was to land at Southampton, and the local Troops, etc., were lined up outside the dock gates to welcome him. As a callow youth of seventeen, I had to stand in front of our school contingent, and to my joy when he came along the Chief stopped, shook hands with me and began speaking. I found myself looking into those kindly eyes of his and telling him that before long I was to leave school, etc. etc. 'Well,' he said, 'whatever you do, don't leave the boys,' and he repeated seriously several times, 'Stick to the boys.'" Another incident also illustrates his extraordinary memory for people and places - his long training in observation developed this power. "In the summer of 1925 two village boys who belonged to my just-started small Troop at Drayton St. Leonard, near Oxford, were walking down the street at Dorchester during their school lunch-hour; they had Scout buttonhole badges. A touring car pulled up near them on the curb, and the man driving called to them and said, 'I don't suppose you know who I am.' When they replied that they did not, he said, 'Well, go and have a look on the front of my radiator.' There they saw a mascot with 'Presented to Sir Robert and Lady Baden-Powell on the occasion of their marriage'. They came back to the side of the car, and B.-P. shook hands with them, asked them how long they had been Scouts, whether they had been to camp yet, what Troop they belonged to, and many other questions. Of course they were thrilled, and for some time this chance meeting was the talk of the village. Over six months later I happened to have the good fortune to meet B.-P. for the first time, in Oxford, on the evening of the day on which he laid the foundation stone of Youlbury. When he heard I came from Drayton St. Leonard, he at once said, 'How's your Troop getting on? I was so glad to meet those two Scouts of yours last summer,' and sent them messages of good luck." B.-P. could remember people by their back-view, by the way they walked, and by their voices - again the result of his experiences as a scout. The following example bears this out.

"I recall the Friday evening of the 1937 Gilwell Reunion. It was fairly late when I had eaten my supper and

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washed out my billy- can, and I was walking up the drive towards the house in the dark when I overtook two figures just inside the gates, and said 'Good evening' as I passed them. In answer, a torch was flashed on my back, and to my astonishment I heard a well-known voice say 'It's Brown, isn't it?' I turned, and by the light of their own torch could see that it was the two Chiefs.

"Now I had been introduced to him at the Reunion the year before, but had had the chance to say little more than 'how d'you do' to him, so that it is little short of amazing that he should have been able at once to put the right name to my back-view and my voice." Is it surprising that such a man had innumerable friends? But the winning of new friends did not mean forgetting old ones. An officer who served under him in India before the Mafeking days writes:

"His friends of course must have been as the sands of the sea. In his last letter to me written from Kenya early in 1940 he apologizes for its brevity but says he has over 80 letters besides hundreds of cards that require answers, yet he gives me all the news of his family and of several mutual friends out there. I do not know if I was especially favored, or if so why, but I always marveled that, among his world-wide activities, he could find the time for private letters; but one of the characteristics of B.-P. was that among his multitude of young friends he never forgot his old ones."

The marvel is that he could find time for all his activities and interests and for such a wide correspondence. He managed it by making use of every spare moment. Amongst his papers are many notes scribbled on odd sheets; he may have been waiting for a train and some idea came to him; down it went to be passed on and discussed, and often the result would be some fresh development in Scouting. But he was never satisfied with the amount of work he did, and as the years passed and the natural limitations of age set in, he felt that he could not do all he should to encourage the men and women in the movements; he even went so far as to suggest that he should resign from being Chief Scout of this country and appoint someone else, while he would remain Chief Scout for the movement outside Great Britain. The suggestion was received with such horror by the few who were consulted that he went no farther with the proposal. But the fact that he could seriously think of such an idea shows two things: his sense of duty was highly developed and he had no use for passengers; secondly, in spite of Jamborees and Rallies with their rapturous receptions, he did not realize how deep was the personal affection all Scouts had for him; he thought himself as a Leader of a Movement in an almost impersonal way, and he argued quite simply that if the Leader could no longer do his job, then someone else should take his place. He had, in fact, that simplicity and sincerity of character which are the marks of all truly great men.

Taken from:

B.-P. The Story of his life.

E. E. Reynolds Oxford University Press, first printed in 1943.

Last Messages

The following message was found among B.-P.'s papers after his death.

To Boy Scouts:

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

Nature study will show you how full of beautiful and wonderful things God has made the world for you to

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enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

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

Your Friend,

Baden-Powell.





Monthly Themes



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THEMES and HOW THEY WORK

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

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings all dens together at the pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month on a common idea, an interesting and entertaining pack meeting is the natural result because it reviews all the things the dens have done. Parents and Cub Scouts alike are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among parents.

We must remember that the Webelos dens do not use the pack's monthly themes. Instead, they work on one of the activity badge areas. Often the Cub Scout theme and activity badge area is compatible, such as "Indian Lore" and "Artist" or "Genius" and "Engineer".

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

On the following pages you will find the monthly themes for the upcoming year as set forth by the Boy Scouts of America. Accompanying each theme is a calendar for that month which you can use to keep track of your scouting experiences.

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

If you decide to use a different theme than the one provided, then keep in mind the following suggestions.

- It must have strong appeal for boys
- It should offer variety so each boy can do the things he likes
- It should instill the deeper values of Cub Scouting
- It should be fun
- It should contribute toward the development and maintenance of strong family relationships
- It should be simple, within the capability and interests of both Cub Scouts and Parents



Above all, remember to **“KEEP IT SIMPLE, MAKE IT FUN”**

DECEMBER 1999

CUB SCOUT THEME - HOLIDAY MAGIC

WEBELOS ACTIVITY BADGES - CRAFTSMAN / SCIENTIST

DATES:

7th	Pearl Harbor Day
12th	Hanukkah
15th	Bill of Rights Day
17th	Wright's 1st Flight
21st	Pilgrims Landed
21st	Winter Begins
25th	Christmas Day



Experience the holiday season by planning a pack meeting around the various kinds of celebrations of joy during this time of the year with a special tie into the magic that Cub Scouting brings to the World Brotherhood of Scouting.

IDEAS FOR PACK ACTIVITIES:

- ♦ Collect canned goods and give to the needy
- ♦ Collect coats for the needy
- ♦ Take part in a local parade
- ♦ Collect toys for the needy
- ♦ Have a cookie swap
- ♦ Winter Christmas hay ride & caroling
- ♦ Have a pack Christmas party
- ♦ Decorate a tree with homemade items

IDEAS FOR DEN ACTIVITIES:

- ♦ Go Caroling
- ♦ Visit a retirement home
- ♦ Get Angel from Salvation Army Christmas Tree
- ♦ Go Christmas shopping for Mom & Dad
- ♦ Have a pizza party for the den
- ♦ Do a good turn for neighbors
- ♦ Have an old fashion taffy pull

December

1999

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21 Winter Begins	22	23	24	25 Christmas
26	27	28	29	30	31	

JANUARY 2000

CUB SCOUT THEME - DOES NOT COMPUTE

WEBELOS ACTIVITY BADGES - FITNESS, READYMAN

DATES:

1st	New Years Day
17th	Ben Franklin's Birthday
18th	Martin Luther King's Jr.'s Birthday
19th	Robert E. Lee's Birthday



So much of our lives is affected by computers, it would be difficult without them. Cub Scouts learn about many of the different jobs related to computers and some of the many ways we use them. A trip to a radio or television station to see how computers help in communications would be fun.

IDEAS FOR PACK ACTIVITIES:

- ◆ Pickup Christmas Trees for 12th night burning
- ◆ Have a pack meeting at a retirement center
- ◆ Hold a Space Derby Race
- ◆ Have sign-up sheet for Blue and Gold committees at Pack meeting

IDEAS FOR DEN ACTIVITIES:

- ◆ Plan a puppet skit for Pack meeting
- ◆ Visit a library
- ◆ Have a Movie Day
- ◆ Build an Igloo
- ◆ Visit a museum
- ◆ Do a good turn for you neighborhood
- ◆ Start Blue and Gold preparations

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January

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

						1 New Years Day
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18 Martin Luther King Jr.	19	20	21	22
23	24	25	26	27	28	29
30	31					

FEBRUARY 2000

CUB SCOUT THEME - TURN BACK THE CLOCK

WEBELOS ACTIVITY BADGES - SCHOLAR / ENGINEER

DATES:

2nd	Groundhog Day
6th	Scout Sunday
8th	Boy Scouts 90th Anniversary
12th	Scout Sabbath Abraham Lincoln's Birthday
14th	Valentines Day
22nd	George Washington's Birthday
23rd	Ash Wednesday



Crank up the time machine and visit a time gone by. The Roarin' 20's, the Gay 90's....pick a new era each week as you experience the lives and times of your targeted destination.

IDEAS FOR PACK ACTIVITIES:

- ♦ Finish Blue and Gold preparations
- ♦ Have exhibit area where den activities can be displayed
- ♦ Invite former pack members to Blue and Gold
- ♦ Hold a work day to work on Pinewood Derby cars
- ♦ Have a guest speaker tell about the history of Scouting
- ♦ Observe Scout Sunday

IDEAS FOR DEN ACTIVITIES:

- ♦ Learn about Scouting in other countries
- ♦ Have a den uniform inspection
- ♦ Learn a magic trick
- ♦ Visit a museum
- ♦ Finish Blue and Gold preparations
- ♦ Do a good turn for neighbors
- ♦ Attend Blue and Gold with you family

February

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

		1	2	3	4	5
6 Scout Sunday	7	8	9	10	11	12 Lincoln's Birthday
13	14 Valentine's Day	15	16	17	18	19
20	21 President's Day	22 Washington's Birthday	23	24	25	26
27	28	29				

MARCH 2000

CUB SCOUT THEME - CUB GRUB

WEBELOS ACTIVITY BADGES - ATHLETE / ENGINEER

DATES:

12th Girl Scouts Founded
17th St. Patrick's Day



Cub Scouts love to eat, and they love to cook. Explore the world of cooking indoors and out by making a snack for a den meeting. Performing as the chefs at a pack meeting picnic will be a treat for everyone.

IDEAS FOR PACK ACTIVITIES:

- ♦ Hold a Pinewood Derby
- ♦ Have a pack uniform inspection
- ♦ Have an egg decorating contest

IDEAS FOR DEN ACTIVITIES:

- ♦ Tour a restaurant kitchen
- ♦ Go to the grocery store and buy snacks for den meeting
- ♦ Visit Port of Catoosa
- ♦ Volunteer to do flag ceremony at the school's PTA Meeting

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March

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17 St. Patrick's Day	18
19	20	21	22	23	24	25
26	27	28	29	30	31 Good Friday	

APRIL 2000

CUB SCOUT THEME – BUGS AND THINGS

WEBELOS ACTIVITY BADGES – SPORTSMAN / FAMILY MEMBER

DATES:

1 st	April Fool's Day
7 th	Good Friday
9 th	Easter
13 th	Thomas Jefferson's Birthday
19 th	Revolutionary War Began



Springtime brings nature into bloom, and Cub Scouts will welcome a neighborhood hike to discover the creatures of springtime. Boys can make butterfly nets, bug cages, or start their own insect collections to display at the monthly pack meeting.

IDEAS FOR PACK ACTIVITIES:

- ♦ Hold a Cub Scout Olympics
- ♦ Hold a bicycle safety inspection and rodeo
- ♦ Sign-up for Cub Scout Day Camp and Resident Camp
- ♦ Learn CPR

IDEAS FOR DEN ACTIVITIES:

- ♦ Attend a baseball game
- ♦ Go roller-skating
- ♦ Build a birdhouse
- ♦ Work on improving physical fitness
- ♦ Learn basic first aid
- ♦ Go for a hike

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April

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

						1 April Fools Day
2 Easter	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

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MAY 2000

CUB SCOUT THEME – SEE THE FOREST FOR THE TREES

WEBELOS ACTIVITY BADGES – OUTDOORSMAN / HANDYMAN

DATES:

1 st	May Day
14 th	Mother's Day
15 th	Armed Forces Day
21 st	American Red Cross Founded
24 th	Morse Code was first sent over telegraph
29 th	Memorial Day



Cub Scouts have the opportunity to learn about the great forests of America and the world. A hike is a perfect time to identify different trees and collect leaves to press. Cub Scouts will be amazed at the many ways we benefit from the forests of the world.

IDEAS FOR PACK ACTIVITIES:

- ♦ Hold a Pack Meeting outdoors
- ♦ Invite the Order of the Arrow to conduct an Arrow of Light ceremony
- ♦ Visit a Zoo and earn a patch
- ♦ Have an Anti-Litter poster contest, afterwards post it in a school

IDEAS FOR DEN ACTIVITIES:

- ♦ Take a puddle hike
- ♦ Make an insect cage
- ♦ Make a Mother's Day gift
- ♦ Plant a Terrarium
- ♦ Visit Oxley Nature Center
- ♦ Learn the Outdoor Code
- ♦ Have a Bug Scavenger Hunt

Reflections of the Past, Visions of the Future

May

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

	1	2	3	4	5	6
7	8	9	10	11	12	13
14 Mother's Day	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29 Memorial Day (Observed)	30	31			

JUNE 2000

CUB SCOUT THEME – SPACE: THE NEW FRONTIER

WEBELOS ACTIVITY BADGES – TRAVELER / ARTIST

DATES:

6 th	D-day Normandy
14 th	Flag Day
17 th	Bunker Hill Day
18 th	Father's Day
21 st	Summer Begins



What fun to explore our solar system by making models of constellations, the planets, or the vehicles that explore them. Pack activities could include a Space Derby.

IDEAS FOR PACK ACTIVITIES:

- ♦ Have a parade of famous Americans with boys in costume
- ♦ Visit Woolaroc
- ♦ Have a pack softball game
- ♦ Have a Watermelon feast
- ♦ Have a pack picnic
- ♦ Have a parade of flags
- ♦ Ice Cream Social

IDEAS FOR DEN ACTIVITIES:

- ♦ Visit a post office
- ♦ Visit a library
- ♦ Learn the American Creed
- ♦ Go bird watching
- ♦ Visit a zoo

Reflections of the Past, Visions of the Future

June

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

				1	2	3
4	5	6	7	8	9	10
11	12	13	14 Flag Day	15	16	17
18 Father's Day	19	20	21	22	23	24
25	26	27	28	29	30	

Reflections of the Past, Visions of the Future

JULY 2000

CUB SCOUT THEMES – FROM SEA TO SHINING SEA

WEBELOS ACTIVITY BADGES – AQUANAUT / GEOLOGIST

DATES:

- 4th Independence Day
- 20th First manned moon landing
- 28th World War I began



What makes America so great? Celebrate the 4th of July with a pack picnic. Or prepare skits on American history. A trip to a local historical site or museum would be fun.

IDEAS FOR PACK ACTIVITIES:

- ◆ Visit Cub World
- ◆ Have a marble tournament
- ◆ Have a pack BBQ
- ◆ Have and Ultimate tournament

IDEAS FOR DEN ACTIVITIES:

- ◆ Learn to tie knots
- ◆ Make candles
- ◆ Learn to play marbles
- ◆ Go rock hunting
- ◆ Learn to cook on a hobo stove
- ◆ Learn about the Constitution

Reflections of the Past, Visions of the Future

July

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

						1 Dominion Day (Canada)
2	3	4 Independence Day	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

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AUGUST 2000

CUB SCOUT THEME – TOUGHEN UP

WEBELOS ACTIVITY BADGES – NATURALIST / FORESTER

DATES:

15th Panama Canal opened
26th Women's Suffrage



Summer, Cub Scouts, and the Cub Scout Sports Program – a natural combination! It's a perfect time for family fun and games.

IDEAS FOR PACK ACTIVITIES:

- ♦ Have a swim party
- ♦ Have a water carnival
- ♦ Have a water gun fight
- ♦ Have a campfire pack meeting
- ♦ Invite the Red Cross for a Basic First Aid Course
- ♦ Have a raingutter regatta

IDEAS FOR DEN ACTIVITIES:

- ♦ Fix dinner for mom and dad
- ♦ Make a Cub Mobile
- ♦ Have a Movie Day
- ♦ Visit the Batfish Museum in Muskogee
- ♦ Have a backyard campout before school starts

Reflections of the Past, Visions of the Future

August

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

SEPTEMBER 2000

CUB SCOUT THEME – POCKETS

WEBELOS ACTIVITY BADGES – COMMUNICATOR / CITIZEN

DATES:

- 1st World War II began
- 2nd Labor Day
- 12th Grandparents Day
- 14th Star Spangled Banner written
- 17th Citizenship Day
- 23rd Fall Begins



What can a boy put in his pockets? This is a great opportunity for the boys to show off their collections – or start one! What will it be? Will it be coins? Will it be rocks? The Cubmaster awards achievements and ranks from a large over-sized uniform pocket mock-up.

IDEAS FOR PACK ACTIVITIES:

- ♦ Pick up litter in Neighborhood Park
- ♦ Make preparations for Cub Scout Rally Night
- ♦ Induct new Cub Scouts into Pack with a special ceremony
- ♦ Induct New Leaders

IDEAS FOR DEN ACTIVITIES:

- ♦ Learn about historical sites in your city
- ♦ Learn about the history of your city
- ♦ Visit city hall
- ♦ Do a walking tour of downtown
- ♦ Invite a friend to a den meeting
- ♦ Build a bird feeder and give it to an elderly neighbor to enjoy
- ♦ Do a good turn for you neighborhood

September

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

					1	2
3	4 Labor Day	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

OCTOBER 2000

CUB SCOUT THEME – OUR GIFTS AND TALENTS

WEBELOS ACTIVITY BADGES – SHOWMAN / CITIZEN

DATES:

- 11th Columbus Day
- 24th United Nations Day
- 31st Halloween
Daylight Savings Ends



Cub Scouts are assisted in discovering their many talents as they plan a showcase for these gifts and talents at the monthly pack meeting. This showcase could include displays or exhibits, live demonstrations, as well as special performances. Boys could be encouraged to work on Cub Scout Academic belt loops and pins in art, music, or other areas of interest.

IDEAS FOR PACK ACTIVITIES:

- ♦ Hold a parent induction
- ♦ Have a science fair
- ♦ Have a Genius Kit night
- ♦ Dress in Halloween costumes for pack meeting – have prizes
- ♦ Have a pumpkin carving or decorating contest

IDEAS FOR DEN ACTIVITIES:

- ♦ Plan a skit with scenery for a pack meeting
- ♦ Learn to write in secret code
- ♦ Decorate Jack-o-Lanterns
- ♦ Make a game for preschool or church
- ♦ Have a star gazing party

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October

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

1	2	3	4	5	6	7
8	9 Columbus Day (Observed) Thanksgiving Day (Canada)	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31 Halloween				

NOVEMBER 2000

CUB SCOUT THEME – TURN ON THE POWER

WEBELOS ACTIVITY BADGES – CRAFTSMAN / SCIENTIST

DATES:

2 nd	Daniel Boone's Birthday
11 th	Veteran's Day
19 th	Lincoln's Gettysburg Address
24 th	Thanksgiving



Boys explore the science of energy through solar power, electrical power, and wind power, and how this energy is used in their everyday lives. A field trip to the local water works or power plant might be part of the den's monthly plan. Cub Scouts can test their theories on the dynamics of speed at the pack's Pinewood Derby.

IDEAS FOR PACK ACTIVITIES:

- ◆ Have Daniel Boone or pilgrim present awards
- ◆ March in Veteran's Day Parade
- ◆ Collect canned food for local food bank
- ◆ Have Cub Mobile race
- ◆ Invite a Veteran to speak at a pack meeting

IDEAS FOR DEN ACTIVITIES:

- ◆ Make cranberry sauce
- ◆ Take a bus ride
- ◆ Visit an airport
- ◆ Make an Indian costume for the pack meeting
- ◆ Make Thanksgiving decorations

November

2000

Sunday *Monday* *Tuesday* *Wednesday* *Thursday* *Friday* *Saturday*

			1	2	3	4
5	6	7	8	9	10	11 Veterans Day
12	13	14	15	16	17	18
19	20	21	22	23	24 Thanksgiving Day	25
26	27	28	29	30		

Do Something

By Baden Powell

“You should not be content with sitting down to defend yourselves against evil habits, but should also be active in doing good. By ‘doing good’ I mean making yourselves useful and doing small kindness to other people – whether they are friends or strangers.

It is not a difficult matter, and the best way to set about it is to make up your mind to do at least one ‘good turn’ to somebody every day, and you will soon get into the habit of doing good turns always.

It does not matter how small the ‘good turn’ may be - even if it is to help an old woman across the street, or to say a good word for somebody who is being badly spoke of. The great thing is to do something.”





Becoming a Leader



Becoming a Leader

The Good Den Leader

- Serves a full year term.
- Has a friendly attitude...The den is like one happy family.
- Has consideration for the individual...A cub is never embarrassed in front of his friends.
- Has patience...Is satisfied to wait until the new boy adjusts.
- Has wide interests...Brings talents to the Cubs.
- Is fair...Treats all Cubs in a like manner.
- Has a good manner...The Den Leader's voice and smile makes each Cub feel good all over.
- Has a sense of humor...Puts joy, fun, and enthusiasm into working with Cubs.
- Has a good disposition...Temper is always under control and rarely shows impatience.
- Has an interest in the individual...Helps the self-conscious Cubs and shows an interest in the personal and Den problems of each Cub.
- Is generous...Gives praise, encouragement, and with others, plans unexpected treats for the Cubs.
- Plans the meetings and assembles supplies...Uses the den meeting outline and gathers supplies and equipment for future use.
- Knows the job...Because the Cub Scout literature is read often and thoroughly. Because training sessions are taken, Roundtable's and Pow Wow attended. All planning meetings are also attended.

Guidelines for a Den Leader

- Always plan the meeting in advance. Write down your plan and share it with your assistant and Den Chief. Keep the boys occupied at all times; not just with busy work, but with activities that fulfill the Purposes of Cub Scouting.
- Be sharing with your criticism; generous with praise.
- Be fair and consistent with discipline. Don't permit one boy to do something you would discipline another for doing.
- Treat each boy as a very special individual.
- Establish your rules and stick to them.
- Begin and end meetings on time.
- Set a good example by wearing your uniform. Use the Cub Scout sign to get attention...don't shout or yell.
- Give the boys a chance to let off steam. Plan den meetings to alternate quiet activities with active ones.
- Be firm in a friendly way.

A Den Leader's Home Can Be...

- A Den Leader's home can be the brightest and most attractive place in the heart of a Cub, simply because of the real warm feeling that his friends get inside. All a Den Leader needs to do is open up their heart and home and let the boys come in.
- A Den Leader's home can be the home the boy learns responsibility by helping in the den's home duties to make the den go. Example, opening scripture, prayer, flag salute, den ceremonies, den equipment, room pickup after den meeting, etc.
- A Den Leader's home is a place that never punishes in anger but only in love for disobedience and learning.
- A Den Leader's home will encourage their Cubs to invite their friends, but if his friend wants to join, he joins the pack not the den.
- A Den Leader's home is a place that listens to their Cub's ideas and talks frankly on the subjects that

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interest him.

- A Den Leader's home will impress on the boys that service and honesty are important factors of life. From this will come honor so richly deserved by the boy.
- A Den Leader's home is where the honor of a good name and reputation is fashioned upon the heart of the Cub and where he truly learns, "On my honor, I will do my best".
- A Den Leader's home lives Godly before their boys, so they will be able to talk of God to them.
- A Den Leader's home will be a living example, being faithful in service to God, to help influence character and spiritual growth of their boys.
- A Den Leader's home develops habits of good citizenship and encourages good sportsmanship.
- A Den Leader's home provides fun and exciting things for their boys to do.
- A Den Leader's home is a very, very special place to develop America's best. In their hands, God has placed a special piece of living clay.
- A Den Leader's home can be the center of a future man's affection, around which heartstrings become attached or entangled.
- A Den Leader's home can sometimes be the home of two destinies - one is earthly, the other is eternal.
- A Den Leader's home is a special place to be because you are a unique person. If you don't think so, just ask your Cubs!

Den Code of Conduct

Surprisingly enough, most den leaders find that if their den has a Code of Conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the Den Code of Conduct will tell them this. Each den will want to develop their own code to fit those special boys. Don't make too many rules; omit any insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys should help set the rules.

Some dens use a good-conduct candle. This is a large candle that burns during den meetings. When the conduct code is broken by any boy the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or tip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

Suggestions for a Den Code of Conduct:

- ◆ Enter by back door.
- ◆ Wipe feet before entering.
- ◆ Leave boots on porch.
- ◆ Go directly to den meeting room, no running or wrestling indoors.
- ◆ Show courtesy and respect for other den members, leaders, and the den meeting place.
- ◆ Bring den dues and handbook to each meeting. If a boy disobeys more than three times in one den meeting, he will phone his parents to pick him up immediately.
- ◆ Always go straight home after den meetings.

It is important to keep boys under control at all times, without smothering them. If you lose control, you need to know how to regain it. Don't try to out shout the boys. Stand where the boys can see you and raise your arm in the Cub Scout sign. Train your boys to respond to this signal. "When the hand goes up, the mouth goes shut."

Alternate sitting, doing, quiet, and less quiet. Know when the boys are getting restless and change the pack of the meeting. go outside for an active game or contest. Give them a chance to blow off excess steam.

Balance is important. Know where to draw the line.

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The Den Chief

What is a Den Chief?

The den chief is an older Boy Scout selected by the Scoutmaster in cooperation with the Cubmaster. He may be of any age or rank, but he can be the greatest help if he is a former Cub Scout and if he is mature enough to assume this important responsibility. As a selected leader of younger boys, he has the opportunity to help them complete their Cub Scout or Webelos Scout advancement requirements and live up to Cub Scouting's ideals in their everyday lives. The den chief is a member of a leadership team which also include the den leader, assistant den leader, and the denner. The den chief is already what every Cub Scout and Webelos Scout would like to be - a Boy Scout. As far as the younger boys are concerned, he is the person they would most like to follow, and that makes him a natural leader for them. By directing this natural leader wisely, we can influence the den of boys under his leadership.

Den Chief Responsibilities

- ◆ The den chief helps lead the weekly den meeting.
- ◆ He arrives on time, in proper uniform.
- ◆ He assists with assigned den activities at the monthly pack meetings.
- ◆ He shares responsibility with the den leaders in all den activities, looking to them for adult leadership and inspiration.
- ◆ He meets with the den leader to plan his part of the program for the den meetings. These meetings are held regularly, at least once each month, or more often, if needed.
- ◆ He sees that the den program does not include Boy Scout activities, since such activities should be saved for Boy Scouting.
- ◆ He recognizes the denner (a member of the den, chosen by his peers) as his right-hand man by giving him opportunities to serve.
- ◆ He takes part in all training opportunities so he may become a better leader.

It should be understood by the den chief, and by his pack and troop leaders as well, that service as a den chief, although an important responsibility, will not be so demanding on his time and interest as to interfere with his patrol and troop activities. Den meetings are usually scheduled at a time that will not conflict with troop activities. Den chiefs should receive training at a Den Chief's Training Conference held by the district or council. They also receive continuous and regular training from the den leader. Fortunately, most den chiefs serve because it is fun, and because they like it. The den chief's shoulder cord is presented in front of his troop. The pack may use an appreciation certificate as a method of recognition.

Helping At Den Meetings

Gathering Period - Helps teach boys tricks, puzzles, games, while den leader is busy checking attendance and collecting dues. The activities he uses here could be related to the monthly theme.

Opening - Helps den leader organize boys and get them ready for the more serious part of the den meeting. He could hold a uniform inspection during this time. **Business** - He will have some good ideas for theme activities, service projects, trips, etc. Give him a chance to voice his ideas.

Activities - This is when the den chief can be the most help. He is the activities assistant, leading boys in games, songs, craft projects, etc.

Closing - Helps restore order and quiet for closing ceremony. He can help make announcements.

After Meeting - Be sure to include him in your planning for next week and assign him specific responsibilities. (Note: The Webelos den chief helps a Webelos den similarly. In addition to the suggestions above, he helps Webelos Scouts learn Boy Scout requirements for the Webelos badge and Arrow of Light Award and helps with demonstrations and teaching of activity badges, as needed.

Helping at Pack Meetings

The den chief should be included in the planning for monthly pack meetings. He can help with any of the following:

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- Help den leader set up displays.
- Help get the boys organized and seated.
- Help den leader during stunts or skit time.
- Helps with applause stunts and audience participations. Helps with den yell or song - or Activity Badge demonstration.
- Helps den leader maintain good behavior from Cub Scouts.
- Helps remove displays at end of pack meeting.
- Helps return pack meeting room to order.

The ABC's Of A Den Leader Coach

ATTITUDE - Accent the positive. Attitudes determine effectiveness.

BOYS - Remember that the program is for them. "If it's not for the boys, it's for the birds."

COMMUNICATION - Help keep the lines open.

DIPLOMACY - Be a diplomat, not a dictator

EFFORT - You'll get out as much as you put in.

FLEXIBILITY - Be able to bend

GUIDE - Guide, but don't force.

HARMONY - You can help maintain this in your Pack

INTEREST - Keep interest high by KIS-MIF

JOY - Spread it...Pass it on.

KNOWLEDGE - Den Leaders depend on you for this. Stay informed.

LISTEN - with understanding

MORALE - Provide moral support for Den Leaders. They need it.

NOBODY - is a nobody in Cub Scouting

ORGANIZED - Set goals and reach them.

PROBLEMS - There are none...just unresolved opportunities.

QUANDARY - Keep your Den Leaders out of this state.

RESOURCEFUL - Know where to get materials and ideas

SCOUT - Our goal is for every Cub to become a Scout

TRAINING - Provide this for your Den Leaders.

UNIFORM - Promote the uniform, and set a good example by wearing it.

VOLUNTEERS - Remember they are hard to come by. Use them, don't lose them.

WISDOM - This includes perseverance, tolerance, and tact.

XTRA SPECIAL - That is what each boy is.

YEAR - Cub Scouting is year 'round. Plan your program that way.

ZEST - Perform your job with zest.

What Is Cub Scouting?

In 1930 the Boy Scouts of America launched a home- and neighborhood-centered program for boys 9 to 11 years of age. A key element of the program is an emphasis on caring, nurturing relationships between boys and their parents, adult leaders, and friends. Currently, Cub Scouting is the largest of the BSA's three membership divisions. (The others are Boy Scouting and Venturing.)

Badges of Cub Scouting

Tiger Cubs

Bobcat

First Rank

Wolf

Bear

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Webelos
Arrow of Light
Cub Scouting's highest award

The Purposes of Cub Scouting

Cub Scouting has nine purposes:

- 1 To Positively influence character development and encourage spiritual growth
- 2 Help boys develop habits and attitudes of good citizenship
- 3 Encourage good sportsmanship and pride in growing strong in mind and body
- 4 Improve understanding within the family
- 5 Strengthen boys' ability to get along with other boys and respect other people
- 6 Foster a sense of personal achievement by helping boys develop new interests and skills
- 7 Show how to be helpful and do one's best
- 8 Provide fun and exciting new things to do
- 9 Prepare boys to become Boy Scouts

Membership

Cub Scouting has program components for boys in the first through fifth grades (or ages 7, 8, 9, or 10). Members join a Cub Scout pack and are assigned to a den, usually a neighborhood group of six to eight boys. First-grade boys (Tiger Cubs) meet twice a month, while Wolf Cub Scouts (second graders), Bear Cub Scouts (third graders), and Webelos Scouts (fourth and fifth graders) meet weekly.

Once a month, all of the dens and family members gather for a pack meeting under the direction of a Cubmaster and pack committee. The committee includes parents of boys in the pack and members of the chartered organization.

Volunteer Leadership

Thousands of volunteer leaders, both men and women, are involved in the Cub Scout program. They serve in a variety of positions, as everything from unit leaders to pack committee chairmen, committee members, den leader coaches, and chartered organization representatives.

Like other phases of the Scouting program, Cub Scouting is made available to groups having similar interests and goals, including professional organizations, government bodies, and religious, educational, civic, fraternal, business, labor, and citizens' groups. These "sponsors" are called chartered organizations. Each organization appoints one of its members as a chartered organization representative. The organization, through the pack committee, is responsible for providing leadership, the meeting place, and support materials for pack activities. Who Pays for It?

Groups responsible for supporting Cub Scouting are the boys and their parents, the pack, the chartered organization, and the community. The boy is encouraged to pay his own way by contributing dues each week. Packs also obtain income by working on approved money-earning projects. The community, including parents, supports Cub Scouting through the United Way, Friends of Scouting enrollment, bequests, and special contributions to the BSA local council. This financial support provides leadership training, outdoor programs, council service centers and other facilities, and professional service for units.

Tiger Cubs BSA

Tiger Cubs BSA is a simple and fun program for first-grade boys and their families. The Tiger Cub program introduces boys and their adult partners to the excitement of Cub Scouting as they "Search, Discover, and Share" together. The Tiger Cub program is conducted on two levels. First, the Tiger Cub and his adult partner meet in the home to conduct activities for the whole family. Second, the Tiger Cub and his adult partner meet twice a month with other Tiger Cubs and adult partners in the den, using the planned "big idea" (or theme) for their activity during one of the meetings. Each den meeting is hosted by a Tiger Cub-adult partner team.

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Tiger Cubs BSA follows a school-year cycle. Boys remain in the Tiger Cub program until they complete first grade. At that time, they graduate into a Cub Scout den and are eligible to participate in Cub Scout summer activities, including Cub Scout day camp.

Advancement Plan

Recognition is important to young boys. The Cub Scout advancement plan provides fun for the boys, gives them a sense of personal achievement as they earn badges, and strengthens family understanding as adult family members work with boys on advancement projects.

Bobcat

The first rank, Bobcat rank is for all boys who join Cub Scouting.

Wolf

The Wolf program is for boys who have completed first grade (or are age 8). To earn the Wolf badge, a boy must pass twelve achievements involving simple physical and mental skills.

Bear

The Bear rank is for boys who have completed second grade (or are age 9). There are twenty-four Bear achievements in four different categories. The Cub Scout must complete twelve of these to earn the Bear badge. These requirements are somewhat more difficult and challenging than those for Wolf rank.

Webelos

This program is for boys who have completed third grade (or are age 10). A boy may begin working on the Webelos badge as soon as he joins a Webelos den. This is the first step in his transition from the Webelos den to the Boy Scout troop. As he completes the requirements found in the Webelos Scout Book, he will work on activity badges, attend meetings led by adults, and become familiar with the Boy Scout requirements - all leading to the Arrow of Light Award.

Activities

Cub Scouting means "doing." Everything in Cub Scouting is designed to have the boys doing things. Activities are used to achieve the aims of Scouting - citizenship training, character development, and personal fitness. Many of the activities happen right in the den and pack. The most important are the weekly den meetings and the monthly pack meetings.

Cub Scout Sports and Academics

The Cub Scout Sports and Academics program provides the opportunity for boys to learn new techniques, develop sportsmanship, increase scholarship skills, and have fun. Participation in the program allows boys to be recognized for physical fitness and talent-building activities.

Camping

Age-appropriate camping programs are packed with theme-oriented action that brings Cub Scouts and Webelos Scouts into the world of imagination. Day camping comes to the boy in neighborhoods across the country; resident camping is at least a three-day experience in which Cub Scouts and Webelos Scouts camp within a developed theme of adventure and excitement. "Cub Scout Worlds" are used by many councils to carry the world of imagination into reality with actual theme structures of castles, forts, ships, etc. Cub Scout pack members enjoy camping in local council camps and council-approved national, state, county, or city parks. Camping programs combine fun and excitement with doing one's best, getting along with others, and developing an appreciation for ecology and the world of the outdoors.

Publications

Volunteers are informed of national news and events through Scouting magazine (circulation 900,000). Boys

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may subscribe to Boys' Life magazine (circulation 1.3 million). Both are published by the Boy Scouts of America. Also available are a number of Cub Scout and leader publications, including the Wolf Cub Scout Book, Bear Cub Scout Book, Webelos Scout Book, Cub Scout Leader Book, Cub Scout Program Helps, and Webelos Leader Guide.

Cub Scouting Ideals

Apart from the fun and excitement of Cub Scout activities, a number of ideals are expressed in the day-to-day life of the boy and his leaders.

Cub Scout Promise

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

Cub Scout Motto

Do Your Best.

Tiger Cub Promise

*I promise to love God,
my family, and my country,
and to learn about the world.*

Tiger Cub Motto

Search, Discover, Share.

Law of the Pack

*The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub Scout gives goodwill.*

Colors

The Cub Scout colors are blue and gold. The blue stands for truth and spirituality, steadfast loyalty, and the sky above. The gold stands for warm sunlight, good cheer, and happiness. Together, they symbolize what Cub Scouting is all about.

To learn more about Cub Scouting, or to find out how to start, join, or support a pack, contact the BSA council in your area.

What Does Cub Scouting Do For Boys?

Cub Scouting gives boys a lot of fun and enjoyment. Singing, hiking, playing games, yelling, making things, and of course eating, and other activities. Happy boys are usually healthy boys.

Cub Scouting enables boys to learn many new skills. They learn to do things and how to take care of themselves. They become skillful with some of the tools of a technological age. Cub Scouting gives boys a chance to live, dramatize and capture a sense of history. By participating in den skits at pack meetings, they have an opportunity to learn about and re-enact important events in our American heritage. Cub Scouts learn some of the fundamental elements of teamwork as they share with one another. Self-discipline and self-control make it possible for everyone to have a better time. Team play is more fun than disorganized individual play. These are vital lessons.

Cub Scouting gives boys a chance for new experiences - an opportunity to visit businesses and organizations in the community which expands their understanding of how their community works.

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Cub Scouts learn something about how to take responsibility for their appearance, for their conduct and for their own achievement. When such habits and patterns are set early in life, the boys continue to behave responsibly.

Why A Boy Needs Scouting

This question has been asked many times over, mostly by uninterested parents, seeking to find justification for getting involved and then as a reason for staying involved. You might as well ask yourself why does a boy need a mother? For direction, guidance, to cook and wash for him, to shelter and clothe him, to care for him and to be involved with him, but most of all, to love him. Why does a boy need a father, sister or brother? Why does a boy need a minister or teacher? For the same reasons he needs a mother - to give him the opportunity that he deserves as a human being. When parents afford the opportunity for a boy to join Scouting, they should be saying to themselves: "Here is an opportunity for a sound and wholesome, wonderful experience that we cannot give him alone". Think how many miles and man hours it would take to give a boy a total experience in camping, hiking, fellowship, crafts, sharing, archery, moral values, thrift, citizenship, fitness, and the many other activities that Scouting can offer. Do you recall when this boy of yours became a world figure? The very day he was born! Wasn't that a grand feeling, and didn't you think at the time: "I am going to give him everything that I had and most everything that I didn't have". Didn't you even say to yourself: "One of these days you're going to be a great person - why you might even be President".

What Does Cub Scouting Do For Families?

When parents work with their son and share with him as he participates in the Cub program, they get to know him better. Out of doing things together, parent-son relationships grow firm. Discoveries are made, and each new day becomes a more exciting adventure.

As parents work with other adults in Cub Scouting, they make new friends and become acquainted with people they would not meet otherwise. Concern for the boys becomes a common bond between parents and unites them.

Community spirit is strengthened and community leadership is developed out of Cub Scout adult efforts. Parents get a renewed sense of certainty and confidence in the future of our country when children and adults can work together in harmony and with purpose.

Cub Scouting provides a rich opportunity for families to grow together.

Advancement

Advancement! Does your pack receive its due return from the time and money expended on the program? Advancements are your return - your measurement of your overall success. If every pack analyzed its program with this in mind, there would probably be quite a few disappointments. Advancement in most packs could be greatly improved. How do we achieve advancement? What can we do to insure our pack of a high percentage of advancement? There are not cut and dried solutions to this. Only by trial and error, using different methods, and then selecting the one best suited to your pack will get the job done. Most Cubmasters have faced the problem of a boy who has been in the pack two years and is old enough to be inducted into the Webelos den, but is still a Bobcat. Why? This same boy may earn almost every Webelos activity badge during the next year. Where did the pack fail? Probably the pack did not fail. It could easily have been "parent failure".

Parent failure...failure to have enough interest to find out why other boys are advancing when their son isn't. Failure to have enough interest to work with their son a short time each week to help him pass achievements. One solution to this problem is an up-to-date parent orientation program. Every new parent should be told their responsibilities as parents in the pack, with emphasis on working with their son at home on advancement. Most parents want their son to do well, and would help if they knew just what was expected of them. Show the Parent's Supplement to the parents, explain it, and ask them to read it. Make a commitment about advancement. This is your goal - something to work towards.

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These are some ways that you can achieve that goal.:

- Provide a quality Cub program full of action, fun and boy-appeal.
- Insure parent involvement and participation, and understanding.
- Keep accurate advancement records.
- Keep an eye on those boys who are not advancing and find out why. Den leaders can provide incentives for advancement in den meetings by using the Instant Recognition badge and beads, den doodles and wall charts. Incentives for advancement can be provided in pack meetings by the use of impressive, colorful, meaningful ceremonies.
- Make certain that the boys who have earned awards receive them at the next pack meeting. Don't let them be disappointed or discouraged.

It all boils down to the fact that if the boys aren't advancing on the average of one rank per year, they are really not getting the program as it is intended. Provide a good program, encourage the boys along the way and give them the proper recognition for their achievement.

What is Tiger Cubs all About?

It is a way for you and your son to spend quality time together, as a team. To SEARCH out new friends and activities, to DISCOVER new ideas (and a potentially very rewarding new relationship with each other) and to SHARE these with others. Above all to have FUN, a lot of FUN!

We've never done anything like this. How will we know what to do? You have plenty of resources. Read pages 2-5 in your Family Activity Book right away. Then review the 17 Big Ideas that follow, and decide which you and your Tiger would like to host. There also is a new "Tiger Cub Resource Book" that gives you plenty more ideas. When you decide on your "Big Idea", you can borrow the appropriate pages to help with planning. Many Packs maintain libraries you can borrow from. You can always call your Tiger Cub Coach with questions.

Den meetings? Who's in charge ?

You are! All the Tiger/Adult Partner teams take a turn hosting a den meeting. It's Fun and really not a lot of work either. When are our Den Meetings, and how often do we meet? That is decided by each individual den. Bring your calendars & personal schedules to the Tiger organizational meeting at _____ on _____.

The adult partners in each Den will decide on a meeting schedule.

Some Dens meet once a month, some more offer to help!

If there is a Den who can arrange a Den meeting time on another night besides Tuesday, call _____ at Ph _____.

Billy is excited about Scouts, & really wants to join!

Where are our den meetings held? You decide. You can have them at your house, or arrange to meet at a church or school. Some of your den meetings can also be field trips or other outings. You may call your Tiger Cub Coach for ideas. What is the difference between a Pack and a Den? A Pack consists of many individual dens. Dens are formed by rank which is associated with the boy's grade level in school. Within rank, we try to divide the boys into dens of 5-8 boys.

The current breakdown for Pack ____ is as follows:

Grade level Scout rank # of dens

1st grade Tiger _____ dens

2nd grade Wolf _____ dens

3rd grade Bear _____ dens

4th grade Webelos I _____ dens

5th grade Webelos II _____ dens

What does the Tiger Cub Coach do?

The Tiger Cub Coach's role is to help get the dens started, answer questions throughout the year, and help the Tigers with graduation into Cub Scouting and a Wolf Den.

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Then who is the Tiger Cub Den Coordinator? One adult partner from each den volunteers (or is assigned) to be the point of contact for the rest of the den. When the Tiger Cub coach has information they want to get to or from the Tigers, Then they'll only have to call this person in each den, and this person contacts everyone else in the den to pass on the information.

What happens at the Committee Meetings?

A lot of important information is passed out, and future Pack events are planned and updated. Also, this is where awards information is turned in from each den, so the Scouts can be recognized for their achievements at the next Pack meeting. If your den wasn't represented, your boys might not be up to date on awards, or you might miss out on other important information.

What type of awards could the Tigers get?

Belt totem, recognition beads, participation patches for Pack events are among the awards. Also winners of various contests throughout the year.

How do Tigers earn the Belt Totem and Recognition Beads? Each Tiger Cub Den administers the plan for the boys in their own den. The Tiger Cub Coordinator should maintain the recognition items for his or her den. Belt totem: Your Tiger earns this after memorizing the Tiger Motto & Promise.

Beads: A Tiger Cub receives (1) one white bead for each (5) five "Family Activities" completed from the suggestions for families section in the Tiger (pub Family Activity Book, and (1) one orange bead for every den activity completed. Tiger cubs will be presented beads or paw-prints iron-ons at appropriate ceremonies worked out within the Pack and Dens. There are forms available for keeping track of your Tiger Cubs progress, ask your Tiger Cub Coach, or Cubmaster. Or check the Viking Council web site:

Do we have to complete all those items?

No. You have lots of activities to choose from. You can choose which ones you want to complete and any order. It is entirely up to you and your Tiger. Have fun! Choose the ones you agree on. Getting the beads awarded is fun by itself, but you should be having fun while earning them.

When does he get the totem and beads? Who awards them?

It works something like this:

Keep an Advancement Record as activities are completed, and bring it to each den meeting. Update it throughout the year. Your Den's Tiger Coordinator, or other parent representative, brings that information to the Committee Meeting. After the Committee Meeting, the appropriate awards will be purchased or prepared. At the next Pack Meeting, the Tigers will get these awards.

What about participation patches?

Participation patches are given out for certain events throughout the year. These can be sewn onto the red vests for display. These are often distributed at the Pack Meetings, but sometimes at the Committee Meetings.

What about awards at our den meetings?

You can update the wall chart at den meetings if your den chooses to. Also, the iron on Tiger Tracks could be added at a den meeting, if it is held in someone's home. Or one or both of these awards can be done totally at home. Discuss your ideas with your den. Each Pack is allowed to present awards in their own way. There is no required method. The information is available from your Tiger Cub Coach and/or Pack.

What are those paw-print iron-ons in our packet?

What are the stickers? chart?

They are recognition awards for the completion of any one of the Big Ideas and having Fun doing it. Some are used at Home, some in the Den and some at the Pack level. More detailed information follows. You will find more information out through your Tiger Cub Coach as Packs can vary on how they present these awards.

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What happens at the Pack meetings?

We have fun. This is where we can recognize the achievements of Scouts as they progress up the ranks. Where they can show off a little (games, songs and skits) and we get information out to parents and Scouts. There are a lot of great special activities throughout the year, some of which are at Pack Meetings some outside. See the Pack activity list for more. There is no required attendance at these functions.

We have a busy schedule. Can we just drop our Tiger off and pick him up when the Den or Pack meeting ends?

This is really not possible. You join Tigers as a team, one on one. If you can't come it is perfectly acceptable to arrange for someone else to bring your Tiger. We can not set up a Den as a "baby-sitting service". The Boy Scouts Of America has in place special rules and practices that are to guard against children being alone with only one leader. This is simple way to protect everyone.

What do we need to do before our first meeting ?

Read this entire memo.

Fill out the first two pages of your "Family Activity Book".

Read pages 2-5 in the "Family Activity Book". Help your Tiger learn the Tiger Motto & Promise (back cover of book)

Think about volunteering to be the Tiger Cub Den Coordinator or assistant for your den all the boys need your help. Read this memo again. Save it for reference, along with all other correspondence.

How will we know about Pack activities?

We have several channels of communication, all run by hard working volunteers:

The monthly Committee Meeting, always the of each month. It is important that a representative from every den attends this.

Some Packs may publish monthly newsletter following their Committee Meetings.

Den meetings - your den coordinator, assistant or any representative from your den who attends the Committee Meeting can pass on (or collect) the information needed.

Announcements at the Pack meetings. Keep your ears open for new & updated information.

Your Tiger Cub coach or Cubmaster. At certain times will update you on what you need to be doing. For example, the Tigers may take on responsibility for a Pack Event. As that approaches, We will let you know what you need to do.

Your Tiger Cub Coach will also be working with you prior to graduation In _____. We are always available if you have questions.



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Preventing Burnout

Ways to Worry Less and Accomplish More

Don't think of problems as difficulties. Think of them as opportunities for action.

After you've done your best to deal with a situation, avoid speculating about the outcome. Forget it and go onto the next meeting.

Keep busy. Keep the 24 hours of your day filled with these three ingredients: work, recreation, and sleep. Don't allow yourself time for abstract thinking.

Don't concern yourself with things you can't do anything about. Armchair generals don't win battles, but they do have nervous break downs.

For the time being anyway, eliminate day dreaming completely. Stop building air castles.

Don't procrastinate. Putting off an unpleasant task until tomorrow simply gives you more time for your imagination to make a mountain out of a possible mole hill ... *more* time merely makes it easy for you to feel sorrier for yourself.

Get up as soon as you wake up. If you lie in bed, you may use up as much nervous energy living your day in advance as you would 'in actual accomplishment of the day's work.

Try to arrange your schedule so that you will not have to hurry. Hurry, a blood brother of worry, helps shatter poise and self-confidence, and contributes to fear and anxiety

If a project seems too big, break it up into simple steps of action. Then negotiate these steps like rungs in a ladder ... one at a time. And don't allow yourself to think about the difficulties of step number two until you've executed step number one.

Resolving Conflicts

Conflict is normal in the development of the individual and the development of relationships with other people. Conflicts occur all the time. This is not necessarily bad -- in fact, it can be good. Conflicts can be developmental. It all depends on the way we deal with them.

There is a difference between conflicts and problems. A conflict is basically a difference of opinion which needs to be dealt with. A problem is an area of experience in which a conflict has arisen and we are unwilling to face it. An unresolved conflict becomes a problem, but when it is dealt with, it becomes a bridge in communications by mutual effort.

If two people are willing to make a mutual effort, the conflict can be reconciled. This doesn't necessarily mean that the conflict is solved, but there will be an easing of tensions which occur because of honest differences of opinion. The idea is not to think, alike, but to think together. This is unity, not uniformity. We need differences of opinion. Conflict is necessary to cause action. How we handle conflict determines whether the action is harmful or constructive.

Who is responsible for the conflict is not the issue. Honesty and openness are important in this step towards reconciliation. We forgive and we forget. We can begin to reconstruct the relationship by making a mutual effort.

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There are several ways of handling conflicts. The choice is yours:

Try to avoid it. Don't progress. Keep going around in circles around the unresolved conflict until it becomes a real problem.

Instead of facing the conflict, deal with outside issues. Skirt around the real situation.

Meet the conflict. Turn around and head the other way by pretending the conflict isn't there.

Face the conflict head on. Work your way through it. Make progress. Split the conflict wide open by your willingness to deal with it.

Boys are the raw material Cub Scouts are made of. They come in all shapes and sizes, but it isn't the package that counts - it's what's inside. You can't tell much about a boy by counting his freckles. It's dangerous to think that all boys are alike: they're not. All of them aren't noisy; all of them aren't active all the time. Perhaps the only thing you can be sure of is that the next thing they do will surprise you.

Preventing Stress

Cub Scout volunteers are doing something recommended by almost all authorities to manage stress; giving of themselves to a volunteer organization with the absolute right to do as much or as little as desired.

The following are suggestions for preventing stress:

- a. Live within self-imposed limits.
- b. Don't stretch these limits by volunteering too often.
- c. Set personal goals. Be wary of trying to meet other's expectations.
- d. Practice altruistic egoism. Give a little to get a little.
- e. Maintain good health through diet, exercise and rest.
- f. Improve spiritual health by strengthening relationships with God.

There are simple anti-stress strategies which are applicable to work, social and family relationships. Apply these techniques:

- a. Deliberately cultivate and deepen the relationships with the significant people in life.
- b. Try to be open and honest and share feelings with others honestly -- even anger.
- c. Use the gestures of affection. Speak first, be attentive, show interest in other person.
- d. Allow space for other person. Give them room, time and privacy.
- e. Be very cautious about judgment and criticisms. Try to understand and have empathy.
- f. Listen actively. Flatter others by listening to them rather than have them listen.
- g. Be willing to apologize and acknowledge mistakes.

There are several simple methods that can be employed at any given time to relieve stress:

- | | | |
|------------|--------------------------|--------------------------|
| « Massage | « Controlled breathing | « Start a new hobby |
| « Catnap | « Do something different | « Stretch the whole body |
| « Daydream | « Sing in the shower | |

Practice any one or several of these and feel the tension melt away.

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Stress and Cub Scouting

The following topics are relevant to some Cub Scout situations, some of the time. In general they represent problems at a Pack or district level which start small and get increasingly worse. The result of these and similar problems, if they are not dealt with, is "the burned out leader!"

Sources of Stress

Lack of Parental Support When parents register their son as a Cub Scout they sign an agreement to support the Pack as volunteers or leaders. They must understand that their part of the contract calls for active support. Call a parents meeting to lay out the guidelines. You have to let them know what is expected. This is a good time to use the Talent Survey sheet.

No Recognition Adults need recognition too. Block out a bit of time at each Pack meeting, committee meeting, or other meeting to recognize the contributions of adult Scout leaders and parents. Recognition does not have to be an elaborate trophy or plaque; it can be a simple "Thank You" for a job well done, or a hand-made certificate.

Untrained Leaders The Boy Scouts of America has the best training resources of any volunteer organization in the world. Take a firm stand and insist that Pack leaders use of the basic and supplemental trainings that are available. If it has been a while since you have been, offer to go along -- new ideas and solutions are always being brought out.

Poor Program There are two simple keys to good program; use of themes and program planning. Resources include Roundtable for examples and program planning helps. They are written for you to use, so try them. Try a rotation to Roundtable, or one simple prize or ribbon for the Den which carries out the theme for the month the best.

Scout Committee Accept the notion of a community of purpose among the parents of Cub Scouts. Recruitment is merely the matching of skills with tasks. If everyone does something, a few can do a little more. Don't be afraid to ask for help. This is another good place to use, the Parent Talent Survey.

No Money One of the major premises of Cub Scouting is that the boys should help support the program. Accepting the premise leads to the conclusion that the boys and parents should accept the burden of helping to raise money. Within certain sensible and logical restrictions, money can be raised, the boys will love it and the aims of Cub Scouting will be furthered.

Serious Business When plans go awry, some of the Scouting happens. By the way, if the leaders stay cool and relaxed, everyone will think- it was planned that way! The boys will note the relaxed atmosphere and be happy and have fun.

No Fun One of the best paychecks for investing time as a Cub Scout leader can be having fun with the boys! Loosen up, get on the floor on their level and try to have fun. It works and it infects others. FUN IS CONTAGIOUS!

Bureaucracy Some people in Pack organizations function as if a crown comes with the titles. We are all volunteers -- we all have one vote on the committee and all ideas are worth hearing. If help is needed, use the Unit Commissioner.

Bad Communication The transmission of an idea from one mind to another, more or less undistorted, is the most difficult thing humans attempt. Give this process the time and attention it deserves. Good intentions are no substitute for accepting the responsibility for good communication. Try having a secretary for the Pack to take minutes, compile important dates, facts and assignments to publish a Pack newsletter. If yearly planning is done, most of the work is already done.

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WE DON'T PLAN TO FAIL.... WE FAIL TO PLAN!

Stress is a necessary and normal part of life. If carried to an extreme, stress can be life threatening. Learn to recognize some warning signs -- disillusionment, depression, alienation, unhappiness. Seek to eliminate the chronic causes of stress or cope with it as it occurs. Change the things that can be changed, accept those which cannot. Enjoy yourself, Cub Scouting and mostly, the boys!

A Cub Leader's Attitude Toward Others

<u>Cooperative</u>	Knows how to work with other people.
<u>Sympathetic</u>	Is sensitive to difficulties of others. Not absorbed by self-interest.
<u>Considerate</u>	Takes into account all factors involved in the other's behavior. Doesn't jump to conclusions quickly, but is inclined to give the benefit of the doubt to others.
<u>Unselfish</u>	Doesn't crave the spotlight. Remembers that it's the boy who counts.
<u>Patient</u>	Corrects mistakes without losing temper, and without embarrassing the person at fault.
<u>Encouraging</u>	Encourages and reinforces boys and other leaders by words of praise, commendation and thanks.
<u>Believing</u>	Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative. Believes they have capacity and ability.
<u>Ambitious</u>	Not self-satisfied.
<u>Hopeful</u>	Not pessimistic.
<u>Progressive</u>	Not opposed to change.
<u>Determined</u>	Not easily discouraged.
<u>Idealistic</u>	Not content with low standards.
<u>Sense of Humor</u>	Not upset by trifles.
<u>Forgiving</u>	Not vindictive.
<u>Humble</u>	Not conceited.
<u>Tolerant</u>	Not angry over differences of opinion.
<u>Grateful</u>	Not inattentive to kindness.
<u>Friendly</u>	Not lacking in good will.

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Your Attitude is Showing!

How many times have you heard another Pack leader say, "I'm just not creative," "I just know it wouldn't work," "I never was good at that sort of thing," or "I'm not good with my hands". How many times have you made one of these statements?

A leader's attitude can greatly affect his success in his Scouting job. Attitudes of confidence, encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness... while attitudes of criticism, inferiority, pessimism, hate, fear or envy can detract from his effectiveness. Wouldn't you much rather hear, "Sure, I can do it," "I'd like to give it a try," or "I'd enjoy helping."

A Cub Leader can control, to a great extent, his success or failure by his attitude. Self-esteem is directly related to success and high-performance.

A person with a high level of self-esteem considers himself to be valuable and important, worthy of respect and consideration by people working with him. He has an optimistic outlook toward life because he knows that he has the capability of influencing other people and guiding his own destiny. He feels capable of expressing himself and knows that others respect his viewpoint. He has confidence that his decisions, based on well thought-out values, will generally be sound. He enjoys new challenges and can tolerate temporary setbacks easily. He has pride in his performance and expects to do something really important!

Wait a minute ... that sounds like conceit! Is that what you're thinking? Don't confuse high self-esteem with conceit. There is a world of difference. A person just can't have too much self-esteem. A conceited person usually has a low self-esteem, and is simply trying to cover it up by his actions and his remarks.

You can upgrade your self-esteem by learning more about yourself. ..by building and reinforcing your image of yourself. A deficient self-esteem results from not knowing enough about yourself. Most of us have capabilities that we haven't even uncovered yet. Ask yourself: "Do I have any potential in this particular area which I'm not now fully using?. " Recognize that you have not tapped all the talents which you possess. Then ask yourself: "Would it be personally profitable to me to become more effective - to use more of my potential - in this area? Would I be a better Den Leader if I was good with my hands? Would I be a better Cubmaster if I understood boys better?" Define just what you want to accomplish. Write it down if you like. Then, just like The Little Engine That Could, keep telling yourself, "I think I can. I know I can." "I am good with my hands," "I do understand boys." Keep telling yourself this over and over... and **BELIEVE IT!**

Every Pack leader is essentially creative, but some have fears which obstruct the flow of their creative ideas -- fears such as ridicule, fear of change, and fear of the unknown. In order to use your full potential of creativity, develop confidence and a high self-esteem. Start liking yourself. Search for opportunities, find new approaches and implement your ideas. Try it -- it works! Before you know it, you'll be saying to yourself, 'I knew I could... I knew I could.' (But make these statements privately to yourself, for if you make them in public... *that* would be conceit).

The Power of Words

Words determine your destiny. Does that sound reasonable? Read on....

Words with enough repetition, whether silent, self-talk or spoken, produce attitudes.

Attitudes with repetition produce habit patterns.

Habits, with reinforcement, produce character traits.

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Character traits, with repetition, intensify to become destiny.

Thus, words determine your destiny!

"Wow", you say, "how do I change undesirable attitudes, actions, habits, or character traits?" The answer is obvious. "With words."

You talk to yourself an the time... much more than you talk to anyone else. Try not talking to yourself. It is doubtful that you can completely block out your mind. You are thinking something and that is self-talk.

The way we talk to ourselves can be constructive or it can be harmful. What you say and think can determine what you are, feel, and do. Self-talk is reinforcing. Ailments can be reinforced by dwelling on them. ...and in the same way, success and effectiveness can be reinforced by concentrating on it.

Habits are important. You need them to function in this world. Without habits your daily activities would be slowed down to a snail's pace. Our emotional reactions and feelings depend on habit patterns. You can develop the constructive habit of thinking of yourself as a worthwhile, participating citizen with meaningful goals in life. Or you can think of yourself as a failure, a person of little worth. This all comes about through self-talk. This is how you develop your self-image. So watch your language.

You can develop habits which will improve your self-image, how to feel successful, how to respect other people. You can develop the habit of profiting by mistakes, getting a sense of self-direction. Driving toward your goals in spite of obstacles is the beginning of habit . . . for habit is repetition. Resentment is a vicious habit because it is a repetitious circle that never ends. It's all up to you ... the person you will be. You are the master of your own destiny, and that destiny will be determined by your own words!

Set Goals to Eliminate Burnout

A goal is a picture in the mind that stimulates a person's creative energies to help him move toward that goal. Human beings are goal-oriented creatures. If we don't set constructive goals for ourselves and for our Packs, chances are that we will be working unconsciously on goals which may not prove so desirable. Since we have goals whether we want them or not, doesn't it make sense to make the most of them?

Goals should be

- « Written
- « Specific and Detailed
- « Consistent
- « Concrete
- « Constructive
- « Challenging
- « Communicated

Here are some worthwhile suggestions: (keeps enthusiasm alive)

Broaden Your Vision. Sometimes we get so wrapped up in our own Den and Pack problems that we can't see the forest for the trees. It is worthwhile to stand back and look at the total Cub Scouting picture in your District; your Council and your nation. Understanding how you fit into the total program gives you a better perspective and can aid you in dealing with other people. It will also help you plan a more effective program for the boys.

Win, Don't Repe! A man was walking in the country with his grandson when they came cross a small land turtle. The boy picked up his find, examined it and tried to pry open the shell with a stick. The turtle promptly pulled in its head. "That will never get you anywhere", said the grandfather. "Let me show you." They returned

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home and put the turtle on the warm hearth. In a few minutes the turtle stuck out its head and feet and started crawling toward the boy. "Never try to force a fellow into anything", said the grandfather. "Just warm him up with a little kindness and he'll probably respond." This is an attitude that we should strive for in our relationships in Cub Scouting.

Communicate. Communications alone won't solve all Scout leader, but it can help clarify issues, remove relationships with other people and open the way for the problems of a Cub obstacles, improve workable solutions.

Listen. Listening is as distinct from hearing as music is from notes. When a person confides in you, he usually doesn't want advice; he wants somebody to understand and care about his troubles. Essential to the art of listening is the ability to suspend moral judgement. Anyone can listen. Do you?

Keep Learning. Knowledge is power. You can't know everything, but you should know as much as possible about your own Scouting job and enough to understand the jobs of others. Do your homework -- widen your horizons -- take advantage of all learning opportunities. Search out ways to increase your knowledge. "Trained" is a misnomer in Scouting. No leader is ever really "trained." No one has all the answers. Learning is a continuous process. Dig out your buried treasures. Make use of your talents and resources. Give them a chance.

Be yourself. To be nobody but yourself in a world which is doing its best day and night to make you somebody else, means to fight the hardest battle which any human being can fight and never stop fighting. Accept your weaknesses. Learn your limitations. Be true to yourself. Polonius' advice to his son could well be heeded by Cub Scout leaders: "This above all, to thine ownself be true, and it must follow as the night the day; thou can't not then false to any man." Are you true to yourself?

Show Courage. It takes courage to stand up for what you believe is right. That's what young people are doing these days - they're taking a stand. They may not always be right but we must admire them for their courage. We of the older generation could learn a lesson from youth, and show more courage.

Don't Jump To Conclusions. Our tendency to jump to causes a lot of pain and embarrassment. Be hesitant to detect the difference between imagination and reality. Fight negative thoughts and feelings.

Take- Time To Think. Take a daily 'think break'. Stop whatever you're doing and for ten minutes ponder your Scouting job; how to improve it and how to be more successful and effective. In a fast moving world, few things make better sense than to pause and reflect. Stop. Think. Cry a little. Smile a little. Then, go on.

Say Thanks. Recognition of a job well done is a vital part program. Boys are recognized for their efforts with badges. Adults should receive recognition regularly. A pat on the back does a lot for the morale.

Get the Happiness Habit. Smile inside, and make this feeling part of you. Look forward to each day. Think happy and you'll be happy. Learn how to laugh -- not chuckle or grin, but really laugh out loud. Laughing propels you to effectiveness.

Strengthen Your Self-image. See yourself at your best. Appreciate yourself. Give yourself proper credit. If you like yourself others will. If you short change yourself, chances are others will also.

Ponder This. "A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different because I was important in the life of a boy."

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SCOUTING LANGUAGE

Achievement - The name given to a major requirement in the Cub Scout program. There are 12 achievements for the Wolf rank and 24 achievements for the Bear rank.

Activity Badge - One of 20 specialized recognition's earned by Webelos Scouts.

Advancement - The process by which a member meets certain requirements and earns recognition.

Akela - A title of respect used in Cub Scouting; any good leader is Akela. The name comes from Rudyard Kipling's Jungle Book.

Arrow of Light Award - Highest rank in Cub Scouting. The only Cub Scout badge that may be worn on the BoyScout uniform.

Arrow Point - An award given to a cub Scout who has completed 10 elective projects beyond the rank for his grade. A gold arrow point is given for the first 10 projects and a silver arrow point is given for each additional 10 projects thereafter. He may earn any number of silver arrow points for his rank.

Assistant Cubmaster (CA) - A person 18 years or older holding this position in a Cub Scout pack.

Assistant Den Leader (DA) - A person appointed to help the Cub Scout den leader.

Assistant District Commissioner (ADC) - A volunteer Scouter who helps the district commissioner. An ADC is in charge of all unit commissioners in an assigned area of the district.

Baden-Powell, Robert Stephenson Smyth - Founder of the worldwide Scouting movement. Born in London, February 22, 1857. He is referred to as Lord Baden-Powell of Oilwell, Chief Scout of the World. Died January 8, 1941.

Basic Training - Formal introduction to the program, purpose, ideals and procedures of the Cub Scout program necessary for a volunteer to function with the ease and confidence that comes with knowledge.

Bear Rank - awarded to the Third grade Cub Scout for completing 12 of the 24 achievements.

Blue and Gold Banquet - A birthday dinner for Scouting held by Cub packs in February.

Bobcat - The first rank for all Cub Scouts.

Boy's Life - The magazine published by the Boy Scouts of America to help boys broaden their horizons in Scouting.

Buddy System - A part of Safe Swim Defense, Swimmers of like ability are paired, check in and out of the water together, and stay within 10 feet of each other during the swim. Buddy system is used also in other activities such as hiking and field trips for safety reasons.

Camporee - A council or district event where Boy Scout troops come together for one or two nights of joint camping. Usually involves competition between troops in Scoutcraft skills. Cub Scouts (especially Webelos) are sometimes invited to attend.

Charter - Formal permission from the Boy Scouts of America allowing a pack to organize.

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Chartered Organization - The sponsoring organization of the pack. This organization may be a religious, civic, fraternal, educational or other community-based group. Monthly pack meetings are usually held in a building owned by that organization.

Commissioner - A volunteer Scouter who works with packs and/or troops to help units succeed.

Committee Chairman (CC) - An adult 21 years of age or older, the executive officer of the committee, who works with the Cubmaster to assure that the pack provides the Cub Scout phase of the Scouting program.

Compass Point Patch - Award earned by Webelos Scouts as they advance in the Webelos program. This cloth patch is hung by a loop from a button on the boy's right shirt pocket. Metal pins are added to the patch and attached at compass points (north, east, south and west) as the boy advances by earning activity badges.

Council headquarters - The local office for Scouting in a specific geographic area. The country is divided into more than 400 local councils.

Cubmaster (CM) - An adult 21 years of age or older, who holds this commission in a Cub Scout pack. The pack leader and Akela for the pack, serves as Master of Ceremonies during monthly pack meetings.

Cubmaster Award - A blue square knot on a gold field awarded to Cubmasters who have completed training and performance and served for 3 years.

Cub Scout - A boy who is registered with a Cub Scout pack. Also, the reason why we're all here!!!

Cub Scouter Award - A blue and gold square knot on a blue field awarded to Cub Scouters who have completed training and performance and served for 2 years at the pack level and/or in a district or council Cub Scout position.

Cub Scout Handshake - Used by Cub Scouts and Scouters with the right hand. It is given like an ordinary handshake except the index and middle fingers are extended toward the other person, touching his wrist.

Cub Scout Motto - "Do Your Best."

Cub Scout Promise - I, (name), promise to do my best, To do my duty to God and my country, To help other people, and To obey the Law of the Pack.

Cub Scout Salute - A hand salute made by Cub Scouts and Scouters with the fingers of the right hand held in position as for Cub Scout Sign, except that the index and middle fingers are held together. The tips of the fingers touch the right eyebrow or the Cub Scout hat.

Cub Scout Sign - A sign made by raising the right hand straight up high over the head with the palm forward. The first two fingers are wide apart and pointing up as in a V. The thumb covers the nails of the ring and little fingers. This sign symbolizes the ears of Akela, and when held up, the group should become silent.

Day Camp - Summertime fun for all registered Cub Scouts. This daytime program allows boys to interact with boys from other packs and keeps boys and adults active in the Cub Scout movement.

Den - Small group of Cub Scouts who meet once a week in the home of a den leader to work on projects, learn games, songs, tricks and skits to be presented at monthly pack meeting.

Den Chief - A Boy Scout who has been appointed to help direct the activities of a Cub Scout den.

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Den Doodle - Advancements record using beads, spools or markers hung on string, lacing or yarn by each boy to represent his advancement. It is displayed at monthly pack meetings.

Den Leader (LD) - The adult on-the-scene supervisor of a Cub Scout den. A registered member of the pack who attends basic training.

Den Leader Award - A gold square knot on a blue field awarded to den leaders who have completed training and performance and served for two years.

Den Leader Coach - A Cub Scouter who is responsible for working with and helping den leaders in the pack.

Den Leader Coach Award - A blue square knot on a blue field awarded to den leader coaches who have completed training and performance and served 2 years.

Denner - Cub Scout who helps the den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.

District - Level of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region, and all regions belong to the national organization of the Boy Scouts of America.

District Award of Merit - A silver knot on a dark blue field awarded for outstanding service by a volunteer on the district level.

District Commissioner (DC) - A volunteer Scouter who is in charge of all commissioners within a district.

District Committee - A group of registered adult Scouters responsible for carrying out the council program within their district.

District Executive - A professional paid Scouter who works with the volunteers under the direction of the Scout Executive.

Elective - A part of the Cub Scout advancement program. There are electives in both the Wolf and Bear rank books. For every 10 electives completed, a Cub Scout earns an arrow point.

Fast Start - Supplemental training program for new leaders designed to help them until they can attend basic training.

Friends of Scouting - An annual campaign in which Scouters, and other interested people in the community, can provide financial support to the local council to assist in meeting its objectives.

Good Turn - A distinctive feature of Scouting is its emphasis upon service to others. The Good Turn habit is one that all Scouts endeavor to acquire.

Instant Recognition Patch/Progress Towards Ranks Patch - Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads, awarded in the den.

National BSA - Headquarters for the Boy Scouts of America, located in Irving, Texas, where the Cub Scout program is developed and literature is developed and printed.

National Summertime Pack Award - An award earned by the pack for conducting a summer program.

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Outdoor Code - A pledge for proper outdoor conduct which should be followed by all Cub Scouts and leaders.

Outdoor Program - The total scope of outdoor programs offered by the Boy Scouts of America, including unit outings, camporees, Cub Scout day camps, long-term Scout camps, council and national jamborees.

Pack - The unit that conducts Cub Scouting for the chartered organization. Usually consists of 2 or more dens and conducts monthly meetings.

Pack Committee - A committee of concerned parents and leaders, approved by the chartered organization, to administer the affairs of the pack.

Pack Meeting Monthly - meeting of Cub Scouts, adult leaders, committee members and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs and other entertainment should be performed by dens.

Patches/Badges - Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, or Webelos books, den leader book, or Insignia Control Guide for specific placement information.

Pinewood Derby - A pack activity that involves making and racing model cars on a tract.

Pow Wow - All-day learning experience for Cub Scout leaders covering a wide variety of subjects with some hands-on experiences.

Program Helps - An annual publication of the BSA to help den and pack leaders plan their meetings by using monthly themes.

Quality Unit Award - Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth.

Region - One of four large geographical administrative units of the BSA. The Indian Nations Council is part of the Southern Region.

Registration - The payment of an annual registration fee. This is one of the requirements for membership of the BSA.

Religious Awards - An award present by individual faiths to Cub and Boy Scouts for completion of a set of requirements within their respective faiths. Adults may also receive a religious award for service to youth within their own faith.

Roundtable - A monthly district level meeting where den and pack leaders learn new ideas on monthly themes, receive information on district and council activities, and have a general exchange of ideas.

School Night for Scouting - A one night event in a neighborhood school where boys and parents gather to hear how Cub Scouting operates and how they can join.

Scout Benediction - "May the Great Master of all Scouts be with us until we meet again".
Scouter - A registered adult member of the Boy Scouts of America.

Scouter's Key - A recognition given to a unit leader or commissioner for completing training, tenure, and performance requirements.

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Scout Executive - The professional staff leader of a council.

Scouting Magazine - The official magazine sent to all registered Scouters.

Service Center-Scout Headquarters - It contains the professionals' offices and the Scout Shop (where you can buy uniforms and all of your Scouting needs.)

Service Star - Worn on the uniform above the left pocket to denote years of service in the Scouting program.

Silver Beaver - A recognition given by the National Court of Honor for distinguished service to youth within the local council. The similar regional award is the Silver Antelope and the national award is the Silver Buffalo.

Tenure - A term used to describe the length of service and membership in Scouting.

Tiger Cub - A first grade boy registered with an adult partner in the Tiger Cub Program.

Tour Permit - Permit approved by the council for any outing that is to be taken by a group of Cub Scouts if traveling is involved. Check with the Service Center.

Two-Deep Leadership - The concept of having at least two adult registered leaders at every pack meeting or den outing for the safety and welfare of the Cubs.

Uniform - The distinctive feature of Scouting that quickly identifies its members.

Uniform Inspection - A feature of a unit meeting when members of the registered unit are given an opportunity to demonstrate their uniformed appearance.

Unit - A term used to designate any one of the following; pack, troop, team, post, or ship.

Unit Commissioner - A commissioner assigned to a unit to lend support and help when needed. He/she can be the unit's best friend.

Volunteer - Individual who donates services, time, and/or funds to support the program of the Boy Scouts of America.

Volunteer Service - The work of a great body of men and women who make Scouting available to youth by their leadership of units.

Webelos Badge - A rank earned by a fourth or fifth grade boy which is part of the requirements for the Arrow of Light.

Webelos Den - A group of Webelos Scouts who meet weekly under the supervision of a Webelos den leader.

Webelos Den Chief - A Boy Scout who has been appointed to help direct the activities of a Webelos den.

Webelos Den Leader - The adult on-the-scene supervisor of a Webelos Scout den. A registered member of the pack who attends basic training to learn how to fulfill the job of a Webelos den leader.

Webelos Resource Person - A registered member of the troop committee or an assistant Scoutmaster who serves as liaison between the troop and the Webelos den.

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Webelos Scout - A Cub Scout who has completed the third grade belongs to a Webelos den. He works on activities in the Webelos book which are suited to his age. He will be exposed to more challenging outdoor experiences including camping.

Webelos-to-Scout Transition - The preparation and graduation of a boy from Cub Scouting to Boy Scouting.

Wolf - A rank earned by a second grade Cub Scout when he completes 12 achievements in the Wolf Book.

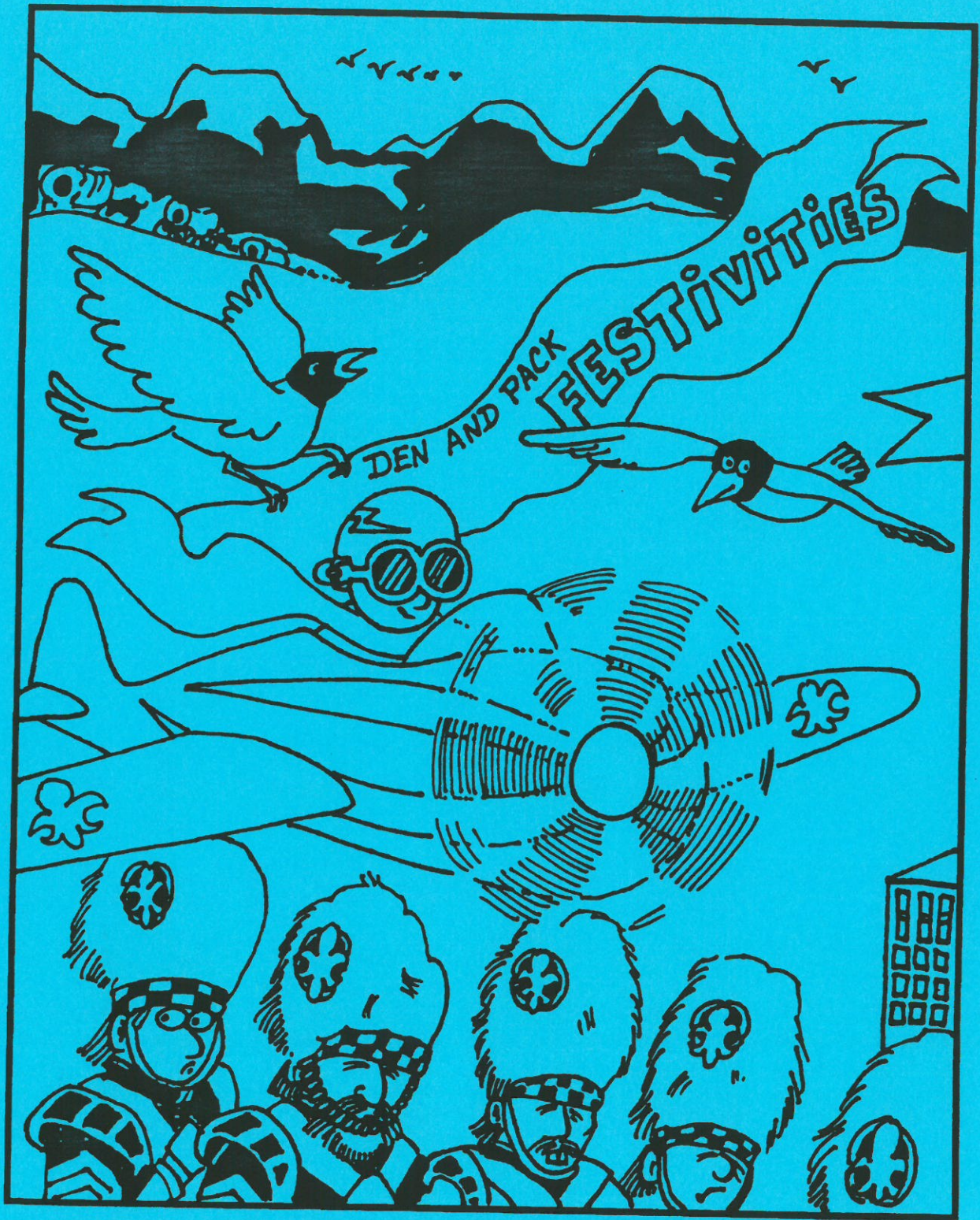
Wood Badge - Advanced training session (open by invitation only) for qualified Cub Scout trainers.

World Conservation Award - An award for Cub Scouts emphasizing the importance of our natural resources and our interdependence with other countries in fulfilling our mutual needs.

World Crest - A badge worn by Scouts and Scouters as a symbol of commitment to the World Association of Scouting. A portion from the sale of this patch goes to support this association.

World Friendship Fund - A fund to which Scouts and Scouters in the United States of America may contribute to provide material help to Scouts and Scouting around the world.





Den & Pack festivities



Den and Pack Festivities

Thoughts On A Stronger Pack

Don't become so immersed in the day-to-day details of running your den and pack that you lose the vision, understanding of purpose and operational know-how that brings real success.

Here are some thoughts that could help strengthen your Pack:

Keep your attendance high through the summer months, plan and announce your summer program before parents and boys become committed to or involved in other summer activities. As you announce the plans for your Pack's activities for June, July and August, recruit parents to help plan and conduct them. The activities will also qualify your pack for the National Summertime Pack Award. Be sure to participate in a Pack Charter Review Meeting with your Commissioner, examine your program over the past year and set new goals for the future. Have your District Executive arrange for a boy survey in the schools your Pack serves, contact the boys who are not a part of your Pack and invite them to join.

Ask Den Leaders who will be leaving to assist in recruiting their successors. Have them discuss which of the remaining parents might be the best Den Leader and help to recruit them. Ask them to assist the new leader in getting started with the Den. Hold spring parents' meeting. Remind parents about the purpose of Cub Scouting, how it works, what is expected of them and what they in turn can expect of Cub Scouting. Have an organizational chart ready to show present membership status and where each boy will be next fall.

A personal contact with each new family is essential. At your meeting with the family, explain what Cub Scouting is, how it works, and what happens at den meetings. Explain the families' part in the program, how their son advances with their help. Tell them what is expected of them to make the "pack go".

Communication is important - keep your Cub families informed of your Pack's activities, future plans and needs. Publish a newsletter for your pack meeting, announce coming events, tell what different dens are doing, which boys received awards at the last Pack meeting. Try a HELP WANTED column for parent assistance in future plans. Involve ALL of your parents - most everyone can do something to help your program. Learn about your parents through a Talent Survey and ask for help. Some people must be approached to help - they will not volunteer. If a person is unable to help in one area, try another. Involving everyone makes the job easier and also grooms future leaders. Don't forget - your Annual Planning Meeting is the start of a strong program for the year to come. A strong start is a boost for your Pack's entire year. Encourage ALL leaders to take Cub Scout Leader Basic Training as soon as possible - basic knowledge on the part of the den leaders and committee people will keep your program strong.

Setting Pack Goals

Human beings are always working toward goals, either consciously or subconsciously. The skillful use of this built-in capability is one of the characteristics of an effective leader. A person who has not set a specific goal will frequently tend to move toward whatever is uppermost in his mind, even though it may be a negative goal and not at all the kind of target he would set intentionally. Failure can even become a goal when a person has this foremost in his mind. As you carry out your responsibilities in your den and pack, if you have Cub Scouting's purposes uppermost in your thoughts, then things may work out OK. But if other leaders are concentrating on pack money-making or winning popularity contests, the chances are that there will be a conflict of goals, and the results may not be all that you had hoped for. Since people tend to move toward whatever they dwell on, it is a good idea to pinpoint specific constructive goals and program them into your system. It is equally important that your pack goals fit together and support each other; otherwise there will be a conflict of purposes.

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Here are some things to keep in mind when setting pack goals:

CONSISTENT...Think of each goal as one piece of a jigsaw puzzle. As the pieces are fitted together, they should form a picture that makes sense. What you're striving for is a picture of Cub Scouting at its best.

CONSTRUCTIVE...Pack goals should represent improvements in your present den or pack operation. They should be aimed at providing better Cub Scouting for the boys. They should be relevant to the program in order to be significant.

CHALLENGING...Your goals should be challenging, but not beyond the realm of possibility. They should be high enough to excite and stimulate your pack, but not so high they are unimaginable. Each goal and the overall picture of your goal structure should be within your reach, but not within your grasp. They should be attainable, but not too easily attainable.

CLEARLY DEFINED...Your goals should be readily understood by everyone concerned. Be sure all pack leaders have a clear image of your goals. Concrete goals are easier to evaluate than intangible ones, but often the intangible goals are important and worthwhile even though it is difficult to measure their success.

PRECISE...Rather than setting a goal to increase membership, set it to increase membership by 5% or 10% or 15%. Your goals should be sufficiently flexible to take into account reasonable degrees of variability.

WRITTEN...Write down your goals. Furnish copies to the people who will be helping you reach them. This written reminder will serve as a reinforcement.

Successful Pack Meetings

Set up ahead of time. If there is something that will be used during the meeting get it ready before the meeting starts. For example, instead of wasting time fumbling for awards, pins, and cards during the meeting, lay them all out before-hand, in order, on the head table. Two additional benefits, it makes it easy for someone to help and the display sure gets the other Cubs motivated when they see what others have earned.

Start on time. You can easily waste 15 minutes waiting for people. About 5 minutes before the scheduled start announce that people need to take a seat. Start on time and don't pussyfoot around. Kick the meeting off energetically and don't look back. If the CM is late expect the ACM to step right in.

Look at your meeting order. What are the very important items and who is the meeting for? (Hint: awards/skits/songs and the boys) Make these a priority and limit the other activities. Do try to mix activities with sitting to help control excess energy. Adults will also appreciate a chance to stretch. A good rousing cheer can be well worth the time. If you have a game as part of the pack meeting, you might consider using it as a "gathering" activity. Benefits? It frees up meeting time, helps get people there early because the boys are pushing not to be late, and it gives the parents some social-time outside of the meeting. Just don't get too involved and forget item #2.

Seating arrangements. We have parents sit with their son's den rather than having all the Cubs sit together. It helps maintain control. We also tell parents that they are responsible for helping maintain control - especially of siblings.

Notice that "announcements" isn't on the hot list. If you publish a newsletter (and you should!) announcements are often a duplication. Move them to the end of the meeting and keep them under tight control. Too often announcements are a big time waster where unprepared people stand up, fumble for words, and just repeat common knowledge. It is better to have one person read highlights from a card. If people need

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to know who is running a project just have them stand, briefly. There are other good reasons for having announcements last. You'll get better retention of information and if you run long you can cut announcements short by just mentioning that there is important info in the newsletter.

Stay on schedule and don't let things drag out. Be aware of the clock.

Finally, a good meeting doesn't just happen, it requires planning, communication, and a commitment to staying within a time limit.

Family Participation and Cooperation

Since the success of Cub Scouting depends basically on the cooperation of parents, it is a good idea to review their part in the program. Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home under the guidance of and with the cooperation of the parents. One of the programs main purposes is to bring the boy and his parents closer together.

When a boy joins Cub Scouting, the parents obligate themselves to these things:

- ⇒ To serve as leaders in the pack and den when called upon.
- ⇒ To attend pack meetings regularly with their son. To help their son progress in Cub Scout achievements and electives.

HERE ARE SOME WAYS TO SECURE PARENT COOPERATION IN THE PACK:

Easy come, easy go! Don't make it too easy to join.

Be sure parents understand their obligations BEFORE they join.

NO PARENT - NO BADGE. Don't give out badges unless one of the parents is there with the boy. Ignorance is not bliss. Don't keep parents in the dark. Discuss pack plans and problems with parents. In order to multiply, you must divide. Individual den leaders can be helpful in securing parent cooperation in the pack. Everyone works, including parents. Appoint parents to help at each pack meeting - give everyone a chance to help.

A stitch in time...personally follow up on delinquent parents to find out why they are not participating.

No gems in the rough, blooming unseen. Find out the skills and abilities of parents and put them to good use. Use the "Parent Talent Survey Sheet" and put it to use.

Foresight is better than hindsight. Plan a full year in advance at the pack annual planning conference.

Blow your pack horn. It pays to advertise. Be sure your sponsor and the public know about your pack program.

It's sugar that attracts the flies. Use theme ideas to promote and maintain parent interest and attendance. Put every parent on an ideas committee. Start on time - no matter what.

Finish on time - or sooner. Recognize parent attendance. One idea is an award which goes to the den with the largest percentage of parents present each month. Include parents in awards ceremonies. Remember, it is not the Cubmaster who worked with the boys and signed off the achievements when they were complete.

It was the parents. Include parents in special events. Plan family outings and activities.

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Blue And Gold Banquets

The Blue and Gold Banquet, the birthday dinner for the Cub Scout Program, is held during February, the anniversary month for the Boy Scouts of America. The Boy Scouts of America was organized in February, 1910, and the Cub Scout program was organized 20 years later, in 1930. February is also the birth month of Lord Baden-Powell, the founder of Scouting. The pack's big celebration gets its name from the Cub Scout colors. Blue and Gold banquets are held through out the month of February by packs all across the country.

NOTE TO "OLD" LEADERS : Be sure that the "first year" pack leaders know just what a Blue and Gold Banquet is and what "traditions" your pack follows.

Some packs make the dinner a potluck affair with each family bringing a covered dish; other packs prefer having the dinner catered; and some packs choose to buy the food and have it prepared by a committee, then divide the cost amongst those attending the dinner. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and at the dinner that really counts.

Dens should sit together. Guests may be invited and are seated either at a head table or with the dens. Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made, place cards, centerpieces, place mats, nut cups, and favors are all suggested things that might be used at the banquet. Cub Scouts should take part in making decorations; however, please be sure that what the boys do are boy-type activities. The dinner program should be entertainment from either within the pack, or from the outside. And don't forget the importance of recognizing the advancement of the boys.

Elements Of A Good Meeting

Have you ever had the horrible experience of discovering the refrigerator empty after inviting a house full of guests for the evening? Or have you ever been out where the big ones are jumping and found you've forgotten your bait? Frustrating, wasn't it? If you should ever find yourself in this predicament, facing wild Indians up a creek without a paddle; a situation like this spells trouble. You'd make sure beforehand that everyone had a paddle, so that they could be busy and helpful. That's just common sense and foresight. If that's true, then you'll agree that planning is quite important in the Cub Scout program. Planning is simply foresight and you have quite a few "wild Indians" to keep constructively busy over quite a period of time. Don't just have the same thing over and over again. Variety is the spice of any program, and Cub Scouting's answer to this is the use of the theme or Webelos activity badge area in the program planning. The monthly theme is an idea around which the program for any month of activity is planned. It was developed to ensure a Cub Scout program that has variety, action and purpose.

HOW TO PADDLE YOUR OWN CANOE

- Insist on attention while speaking - use the Cub Scout sign.
- Do not create impossible goals for your Cub Scouts.
- Give boys responsibility and expect them to meet it.
- Always plan your den meeting in advance.
- Keep den meeting going at a fast pace.
- Be fair and consistent with discipline.
- Teach boys self-respect for other.
- Praise in public; criticize in private.
- Never discipline when angry.
- Be firm in a friendly manner.
- Always mean what you say.
- Get everyone in uniform.
- Get to know each boy.

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Successful program planning involves good leadership and exciting program activities. Throughout the program planning process leaders should remember that their prime objective is to provide a high quality program to each boy. It must achieve the purposes of Cub Scouting while being fun and exciting for the boys. Program planning provides direction for the program, a sense of satisfaction for those participating, and a feeling of accomplishment in seeing boys grow in knowledge, skills and expanded interests. Planning also helps make the best use of time and resources available.

A "GOOD MEETING"

A good meeting doesn't just happen, it requires careful planning and execution of that plan. A "good meeting" achieves the purposes of Cub Scouting.

FOUR STEPS IN PLANNING

Cub Scouting has a proven plan and procedure that brings success.

The four steps in this planning process are:

- Annual Planning Conference - A long range look at all program possibilities for the year. Held in July or August.
- Monthly Pack Leaders' Meeting (Pack Committee) - to outline general plans and assign responsibilities.
- Den Leader Coach/Den Leaders' Meeting - to help plan the den meetings.
- Den Chiefs' Meeting - prepares them to assist Den Leaders with their den meetings. Webelos Den Chiefs meet with Webelos Den Leader.

BASIC CONCEPTS

Cub Scouting is a year round program. Cub Scouting must meet the needs and desires of any boy, any place. The Cub Scout program is built around the monthly theme. Webelos dens use activity badge areas for their monthly program.

The Cub Scout program should have VARIETY, ACTION, and PURPOSE.

The program must be FUN for all.

PLANNING THE PACK MEETING

Follow these guidelines to plan your monthly pack meetings.

- Plan ahead: Use the Program Helps and ask Den Leaders for advice and help.
- Notify People involved: Give them time to prepare; follow-up with a reminder.
- Use an agenda: To prevent overlooking something of importance, write down agenda items. Supply a copy to all pack leaders. Review the agenda before closing the pack meeting.
- Start and stop on time: Be consistent and participants will learn to arrive on time. The boys and parents will enjoy a short active meeting.
- Involve adults: The Cubmaster should delegate tasks, having stunts and puzzles ready. Urge adults to join in the activities by singing songs and participating in the cheers.
- Have every den involved in something: Such as the opening, closing, skits and demonstrations. Have FUN: Play games, sing songs, have skits and stunts, alternate the fun and serious events, but most of all have FUN and SHOW IT.
- Use ceremonies: Keep your ceremonies simple and easy to do. Use them for all advancements and change the format occasionally.
- Utilize Webelos Scouts: They provide good models for the younger boys. They can give service for the rest of the pack. Have their dens demonstrate their activity badge work.
- Recognize people for their work: Recognition should be immediate and should be public. Remember to recognize parents too, not just the Scouting volunteers.

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SEVEN PARTS OF A MEETING

BEFORE THE MEETING STARTS - Take care of any last-minute details, make sure that everything is ready before the boys arrive.

WHILE THE CUB SCOUTS GATHER - As soon as the boys begin arriving, give them something to do. If you don't, they will find something on their own.

OPENING - The signal the meeting is starting.

BUSINESS ITEMS - Keep this short. Cover important information about upcoming dates.

ACTIVITIES - At den meetings this is the time for games, crafts, the FUN stuff.

CLOSING - Serious and quiet. The meeting is over.

AFTER THE MEETING - The den leaders and den chief evaluate the meeting and go over plans for the next one.

100+ Den Meeting Ideas

Boys put on sample Den Meeting for parents

Indoor track meet

Practice physical fitness by playing games

Visit newspaper

Visit telephone company

Visit TV station

Visit a nearby state park

Visit a factory

Visit elderly folks & share a craft

Visit fire station

Visit a local historical attraction

Visit the zoo

Visit a library

Visit a weather station

Visit an aquarium

Visit a farm

Visit a water treatment plant

Visit an electricity plant

Visit an airport

Visit police station

Sack lunch picnic

Kickball game, using ball of rags or feathers

Den bowling tournament

Disabled guest speaks to den

Dads take den to a sporting event

Science teacher shows fun projects

Ice/roller skating party

Parent guest speaker - special hobby

Parent guest speaker - about profession

Backyard sunrise breakfast

Work on achievements everyone needs

Night meeting to star gaze

Dinosaur Day - each boy brings his favorite

Model Day - each boy brings his best

Geography Day - make maps and walk to local points of interest

Joke Day - each boy tells a few jokes

Microscope Day - each boy brings something to look at

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Pet Day - each boy brings a pet
Telephone Day - Boys stay home & call each other passing on relay messages on a pre-arranged plan
Game-Making Day - den makes games for Game Chest
Bring a Friend Day - a new recruit?
Magic Day - each boy does a magic trick
Collection Day - each boy brings a collection
Treasure Hunt
Scavenger Hunt for Cub Scout things
Marble shooting contest
Den uniform inspection
Bike safety inspection
Bike rodeo
Build models using Legos
Bird-watching Hike
Mix, bake, frost & eat cupcakes
Sidewalk race pinewood derby cars
Meet with another den
HS Athlete speaker
Go fishing at nearby pond
Bait-casting practic in backyard
Campfire - roast hotdogs & marshmallows
Boy Scout speaks about Jamboree
Boy Scout speaks about Camporees
Play charades
Mother & Son swim party
Start/make a den scrapbook
Plant a vegetable/flower garden
Photographer visits & shows developing process
Make puppets for a hand show
Rent a video & operate a mini-theater for family
Go rock collecting
Make Mother's Day gifts
Plan a skit for den to do in classroom during SUFS week
Make neckerchief slides
Make costumes for a skit or Halloween
Liar's Contest
Build a paper-mache town, fort, Indian camp
Find hazards in a nearby two-block area
Cubmaster speaks to den about making the most of Scouting
Make Christmas card collage
Sports contests (ping-pong, badminton, free-throw shooting, golf, etc.)
Fashion animals out of clay
Build a den window display
Build simple bird-houses
Make sailboats & race on a small pond
Make hats
Jump rope contest
Catch & identify butterflies
Scrambled Cub Scout words games
Go to baseball game
Play ball against another den
Grow crystals

Reflections of the Past, Visions of the Future

Service project for church or school
Learn a game new to everyone
Learn about Scouts in other countries
Make a family tree & family flag
Learn about different religions
Sing songs
Compose new song using a favorite tune
Learn to tie simple knots
Go to a movie together
Take a themed hike
Attend Summer Day camp
Put on simple carnival for siblings
Den writes & performs its own skit
Session on First Aid
Obstacle Course
Cub Scout Chefs
Sailboat Regatta
Watermelon Feed
Baseball Game
Swimming Party
Spacy Derby
Pet Contest
Cub Chili Supper
Tours
Nature Outing
Flag Day Ceremony
Ice Cream Social
Day Camp
Father-Son Overnighter
Attend Baseball Game
Car Races
Cake Auction
Roller Skating
Museum Visit Kite Flying
Cubmobile Derby
Nature Collection Hike
Backyard Carnival
False Alarm Picnic
Father-Son Swim Night
Minature Golf
Outdoor Circus
Raingutter Regatta
Bike Rodeo
Bug Scavenger Hunt
Fishing Derby
Family Picnic
Parade at Nursing Home
District Olympics
Pack Olympics
Country Fair
Gourd/Pumpkin Judging
Family Overnighter

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Zoo Visit/Picnic Corn Roast
Gold Miner Days
Glider Derby
Father-Son Baseball Game
Pack Hike
Bowling
Family Trips
Trail Blazing
Clean-Up Day
Den Cook-Out
Horseback Riding
Visit State Park
Weiner Roast
Spit & Slurp
Sports Day
Big Surf Day
Ice Cream Bonanza
Service Projects
Treasure Hunt
Pinewood Derby

BSA Cub Scout Unit & Leader Information

In a perfect world, all of the positions listed below would be filled by the parents and leaders that make up the adult population of the pack. When practicality takes precedence over the ideal situation, the responsibilities of several positions are often filled by one leader. The pack should strive to follow this model as closely as possible, but in all cases, the responsibilities that are spelled out below must be carried out by the leadership.

The Pack Committee

Every pack is under the supervision of a pack committee. This committee consists of a minimum of three qualified U.S. citizens of good character, 21 years of age or older, who are selected by the chartered organization and registered as adult leaders of the BSA. One of these is designated as pack committee chair. Obviously, with a committee of three, members must assume responsibility for more areas of service than with a committee of seven or more, where the responsibilities can be spread around. Although packs can and do operate with a minimum of three committee members, experience has shown that a larger committee generally ensures a stronger, more stable pack. A larger committee is better able to perform all the required functions of a successful pack program. It is also a way of involving more pack families in meaningful service to the pack.

General Responsibilities:

- Make recommendations to the chartered organization for final approval of pack leadership.
- Recruit the Cubmaster and one or more assistant Cubmasters, with the chartered organization's approval.
- Provide adequate and safe facilities for pack meetings.
- Coordinate the pack program with the program of the chartered organization through the chartered organization representative.
- Assist with pack charter renewal.
- Help to stimulate the interest of parents through proper programming.
- Supervise finances and equipment.
- Work closely with the Cubmaster.
- Ensure that Cub Scouts and Webelos Scouts receive a year around, quality program.
- Complete Pack Committee Fast Start Training and Cub Scout Leader Basic Training.

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Conduct, with the help of the Cubmaster, periodic training for parents.

Cooperate with other Scouting units.

A strong pack committee will have individual members assigned to such areas as record keeping and correspondence, finances, advancement, training, public relations, and membership and re-registration. The pack committee chair decides how the responsibilities should be divided and gives committee members assignments. Details of the various pack committee functions follow.

Pack Committee Chair

Qualifications: Be a U.S. citizen at least 21 years of age, appointed by the chartered organization and registered as an adult leader of the BSA. A person of good character, familiar with organization procedures, with a deep concern for the pack's success. Preferably a member of the chartered organization, respected in the community, who shows the willingness and ability to be the Cubmaster's chief adviser.

Responsibilities: The pack committee chair's job is to:

Maintain a close relationship with the chartered organization representative, keeping this key person informed of the needs of the pack that must be brought to the attention of the organization or the district.

Report to the chartered organization to cultivate harmonious relations.

Confer with the Cubmaster on policy matters relating to the Cub Scout program and the chartered organization.

Supervise pack committee operation by:

Calling and presiding at pack leaders' meetings - Assigning duties to, and training, committee members -

Planning for pack charter review, roundup, and re-registration - Approving bills before payment by the pack treasurer

Conduct the annual pack program planning conference and pack leaders' meetings.

Complete Pack Committee Fast Start Training and Cub Scout Leader Basic Training.

Complete BSA Youth Protection Training.

Ask the committee to assist with recommendations for Cubmaster, assistant Cubmasters, den leader coaches, Webelos den leaders, and den leaders, as needed.

Recognize the need for more dens, and see that new dens are formed as needed.

Work with the chartered organization representative to provide adequate and safe facilities for pack meetings.

Cooperate with the Cubmaster on council-approved money earning projects so the pack can earn money for materials and equipment.

Manage finances through adequate financial records.

Maintain adequate pack records and take care of pack property.

If the Cubmaster is unable to serve, assume active direction of the pack until a successor is recruited and registered.

Appoint a committee member or other registered adult to be responsible for Youth Protection training.

Provide a parent training program.

Develop and maintain strong pack-troop relationships, sharing with the troop committee the need for graduations into the troop.

Work closely with the unit commissioner and other pack and troop leaders in effecting a smooth transition of Webelos Scouts into the troop.

Help bring families together at joint activities for Webelos dens (or packs) and Boy Scout troops.

Support the policies of the Boy Scouts of America.

Pack Secretary

Keep informed of all Cub Scouting literature, materials, records, and forms so as to help leaders function effectively. Assist new den leaders by telling them what items are available.

Acquaint den leaders with contents of the Pack Record Book so they will know how to supply the information that should be recorded there.

Maintain up-to-date information on membership, leadership, attendance, and advancement in the Pack Record Book.

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Maintain an inventory of pack property.

Handle correspondence for the pack. This may include writing letters of appreciation and requests for reservations, or ordering supplies through the local council service center.

Keep notes on pack leaders and committee' meetings. Record only key items such as things needing follow-up or items for the history of the pack.

Notify leaders of pack leaders' meetings and other activities.

Provide den leaders with records and forms for meetings.

Pack Treasurer

Help the pack committee and Cubmaster establish a sound financial program for the pack with a pack budget plan.

Open or maintain a bank account in the pack's name and arrange for all transactions to be signed by any two: Cubmaster, chair, secretary, or treasurer.

Approve all budget expenditures. Check all disbursements against budget allowances, and pay bills by check. The pack committee chair should approve bills before payment.

Collect dues from Cub Scout and Webelos den leaders at the pack leaders' meeting, preferably in sealed den dues envelopes. Open envelopes in presence of den leaders or the den leader coach. Give receipts for these funds and deposit money in the bank account.

Keep up-to-date financial records. Enter all income and expenditures under the proper budget item in the finance section of the Pack Record Book. Credit each Cub Scout with payment of dues. From time to time, compare the records with those of the den leaders to make sure they are in agreement. Give leadership in developing a coordinated record keeping system in the pack.

Be responsible for thrift training within the pack. Encourage each den leader to explain the pack financial plan to each boy and his family, so that boys will accept responsibility for paying dues and parents will be alert for opportunities for boys to earn dues money and develop habits of thrift.

On request of den leaders, sympathetically counsel with a boy who does not pay dues, determine the reason, and encourage regular payment. If the boy is unable to pay, work out a plan with the Cubmaster and pack committee so the boy can earn dues.

Periodically report on the pack's financial condition at the monthly pack meeting. Make regular monthly reports to the pack committee at pack leaders' meeting, and report to chartered organization as often as desirable on the financial condition of the pack.

Provide petty cash needed by leaders. Keep a record of expenditures.

Guide the pack in conducting council-approved, pack money-earning projects.

Pack Advancement Chair

Have a working knowledge of the Cub Scout and Webelos Scout advancement plans.

Help plan and conduct induction and advancement recognition ceremonies.

Arrange for Tiger Cub graduation ceremonies with the Cubmaster and Tiger Cub coach.

Train parents and pack committee in ways to stimulate Cub Scout and Webelos Scout advancement.

Arrange for Webelos graduation ceremonies with the Cubmaster, Webelos den leader, and Scoutmaster.

Promote the use of Cub Scout and Webelos Scout Den Advancement Charts to record advancement in the den and as an incentive for advancement.

Promote the use of den doodles as a stimulus for advancement.

Collect Den Advancement Reports at pack leaders' meetings for use when ordering badges and insignia from the local council service center.

Promote Boys' Life magazine as an aid to advancement.

Help build or obtain advancement equipment for use in making advancement ceremonies more effective.

Promote wearing and proper use of uniform and insignia.

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Pack Training Chair

- Have a working knowledge of the training plan for Cub Scout leaders.
- Promote leaders' attendance at Cub Scout leader training courses, monthly roundtables, Cub Scout leader pow wows, and Quarterly Leadership Updates.
- With the den leader coaches, coordinate Fast Start training for new adult leaders.
- Work with the Cubmaster and pack committee to set up a program for training parents.
- Arrange for BSA Youth Protection training for Pack Leaders annually
- Complete BSA Youth Protection Training.
- Develop and manage a pack library for use by den and pack leaders.
- Encourage full use of program materials in Cub Scout and Webelos Scout Program Helps, in Boys' Life and Scouting magazines, Cub Scout Leader Program Notebook, and other Cub Scouting literature.
- Promote den chief attendance at den chief training.

Pack Public Relations Chair *(some Packs combine with Secretary responsibilities)*

- Promote family participation in all pack events such as blue and gold banquets, pack picnics, and other special events.
- Promote pack participation in appropriate programs of the chartered organization such as the worship service (Scout Sunday or Scout Sabbath if the charter organization is a church or synagogue).
- Publicize and promote pack participation in local service projects with the chartered organization, school, and community.
- Publicize and promote pack participation in Scouting Anniversary Week activities and Scout Sunday participation.
- Circulate Tiger Cub, Cub Scout, and Webelos Scout recruiting fliers and leaflets to invite boys to join. Work with the pack committee to promote new membership. Let the people in your neighborhood know a Cub Scout pack is available.
- Consider using a monthly or quarterly pack newsletter to inform parents of pack plans, guide new parents in pack policies, and create a feeling of unity among members of the pack family.
- Provide pack announcements for regular release in the official bulletins of your chartered organization.
- Make use of the news media in publicizing pack events.

Pack Outings/Activities Chair

- Help the Cubmaster and Pack Committee plan and arrange for outdoor activities.
- Arrange for property, fire, and tour permits when required.
- Locate new picnic areas.
- Arrange for safe transportation when needed.
- Plan first aid for emergencies.
- Help the Webelos den leaders plan Webelos overnights.
- Help arrange for equipment, as needed.
- Arrange for Safe Swim Defense implementation for all outings involving swimming.
- Plan outings to help pack and dens qualify for National Summertime Pack Award.
- Help inform parents about opportunities for family camping.
- Assist in the promotion of day camp and resident camp opportunities.
- Complete BSA Youth Protection Training.
- Be aware of BSA health and safety requirements and see that these are carried out.
- Know and carry out BSA outdoor program policy related to Cub Scouting. Review all activities to ensure unit leaders comply with BSA policies in the Guide to Safe Scouting.

Pack Membership and Re-registration Chair

- Prepare re-registration papers and an annual report to the chartered organization. Secure signatures and registration fees for the coming year.
- Ask the chartered organization representative to submit a charter application and annual report to the chartered organization for approval.

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At least a month before charter expiration, also arrange for the annual membership inventory, a uniform inspection, and the annual charter review meeting.

Assist the Cubmaster and chartered organization representative in planning and conducting the formal charter presentation.

Conduct an annual census of boys in the chartered organization for systematic recruitment. Work with pack committee members to promote recruitment plans.

Work with the Cubmaster and pack committee to develop and carry out a plan for year-round membership growth.

Work with the Cubmaster and pack committee to see that eligible boys and parents are advanced into a Webelos den at the appropriate time.

Work with the Cubmaster, Webelos Den Leader and Troop liason to see that Webelos Scouts and parents have a smooth transition into a Boy Scout troop.

Work with the Cubmaster in following up on former pack members who are now Boy Scouts and potential den chiefs.

Follow up on Cub Scout dropouts to return them to full, active membership.

The Cubmaster

Qualifications: Be a U.S. citizen at least 21 years of age, of good moral character and interested in working with boys. Need not be an expert in all Cub Scout activities but should be a leader who is able to deal with adults as well as boys. Should be able to delegate responsibilities; set a good example by behavior, attitude, and uniform; and believe in the values and principles of Cub Scouting. Preferably a member of the chartered organization. Recruited and appointed by the pack committee with the approval of the chartered organization, and registered as an adult leader of the BSA.

Responsibilities:

Conduct a pack program according to the policies of the Boy Scouts of America.

Complete Cubmaster Fast Start Training and Cub Scout Leader Basic Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Plan and help carry out the Cub Scout program in the pack.

This includes leading the monthly pack meeting, with the help of other leaders.

Know about and use literature of the program, including Boys' Life and Scouting magazines and Cub Scout and Webelos Scout Program Helps.

See that the pack program, leaders, and Cub Scouts reflect positively the interests and objectives of the chartered organization and the Boy Scouts of America.

Work with the pack committee on:

- (1) program ideas
- (2) selecting and recruiting adult leaders
- (3) establishing a budget plan.

Guide and support den leaders. See that they receive the required training for their position.

Recruit den leader coaches as needed.

Help organize Webelos den(s) and encourage graduation into a Boy Scout troop.

Help establish and maintain good relationships with Boy Scout troops.

Maintain good relationships with parents. Seek their support and include them in activities. Involve male relatives such as uncles and grandfathers, so Cub Scouts will have additional male role models.

See that Cub Scouts and Webelos Scouts receive a quality, year-round program filled with fun and activities that qualify the dens and pack for the National Summertime Pack Award.

Guide Cub Scouts in goodwill and conservation projects.

Supervise the support of the Tiger Cub dens.

See that the responsibilities specified for the assistant Cubmaster are carried out.

Assist the pack committee chair in conducting the annual pack program planning conference and the monthly pack leaders' meetings.

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Work as a team with the pack committee chair to cultivate, educate, and motivate all pack leaders and parents in Cub Scouting.

Take part in the charter review meeting with sponsor.

Recruit den chiefs for all dens. Recognize the den chiefs at pack meetings.

Meet with Tiger Cubs and their adult partners prior to graduation to discuss Cub Scouting.

Conduct an impressive graduation ceremony for Tiger Cubs.

Meet with the unit commissioner, Webelos den leader, and Scoutmaster to establish plans for the Webelos-to-Scout plan.

Assist in planning and conducting stimulating graduation ceremonies involving parents, the Scoutmaster, the Webelos den chief, Webelos den leader, and troop junior leaders.

Conduct impressive Webelos den induction and Arrow of Light Award ceremonies.

Encourage high advancement standards for Cub Scouts and Webelos Scouts.

Help bring families together at joint activities for Webelos dens (or packs) and Boy Scout troops.

In general, the Cubmaster (sometimes referred to as the unit leader) is the guiding hand behind the work of other pack leaders and serves as program adviser to the pack committee—a recruiter, a supervisor, a director, a planner, a motivator of other leaders. The responsibilities can be boiled down to the following:

- Work directly with the den leader coach, Tiger Cub coach, Cub Scout den leaders, Webelos den leaders, den chiefs, and pack committee chair and members to make sure all dens are functioning well.
- Plan the den and pack programs with the help of other leaders.
- Lead the monthly pack meeting with the help of others. Involve all dens in some way.
- Coordinate the total Cub Scout program in the pack. Everything the Cubmaster does is aimed at helping the individual boy. Securing strong leaders, planning den and pack activities, advising other leaders and parents. These are all ways in which the Cubmaster affects the kind of Cub Scouting each boy in the pack is offered. Although this job is an executive position, the Cubmaster has direct influence on the lives of individual boys by keeping in mind that boys can be made better through Cub Scouting.

The Assistant Cubmaster

Every pack should have at least one assistant Cubmaster. In most packs, two or three will be helpful, allowing the Cubmaster to divide the responsibilities.

Qualifications: Be a U.S. citizen at least 18 years of age, of good moral character and interested in working with boys. At least one assistant Cubmaster should be able to fill the Cubmaster's shoes in case of an emergency. Recommended by the Cubmaster, approved by the pack committee and chartered organization, and registered as an adult leader of the BSA.

Responsibilities: An assistant Cubmaster's responsibilities (as designated by the Cubmaster) are to:

Assist the Cubmaster as needed. Be ready to fill in for the Cubmaster, if necessary.

Complete Cubmaster Fast Start Training and Cub Scout Leader Basic Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Participate in pack meetings.

Supervise den chiefs and see that they are trained.

Work with neighborhood troops that supply den chiefs and into which Cub Scouts may graduate.

Help inform pack leaders of training opportunities and arrange for them to attend training sessions.

Work with the pack committee to develop and promote an ongoing plan for recruiting new boys.

Work with the Cubmaster and pack committee on pack re-registration.

Assist in pack activities such as dinners, pinewood derbies, bike safety workshops, service projects, etc.

Work with the pack committee on outings to see that the pack and dens qualify for the National Summertime Pack Award.

Participate in the annual pack program planning conference and pack leaders' meetings.

The Den Leader Coach

Qualifications: Be a U.S. citizen at least 21 years of age and of good moral character. Should be an experienced person (usually a former den leader) who is a good listener and capable of recruiting, encouraging, and training Cub Scout or Webelos den leaders. Preferably a member of the chartered organization. Recommended by the

Reflections of the Past, Visions of the Future

Cubmaster, approved by the pack committee and chartered organization, and registered as an adult leader of the BSA. If a pack has three or more Webelos dens, a Webelos den leader coach should be selected, in addition to a den leader coach for Cub Scout dens.

Responsibilities: The den leader coach's responsibilities are to:

Help ensure stable, active, enthusiastic den leaders for all Cub Scout or Webelos dens.

Complete Fast Start training, Cub Scout Leader Basic Training, and the Den Leader Coach Seminar. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Help Cub Scout or Webelos den leaders understand the purposes, policies, and procedures of the chartered organization and the Boy Scouts of America.

Give immediate help and Fast Start training to new den leaders.

Help them plan and conduct their first several meetings.

Encourage den leaders to attend basic training and to qualify for Cub Scout leader recognition awards. See that leaders are appropriately recognized.

Encourage den leaders to attend monthly roundtables, or represent them there.

Hold monthly meetings with den leaders to help plan den activities and programs agreed upon at monthly pack leaders' meetings.

Be thoroughly informed and up-to-date on the latest program literature and materials.

Give continuing support and help to den leaders. Offer help, encouragement, direction, training, and new ideas, without taking over the den.

Be available to attend den meetings as needed.

See that dens are never without a leader and assistant. Be ready to fill in for a den leader in case of emergency.

Help the Cubmaster in recruiting new den leaders and assistant den leaders.

Be sure den leaders understand the pack budget plan.

Be sure den leaders understand the importance of maintaining den records.

Serve as the communications link between the Cubmaster and Cub Scout or Webelos den leaders. Keep the Cubmaster informed on the successes and needs of dens.

Participate in the annual pack program planning conference and pack leaders' meetings.

Participate in pack meetings.

Support the policies of the Boy Scouts of America.

The Cub Scout Den Leader

Qualifications: Be a U.S. citizen at least 21 years of age and of good moral character. Should be interested in and enjoy working with boys and be able to work with adults. May be a parent of a boy in the den. Recommended by the Cubmaster after consultation with parents of the Cub Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of the BSA.

Responsibilities: The Cub Scout den leader's responsibilities are to

Give leadership in carrying out the pack program in the den.

Complete Den Leader Fast Start Training and Cub Scout Leader Basic Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Lead the den in its participation at pack meetings. Serve as den host or hostess for den parents at pack meetings.

Work in harmony with other den and pack leaders.

Cooperate with the Cubmaster (or assistant Cubmaster) in recruiting new boys.

Help train the den chief and guide him to work with the Cub Scouts. See that he receives recognition for his efforts at den and pack meetings.

Meet regularly with the den chief. Let him help plan den meetings and den activities, and allow him to serve as den activities assistant.

Provide meaningful jobs for the denner and assistant denner so they can learn responsibility and gain satisfaction from their efforts.

Use Boy's' Life and Scouting magazines, Cub Scout Program Helps, the boys' program books, and other Cub Scouting literature as sources for program ideas.

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Collect weekly den dues and turn them in to the pack treasurer at monthly pack leaders' meetings (or to the den leader coach at monthly den leader-den leader coach meetings). Keep accurate records of den dues and attendance.

Maintain a friendly relationship with Cub Scouts; encourage them to earn the advancement awards. Keep accurate advancement records and see that boys receive recognition for their achievements.

Stimulate the Cub Scouts' imaginations on the program theme for the month and help the den prepare its stunts and exhibits for the pack meeting.

Help the den and pack earn the National Summertime Pack Award.

Help establish a close working relationship with the assistant den leader and den chief, functioning as a den leadership team.

Develop a good working relationship with den parents and families.

Use their talents to help enrich the den program. Hold den parents' meetings as often as needed to get acquainted and strengthen den operation. Have open communications with den families.

Involve den fathers, uncles, and grandfathers in outings and other den activities so boys will have additional male role models.

See that a leader is available for all den meetings and activities. Call on the assistant den leader or den leader coach to fill in when necessary.

Take part in the annual pack program planning conference and pack leaders' meetings (or den leader-den leader coach meetings).

Help set a good example for the boys by behavior, attitude, and proper uniforming.

Support the policies of the Boy Scouts of America.

The responsibilities can be summarized as the following:

- Work directly with other den and pack leaders to ensure their den is an active and successful part of the pack.
- Plan, prepare for, and conduct den meetings with the assistant den leader and den chief.
- Attend the pack leaders' meetings.
- Lead the den at the monthly pack activity.

The Assistant Den Leader

Each den should have at least one assistant den leader, and more if needed.

Qualifications: Be a U.S. citizen* at least 18 years of age, of good moral character and able to perform the duties assigned by the den leader. Should be able to fill in for the den leader in case of emergency.

Recommended by the Cubmaster after consultation with the den leader and parents of the Cub Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of the BSA.

Responsibilities: The assistant Cub Scout den leader's responsibilities are to:

Assist the den leader as needed.

Carry out the duties assigned by the den leader.

Be ready to fill in for the den leader in case of emergency.

Help establish a close working relationship with the den leader and den chief, functioning as a den leadership team.

Complete Den Leader Fast Start Training and Cub Scout Leader Basic Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Attend pack meetings and assist as needed.

Take part in the annual pack program planning conference and pack leaders' meetings (or den leader-den leader coach meetings).

Work in harmony with other den and pack leaders.

Support the policies of the Boy Scouts of America.

The assistant Cub Scout den leader shares the work of the Cub Scout den leader and may be called upon to serve as a parent contact or record keeper, or to handle other details of den operation.

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The Webelos Den Leader

Qualifications: Be a U.S. citizen at least 21 years of age and of good moral character. Should be interested in and enjoy working with boys and able to work with adults. May be a parent of one of the boys in the den. Recommended by the Cubmaster after consultation with parents of the Webelos Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of the BSA.

Responsibilities: The Webelos den leader's responsibilities are to:

Give leadership to planning and carrying out a year-round program of activities for the Webelos den to achieve the purposes of Cub Scouting.

Complete Webelos Den Leader Fast Start Training, Cub Scout Leader Basic Training, and Webelos Den Leader Outdoor Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Lead the den in its participation at the monthly pack meetings.

Help establish a close working relationship with the assistant Webelos den leader and Webelos den chief, functioning with them as a den leadership team.

Work in harmony with other den and pack leaders. Work with the Cubmaster and pack committee in recruiting new Webelos Scouts.

Help train the Webelos den chief and guide him to work with Webelos Scouts. Attend den chief training with him. See that he receives recognition for his efforts at den and pack meetings.

Meet regularly with the Webelos den chief. Let him help plan Webelos den meetings and activities. Give him meaningful assignments.

Provide worthwhile tasks for the Webelos denner so he can assume some responsibility and gain satisfaction from his efforts.

Use Boy's Life and Scouting magazines and Webelos Scout Program Helps as resources for ideas and information.

Instill Scouting's spirit and moral values by personal example, ceremonies, and meaningful activities such as service projects.

Collect den dues and turn them in to the pack treasurer at the pack leaders' meeting. Keep accurate records of den dues and attendance.

Encourage Webelos Scouts to advance. Maintain high advancement standards. Keep accurate advancement records and see that the boys are promptly recognized for their achievements.

With the help of the Cubmaster, pack committee, and unit commissioner, determine one or more neighborhood Boy Scout troops into which Webelos Scouts will be graduated and establish a good working relationship with those troops. Try to graduate every Webelos Scout into a troop.

Work with the Scoutmaster and assistant Scoutmaster to plan and conduct meaningful joint activities.

Work with the Cubmaster to see that impressive graduation ceremonies are conducted in the pack. Invite the Scoutmaster and troop leaders to take part.

Ask qualified persons, including adult family members, to serve as activity badge counselors.

Encourage parents of Webelos Scouts to help plan and carry out overnight campouts and other outdoor activities. Work with the troop assistant Scoutmaster or Scoutmaster to arrange for loan of troop equipment and on joint Webelos den-troop activities.

Help the den and the pack earn the National Summertime Pack Award.

Follow the policies of the Boy Scouts of America.

Have a plan to ensure that a leader is available for all Webelos den meetings and activities. Call on the assistant Webelos den leader to fill in, as needed.

Participate in the annual pack program planning conference and the monthly pack leaders' meetings.

Keep the Cubmaster and pack committee informed on the status and needs of the Webelos den.

The responsibilities can be summarized as the following:

- Work directly with other den and pack leaders to ensure the den is an active and successful part of the pack.
- Plan, prepare for, and conduct den meetings with the assistant and den chief.
- Attend pack leaders' meetings.
- Lead the den at the pack meetings and activities.

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The Assistant Webelos Den Leader

Every Webelos den should have at least one assistant den leader.

Qualifications: Be a U.S. citizen at least 18 years of age, of good moral character and able to perform the duties assigned by the Webelos den leader. Should be able to fill in for the Webelos den leader in case of emergency. Recommended by the Cubmaster after consultation with the Webelos den leader and parents of the Webelos Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of the BSA.

Responsibilities: The assistant Webelos den leader's responsibilities are to:

Assist the Webelos den leader as needed. Carry out the duties assigned by the Webelos den leader. Be ready to fill in for the den leader in case of emergency.

Help establish and maintain a close working relationship with the Webelos den leader and Webelos den chief, functioning with them as a den leadership team.

Help establish and maintain good relationships with neighborhood Boy Scout troops into which Webelos Scouts will graduate.

Complete Webelos Den Leader Fast Start Training, Cub Scout Leader Basic Training, and Webelos Den Leader Outdoor Training. Attend monthly roundtables.

Complete BSA Youth Protection Training.

Attend monthly pack meetings and assist as needed.

Take part in the annual pack program planning conference and monthly pack leaders' meetings.

Support the policies of the Boy Scouts of America. The assistant Webelos den leader shares the work of the Webelos den leader and may be called upon to handle various details of den operation.

Tiger Cub Coach

The Tiger Cub coach is a member of the pack leadership, recommended by the Cubmaster and approved by the pack committee and chartered organization.

The Tiger Cub coach's responsibilities are to:

Complete Tiger Cub Coach Fast Start Training.

Organize and provide orientation for Tiger Cub dens.

Maintain contact with each Tiger Cub den through the Tiger Cub den coordinator and the host team for that month's den meeting(s).

Coordinate Tiger Cub participation in pack activities and the Tiger Cub graduation ceremony.

Re-register the Tiger Cubs and their adult partners as a part of the pack's annual charter renewal process.

Follow up to ensure graduation of all Tiger Cubs into Cub Scouting.

Serve as a resource person for the Tiger Cub dens.

Report on the progress of Tiger Cub dens at monthly pack leaders' meetings.

Tiger Cub Den Coordinator

Remember, there is no Tiger Cub leader position; however, the new Tiger Cub den should select one adult from within the den to act as Tiger Cub den coordinator. The coordinator's role is very simple:

Coordinate plans for involving the Tiger Cub den in Cub Scout pack activities.

Maintain shared leadership by seeing to it that the responsibility for hosting den activities rotates among boy-adult partner teams within the den.

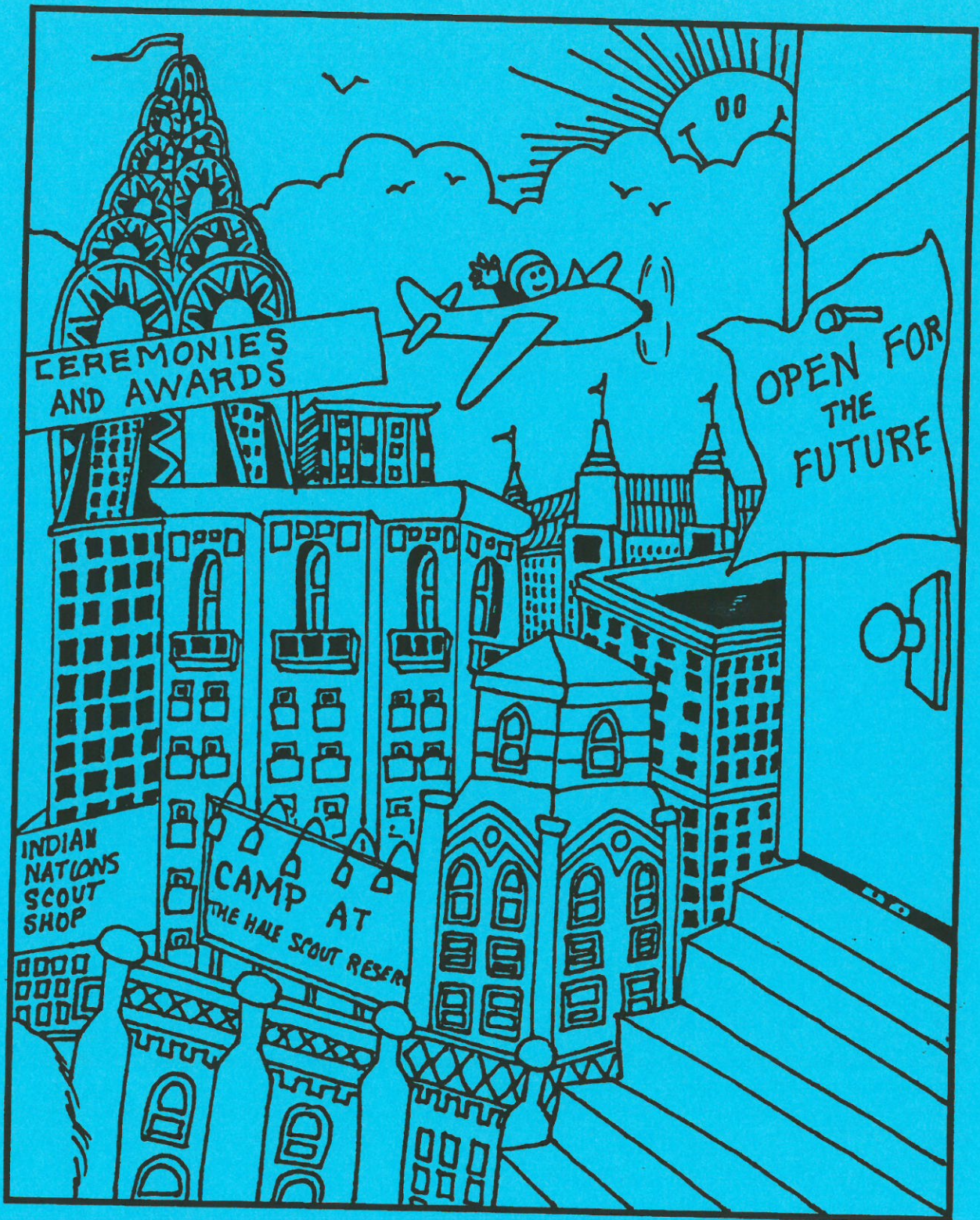
Attend a short orientation conducted by the Tiger Cub coach or the pack representative prior to the first den meeting.

Maintain the Tiger Cub Resource Book and distribute appropriate big idea support pages to the host team.

Also, maintain the Tiger Cub Instant Recognition Kit and distribute the paw and beads as indicated.

Assist the Tiger Cub coach with the Tiger Cub den graduation.

Other Cub Leader positions are available, information on these can be acquired from the Scout Service Center.



Ceremonies and Awards



CEREMONIES

SPECIAL RECOGNITION

There are times when a boy does something outside of Cub Scouting for which he may deserve recognition from his den. Perhaps a boy will win a prize at the school activity or in a community activity. Perhaps he is a member of a championship baseball team or wins a prize for growing the best vegetable in a garden show.

A ceremony isn't necessary, but call the boy forward and tell the den what he has done during the week.

RECEIVING NEW MEMBER

One way of receiving new members is to reserve one song for these welcoming occasions. Below are two sample-welcoming songs. Perhaps your boys would like to write one of their own.

WE'RE GLAD TO SEE YOU HERE

Tune: Farmer in the Dell

We're glad to see you here,
It gives us joy and cheer.
Sure, it's true, we say to you
We're glad to see you here.

CUB SCOUT WELCOME SONG

Tune: Auld Lang Syne

We welcome you to our Cub den.
We're mighty glad you're here.
We'll start the air shaking
With a mighty cheer.

We'll sing you in; we'll sing you out,
For you we'll raise a shout.
Hail, hail, the gang's all here today,
You're welcome to our den!

Perhaps you as a Den Leader would also like to say a few words to the new boy about the den. Include a word about when the den was organized, the names of some of its former members, and some of the interesting things the den has done.

You can end the welcome by having the Cub Scouts form a living circle with the new boy outside, then break the circle and invite the new boy to join.

Here is another ceremony to welcome a new Cub Scout, when he has earned his Bobcat Badge. If your den has an artificial campfire (made with small logs, crushed red cellophane, and an electric light), use it in this ceremony.

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Den Chief (to Denner): *(Name of new member)* is present and wants to join our den. Will you ask the den to be seated around our fire and bring *(name)* to the fire? *(New Cub Scout is escorted by the Denner.)*

Denner: Have you passed your Bobcat test with your parents?

New Cub Scout: I have.

Denner: Tell us, what does the Cub Scout sign mean?

New Cub Scout: *(Tells the meaning of the sign, as he understands it.)*

Denner: Please give the Cub Scout Promise. *(New Cub Scout gives it.)* Give the Law of Pack. *(The New Cub Scout does.)* You have learned well the ways of the Bobcat. We welcome you to Den *(no.)*. And now let's form the living circle with our new Cub Scout. *(Gives new member the handshake.)* Welcome, Bobcat.

OPENING CEREMONIES

Here are a few suggestions for opening ceremonies listed below for Pack Meetings and/or Den Meetings. Very little explanation is needed, certainly not a script, for these are very simple ceremonies, usually developed by members of the Pack.

- ◆ Pledge of Allegiance to the Flag.
- ◆ Sing a patriotic song.
- ◆ Sing the Pack's favorite Cub Song.
- ◆ Cubs file in and form large circle. Then join in Grand Howl.
- ◆ Call roll by Dens. Each Den gives its own Den Cheer-simultaneously!
- ◆ Cubs enter. Then flags are paraded in. All repeat the Pledge.
- ◆ Indian Ceremony.
- ◆ Den Meetings

The opening for the den meeting is usually a bit more informal than that used in the pack meeting. Most den meetings have a preopening activity that is not highly organized. The opening ceremony brings the boys together in a quieting situation, readying them for the business that follows.

Some suggested ceremonies include—

- **A special roll call.** This might consist of having each boy do something related to the theme when his name is called. Some examples are name a bird or a tree, show and explain something he has made since the last den meeting, answer with his middle name, name his favorite book or hobby, or give his mother's first name.
- **Circle Handclasp.** Cub Scouts form a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp he makes a wish, silently, and pledges to do his best.

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- **The jungle ceremony.** At signal of the denner, all Cub Scouts hide nearby. Den Chief then stands in center of room and calls, "Bobcats." All Bobcats come from hiding, crying "Me-o-ow! Me-o-ow!" or whatever your den has decided is the cry of a Bobcat. These Cub Scouts continue crying while den chief calls for "Wolves." They come howling. Then the Bears come growling, ferociously. Now the entire den is in full cry.

The den chief makes the Cub Scout sign (followed by the Cub Scouts), then
Calls: "Akela welcomes the jungle animals to his den. Let's see to it that we
Work and play in peace and become strong and wise Cub Scouts."

- **Christmas opening.** The den leader or den chief introduces the Law of the Pack by emphasizing that the gifts we enjoy should make us more determined to live up to the ideals of Cub Scouting---duty to God and duty to our fellowman. After repeating the Pledge of Allegiance and the Law of the Pack, sing a Christmas carol and "Jingle Bells." Introduce visitors.
- **A prayer.** Choose one suitable for all faiths. If all members are of same faith, use a prayer of that faith.
- **Brief remarks about a famous man.** Subjects may include Lincoln, Washington, or Lord Baden-Powell, the founder of Scouting.
- **A reading** such as Lincoln's Gettysburg Address.
- **A Cub Scout's influence.** The den leader asks all Cub Scouts to form a circle and to close their eyes.
Den Leader: Think about darkness.

Den Chief: Now open your eyes. I will light this tiny candle. (Lights candle.) This small ray of light represents the goodwill given by one Cub Scout. See how it shines. The rays from several Cub Scouts would make a bright light. Each Cub Scout lets his light shine by doing his best, helping other people, and being obedient.

Den Leader: I now light this tall white candle. This signifies that overall there shines a brighter light to lead us. Let us always think first of God; second, of others; and third, of ourselves.

Pack Meetings

Formal and better-executed ceremonies are more often found in the pack meeting than in den meetings. It is, perhaps, only natural that the den performs better before a larger crowd. However, we should still keep in mind that pack ceremonies should be relatively simple, not requiring lengthy rehearsals.

Question-and-Answer

Personnel: Leader, Cub Scouts.
Equipment: None.

Leader: For our opening ceremony tonight we will have responses to questions on Cub Scouting ideals. What is the Cub Scout motto?

Cub Scouts: Do Your Best.

Leader: Will you do your best?

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Cub Scouts: We'll do our best.

Leader: Demonstrate the Cub Scout sign. (*Cub Scouts raise and extend two fingers.*)

Leader: What do the two fingers represent when you give the Cub Scout sign?

Cub Scouts: The parts of the Cub Scout Promise, help other people and obey the Law of the Pack.

Leader: Give the Cub Scout salute. (*Boys salute.*)

Flag

Personnel: Leader, a full den of Cub Scouts in uniform, operators for the record player, houselights, spotlight, and an electric fan.

Equipment: Small U.S. flag, electric fan, spotlight (red or blue), recording of "The Star-Spangled Banner," and a record player.

Arrangement: Place small U.S. flag in position onstage. Conceal electric fan at one side of flag to cause it to ripple. Place spotlight in position to pick up stage group only. Have record player ready. Houselights out. Ceremony den stands behind flag, facing audience.

Leader: Cub Scouts and parents, following the playing of our national anthem there will be a moment of silent prayer. (*Music of "The Star-Spangled Banner" followed by moment of silent prayer.*) We will now be led in the Pledge of Allegiance to the flag by Cub Scout (*name*). (*Cub Scout onstage gives command, "Hand salute," and leads in pledge.*)

Iwo Jima Flag Raising

Personnel: Leader (*den leader or den chief*), bugler (*Webelos Scout, if possible*), four Cub Scouts.

Equipment: United States flag on pole, base representing rocks or boulders, four helmets and canteens on belts for Cub Scouts, bugle, stage curtain.

Leader: (*to audience immediately before opening stage curtain*): Our flag ceremony this evening takes but a few minutes, but at Iwo Jima it took 25 days and 20,000 American casualties to raise our flag on Mount Suribachi. Please stand. (*Curtain opens.*) Hand salute. (*While everyone salutes the flag, the bugler sounds "to the colors." At last note of bugle, leader gives command to end salute.*) Two

Explaining the Promise

Personnel: Leader (may be Cubmaster, den leader, or den chief) and Cub Scouts.

Equipment: None.

Leader: Will all Cub Scouts please stand, give the Cub Scout sign, and repeat the correct phrase of the Cub Scout Promise each time I pause in reading.

Leader: I, (*insert name*), promise..... (*Pause*)

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Cub Scouts: I, *(insert name)*, promise.....

Leader: An assurance I make, a pledge to do right, I keep it before me, a bright shining light. *(Pause.)*

Cub Scouts: To do my best.....

Leader: I'll try my best to do it, though difficult it may be, and if I keep my promise, then folks will believe in me. *(Pause.)*

Cub Scouts: To do my duty to God.....

Leader: To God the Creator, the maker of all, if weakness o'ertakes us, on Him we may call. *(Pause.)*

Cub Scouts: And my country....

Leader: A wonderful country, I'm sure you'll agree, so let's keep it always, the land of the free. *(Pause.)*

Cub Scouts: To help other people....

Leader: When I help other people I am being considerate of them and not just thinking about myself. *(Pause.)*

Cub Scouts: And to obey the Law of the Pack.

Leader: A guide for each day, as we go on our way, a good one to know, as we follow and grow.

(If used for closing.)

Good night, Cub Scouts, until we meet again.

CLOSING CEREMONIES

Closing ceremonies are usually quiet and impressive. They may require more thought than other ceremonies. Occasionally, the Den Leader should include in the closing ceremony a simple thought. Don't preach a sermon, though. Don't overwork the Cub Scout Promise, Law of the Pack, or living circle. The boys may tire of them if they are repeated too often.

Here are a few suggestions for closings:

- ◆ Cub Scouts and leaders form the living circle. You or the den chief says, "Do your best." Boys answer, "We'll do our best."
- ◆ Turn the lights out, shine a flashlight on the flag, and sing "America."
- ◆ Sing or hum a quiet song.
- ◆ Boys form a circle around a lighted candle. Remind them of the cheer and feeling of friendship that even a small flame can spread. (No preaching beyond that.)
- ◆ If your den has an artificial campfire, light it, and gather the boys around. Play a quiet recording.

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- ◆ Friendship circle. Each Cub Scout has a 3-foot section of rope joined with a square knot to that of the boy on his left. Boys hold rope with left hand and pull back to form a taut circle. You or the den chief says, "You are a part of a group of close friends, held together by the square knot—a symbol of being square. Let us give our Cub Scout Promise."
- ◆ Circle song. Form a circle with arms around each other's shoulders and sing "Home on the Range," "Cub Days," or another favorite song.
- ◆ My flag. A week before this ceremony is to be used, ask each Cub Scout to prepare and bring to the next den meeting a short statement on "What My Flag Means to Me." Select an interesting one and ask the writer to read it.
- ◆ A prayer. It should be suitable to all faiths unless all den members are of the same faith.
- ◆ This old flag. All reads this verse as the flag is held aloft.

*This old flag is my protection,
This old flag is my birthright,
This old flag is full of beauty,
May it fly both day and night.
And with pride we hold it high,
We will keep it flying o'er us,
Like a symbol in the sky.
Going to keep that old flag flying,
And we dare you to refuse.*

Candle

Personnel: Cubmaster or other leader, Cub Scouts.

Equipment: Table, small candle, match.

Cumaster: Now, fellows, let's all gather in a circle around the table. I'm going to put out all the lights. (*Extinguishes light.*) I want you to think about the darkness. Now, I'm going to light this small candle (*lights candle*) and even this one tiny flame makes the room seem quite cheerful again. That's just the way it can be with a Cub Scout. He isn't very big, but he can light up his home and make the people around him a little more happy if he keeps the Cub Scouting spirit always alive. *Do your best!*

Cub Scouts: We'll do our best.

Double Circle

For a pack meeting in a gym, large room, or hall.

Personnel: Entire pack----Cub Scouts, parents, and visitors.

Equipment: United States flag, four spotlights or four large flashlights.

Arrangement: Have all present stand in a double circle, with Cub Scouts and other boys on the inside, and parents and visitors on outside. Focus spotlights or flashlights on the flag held in center of circle. Sing "God Bless America."

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Year End

- Personnel:* Cubmaster, all Cub Scouts, and parents.
- Equipment:* Christmas tree with lights, ceremonial awards board, seven small candles, one tall candle.
- Arrangement:* With all lights out except those on the Christmas tree and the ceremonial awards board, the setting is ready for your final ceremony of the year. There are seven small candles and one tall candle representing the spirit of Cub Scouting. Light all candles.
- Cubmaster:* This last pack ceremony of the year is one of rededication. Five candles represent the Cub Scout ranks –Bobcat, Wolf, Bear, Webelos badge, and Arrow of Light. Now, will all Bobcats and their parents please stand. Bobcats, do you promise next year to do your best to help other people and to obey the Law of the Pack and to advance one rank?
- Bobcats:* We'll do our best. (Extinguish Bobcat candle. Repeat for Wolf, Bear, Webelos, and Arrow of Light ranks.) Three candles and the Spirit of Cub Scouting candle remain burning. These three candles stand for "follows," "helps," and "gives," which mean "We'll be loyal." Will you be a loyal Cub Scout in 19.....?
- Cub Scouts:* We'll be loyal.
- Cubmaster:* The spirit of Cub Scouting burns here as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart during the year 19..... as we go upward and forward in Pack (No.).

A Dinner Closing

This is an impressive closing for a blue and gold banquet or any other type of dinner.

- Personnel:* Cubmaster, Cub Scout poem reader, person to turn lights off, pack.
- Equipment:* Candles, one on each den's table.
- Arrangement:* On each den's table a single lighted candle burns. All houselights are out.
- Cubmaster:* Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?
- Cub Scouts:* Do Your Best.
- Cubmaster:* As we face each other around our blue and gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.
- (All repeat Cub Scout Promise)*
- Cubmaster:* Thanks to everyone for your assistance tonight. We'll say good night after Cub Scout reads Edgar A. Guest's "A Creed."

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

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

ADVANCEMENT CEREMONIES-PACK MEETINGS

Bobcat Entrance Ceremony

Before the ceremony, have a Den Leader usher the Cub Scouts to be inducted into another room. Then arrange the imitation campfire in the center of the floor and light it. The cubmaster stands at the front of the room, possibly wearing a blanket and Indian headdress. The Cub Scouts can wear blankets and head bands. In the headbands, Cub Scouts wear feathers signifying their rank: one feather of Wolf, two for Bear, and three for First Year Webelos and four for Second Year Webelos. The Bobcat wears only the head band.

When all are ready, put out the lights (except the electric fire) and start the tom-tom beating (let a Cub Scout do it). All Cub Scouts form a large hollow square about the fire. One Den Chief goes to make certain that the newcomers are ready. If they are, he gives two knocks followed by three more, and steps inside the door. (Knocks means two parts of the Cub Promise and the three secret letters of Cub Scouting. Den Chief explains this to new Cub Scouts before knocking.)

Den Chief: Akela, I bring friends who would join the Tribe of the Webelos.

Cubmaster: Does the Tribe want them to enter?"

Pack: Let them enter.

The Den Chief brings the Cub Scouts into the square and lines them up so that they face the Cubmaster.

Cubmaster: Do these friends know the Law of the Pack and are they ready to follow it?

Den Chief: They do, Akela.

Cubmaster: Let them give the Law.

The Den Chief then leads them in the Law of the Pack.

Cubmaster: Will the parents of the candidates please come forward and stand beside their sons?

We are happy to welcome you into the Pack with your sons, because Cub Scouting is for the whole family. You have certain responsibilities as a Cub parent and it is right that you should understand them before joining with

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us. You will be expected to attend the monthly Pack Meetings and work with your son on the Cub Achievement Program, allowing him to pass his Achievements to you, in order that you may help him to achieve the goals and the fun that are his in Cub Scouting. Do you accept these responsibilities and will you do your best to carry them out?

Parents: Answer.

Cubmaster: Your boy is now starting up the Cub Scout trail that leads on into the great game of Scouting. May you and your boy be happy in this pack, and may we together become honorable members of the great Cub family.

The Cubmaster then greets each Cub Scout and his parents with the handclasp.

Family Circle

Personnel: Cubmaster, Bobcat Candidates and Parents, all Cub Scouts and parents.

Equipment: Imitation council fire, Bobcat badges, certificates.

Arrangement: Bobcat Candidates and Parents to be inducted are placed within circle of cub Scouts and parents.

The Cubmaster, standing at side, faces them over the fire.

Cubmaster: You have come tonight seeking admission to the friendship and fun of Cub Scouting. You have attended a meeting of the den you expect to join. You have learned, along with your parents who are here with you, those things necessary to become a Bobcat. Will you give the Cub Scout sign and repeat with me the Cub Scout Promise. *(They do so.)*

Parents, we welcome you. Cub Scouting is for the whole family. Fun and friendship within this circle come because we have all joined hands, Cub Scouts and parents, in order to make it so. As parents you have certain responsibilities in Cub Scouting. We expect that you will attend the achievements, approving them for him when satisfactorily completed. When called upon we will expect you to assist, along with the rest of the parents, in various leadership capacities. Will you accept this responsibility?

Parents: We will.

Cubmaster: Parents, will you pin this Bobcat badge on your son making him an official Cub Scout. *(Parents place pins on sons.)* This privilege will be yours for each badge he earns. We expect that you will work as hard as he on some of the projects. *(Cubmaster presents membership cards.)* Your boy is now starting up the Cub Scout trail. May you all be happy with us in this pack. Cub Scouts, what is your motto?

Cub Scouts: *(yell back):* Do Your Best.

(Cubmaster gives each family the Cub Scout handshake and congratulations.)

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Jigsaw Bobcat Induction

Personnel: Cubmaster, Bobcat Candidates and parents.

Equipment: Life-size Cub Scout poster, available from your Scout distributor, should be mounted on plywood and cut to form a jigsaw puzzle and placed in a frame which has a supporting back and stand; U.S. flag on standard; two spotlights;; artificial council fire; miniature den flags and small United States flag on top of puzzle frame; Bobcat badges and certificates.

Arrangements: Place United States flag at right of the cutout puzzle with spotlights shining on flag and cutout, artificial fire in front. Prior to the pack meeting remove as many pieces of the puzzle as you have boys becoming Bobcats, laying pieces within easy reach and in position so they will fit, one on top of another, interlocking.

At awards time have the Bobcat Candidates leave the room with a leader. Light the artificial fire, turn houselights off, leaving only the spotlight on the puzzle, flag, and council fire. Use any method of returning the boys to the room around the fire. Ask the parents of the candidates to come forward and stand beside their sons.

Cubmaster: Will you new Cub Scout candidates repeat for us the Law of the Pack. *(They do.)*
Now give us the Cub Scout salute. *(They do.)*
What is the Cub Scout motto? *(They repeat motto.)*

Cubmaster: *(as he picks up piece of puzzle and holds it up):*
This large puzzle, when assembled, represents the pack. Each piece in it represents a boy in the pack. I give to each of you new Cub Scouts a piece of the puzzle to put in place, thereby finding your place in our pack. *(Boys fit pieces into puzzle.)*
(To parents): I am happy to hand you the Bobcat badge to pin on your son and his registration card as evidence of his membership in the Boy Scouts of America. *(Parents fasten badges to sons' shirts and present certificates.)*
(To new Cub Scouts): I give you the Cub Scout handclasp and welcome you and your parents into our pack.

Variations: Another part can be added to this ceremony. On the puzzle you can place rings linked together and hung below each den numeral. The number of rings under each den numeral depends on the number of Cub Scouts in the den. When you give the boy his piece of puzzle, give him a ring with snap open and tell him, after he finds his place in the puzzle (pack), to snap his ring onto the other rings of his den.

These rings can be used as a closing ceremony at a pack meeting. Have one boy from each den come forward as a representative of his den, give him the rings linked together representing the boys in his den, line boys up facing audience. Tell each boy to unsnap his ring. Now, each boy snaps his ring onto the other, making one complete chain. Explain to parents that with dens linked together a strong pack is formed. Keep all lights off except lights of council fire and spotlights.

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An Advancement Ceremony

Here is a simple ceremony that you can use many times without tiring your Cubs or parents.

Cubmaster: Will the Den Chiefs who have Cubs ready to receive their Wolf badges please come forward? *(This is all arranged in advance)* Now will you please give the names of the advancing Cubs from your Den, and bring them forward?
(Den Chiefs announce names, and take Cubs to Cubmaster at front of room.)

Cubmaster: Cubs we are happy to see that you have made the first great step forward along the Cubbing trail. You have completed your Wolf Achievements and you have proved yourselves worthy of your membership in our Pack. The advancing Cubs will face their fellow Cubs and parents, and step forward two paces. Cubs, I'm going to ask Den Chief Fred to lead you in a cheer for these members of the Pack.

Den Chief leads all Cubs in cheer, and advancing Cubs return to their places in line, but remain facing audience.

Cubmaster: Now Den Chiefs, I understand the parents of these Cubs are present tonight and I'm going to ask you please to bring them forward.

Den Chiefs bring parents to Cubmaster, and place them so that each Cub is standing between his mother and dad.

Cubmaster: These Cubs have done a splendid job in our Pack. They have climbed the Cubbing ladder well. But this could not have been possible if it had not been for the interest and help of their parents. These Cubs have passed their Achievements to their parents. Now I'm going to ask just the parents in the audience to stand and give these fine people a hand. *(Cubs in audience remain seated, but all parents stand and applaud.)*

Cubmaster: There are two other people in addition to these fine Den Chiefs, who have contributed to the advancement of these Cubs. I'm going to ask each advancing Cub to call out the name of his Den Leader and Assistant Den Leader, and as their names are called, I'd like them to stand, while we all sing "They're Jolly Good Fellows." . . .

And now we are ready to award the Wolf Badges to these Cubs. As Cubmaster I do not claim the privilege of presenting the badge. I'm going to present the badge to each parent, and allow them to present it to their own boy. *(Parent presents badges to their boys, and - congratulates them.)*

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A Webelos Ceremony

Any Webelos ceremony should help the Cub to realize the importance of his approaching Scouting adventures. The Webelos rank should bring to the Cub and his parents a feeling of preparing for Scouting. This is not intended as a graduation ceremony, but is for Cubs who earn the Webelos badge before becoming eleven. It is important that the Webelos ceremony be different from the graduation ceremony.

Equipment

Ceremony board 18 inches square. Webelos Badges.

Five candles: (1) Blue--- Spirit of Cubbing; (2) White--- Spirit of Scouting; (3) Yellow---Webelos Rank; (4) White-----Tenderfoot Scout

Light candles with "Spirit of Cubbing" or "Spirit of Scouting" as indicated.

The Cubmaster arranges his equipment and lights the blue candle.

Cubmaster: Will the following Cubs come forward to receive the rank of Webelos. Please bring your parents with you. *(He names the Cubs.)*

Cubmaster: You Cubs have fulfilled all the requirements for the rank of Webelos, which is the last step in Cubbing before entering Scouting. You are ready to visit Scout Troops and talk to the Scoutmasters. All of you are Webelos Scouts, which is the highest rank in the Cubbing ladder of advancement.

Before you a blue candle burns, representing the Spirit of Cubbing—that Spirit of Giving Good Will and Doing Your Best. As I light the white candle of the Spirit of Scouting (using blue candle) do you promise to fulfill the Cub Promise and the Cub Motto "Do Your Best" when you receive the Scout badge? If so, say 'I will.'

Cubs: I will.

Cubmaster: These Cubs have faithfully promised always to keep alive the Spirit of Cubbing. As their parents, do you also promise to continue to help your boy in his scouting adventures? If so, say 'I will.'

Parents: We will.

Cubmaster: Will the Cubs and their parents form a Living Circle. As I use the flame of the Spirit of Scouting to light the yellow candle representing the Webelos rank, remember that the Spirit of Cubbing and Scouting are one and the same. The Spirit of the entire Scouting Movement is service, high ideals, and fellowship. *(Turning to parents.)*

To you parents, I present these Webelos badges, which your Cubs can wear on their Cub Uniforms. It is an honor for me to greet you Cubs as Webelos Scouts (gives Cub Handclasp). Notice that we are leaving unlighted the candle representing the Scout badge. This is to remind you Webelos Scouts of something yet to be done---- a grand adventure that will open to each of you on your eleventh birthday.

Good Luck!

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Wolf Advancement

Personnel: *Cubmaster or advancement committee person, advancing Cub Scout and parents.*

Equipment: *Large cutout or drawing of Wolf Cub Scout badge; stand or easel; single candleholder with one blue candle; Wolf Cub Scout badge and certificate; straight pins. (Ceremony may be adapted for Bear presentation.)*

Cubmaster: Since our last pack meeting one of our Cub Scouts has completed all the achievements for Wolf (or Bear) Cub Scout. Tonight we honor him and his parents at our Wolf Cub Scout ceremony. Will Cub Scout (name) and his parents come forward. (They do so.)

(Name), according to your *Wolf Cub Scout Book*, you have completed all achievements for the rank of Wolf Cub Scout. I am glad you have attained this honor and hope you will continue to progress through the Gold and Silver Arrow Point electives until you start work on the Bear rank. Before you is a picture of the Wolf Cub Scout badge. You may now wear this badge with pride. Also before you is a candle representing the spirit of Cub Scouting. By advancing from Bobcat to Wolf Cub Scout you have demonstrated the spirit of Cub Scouting in your everyday life. (Lights the blue candle and asks the Cub Scout to hold it.)

Mr. and Mrs. (name), we are happy that your son has completed all the requirements of Wolf Cub Scout. You were privileged to help him on his achievements. To you goes the honor of presenting him with his badge and certificate. Mr. (name), will you pin the Wolf Cub Scout badge on your son (hands badge to father), and Mrs. (name), will you present our newest Wolf Cub Scout his certificate (hands certificate to mother).

Now, (name), give the Cub Scout sign and repeat the Cub Scout Promise after me. (He does so.) Congratulations, (name), and may you soon appear before our pack for gold and silver arrows.

Bear Advancement

This ceremony emphasizes family participation in Cub Scouting. Exact wording is unimportant; do not worry about memorizing. Present it in a conversational tone. If you have more than one Cub Scout receiving the award, have all boys and parents come forward at the same time. This ceremony is easily adapted to all ranks.

Personnel: *Cubmaster, Cub Scout, parents, den chief.*

Equipment: *Bear badge and certificate; straight pin.*

Cubmaster: Cub Scouts and parents, tonight we want to honor those Cub Scouting families who are advancing in rank. Den Chief (name), one of the Cub Scouts in your den is ready to receive his Bear badge this evening. Is that right? Will you please escort Cub Scout (name) forward. (Den Chief does so.)

(Name), we're really glad that you've reached the Bear rank in Cub Scouting. It's one more step up the ladder. (Gives handshake.) Are your parents here with you?

Cub Scout: Yes, sir, they are.

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Cubmaster: Den Chief (*name*) will you please escort Mr. and Mrs. (*name*) forward so they can take part in our ceremony? (*Den chief does so.*) We are glad to have you here tonight. (*Shakes hands.*) We want to tell you how much we appreciate the cooperation, which you have given. Without it your son might not have reached his Bear rank. Cub Scouting is a family program and that means not only your son is advancing to the Bear rank, but that the whole family has taken another step upward, too.

As the Cubmaster I haven't earned the privilege of presenting the badge to your son, so I am going to give it to you, Mr. (*name*), and ask you to present it to your son. (*Dad does so and both parents congratulate son.*) Now, will all the Cub Scouts in the audience stand and give (*name*) a hand for the fine job of advancement he is doing. (*Cub Scouts applaud.*)

Will parents and guests stand and recognize Mr. and Mrs. (*name*) for their son's honor. (*Parents stand and applaud.*)

I'm sure we're all aware of the contribution made by (*name*)'s den leader. Will she stand and be recognized. (*All applaud.*)

Webelos Activity Badge Presentations

Webelos Scouts may earn activity badges during their 2 years in the den. These activity badges are: Acquanaut, Artist, Athlete, Citizen, Craftsman, Engineer, Forester, Geologist, Naturalist, Outdoorsman, Scholar, Scientist, Showman, Sportsman, Traveler.

The Webelos den leader will probably be focusing one or two of these areas each month, so it may happen that you will have several boys who have earned the same activity badge. If so, this is an opportunity for a ceremony involving an outside expert in the subject. Take this opportunity, if possible, because it will lead to variety in your ceremonies.

Here are a couple examples of ceremonies you might develop for awarding a single activity badge to several Cub Scouts, and one for use when you have several different activity badges to present.

For the Artist Badge

Personnel: Webelos Den Leader, an Artist (or art teacher), the Webelos Scouts who have earned the badge, and the boys' parents.

Equipment: The drawings, paintings, sculptures, mobiles, etc., made by the Webelos Scouts in earning the Artist badges; blackboard or easel with sketching paper.

Den Leader: Tonight we are going to present to three of our Webelos Scouts their Artist badges. They have been working hard for a least a month to earn these badges, and you see the colorful results here before me. (*Indicates display of art objects on table or wall.*) With me here on the platform is Mr. (*name*), an artist, who will make the presentations. Oh! I see he's busy.

(*As the Den Leader spoke, the artist was at work at the blackboard or easel, drawing these lines.*)

Artist: Oh, excuse me! Just doodling.

Den Leader: It's-----ah---very nice, Mr. (*name*), but just what is it and what does it mean?

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Artist: We'll come to that, Mr. *(Webelos den leader's name)*. All in good time. Now, let's make the presentations.

Den Leader: All right. Will Webelos Scouts *(name)*, *(name)*, and *(name)* please come forward with their parents.

Artist: Boys, I have looked over your work carefully and I find it very good indeed. You have shown real skill in meeting the requirements for the Artist badge. It is a great pleasure for me to give these badges to your parents, who will post them on your badge colors. *(After the parents have taken the badges, the Artist returns to the blackboard or easel.)* Now, if you don't mind, I'll get back to my doodling. I'm curious to find out what it is myself.

Den Leader: We are very proud of our Webelos Scouts, and we hope that more members of our den will earn this badge by next month. Meanwhile, these boys and other members of the den will be starting work on another of our 15 exciting activity badges.

(As he speaks, the Artist completes drawing of the Arrow of Light. Den Leader continues to talk about the work of the Webelos den until artist has finished sketch.)

It's the Arrow of Light! Were you a Cub Scout, Mr. *(name of Artist)*?

Artist: No, the idea just came to me in a flash----with a little help from the badge that Webelos Scout over there is wearing.

Den Leader: Well, it's a wonderful idea, because the Arrow of Light is the badge that every member of our den is striving for. The Arrow of Light means that a Webelos Scout is really ready for the big step into the high adventure of Scouting. And now, Mr. *(name of artist)*, I'd like to thank you for coming tonight, and I hope you will stay after the meeting to talk with our Webelos Scouts and their parents.

And, congratulations, Artists! *(Pack gives a cheer.)*

For Several Activity Badges

Personnel: *Webelos Den Leader, Den Chief, Webelos Scouts who have earned activity badges, and their parents.*

Equipment: *Arrow of light ceremonial board, with one small candle for each activity badge to be presented plus one large candle, and the activity badges.*

Den Leader: Four members of our Webelos den have earned activity badges this month. They are: *(name)*, who has earned Craftsman badge; *(name)*, the Geologist badge; and *(name)* and *(name)*, both of whom earned the Showman badge. Will these Webelos Scouts please come forward with their parents?

Now, then, I will ask Den Chief *(name)* to light one of the small candles for each activity badge. Webelos Scout *(name)*, you have earned the Craftsman badge. To do that, you mastered many tools and made several toys and useful items. I congratulate you on your new skills. *(Hands badge to parents as Den Chief lights first candle.)*

Webelos Scout *(name)*, you have earned the Geologist badge. You had to learn a great deal

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about the earth and what it is composed of, and you learned how rocks and minerals are useful to man. My congratulations to you. (*Hands badge to parents as Den Chief lights second candle.*)

Webelos Scout (*name*) and (*name*), both of you have earned the Showman badge, proving your ability in entertainment. (*name*) earned the badge for his fine work with puppets, and (*name*) for his talent and knowledge of music. I congratulate you both. (*Hands badges to parents while Den Chief lights third candle.*)

Now, Den Chief (*name*), shall we light the big candle?

Den Chief: No, Sir.

Den Leader: Why not?

Den Chief: Because the big candle stands for the Arrow of Light award.

Den Leader: That's right, (*name*). This big candle is for the Arrow of Light award, the highest in Cub Scouting. It must remain unlit until we have a Webelos Scout or Scouts who have learned their Arrow of Light requirements. Then we will light that candle. These small candles, representing the activity badge areas, are simply steps in the development of Webelos Scouts. They are important in themselves, but they lead us to the biggest prize that a boy can win, the Arrow of Light award.

Now, Den Chief (*name*), will you lead the Webelos Scouts in our den yell.

Arrow of Light Award Ceremonies

Because the Arrow of Light award is the highest in Cub Scouting, you should make this ceremony as impressive as possible. One suggested ceremony follow:

Using all Ranks

Personnel: *Cubmaster, Bobcat, Wolf, Bear, Webelos Badge and Arrow of Light Candidates.*

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

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

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

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

Cubmaster: Next, a Wolf, (*name*).

Wolf: I am a Wolf Cub Scout. Because I am 8 years old, I have worked on Cub Scout advancement

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in the Wolf book. I had lots of fun in my den and pack and with my whole family as I earned my Wolf badge.

Cubmaster: A Bear, *(name)*.

Bear: I am a Bear Cub Scout. Because I am 9 years old, I have been working on the advancements in the Bear book with my parents to earn my Bear badge.

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

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

Second Webelos Scout: The Arrow of Light trail has lead me to the beginning of a new adventure. In learning the Boy Scout requirements, I have found that as a Boy Scout I must continue to do my best!

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

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

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

GRADUATION CEREMONIES

Seven Virtues of Life

Personnel: *Webelos Den Leader, Webelos Denner, Scoutmaster, graduating Webelos Scouts and parents.*

Equipment: *Arrow of Light ceremonial board with seven candles. Webelos den poster, graduation certificates, Scout Handbook for each graduate.*

Webelos Den Leader: *(pointing to Arrow of Light ceremonial board):* Webelos Scouts, the emblem you see before you represents the Arrow of Light award. You have completed the five ranks of Cub Scouting----Bobcat, Wolf, Bear, Webelos badge, and the Arrow of Light-----and are about to graduate into Scouting. The seven candles represent the rays in the Arrow of Light. As Webelos denner *(name)* lights them, you will hear how they stand for the seven great virtues of life.

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Wisdom---Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.

Courage--- Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.

Self-Control---Self-control isn't limited to the control of one's temper, but control of one's self in all things: eating, playing, and even working and talking.

Justice---Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.

Faith---Faith is the conviction that something unproved by physical evidence is true. One 8 year old Cub Scout said faith was when you turned the light switch---you knew the light would go on.

Hope---Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.

Love---There are many kinds of love—love of family, love of home, love of fellowman, love of God, and love of country. All these loves are necessary for a full life.

If you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

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

At this time may I present Mr. (name), Scoutmaster of Troop (no.), who will accept you into the troop. I am sure he has a few words of welcome to you and your parents.

A Graduation Ceremony

Jimmy with his Den Chief, stood outside the door of the Pack Meeting room. last week, he had become eleven years old, and tonight he was reaching the grand climax of three happy years of Cubbing in Pack 1.

The Den Chief led Jimmy through the door. The big room was lighted only by candles and the glow from the large artificial fire in the front of the room. All the other Cubs wore blankets and were lined up in front of the fire facing the parents. the Cubmaster—Akela— wore his big Indian headdress and a bright colored Indian headdress and a bright colored Indian blanket. At one side was a row of Scouts, and Jimmy recognized them as the members of the Patrol which he had been asked to join. Even the Scoutmaster of the Troop was there with them.

The Indian tom-tom began to beat more slowly and quietly until, with a final crash, it stopped.

Akela stepped forward raised his arm in the Cub Sign.

Cubmaster: Tonight we are assembled to honor a member of the Tribe of the Webelos. He has brought honor to the Tribe. He has climbed the Cubbing Trail well. He is ready to go on to bigger adventures in the great brotherhood of Scouting. Den Chief Williams will bring Cub Jimmy Baker forward.

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- Den Chief:** Sir, Jimmy has been a member of our Den for a long time. I have enjoyed being with him. I am not going to say goodbye to him because he is going to join my Patrol in the Scout Troop. Cub Billy Smith, our Denner, is going to say something on behalf of the Cubs in Jimmy's Den.
- Denner:** The Cubs of Den 1 have had a swell time with Jimmy. He's been a good member of our Den, and we all hate to see him go. We've all decided we want to join the same Troop so it won't be very long before we'll all be together again.
- Cubmaster:** Thank you, Billy. Now, will Mr. Evans, the Scoutmaster, please come forward?

Mr. Evans, as Cubmaster of Pack 1, I am happy to present Cub Jimmy Baker. You have already met him, but now he is ready to become a member of your Troop.
- Scoutmaster:** Jimmy, as Scoutmaster of Troop 2, I want to welcome you. We have found that boys who have been Cubs make the best Scouts, so we are always happy to receive graduates of Pack 1. Now I believe Fred Howard, your future Patrol Leader, has a word for you.
- Patrol Leader:** Jimmy, we've already become well acquainted, but the Flying Eagle Patrol just wants me to tell you that they are glad to have you in the Patrol, and we want you to come to the next Patrol meeting at my house on Monday evening. I'll stop by for you.
- Cubmaster:** And now I'd like to call Jimmy's Dad and Mother forward.... Mr. And Mrs. Baker, you've been a fine help to Jimmy and to the Pack during the past three years. On behalf of the Pack, I want to thank you and congratulate you upon Jimmy's graduation. Scoutmaster Evans, you have already met Jimmy's parents. I want you to know they've been a great help to me, and I know they will be helpful to you and the Troop. We hate to lose them, but our loss is your gain.
- Now our ceremony will come to a close as Jimmy joins his Den in the Living Circle for the last time.



A Little Fellow Follows Me

A careful leader I want to be
A little fellow follows me;
I do not dare to go astray,
For fear he'll go the same way.

I cannot once escape his eyes,
Whatever he sees me do, he tries.
Like me, says he's going to be....
The little chap who follows me.

I must remember as I go,
Through summer's sun and winter's snow;
I am builder for years to be,
That little chap who follows me.

Tiger Cubs, BSA



Graduate

Name _____

became a member of Cub Scout Pack _____ on _____

Date _____

Cubmaster _____

Cub Scout Promise

Law Of The Pack

Tell What Webelos Mean

Show The Cub Handshake

Give The Cub Scout Motto

Show The Cub Scout Sign



This is to certify that

_____ **has completed all of the above requirements**
for his advancement to Bobcat

_____ **Date**

_____ **Den Leader**

_____ **Cubmaster**



This is to certify that

**has completed all of the requirements
for his advancement to Wolf**

Date

Den Leader

Cubmaster



This is to certify that

_____ has completed all of the requirements
for his advancement to Bear

_____ Date

_____ Den Leader

_____ Cubmaster



This is to certify that

_____ has completed all of the requirements
for his advancement to Webelos

_____ Date

_____ Den Leader

_____ Cubmaster



This is to certify that the following
named Webelos Scout

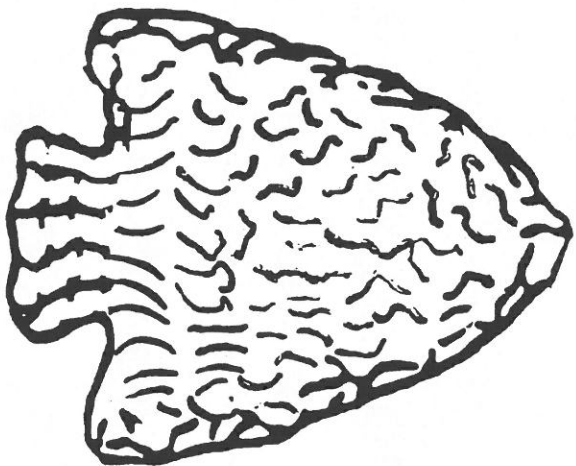
has completed all of the requirements
and has earned this highest award

THE ARROW OF LIGHT

_____ Date _____

_____ Den Leader

_____ Cubmaster



This is to certify that

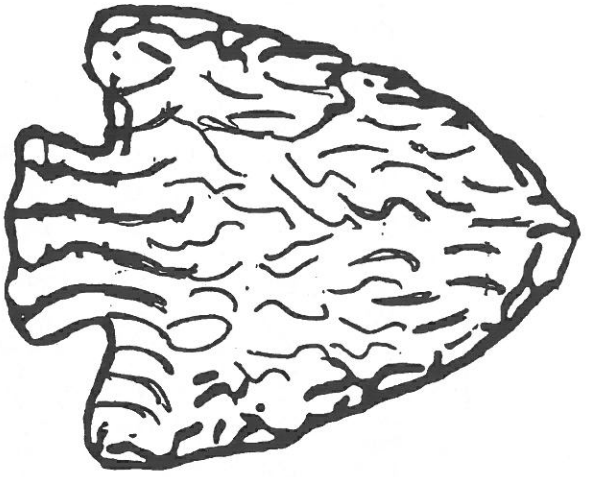
_____ completed the requirements for the

GOLD ARROW POINT

Date _____

Den Leader _____

Cubmaster _____



This is to certify that

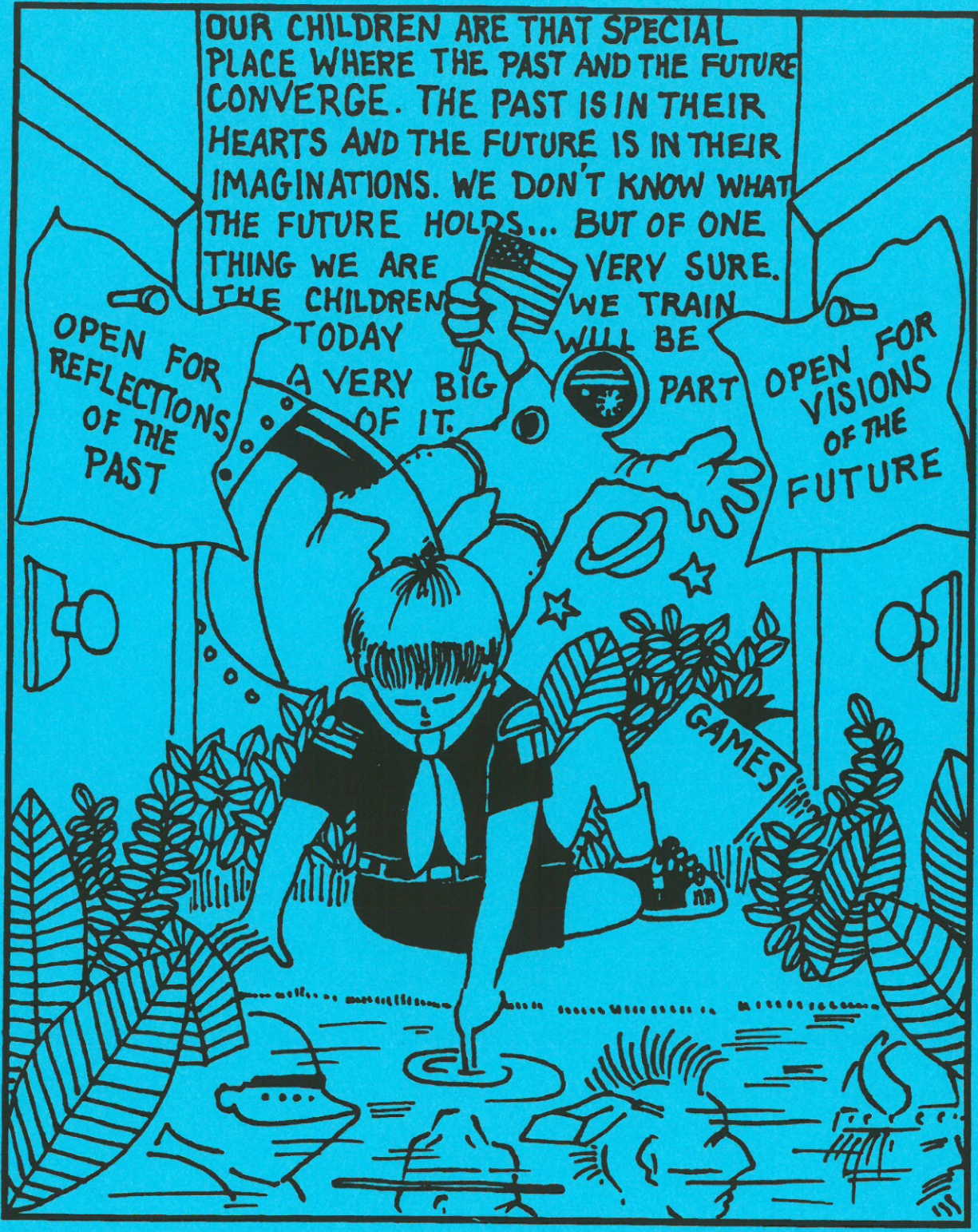
completed the requirements for the

SILVER ARROW POINT

Date

Den Leader _____

Cubmaster



Games



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Games

Also Known As Life Preparedness Training

Why we play games

1. The boys learn how to follow rules, take turns, cooperate, lead, follow, respect the rights of others, character development and citizenship training all rolled into one.
2. The boys develop physical fitness, coordination and social skills.
3. Games help refine mental skills, quick thinking, alertness, strategic thinking, listening and good sportsmanship (how to lose).
4. The boys learn that rules and self discipline are necessary and that Doing Your Best is important.
5. It's fun!

How to lead games

1. Know rules and have all equipment.
2. Make sure space is big enough and safe.
3. Get the Scouts attention, explain the rules, and then do a dry run to demonstrate.
4. Make sure the Scouts follow the rules. Stop the game and re-explain as needed.
5. Let them know that you are having fun!
6. Stress that "Doing Your Best" is more important than winning.
7. Make the Scouts accountable for their actions.
8. Avoid elimination games.

How to choose the leader

1. Draw name out of a hat.
2. Make Scouts answer Cub trivia questions such as "What's our next Pack event?"

How to choose teams

1. Don't let the Scouts choose teams; randomize the process (count 1-2, 1-2, etc.).
2. Make sure the Scouts know it's rude to complain about who is on their team. Encourage, don't criticize, teammates.

Cub Resources for Games

Monthly program helps

Den Chief Handbook

How To Book: Section 2, pages 1-50

PowWow

More New Games & Playful Ideas by Andrew Flugelman

The New Game Book by Andrew Flugelman

Hopscotch, Hangman, Hot Potato & Ha Ha Ha by Jack Maguire

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Metro Medley

Divide the group into two or more teams; line them up with half the team at one end of the playing area and the other half at the other end. The first member of each team is the conductor. On 'Go', the conductor dons the hat, hangs the whistle around his neck and runs to the far end of the playing area, where one half of his team waits. Here, he picks up his first 'car' by bending down and placing his right hand between his legs, to join the left hand of the next player. Having attached the first car, the conductor blows his whistle and the two players run to the other end to pick up another car. The relay continues until all players on the team are part of the 'metro'. The conductor signifies a complete train by blowing his whistle four times.

Kangaroo Hop

The Cubs line up in lines, a chair in front of each. The first Cub grips the ball between his knees and hops round the chair and back to his place. He hands over the ball to the next Cub, who does the same. The first line to finish is the winner.

Radar

The Dens line up in lines with their Den Leaders about 10 yards ahead of them. The first Cub in each Den is blindfolded. The Den Leaders then change places and proceed to call the blindfolded Cubs by their Den number to bring them in by radar. The first Cub -'airplane' -to 'fly' home scores four points, the second three points and so on. The next Cub is blindfolded, the Den Leaders change again and the game proceeds until all the 'airplanes' are safely home.

Round the Moon

All the Cubs line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so the Dens form a 'rocket'. One chair is placed at the far end of the room opposite each Den: these are the 'moons'. When the leader calls 'Go', the Dens run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' returns home. The first team to be sitting down is the winner.

Rocket Relay

The Dens line up with a chair at the head of each, facing away from the Den. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown. When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' lets off the second and returns to his Den.

Bat The Balloon

Teams line up with members standing side by side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players. The first player in line takes an inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is this: once the players have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again. Variation: add more than one balloon per line, going in both directions.

Tight Rope Walk

Line up the teams with half of each at either end of their 20' rope. The first player on each team, on 'Go', puts on the moustache, tights and hat, picks up his balancing pole and walks along the rope. Halfway across, he meets a stool; the player climbs over the stool and continues on his way to the other end of the rope where he exchanges his outfit with the next player. The relay ends when all players have completed the walk TWICE -once walking forward and the second time backward.

Art Consequences

The first player in each group walks to the end of the playing area, picks up the pencil and draws the head of a

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man, woman or child. After he draws the head, he folds the paper so that only the neck shows. He then walks back to his Den and tags the second player in line. The second player walks down and draws the shoulders, folds the paper, walks back and tags the third player. The relay continues on down until the figure is complete with waist, hips, legs and feet. The fun of this relay is opening up the piece of paper and passing around each 'creature' that each Den has created.

Bean and Straw Relay

Have the first player in each line pick up a bean with a soda straw, carry it across the room and deposit it in a container. The first team to have all its beans deposited, wins.

Bucket Relay

On 'Go', the first player runs to the other end of the playing area where two buckets are placed: one empty and one full. The Cub pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line. The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back. The relay is finished when all have had a turn. The winner is the team with their water intact.

Feather on a Yardstick

Give the first in each line a yardstick and a feather. On signal, he places the feather on one end of the yardstick, and holds the other end at arm's length while proceeding to the goal line and back. If the feather falls off the yardstick, the player must put it back on the yardstick before continuing. The first team finished wins. Variations: use paper plates instead of yardsticks, or balance paper plates on the end of the yardsticks.

Banana Relay

Line up the boys in relay formation, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

Dizzy Izzy

Line up the Dens for a relay race. Have the first player in each line run up to a given point, place one finger on the floor, revolve around his finger seven times, and run back to tag the next player in line. Repeat until all have had a turn. Keep the runners away from the walls and other obstacles. Variation: Give each Den a baseball bat or equivalent. Have the boys run up, put the bat against their forehead, the other end of the bat on the floor and revolve around the bat three or four times.

Gum-Glove Relay

Hand a closed paper bag to the first player on each team. The paper bag contains one pair of gloves and chewing gum. The first player on each team opens the bag, puts on the gloves, digs down into the bag for the gum, pulls it out, unwraps it and begins to chew it. He then replaces the gloves in the bag, closes it and hands it to the next person in line, who repeats the procedure. The first team to be chewing all the gum in the bag wins.

Circle Tug of War

Divide the Cubs evenly into teams of 2-3. Make a large circle of rope, size appropriately for your group. Have each team grab a section of rope. Outside their circle, put a hat or neckerchief about 10' behind each team. Each team member must have at least one hand on the rope at all times. First team to pick up their object wins.

Rattlesnake

Arrange Cubs in a circle. Blindfold one in the center; give him a rolled newspaper. The Cubs in the circle pass and shake a tin can with pebbles in it. "It" tries to swat the Cub caught being the snake; when caught that Cub becomes "It" in the center of the circle.

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Tangle

Stand in a circle. Join hands with two different Cubs opposite you; one hand up and one hand down. Try to untangle into a circle while still holding hands.

Blowball

Teams sit on opposite sides of a smooth table. Each team member uses a straw to blow a ping pong ball towards the other team. If the ball goes off the table on a team's side, the other team scores a point.

Beanbag Target Practice

Draw a bullseye on a driveway with chalk; assign points to the circles. Throw beanbags, with each Cub keeping track of his points. Highest points wins ... or must throw and score an exact point total to win.

Data Processing

Divide the Cubs into 2 teams. Give the teams directions such as "Line up in the order of your birthdays, beginning in January." "Line up lightest shoes to darkest shoes." First team done wins.

Skin The Snake

The Cubs line up single file. Each stoops over and places his right hand between his legs and with his left hand grasps the right hand of the player in front of him. When all are ready, the last player in line lies on his back while the line moves back over him. The next player then lies down and so on until everyone is lying down. The last one to lie down rises to his feet and walks forward, each following in turn, until all are back in original place.

Capture The Fort

Divide players into two sides: Attackers and Defenders. Defenders form a circle, holding hands and facing outward, with their captain in the center. Attackers surround the fort from a distance of 20-30 feet. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the players change sides.

Japanese Balloon Game

The group stands in a circle. The leader has half a dozen balloons. Into each a message has been inserted before the balloon was blown up. One at a time, a balloon is passed from player to player around the circle, until the leader blows a whistle. The player holding the balloon when the whistle blows must go to the center of the circle. He must sit on the balloon until it bursts, then read the note, and perform the action or answer the question contained in the message.

Dodgeball

Divide boys into two groups. One group forms a large circle; the others scatter inside the circle. The circle players throw a volleyball or other ball at the inside players. The center players dodge but cannot leave the circle. When hit by the ball they join the players in the circle. The winner is the last man in the center.

Circle Pull

Divide group into two equal teams. Draw a circle on the floor with a piece of chalk. One team of players is stationed within the circle. The other team is scattered outside the circle. At signal, the players who are stationed outside the circle try to pull the players who are stationed inside the circle so their feet are outside of the circle. At the same time, the players inside the circle try to pull their opponents stationed outside of the circle so their feet are inside the circle. Once a player is pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for two minutes and count the prisoners of both sides. Next, change sides and play a second round. The team with the most prisoners wins.

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Poison Circle

The players form a circle as large as the joining of hands will permit. When the circle is completed, all drop hands and each one takes the longest step possible towards the center. Then with his toe if outdoors, or with chalk, if indoors, each player marks on the ground a section of the so called Poison Circle. After completing the Poison Circle, the players step back to the original circle and again join hands. A ball is placed in the center and the preparation is complete. At the starting signal, the players, still holding hands, move around the circle to the right. Then, without warning, the leader calls "change" or blows his whistle. At this signal everybody moves in the opposite direction and the Players try to force one another into the Poison Circle. When a player is drawn into the circle every one calls "poison" and runs from him, while he, in the meantime, gets the ball and tries to hit one of them. If two or more players are drawn into the circle at the same time, any one of them may get the ball and try to hit one of the others. After the one who throws either hits or misses, the circle is reformed and the game continues.

Shopping

Group sits in a circle. One player is sent out of the room and the others decide what this player must be when he comes back. They decide, for example, that he shall be a policeman. When he comes back in he asks each of the players in turn what he can buy for himself. In this case he can buy a pair of black boots, whistle, a flashlight, and so on. When he has gone round the circle he is given two chances to guess what he is and if he does not know he loses a point. Variation: As above, but group decides who the person sent out of room will be. (Famous athlete, politician, musician, movie star, etc.) Person sent out of room tries to determine who he is by elimination: Am I living? Am I Canadian? Am I in sports? etc. Set a time limit of ten minutes.

Sleeping Pirate

Blindfolded player becomes the sleeping pirate and sits on a chair in the middle of the room, with "treasure" (blocks of wood) which he is defending, at his feet. Players line up at one end of room. On signal "Go," players stalk in an attempt to pick up treasure without being caught. Sleeping pirate catches players who have made noise by pointing at them. A player pointed to must retire and start from beginning. Two tries for each player. Only one block can be captured at a time. Ten points are given for each block or box successfully captured. Variation: use two pirates seated back to back, and more blocks if group is large.

In The Pond

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But... sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

Kill The Rattlesnake

The group stands in a big circle. In the center are two boys, blindfolded. One, the Hunter, has an old sock stuffed with Paper. The other, the Rattlesnake, has a tin (old shoe polish tins are ideal) with a lid on --containing small pebbles. The Hunter starts the game by shouting "Rattlesnake!" The Rattlesnake "freezes" on the spot, and shakes his tin of pebbles. The Hunter rushes to where he thinks the sound comes from and takes a swipe at the Rattlesnake. If he misses, the Rattlesnake then moves silently away, and again the Hunter calls "Rattlesnake!" This continues until the Hunter hits the Rattlesnake --with a time limit of two minutes. When the Hunter is successful, the two change places. After two minutes, the next two players in the circle have their turn.

Australian Circle Game

A player stands in the center of a circle, holding a tennis ball. He tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one boy to another. The player in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the boy in the center.

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Masks

Players in circle; each player in turn goes into the center and "registers" an emotion by facial expression. First player to guess the emotion portrayed correctly scores; each player has only one guess. Best total wins.

I've Lost My Dog

Players stand in a ring facing inwards. The leader stands in the center. He addresses one of the players, saying, "I've lost my dog." The player asks, "What is it like?" The leader describes any other person in the ring--trying as so to make the description fit a dog. When the questioner guesses the identity of the person described, the one described leaves his place and is followed round the circle by the questioner. Both race in the same direction, each returning to his place. The last to get back becomes the one to whom the leader will speak when the game begins again.

Who's The Best Indian

Players sit in a circle. Each takes his turn telling something he can see, hear, feel or smell from where he sits. No repetition is allowed and if a player repeats what another says, or cannot think of something, he is out. The game continues until only one is left.

Ride 'Em Cowboy

Divide the group into teams of six. A chair is placed about fifteen to twenty feet in front of each team. On 'Go', the first person on each team puts on a ten gallon hat, cowboy holster and gun and places a balloon between his knees. He proceeds in bowlegged fashion to the chair, where he places the balloon on the seat and rides the 'bronco' until it 'breaks'. He returns to his line, passing his hat and belt to the next cowboy. The game proceeds in this relay fashion until all Broncos have been broken.

Consumer's Report

Needed: bowl of soda crackers, a peeled orange, a can or bottle of soda, bowl of peanuts, 1 straw per person 1 long table. 1 balloon and 1 bib per team. Divide the group into teams of six to eight. Line up each team at one end of the room and place each 'set' of food items and a bib on the table at the other end of the room. Blow up the balloons and place them on the table beside each team's goodies. On 'Go', the first member of each team runs to the table, puts on the bib and eats one cracker, eats one section of the orange, uses own straw to take one sip of the soda, and eats four peanuts. (Note: Diet/allergy watch for this game, especially the peanuts. Substitute where necessary.) When finished, he takes off the bib, runs back and tags the next player, who then runs up, puts on the bib and tastes the food. The relay continues until all the food items for each team are gone. When the last mouthful is gone, that player pops the balloon to signal that his team has completed its taste test.

Popstick Slapshot

Needed: 2 hockey nets, 1 tongue depressor per player and 2 ping pong balls. Divide the group into two teams. Place 2 hockey nets at the same end of the playing area. Each team lines up about six feet in front of its net. The first member of each team puts his tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line, tags the next person, who proceeds to attempt to score. The first team to complete the relay wins.

Bricklayer's Relay

Needed per team: 1 hard hat; 1 dustpan; 1 flag; 3 or more 'bricks' -stones, pieces of styrofoam, blocks of wood. Divide the group into teams. Have them stand in parallel straight lines at one end of the playing area. The leader shouts 'BUILD'. The first member of each team dons the hard hat, places a brick in the dustpan and runs down to the other end of the playing area. He places the brick on the ground and runs back to the starting line. Each team member in turn, races down to build up the wall. The race continues until all bricks on each team are used up. If the wall falls down while the race is on, all bricks must return to the starting line, so the relay can begin again. Therefore, allow the teams time to plan a building strategy, so they will know how and where to place the bricks to avoid a collapse. When the wall is complete, the last member of each team races

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down with the flag, and plants it on top of the wall. Afterward, see what kind of super structure can be built. Have the teams work together to build one giant wall, or building, or structure of some kind.

Putt It There

Needed per team: 1 golf umbrella; 1 golf sweater; 1 golf hat; 1 golf glove; 1 golf putter; 1 golf ball; 1 putting cup. Divide the group into teams of six. One player from each team is selected to be the model. The teams are lined up at one end with the models in the middle of the playing area and the putting cup at the far end. On 'Go', the first player from each team runs to the model, carrying the sweater. He puts the sweater on the model, and runs back. THE MODEL MAY NOT HELP ANY OF HIS TEAMMATES IN ANY WAY. The second member puts on the hat, et., until the model has on all of the above pieces of equipment. Using the putter, the model then putts the golf ball into the putting cup. The first team whose golfer sinks the putt is the winner.

Pack 'Em In

Needed per team: suitcase, umbrella, hat, coat, gloves and scarf (it is ideal if the clothing is oversized). Divide the group into even teams and line up each team in relay formation. Place the suitcase, filled with the clothing, in front of the first player on each team. On 'Go', the first player opens the suitcase, puts on all the clothing and runs down to the other end of the playing area and back. Here, they remove all the clothing and put it back inside the suitcase, shut the suitcase and tag the next player in line. That player opens the suitcase and gets dressed and runs down the playing area and back. The relay continues until all players have had the chance to get dressed, travel and unpack. Provide additional articles of clothing or accessories, to make the outfit even funnier.

Balloon Balance

Divide the group into teams of six to eight players. Each team is given one large and one small balloon. The first player of each group, on the word 'Go', balances the smaller balloon on top of the larger one and races to the other end of the playing area. If the top balloon falls off, the player must return to the starting line and begin again. When the 'run' (or walk) is complete, the player takes both balloons in his hands and runs back to the starting line, where the second player is waiting to race. The first team finished, and sitting down, wins.

Hare Hop

Needed per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team. Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area. On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks. When both balloons have burst, he hops back to the team where he gives the ears to the second player. The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

C.U.B.S.

The Cubs sit in a circle with a beanbag in the center and the leader gives each player a letter in the order C.U.B.S. all the way round the circle. The leader calls out one of the letters and all the Cubs with that letter run around the outside of the circle and back through their places into the center --where they try to snatch the beanbag. The Cub who gets the bag is the winner.

Floating Bomb

Each den defends a quarter of the room and a feather is released at the center by Akela. The Cubs have to blow to keep the feather or balloon in the air, but if it lands in their portion they have been hit.

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Keep The Basket Full

One person has a box in 15 to 20 tennis balls are placed. As quickly as possible he picks up one ball at a time and rolls it across the ground. The rest of the players race after the balls, retrieve them and return them to the box. The aim is never to let the box become empty.

Hop Knot

All the Cubs sit in a circle, with the exception of one who has the rope. On "go" he drops the rope at the feet of one of the players, at the same time calling out the name of a knot. He then commences to hop round the circle, while the knot is being tied. If tied correctly the tier becomes the hopper.

Hunt The Key

The players form a closely knit circle seated on the ground. One player is chosen to be the hunter and must sit in the center of the circle. While the hunter's eyes are closed, a key (or similarly small object) is given to one of the players in the circle. The players begin passing the key around the circle without actually showing the key, while the hunter watches. At the same time, those players without the key should pretend that they are passing it in order to fool the hunter. When the hunter suspects someone of having the key, he or she calls the name of that player. The passing stops, and the called player must reveal whether he or she has the key. If this player has the key, he or she becomes the hunter. If the hunter has guessed incorrectly, the game continues.

I Packed My Bag

The first player initiates the game by choosing an item to complete the phrase, "I packed my bag and in it I put a(n) _____." The second player continues the game by repeating what the first person packed in the bag and adding something of his own. Each player in turns adds another word to the string. Any player who forgets an item or recites the list out of order is dropped from the game. The player who remembers the longest string of objects wins.

Odd Bean

Each player is given a bag filled with 12 beans. The first player hides a number of beans in a fist and asks the next player, "Odds or evens?" If the next player correctly guesses whether the fist holds an odd or even number of beans, he collects the beans from the first player. If the guess is wrong, the second player must forfeit the same number of beans to the first player. The second player then places beans in his hand and asks the third player, "Odds or evens?" and so on. Any player losing all of his beans drops out of the game. The winner is the collector of all the beans, or the player who collects the most beans within the time limit.

Up, Jenkins!

Divide the players into 2 equal teams, seated on opposite sides of the table. Choose a leader for each team. One side should have possession of a quarter. At "Go," the team with the quarter (Team "Q") passes it underneath the table. After counting to 10, Akela says, "Up, Jenkins!" and Team Q puts their closed fists up above their heads. Akela then says, "Down, Jenkins!" and Team Q slaps their hands down on the table. The opposing team listens carefully for the sound of the quarter being slapped onto the table. They then secretly discuss who has the quarter. The leader of the second team then selects Team Q's players one by one, trying to eliminate those he believes does not have the quarter. If the last player called has the coin, then the quarter goes to the other team to hide. If an earlier player called has the coin, then the same team hides it again.

Barnyard Peanut Hunt

Before the game begins, peanuts are hidden around the playing area. The players are divided into teams with at least 3 players each. Each team selects a captain and an animal (cat, dog, cow, bird) and imitates its cry. At "Go," all teams begin searching for peanuts. Only the captain can pick them up; non-captain players must make their team's sound to call the captain over to pick up their prize. Team with the most nuts wins.

Capture The Flag

Mark a play area, about 30'x30', with a center line down the middle. Divide the players into 2 equal teams.

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Both sides place their handkerchiefs just inside the boundary. At "Go," each team rushes for the other team's handkerchiefs. Any player tagged before they have a handkerchief in hand is considered captured and must stand behind the enemy flags. If a player succeeds in grabbing a handkerchief, he is safe from tagging and may run it back behind his team's line. Players may free teammates by tagging them behind the enemy line. They may not tag a player and capture another handkerchief on the same run, however; two separate runs are required. The first team to capture all of the flags wins, or the team with the most flags at the time limit is the winner.

Octopus

One player is designated the "octopus" and roams freely in the "ocean." The other players are "fish." When the octopus yells, "Cross!" the fish attempt to move from one side of the ocean to the other without being tagged. Any fish who is caught by the octopus becomes a tentacle and helps the octopus catch other fish as they try to cross the ocean. The tentacles can be required to stand still, using their arms to tag fish, or move freely for a livelier game!

Cooperative Musical Hoops

This has the same basic rules as the traditional game of musical chairs except no one is ever out. Spread hula-hoops on the floor and play lively, fun music. As you remove the hoops, let the group know that no one is out. Let them figure out that they may share the hoops in order to remain playing. It's fun to see how many people can share a hoop.

People to People

Everyone has a partner except for the leader. The leader chants body parts for partners to touch. For example: "head to head" or "elbow to elbow." After doing a few of these the leader calls out "people to people," at which time everyone, including the leader, must find a new partner (thus there's a new leader). The game continues in this fashion.

Group Juggling

Players form a circle. The leader gives each member a number. Consecutively numbered people should not be near each other, but across the circle from each other. The players must then toss a ball starting with person #1 up to the last numbered person who returns the ball to person #1. As the players get used to the pattern with one ball, add another, and another, etc. For smaller children, whose coordination is still developing, use stuffed animals to toss. Lower elementary children can use medium to large nerf balls, while junior high and above can use tennis balls.

Hoop Circle

Have players form a circle and join hands. The leader has a hula-hoop resting on his arm (and is holding hands with those beside him/her). Without breaking hands, the leader must pass the hoop to the next person and it continues around the circle with each player stepping into the hoop and then over his/her head and on to the next person. Once this concept is learned, see if you can get two players through the hoop together, then three and so on. Some little kids have actually gotten five in at a time!

Moonball

Players begin by forming a circle. Toss a beach ball or balloon ball (balloon with cloth cover) into the circle and see how long the group can keep the ball in the air (count number of hits). If the ball hits the ground, start again and try to improve your record. Help teach problem solving: When the ball hits the ground, ask the group what they think will help them do better. Then try their suggestions.

Zoom

Have players form a circle. Players must get in the zoom position (leaning into the circle, one foot in front of the other, both hands on the front knee) - "assume the zoom." Begin by passing the word "zoom" around the circle (verbally). You can't "pass" the "zoom" until you've received "it." Record the time it takes to get the

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word all the way around the circle. Ask for suggestions on how to improve your time. Try to beat your previous time. Incorporate any reasonable suggestions.

All Aboard

The goal is to get a group of twelve to sixteen people on a two-foot square platform without anyone touching the ground. Rules:

- 1) Each person must have both feet off the ground.
- 2) Everyone in the group must remain on the platform for at least 10 seconds.
- 3) Participants can not dog pile on top of each other, as a solution to this activity.

Variation: use hula-hoops instead of platforms.

Blind Height Alignment

Blindfold each member of the group, and instruct them to align themselves according to height. The group is not allowed to talk to each other, and blindfolds must remain in place throughout this activity.

Blind Square

The object of this game is to have a group of at least eight participants form a perfect square while blindfolded. After participants have put on blindfolds, place a rope that is tied in a circle, in each person's hands. Participants must then form the rope into the shape of a square. When they believe the square has been formed, the participants place the rope carefully on the ground and remove their blindfolds. All participants must have at least one hand on the rope at all times. Variation: after successfully forming a square, try a triangle, or another shape.

Freeze Dance

Need: Drum, tom-tom or hardwood plank (2' square, 1/2" -1" thick); two drumsticks.

When the drummer begins to beat the drum, the dancers move around in a circle trying to keep time to the music, but must stop stepping (freeze) instantly when the drum beat stops. Any player who stops too soon is tagged out by the chief. The chief or drummer say "Dance!" and the dancers resume the dance.

Bear Race

In this race the Indian youngsters imitated the loose, shuffling gait of a bear while they raced between two points. Often the chief who acted as judge awarded coup to the player who imitated the shuffling run of the bear best, instead of the player who came in first. This was not only to reward the player's nature knowledge, but also to teach the players that the correct play-way was even more important than speed. All players take place just behind one line and face another line about 60' away. The chief calls "Go!" and the players put their hands on the ground and advance to the finish line as quickly as possible by moving the left hand and right foot forward at the same time, then the right hand and left foot. The players may move their heads from side to side to further imitate a bear.

What Pioneer am I?

Pin the name of a famous pioneer (Daniel Boone, Davy Crocket, Johnny Appleseed, Kit Carson, etc.) on the back of each player. A player takes his turn trying to guess the name on his back. The other players, one at a time, give him hints until he guesses the name.

Bowl Toss

Need: Two matching bowls, 6 disks (stones, fruit pits, pieces of pottery, or cardboard) decorated and marked with points (1 -6 on one side; 2, 4, 6 on the other side of three; and 0 on the remaining three).

Two players sit opposite each other, 4' apart. Each player has a wooden bowl about 8" across and 4" deep. The first player has numbered disks in the bowl, calls "Ready!", and immediately tosses the disks up and forward to the other player. The second player tries to catch as many of the disks as possible without changing sitting position. Points are tallied for the side facing up, but only for disks that remain in the bowl. The turn continues when the second player tosses all the disks back to the first player. Both scores are totaled for the team and the team with the highest score wins. As skill improves, players may move further apart.

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Medicine Lodge

Need: Six sticks

A 12' square is marked on the ground. This is the Medicine Lodge. The challenger, the medicine man, stands in the center of the lodge. He guards six sticks (10" long x 1.5" diameter). They are laid in a circle around the medicine man, each about 2' away from him. 4-6 players surround the lodge. When a chief gives the "Attack" signal, each player tries to secure a stick without being touched by the medicine man. Only one stick at a time may be taken, and the contestant taking it is not safe until he has escaped the lodge. The player with the most sticks counts coup and wins. Optional addition to the game: If three players succeed in touching the medicine man at the same time before he can touch any one of them, the medicine man becomes the prisoner of the attackers and the count coup and win.

Hop, Skip & Jump

This is an athlete test which was popular among the boys in the pioneer days. In turn each boy takes a running hop (lands on same foot) then a long step, and a final jump (leading off with one foot and landing on both feet). His score is the total distance covered in the three moves which must be done correctly.

Hand Slapping Pioneer

Pioneers had to be alert at all times because of many dangers. This is an alertness game. Boys stand in a circle and hold with both hands a circle of strong cord. The one in the center is called the pioneer. He endeavors to slap the hands of one of those holding the cord before they can be withdrawn. Whoever is not sufficiently alert and allows his hands to be slapped must take the place of the pioneer.

Sparrow Battle Royal

Establish a 10 foot circle on the ground. Each boy gets in circle and grasps his ankles with both hands. On signal, the sparrows try to upset or force each other out of the ring. Last sparrow in the ring and still on his feet is the winner.

Golf Ball Balance

Need: 2 ropes 20 feet long, 1 ½ inches by 15 inches long wooden stick, 1 golf ball

Carve an indentation in one end of the stick so that the golf ball sits firmly on the end of the stick. Attach the ropes to the stick by a clove hitch at the center of the stick and extend in 4 directions. Divide the group into teams of 4 with one child named leader, who will give all instructions. The other three members of the team are to remain silent and follow the direction of the leader. The object of game is to move the rope apparatus from point A to point B without disturbing the golf ball and causing it to fall. Players MUST remain at least six feet away from the stick in all directions.

Stepping Stones

Need: one paper plate per player plus one extra

Mark a start line and a finish line 30 feet apart. Divide the group into teams of about 5 or 6 people giving each person a paper plate. The purpose of the game is to move from the start to the finish line stepping only on the paper plates. The team that crosses the finish line first is the winner! The best way to move the team forward is to move in a single line with each person standing on their plate. The last person in line passes up the extra plate to the first who places it on the ground and then steps forward on the empty plate. Repeat quickly to reach the finish line. Players MUST stay on the plates.

Hip Shots

Need: One pair of old pantyhose/player, one balloon and one orange or ball/two players.

Divide into teams of two. Have each member of the team tie one leg of a pantyhose around their waist and let the second leg hang at their side. One member of each team then drops an orange (or ball of that size) into the leg hanging at their side. The other member of that team ties his hanging leg above the orange (or ball) so that it hangs between them. It should be long enough to hang between the knee and ankle. Inflate the balloons and place on the starting line in front of the oranges. Mark the finish line 10 to 15 feet away. At the "GO" signal

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each team swings their hips in unison to make their orange swing and hit the balloon. They continue this motion until they reach the finish line. The first team to hit the balloon across the finish line wins. It is best to play this game away from air currents.

Can Crash

Need: 4 # 10 cans

Everyone forms a circle, holding hands. Stack the four cans in the center of the circle. Everyone tries to pull the others into the stack of cans. If anyone is pulled into the stack, or touches it in any manner he is "out" of the circle. The cans are re-stacked and the game continues until only one player (the winner) is left.

Dua!

Need: (2) 3' -4' cords w/knots spaced 1"

The Omaha were especially fond of this breath-holding game. The object of this contest was to see which player could hold his/her breath for the longest period. Stretch the cord(s) between two points to keep it taut. In turn, each player continuously repeats the word "Dua!" each time a knot is touched as he/she moves along the length of the cord (back and forth as needed). The player who touches the greatest number of knots, while saying Dua! at every knot touched, without taking the slightest breath, counts coup and wins. A wise chief will have counted the number of knots in the cord before the game begins. If two cords are used, two players may compete simultaneously.

Blind Man's Candy

Need: Old hat, necktie or scarf, gloves, butter knife, fork, pair of dice & assorted candy bars.

Four or more players sit on the floor in a circle. One person must dress up in the clothing named above. The person on his left has the dice. Upon "GO" the "dressed up player" tries to quickly open one of the gift wrapped candy bars with the butter knife and fork, while the player on his left begins to roll the dice. Each player gets 3 tries to roll doubles. If he is unsuccessful the play passes to the next player on his left. As soon as someone rolls doubles, the clothes, knife and fork pass to that player who rolled doubles. Then he puts on the clothes and tries to unwrap the candy while the others try to roll doubles. Play continues until all candy is removed from its wrapping. Be careful not to throw knife and fork!

Adjectives

Teams of equal numbers sit in circle about the room. The Leader chooses a letter of the alphabet and asks one of the circles to state an adjective beginning with the letter, before the count of 10, which would describe a Cub or Scout. The same problem is given to the next circle, and so on until one circle is stumped by the letter. The unfortunate team scores a minus point, and the Leader starts a new letter. Once it has been accepted, no adjective can be given again. Team with least amounts of minus points wins.

Santa's Bag

Number ten brown bags from 1 to 10. Put a familiar article in each bag (preferably an article related to Christmas) and staple it shut. Each boy is given a pencil and paper on which he lists numbers 10 through 10. He tries to guess what is in the bag. Most correct answers wins.

Green Balls

Give each boy five green paper balls as they arrive at the den meeting. During the meeting, if anyone makes you say "yes" or "no" to a question, you must give that person a ball. The object of the game is to get possession of as many balls as possible. Alert boys will find a way to answer questions without using the forbidden words. (Give a prize.)

Let's Fly!

Need: One sheet of white paper per person, hula hoops, pencils

Decide how many airplanes each person is allowed. Have them fold each their own airplanes and write their own name on it. Go to your local sports stadium and placing hula hoops on the ground as the targeted landing area go into the stadium seats and "aim for the landing area". The closest plane wins the prize.

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Pine Cone Hoop Toss

Need: 12" -18" hoop made from long grasses, supple reeds, or willow branches; pine cones

The hoop is placed on the ground 12' away from the throwing line. Each player stands behind the line, is given three pine cones and allowed to make three underhand tosses in attempts to drop each cone inside the hoop. One point is allowed for cones falling inside the ring and then bouncing out, and three points for each cone which remains inside the circle. The hoop is gradually moved farther away as skill increases. Try tossing with other hand or between legs while back is facing the hoop. Grand finale: suspend hoop above the ground.

Bombs Away!

Needed: Chair, ice cream scoop, ice cream cone, ice cream, ground cover (for easiest cleanup), towels, shower caps are optional!

Divide into teams of two people. One member of each team is to lie on the ground cover with his head toward the chair. An ice cream cone is placed in his mouth. Hands may NOT be used to hold the cone! The other member of the team stands on the chair and gets a scoop of ice cream. At the signal of "GO" the person on the chair tries to drop the ice cream in his partners cone. Each team has 60 seconds to try and catch the ice cream. The team with the most ice cream on the cone at the end of the time period wins -- an ice cream cone!

The Spinning Stick

Need: Stick, 4 feet long

Each player in his turn holds the stick straight over his head with both hands and while watching the stick, turns around 10 times counting aloud. He then drops the stick, jumps over it and salutes! Hard to do when you are dizzy!

A Nose for Art

Need: Art pads or butcher paper, finger paints in assorted colors, old shirts to protect clothing

The inside of the garage is a good place for this activity. Tape the paper to the wall or a door. Place the paints in shallow containers. The boys then dip their nose into the paints and apply it to the paper. NO HANDS ALLOWED! They may wish to draw shapes, write their names or ?????

Trapper's Delight

Need: Dice, yarn, large button for each player, 8 to 10 inch pan lid, large bag of candy (Tootsie Rolls, mints etc) and a towel

Preparation: Thread a button on a 15" piece of yarn. Pull to the middle and tie the ends together. Give a button to each player except one. Divide the bag of candy among the players so that each has 10 - 15 pieces of candy to start the game.

Players are seated around a table. Fold the towel in half and place in the middle of the table. Each player places his button on the towel and holds the other end of the yarn in his hand. The player without the button holds the pan lid in one hand and with the other rolls the die. He rolls 3 times. If he rolls a 1 or a 6 he tries to trap the buttons on the towel with his lid. If a player's button is caught, the owner of the button must give the trapper a piece of his candy. If a 1 or a 6 is not rolled and the trapper puts the lid down by mistake he must give each player trapped in error a piece of candy. After 3 rolls the trapper position passes to the left. When a person loses all his candy he is eliminated from the game. Play continues until one player has won all the candy. Having one the game the winner (hopefully) will divide his winnings with the others. NOTE: The Trapper may fake a trap but must not touch down or he loses!

Balance or Else!

Need: Towels, paper cups, small paper plates, water

Each team has 3 members. One is the balancer and the other two are stackers. The balancer lies on the ground with his face up. The stackers put about 1 inch of water in the first cup and gently place the cup on the forehead of the balancer. On top of that is placed a paper plate, then another cup of water and so on. The team with the highest tower wins.

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Fireman's Drop

Need: Water balloons, 1 tarp, sheet or blanket

Players hold the tarp at the edges. Three water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp the balloons are tossed into the air. A point is counted (by the referee) for each time the balloons are safely tossed and caught. Balloons must go up at least 8 feet in order to score. The game ends when a balloon breaks or is dropped. The team making the most successful tosses wins. OR two teams each with their own tarp may toss a balloon back and forth between teams until one team or the other breaks or drops a balloon.

Pass the Cup, Please!

Divide the players into relay teams, paired according to height. Each team of players is given a paper cup. The object of the game is to hold the cup with their heads (no hands allowed) and go to the goal line. The game continues until all teams have crossed the goal line. When a cup is dropped or falls the team must return and begin again.

Lincoln's Race

Need: A penny for each relay team

Divide the players into teams of an equal number. Goals are 15 feet apart. Half of each team is at each goal line facing the others on their team. A penny is placed on a line for each team. When the signal to begin is given the first player on each team must spin around 3 times then drop to his hands and knees and with his nose, push the penny to his waiting teammates on the other side, who must spin around 3 times, drop to his hands and knees and push the penny back to the finish line.

Whirlwind

Need: 2 ping pong balls, 6 banquet tables, good lungs

Arrange the tables in 2 rows of 3 tables each. Divide the group into 2 equal teams. Place the players evenly around the table, along both sides and the ends. Working as a team, the players blow the ball along the table, starting at one end and going to the other and back again. If the group is small they may need to accompany the ball on its trip down the table to the next player. The first team to complete the round trip wins.

Blind Balloon Bust

Need: Balloons, masking tape, blindfolds

Each player has a partner. Inflate balloons and tape to the floor approximately 30 feet from the starting line (may vary length according to area and strength of players). One partner is the "wheelbarrow" and the other the driver. The driver is blindfolded and holds the feet of the wheelbarrow. The wheelbarrow must direct the driver to the balloons which are popped by squeezing, sitting on, etc. NO pins or other sharp objects allowed.

Unicorn

Need: 2 baseball hats, 2 dowels 10 inches long, tape, string, paper clips, canning jar rings, 2 pair safety goggles, rope, 2 brooms

Tie the rope overhead across the room. Tie string in different lengths to the rope, adding an open paper clip to the suspended end. Hang a canning ring on the paper clip. To the bill of the baseball cap tape a dowel. Each player dons safety goggles and the "unicorn cap". Then riding a broom he is a unicorn and must spear as many rings as he can with the dowel stick. The most rings captured wins.

Fly Catcher Tag

Need: A ribbon streamer 12 to 20 inches long

"It" holds the streamer and is the "Frog" while the other players are "Flies". It is played like tag with the "Frog" being it. Flies may avoid capture by squatting frog position but they may do this only one time while a frog is it. When the frog catches his fly the one caught is then the Frog and the game continues.

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I Have It

This is reverse tag. The player who is IT runs away from all the others and tries to stay IT as long as possible. When he is tagged, the tagger becomes it.

Don't Tickle a Trout

Draw a big fish shape on cardboard. Put the fish on the floor and place a shoelace or piece of rope on each side of the fish. Players jump across the rope "brook" without falling in. Each time a player jumps, the ropes are moved farther apart. The last one to make a good jump is the winner.

Poison Circle

Place "poison" carton in the center of a small circle. Boys join hands, move back and forth around the circle and try to force others onto the poison circle.

Tightrope Walk

For the "rope" set a long 2 x 4 on edge, supported at either end with a pair of sandbags. Mark off distances on the "rope". Record distance walked by each player.

Circle Race

Runners at arms length form a circle then face right. Race in the circle trying to pass the racer in front. Passing must be done on the outside. When a runner is passed, he drops out of the center of the circle. Surviving runner wins.

Crab Relay Race

Dens line up for relay. First boy in each Den crawls crab-style to a line 15 feet away, stands up and returns to tag the next boy who continues.

Balloon Crab Race

Players assume a sitting position along an even line and move forward by walking on hands and feet. An inflated balloon (with 1/2" metal washers over the neck as ballast) is placed in front of each player, who must kick it 50 feet to the finish line. Any player touching the balloon with his hands is disqualified.

Kangaroo Hop Relay

Cub Scouts assume semi-squat position. Keeping their feet together, they spring forward to cover a set distance. First Den done wins.

Balloon Kangaroo Race

Cubs stand in an even line, each with a 6" inflated balloon held between the knees. On signal they move along by hopping with both feet together, hands on hips, for a distance of 40 feet. If the balloon breaks, the player is disqualified. If he loses it, he can pick it up, run back to the starting line and start again.

Three-legged Balloon Race

Tie a left and a right ankle of each pair of Cubs together. Attach a balloon to a string about a foot long, and then tie it to the tied ankles of the pair. At the signal, the team will race toward a finish line. Any team breaking its balloon will be disqualified.

Train Relay

Dens line up for relay. First Cub Scout WALKS to the finish line, comes back and touches the next Cub Scout, who hitches on. Then both go to the finish line and return. Third boy hitches on, etc. The last Cub Scout is the caboose. He must hitch on backwards. The first team finished wins.

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Turtle Tag

One Cub is "IT", the others are "TURTLES". "IT" may not tag a turtle who is on his back, with all four feet in the air. But, "TURTLE" must hop up and run at least 10 steps by the time "IT" counts to 10. Then they can again assume the safe position or continue moving.

Clothespin Target

Stand a row of clothespins (about ten) on their heads. Each boy is to shoot five marbles at the row of clothespins. The boy who knocks down the most pins wins.

Cotton Spoon Game

Fill a bowl with cotton balls. One at a time, blindfold a Cub and hand him a tablespoon. The object is to see how many balls he can spoon out of the bowl while the leader counts to ten.

Countdown

Astronauts remove shoes and lie in a close circle in the center of the floor, feet toward the center with shoes piled in the center. When all are ready, leader covers the bodies with rugs or blankets and stands near the light switch. Leader counts down from ten. On "zero" he switches off the lights and the astronauts search out their shoes and put them on in the dark.

Crossing the Quicksand

Place small pieces of masking tape on the floor to form a twisting line of stepping stones, some close together, others far apart. Each Cub, in turn, tires the course while balancing a tennis ball on a flat board.

Lion Taming

Try to tame the lions by knocking them off their pedestals. For pedestals use inverted round gallon ice cream cartons. Set them up in several rows. For animals, round up stuffed animals (they don't all need to be lions) or make the animals out of cardboard at least 12" tall. Glue a cardboard support strip to the back of your cardboard animals. Give a player a ball or bean bag and see how many lions he can tame.

Toe Fencing

To play, we face each other, holding hands. Then we try to tap the tops of each other's toes with our own. When one of us scores three hits, it's time to switch to a new partner. The frenzy generated by Toe Fencing places a premium on honest self-refereeing - the name of the game is NOT Toe Stomping. Players should be equally armed - bare feet to bare feet, sneakers to sneakers. We do not advise playing in steel-toed boots unless everyone is equipped with shin guards.

Balloon Bursting

Each player has a balloon tied to his ankle. Any tactics except unnecessary roughness are allowed. The winner is the one who, while protecting his own balloon, bursts the other balloons.

Human Pinball

All players except one stand in a circle, facing outward. Spread your legs as wide as comfortable until your feet are touching your neighbors on either side. Everyone bend down and swing your arms between your legs. The one non flipper enters the circle as the movable target. The flippers try to hit him by knocking a rubber playground ball back and forth across the circle. Whoever hits the target gets one point and also gets to be the new target. Every time the ball goes out of the circle, the target scores a point. The target's only job is to avoid the ball. Only flippers can flip it.

Juggler Toss

Need: Tennis ball for each Scout.

Boys pair off and, standing about 5 feet apart, they toss their balls simultaneously. Score one point when both boys catch the ball. After each catch, step back one pace and throw again.

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Rope Throwing Contest

Get a long piece of rope or join short pieces to make a single line. Show how to coil the rope. Make a target by drawing three circles - one within the other, 1 - 2 - 3 feet in diameter - on the floor or ground. Let each player have three tries at coiling and throwing the rope at the target. If any part of the rope is touching the small circle, score three points, score two points for the second circle and one for the outer circle.

Scooter Ball

Players stand in a circle with legs spread apart. ROLL a ball across the circle trying to get it through another player's legs. You may bat the ball away with your hands. The ball must stay on the floor and be rolled - not thrown. Player is out if the ball rolls between his legs. Last person in the game is the winner.

Tie and Jump

Begin by teaching a simple knot. Make sure every player can tie it. Practice the long jump. Line up the players side by side. At the word "GO" they all start tying the knot. On "DROP ROPE" everyone drops his rope in front of him. Have every player who correctly ties his knot pick up his rope and stand with his toes on the broad jump starting line. Then conduct a standing long jump. Using the jumping area as the new starting point, repeat the game two, three or more times, depending upon the space you have for jumping. The one who jumps the greatest distance is the winner. (You can add to this by having the boys tie the knot with eyes open, eyes closed and behind their backs.)

Bottle Target

The boys take turns seeing how many toothpicks they can land in an empty bottle, which is placed on the floor an arm's length away. Players drop the toothpicks one at a time into the bottle. They can lean, but cannot move their feet. Most in wins.

Pigeons and Squirrels

Using chalk or string, mark a 6 ft. circle on the floor. Mark a smaller circle about 6 inches in the middle of the larger circle. The smaller circle is the nest. Put two tennis balls (eggs) in the smaller circle (nest). Two Cubs are the pigeons, the rest are the squirrels who try to remove the eggs from the nest without getting "pecked" (touched) by the pigeons before they get outside the 6 ft. circle. Any squirrel pecked by the pigeons are out. The pigeons win if they still have at least one egg left after a certain time limit.

Track Memory

A group sits with their feet up and other groups study them. After 3 minutes one of the members makes some foot marks in a good bit of soil. The second group has their back to the first group while footprints are being made. Then the second group studies the footprints that were made, and tries to guess which party of the first group made the prints.

Birds Fly

The Leader tells the boys to flop their arms up and down when he names something that flies. When he mentions something that doesn't fly, they must hold still. Those who make a mistake must drop out. To confuse things, the Leader flaps his/her arms at every command. The command should be given in a quick succession (ducks fly, geese fly, pigs fly).

Bird Puzzle Relay

Mount pictures of birds on cardboard. Cut each into pieces so that the legs, body, head and beak are separated. Place heads in one group, bodies in another, etc. Divide group into 2 teams. First team player runs to table and selects a pair of feet and runs back to team mate. Second player takes the feet and runs back to table and tries to find a body for his bird's feet. He runs back to team, and next player finds the head, the next player finds the beak. Put the finished puzzle on the floor. Continue until a team has 5 birds. Remember, this is a relay race. First team done gets 5 points and 5 points for each bird correctly put together.

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Potato Golf

Draw circles on the floor. From a distance of 6 feet, players push a potato with a cane or a stick with a curved handle. Score accordingly, to number of circles. No score is made if the potato stops on a line. Each boy gets ten tries.

Rowing Race

Divide into 2 teams. Have 2 large cardboard boxes with two holes cut, one on each side of the box. Also need 2 lengths of broomsticks about 3 or 4 feet long. Relay race: each boy in turn sits in a box and tries to propel himself to the finish line a short distance away. Can be quite amusing to watch.

Feed the Guest

Need: Large cloth napkins, gumdrops, toothpicks. Line boys on each side of a table; one side plays against the other side.

Place a napkin, bowl or gumdrops, and a package of toothpicks at the end of the table. On signal, the first person ties the napkin around the neck of the next person, picks up a toothpick and spears a gumdrop, and feeds the person. That person then unties his napkin and ties it onto the next person. First side done wins. (Everyone gets a snack.)

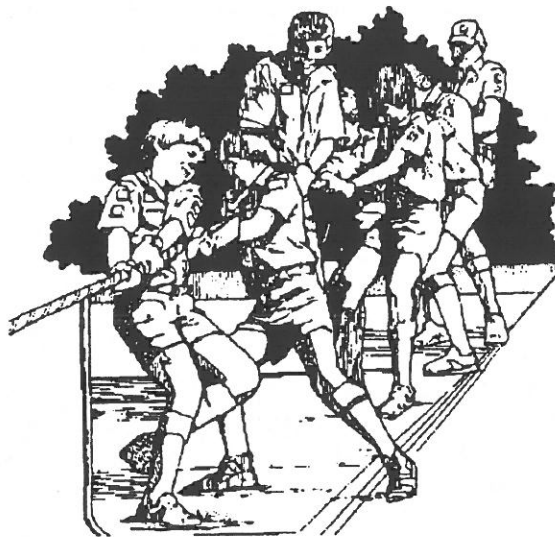
Toilet Roll

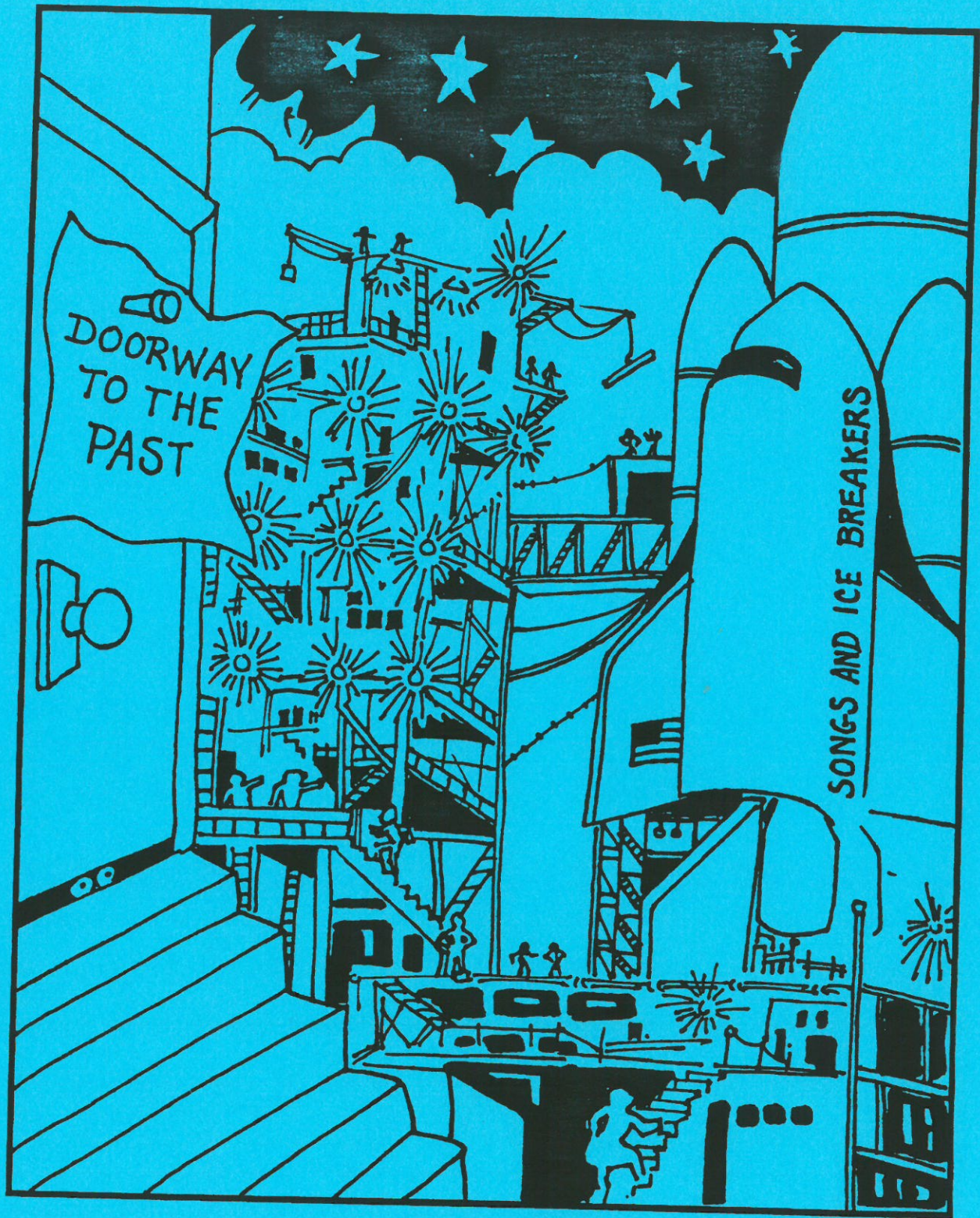
Take a roll of toilet paper and have each boy tear off "how much he thinks he will need." That is all you tell them. Then have each boy tear them in to squares and place them in front of him. Then he must tell, for each sheet of paper, what he could do for someone else. He must give one idea for each square of paper. As he tells the good deed he puts the sheet of paper down in another pile. First to through the first stack is winner.

Art Relay

Equipment needed: 3 or 4 felt-tipped pens for each team, masking tape, large sheet of paper. Divide the boys into 6-8 man teams. In front of each team is a large sheet of paper placed on the wall or on a table, with the colored pens on a chair. Line up about 10 ft. away. They are told to draw a well-known story from TV, Christmas or on any subject. On signal, first player in each teams runs up and draws a specific part of the picture. He then runs back and tags the next person, who draws another specific part of the drawing. First team to finish wins recognition for speed, but special recognition is given for picture that is best team effort.

Enjoy!!!





Songs & Ice Breakers



Songs and Ice Breakers

Ant Marching Song

(When Johnny Come Marching Home Again)

The ants go marching one by one.
Hurrah, Hurrah.
The ants go marching one by one.
Hurrah, Hurrah.
The ants go marching one by one,
The little one stops to shoot his gun.
And they all go marching,
Down to the ground to get out of the rain.
Boom, boom, boom, boom.

(Insert the following lines, replacing one by one/to shoot his gun, etc.)

Two by two to tie his shoe.
Three by three to climb a tree.
Four by four to close the door.
Five by five to pick up sticks.
Seven by seven to look at heaven.
Eight by eight to shut the gate.
Nine by nine to tell the time.
Ten by ten to say THE END.

The Wrong End

(My Bonnie Lies Over the Ocean)

Oh, rabbits have bright shiny noses,
I'm telling you this as a friend.
The reason their noses are shiny,
The powder puff's on the wrong end.

Wrong end, wrong end,
The powder puff's on the wrong end,
wrong end,
Wrong end, wrong end,
The powder puff's on the wrong end.

Bug Juice

(On Top of Old Smokey)

At camp with the Boy Scouts
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 that great tasting pink drink
was really bug juice.

It looked fresh and fruity,
Like tasty Kool--Aid,
But the bugs that were in it
Were murdered with RAID!

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

So the next time you drink bug juice,
And a fly drives you mad,
He's just getting even,
'Cause you swallowed his dad.

McTavish is Dead

Oh, McTavish is dead and his brother don't know it.
His brother is dead and McTavish don't know it.
They're both of them dead in the very same dead.
And neither one know that the other is dead.

The Littlest Worm

(Sippin' Cider)

The littlest worm (repeat each line)
I ever saw
Was stuck inside
My soda straw

(Chorus)

The littlest worm
I ever saw
Was stuck inside
My soda straw

He said to me
Don't take a sip
For if you do
You'll really flip
(Chorus)

I took a sip
And he went down
All through my pipes
He must have drowned

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(Chorus)

He was my pal
He was my friend
But he's no more
And that's the end!
(Chorus)

Cub Scout Vespers (*Oh Tannenbaum*)

Softly falls the light of day,
As our campfire fades away.
Silently, each Cub Scout asks,
"Have I done my daily task?
"For my country done my best?
"Prayed to God before I rest?
"Helped a friend along the way?
"Have I done my best today?"

Catalina Magdalena (Repeat chorus after every verse)

She had a funny smell, and she had a funny name;
Got it from her mother, who was very much the same.

Chorus: Catalina Magdalena Rubensteiner Walbinder
Ogan Logan Bogan was her name. Yeehaw!

She had two hairs on the top of her head;
One was alive and one was dead.

She had two teeth in the middle of her mouth;
One pointed north and the other pointed south.

She had a peculiar smell to her feet;
Smelled like a skunk in quick retreat.

She had some whiskers on her throat;
Made her look like a billy goat.

She had a neck like a ten foot pole;
Right in the center was a big black mole.

She had two legs like a new-born colt,
Her toes would rattle like a bucket of bolts.

She had two eyes with which to see,
One looked at you, and the other looked at me.

Her lower lip was like a big fat weiner,
She used it on the floor for a vacuum cleaner.

A Scouter's Smile

(*When Irish Eyes are Smiling*)

When Scouter's all are smiling,
Sure it's like a morn in spring
For amid their joy and laughter
You can hear the music ring.
When all the crowd are happy
And the night seems bright and gay.
With the fine old Scouting spirit,
Sure it wins you right away.

Cub Scout Rap

Yo! We are the Cub Scouts of Den One!
When we get together we have some fun!
We won't be late; we ain't no fools!
'Cos being a Cub Scout is really cool!
We learn a lot; it's not all play!
We're working hard to find our way!
We're growing up; it won't be long!
So, put your hands together and join our song!

ONE!(clap) TWO! (clap)
THREE! (clap) FOUR! (clap)

Cub Scouts are super.
Cub Scouts are strong.
Cub Scouts gonna teach us
Right from wrong!
Cub Scouts don't cheat,
Cub Scouts don't lie.
Cub Scouts don't do drugs--
Say! I don't want to die!
Cub Scouts are righteous,
We try to get along.
Cub Scouts are good friends--
You'll find you can belong. HUH!
ewh, ewh, ewh, ewh,
Yo Cubbies! Yo Cubbies!
Yo Cubbies! Yo Cubbies!

(Shout underlined words)

Scout Vesper Song (*Oh Tannenbaum*)

Softly falls the light of day,
While our campfire fades away,
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?"

Reflections of the Past, Visions of the Future

Have I done and have I dared?
Everything to be prepared?"

Little Ooie (*Yankee Doodle*)

Little Ooie was a worm,
A little worm was he.
He sat upon a railroad track,
The train he did not see.

The train came rushing
'round the curve,
It's whistle going whoooooeeeee.
But little Ooie did not turn,
Now little Ooie's gooey.

In A Cub Pack (*Clementine*)

In a Cub Pack; In a Cub Den;
Boys are having lots of fun.
Always laughing, always learning;
Finding their place in the sun.

First we're Tigers; then we're Bobcats;
Then Wolves, Bears and Webelos;
Reaching higher; reaching farther;
Cubs to Boy Scouts we will grow!

Spotted Bedbugs (*Onward Christian Soldiers*)

Onward spotted bedbugs,
Marching up the sheets,
Tickle, tickle, tickle,
On poor Grandma's feet.
Grandma gets excited,
Grandpa gets the gun.
Boom, Boom, Boom, Boom,
Boom Boom, Boom,
See those bedbugs run.

Onward spotted bedbugs,
Marching off the sheets,
Carrying off the wounded,
And poor Grandma's feet.

Popcorn

(*Yankee Doodle*)

Selling Popcorn is my duty
Caramel corn or microwave
Ringing doorbells, smiling brightly;
Lots of sales is what I crave.

(Chorus)

Popcorn, popcorn evermore.
Popcorn by the scor-ore.
Popcorn, popcorn door to door
Popcorn, my Cub Scout chore!

Filling out the order forms;
Ask everyone I know-ow.
When they see me come in one door
Out the other they'll go.
(Chorus)

Cub Pack earning lots of money,
Me, I'm earning blistered feet.
Wonder what prize I will take home;
Hope it's not a popcorn treat!
(Chorus)

On Top of Spaghetti (*On Top of Old Smokey*)

On top of spaghetti, all covered with cheese,
I lost my poor meatball, when somebody sneezed.
It rolled off the table, and onto the floor,
And then my poor meatball,
rolled straight out the door.

It rolled to the garden, and under a bush,
And there my poor meatball was nothing but mush.
The mush was as tasty, as tasty can be.
And there my poor meatball grew into a tree.

So if you have spaghetti all covered with cheese,
Hold onto your meatball, and don't ever sneeze.

Pizza Hut

A Pizza Hut, a Pizza Hut! Kentucky Fried Chicken
and a Pizza Hut!

A Pizza Hut, a Pizza Hut! Kentucky Fried Chicken
and a Pizza Hut!

McDonald's, McDonald's! Kentucky Fried Chicken
and a Pizza Hut!

McDonald's, McDonald's! Kentucky Fried Chicken
and a Pizza Hut!

(Pizza Hut: make a pointed roof with your hands)

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(KFC: tuck your elbows in and flap your "wings")
(McD: draw the "m" like on the commercials)

Boys Will Be Boys

(I've Been Working on the Railroad)

I've been working on my mom's nerves,
And my father's, too.
Cause I want to do my project NOW!
Not another time will do.
Can't you hear my Den mom crying:
"Why can't you give it a rest!"
Can't they see that I just can't wait
For my next Cub Scouting quest.
Momma don't you cry; Daddy don't you sigh;
I'm gonna make you proud - some day
Den Leader don't fret; you're not crazy yet;
There's lots of time still for that.
Some one's messed around with my Cub craft!
Some one spilled some paint on my pa-a-a-nts!
Someone ate the cookie I wanted!
How come the Den Leader rants
By yelling:
Clean Up, Cub Scouts! And hurry along!
When's your parents gonna sho-o-o-ow,
See you all again next week, Cubs;
Maybe sooner - only heaven knows.

Alice the Camel

Alice the Camel has six humps,
Alice the Camel has six humps,
Alice the Camel has six humps!
So go Alice, go! Boom-boom-boom!

Alice the Camel has five humps....
(repeat until Alice has no humps)

(sadly) Alice the Camel has no humps,
Alice the Camel has no humps,
Alice the Camel has no humps
(brighter) 'cause Alice is a horse!

Myrtle the Turtle

(just like Alice the Camel)

Myrtle the Turtle has four legs,
Myrtle the Turtle has one tail,
Myrtle the Turtle has one head,
so go, Myrtle, go!
Boom-boom-boom!
(Myrtle loses each leg, then the tail, finally his head)

(sadly now)

Myrtle the Turtle has no legs,
Myrtle the Turtle has no tail,
Myrtle the Turtle has no head,
(brighter now) 'cause Myrtle is a rock!

How Peculiar

(Battle Hymn of the Republic)

When one sly snake slip up the slide
The other sly snake slid down, *(repeat 3x)*

(Chorus)

Glory, Glory, how peculiar *(repeat 3x)*
When one sly snake slid up the slide
The other sly snake slid down.

When one black bug bled blue-black blood
The other black bug bled blue

Singing Grace

(Michael Row the Boat Ashore)

Thank you for the food we eat, alleluia
Thank you for the friends we meet, alleluia,
Thank you for the birds that sing, alleluia,
Thank you Lord for everything, alleluia.

I'm Alive, Awake, Alert, Enthusiastic!

(Motions:

on "alive" slap knees.
on "awake" clap hands.
on "alert" snap fingers at shoulder height.
on "enthusiastic" raise and wave hands.)

I'm alive, awake, alert, enthusiastic!
I'm alive, awake, alert, enthusiastic!
I'm alive, awake, alert,
Alert, awake, alive,
Alive, awake, alert, enthusiastic!

The "Bean" Song

(Insert different "beans" to replace the word in the parentheses)

My dog (coffee) likes to roam,
One day (coffee) left his home,
He came back all neat and clean,
Where, oh where has (coffee) bean.
(Coffee) bean, (coffee) bean,

Reflections of the Past, Visions of the Future

Where, oh where has (coffee) bean.
(Coffee) bean, (coffee) bean,
Where, oh where has (coffee) bean.

*Have audience call out other beans to insert. Try
lima, Orson, Judge Roy, garbanzo, refried...*

The Rain Gear Song

(Rudolph the Red-nosed Reindeer)

Don't forget to bring your rain gear
Just in case it starts to rain
If you forget your raingear
Wet underwear can be a pain.

(My leader) has yellow rain gear
You can see her everywhere she goes
Some say that yellow raingear
Is so bright it almost glows

Then one soggy camping trip
(My leader) came to say
If you had brought your raingear set
HEY! You wouldn't be so wet!

So now we all bring our raingear
And we know that it's no joke
People who bring their raingear
Don't worry about getting soaked!

The Scout Law

(sung to Yankee Doodle)

TRUSTY Tommy was a Scout.
LOYAL to his mother,
HELPFUL to the folks about, and
FRIENDLY to his brother,
COURTEOUS to a girl he knew,
KIND to his rabbit,
OBEDIENT to his father, and
CHEERFUL in his habits.
THRIFTY saving for a need,
BRAVE and not a faker,
CLEAN in thought and word and deed, and
REVERENT to his maker.

Cubbing in our Winter Wonderland

(Winter Wonderland)

These are Cubs, and they're happy
In their blues, they look snappy
They're happy today, going their way,
Cubbing in our winter wonderland.

Other Cubs, they wear snowshoes,
Not our Cubs, they wear no shoes
Without any snow, it's hard for them to know
We're living in a winter wonderland.

In a meadow they could build a snowman.
But it wouldn't last them very long
Building one in sunshine doesn't go, man
They might as well just sing a little song.

Later on, they'll perspire
As they sit by the fire,
Right now they're turning blue,
It's down to 62!
In our sunny winter wonderland.

Bubble Gum Song

My mother gave me a penny
To go and buy something funny
But I didn't buy something funny
Instead I bought some Bubble Gum

(Chorus)

A oompha a oompha bubble gum
A oompha a oompha bubble gum
A oompha a oompha bubble gum
Instead I bough some bubble gum.

(Repeat chorus after each verse)

2. Nickle to buy a pickle
3. Dime to buy a lime
4. Quarter to buy some mortar
5. Dollar to buy a collar

Austrian Yodelers Song

Oh, an Austrian went yodeling on a mountain top
high,
When along came a {Coo-Coo Bird}, interrupting his
cry,
Oh lee a Ki-Kee, oh lee a Coo-Coo Cuckoo,
Oh lee a Ki-Kee, oh lee a Coo-Coo Cuckoo
Oh lee a Ki-Kee aey oh.
With each verse change {} to the next verse

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IE:

Oh, an Austrian went yodeling on a mountain top high,

When along came a River, interrupting his cry,
Oh lee a Ki-Kee, oh lee a Coo-Coo Cuckoo,
Swish

Oh lee a Ki-Kee, oh lee a Coo-Coo Cuckoo,
Swish

Oh lee a Ki-Kee, oh lee a Coo-Coo Cuckoo,
Swish

Oh lee a Ki-Kee aey oh.

River	-Swish
Grizzly bear	-Grrrrrrrr
St. Bernard	-Pant, pant
Milking cow	-Squirt, squirt
Pretty girl	-Kiss, kiss
Robber	-Bang
Ghost	-Aaaaaaaaaaah
Angel	-Flutter

(add actions as you wish for each sound)

God Bless My Underwear

(God Bless America)

God bless my underwear, my only pair.
Stand beside it and guide it
Through the rips and the holes and the tears.
From my body, to the washer,
to the dryer, to my rear!
God Bless my underwear, my only pair,
God bless my underwear, or I'll go bare!

Frankenstein

(Clementine)

Oh my darlin', oh my darlin'
Oh my darlin' Frankenstein
You are lost and gone forever
I'm so sorry, Frankenstein.

I was working with my test tube
In a lab'ratory fine
When one day I broke my glasses
And I made poor Frankenstein

He was handsome, he was charming,
And I nailed his head on tight.
His teeth were nice and pearly,
and his eyes came out at night.
Oh, his nose I made it quickly

From a rotten apple core,
His tongue was nice and purple,
And hung down to the floor.

Frankenstein helped in the Kitchen
He was making up a cake
When he fell into the batter
And got mixed up by mistake.

Cooking nicely in the oven,
Oh, the cake came out just fine;
Told my friends those lumps were raisins,
But those lumps were Frankenstein.

Oh my darlin', oh my darlin'
Oh my darlin' Frankenstein
You are lost and gone forever
I'm so sorry, Frankenstein.

We're Glad to see You Here

(Farmer in the Dell)

We're glad to see you here.
It gives us joy and cheer.
Sure, it's true, we say to you,
We're glad to see you here.

Happy Wanderer

I love to go a-wandering
along the mountain tracks
and as I go to I love to sing
my knapsack on my back

(Chorus)

Val-de-ri, Val-de-ra
Val-de-ri, Val-de-ra-ha-ha-ha-ha
Val-de-ri, Val-de-ra
My Knapsack on my back

I love to wander by the stream
that dances in the sun
so joyously it calls to me
come join my happy song
(Chorus)

I wave my hat to all I see
and they wave back to me
And blackbirds call so loud and free
from every green wood tree

(Chorus)

Reflections of the Past, Visions of the Future

High over head the blackbird wings
they never rest at home
But just like me they love to sing
as o'er the world we Rome
(Chorus)

Oh may I go a wandering
until the day I die
Oh may I always laugh and sing
beneath God's pale blue sky
(Chorus)

Hermie The Worm

Sittin' on the fence post
Chewin' my bubble gum
Playin' with my Yo-Yo
Wooo Wooo
And along came Hermie the Worm
He was this big
I said, "Hermie, what happened?"
"I ate my sister!"

Sittin' on the fence post
Chewin' my bubble gum
Playin' with my Yo-Yo
Wooo Wooo
And along came Hermie the Worm
He was this big
I said, "Hermie, what happened?"
"I ate my brother!"

Sittin' on the fence post
Chewin' my bubble gum
Playin' with my Yo-Yo
Wooo Wooo
And along came Hermie the Worm
He was this big
I said, "Hermie, what happened?"
"I ate my mother!"

Sittin' on the fence post
Chewin' my bubble gum
Playin' with my Yo-Yo
Wooo Wooo
And along came Hermie the Worm
He was this big
I said, "Hermie, what happened?"
"I ate my father!"

Sittin' on the fence post

Chewin' my bubble gum
Playin' with my Yo-Yo
Wooo Wooo
And along came Hermie the Worm
He was this big
I said, "Hermie, what happened?"
"I burped!"

The Princess Pat

Audience echoes the song leader and mimics the actions performed

The Princess Pat *trace hourglass with fingers*
Lived in a tree *trace tree*
She sailed across *make sailing motion*
The seven seas *Hold up 7 fingers*
She sailed across *sweep arm to show expanse*
The channel too *Make parallel lines with your hands*
And she took with her *mime carrying heavy burden*
A rig of bamboo. *make swirling motion*

(Chorus)

A rig of bamboo *make swirling motion*
Now, what is that? *step forward, turn hands over on "what" & "that"*
It's something made *pound one fist on top of the other twice, reverse*
By the Princess Pat *trace hourglass with fingers*
It's a red & gold red: *sweep left hand down; gold: sweep right*
And a purple, too *sweep hands from center outward*
That's why it's called *make a megaphone, shout "called"*
A rig of bamboo. *make swirling motion*

Now the Captain Jack *salute*
Had a mighty fine crew *salute multiple times with both hands*
They sailed across *make sailing motion*
The channel too *hold up 2 fingers*
Now their ship sank *plug nose, sink down*
And your's will, too *point to leader*
If you don't take *mime carrying heavy burden*
A rig of bamboo. *make swirling motion*

(repeat chorus)

(repeat, louder & faster)

Skeeters And The Bedbugs

Reflections of the Past, Visions of the Future

I woke up Sunday morning,
and looked up on the wall,
The skeeters and the bedbugs
were having a game of ball
The score was nineteen twenty,
the skeeters were ahead,
The bedbugs hit a homer
and knocked me out of bed,
Singin'

(Chorus)

Eney meanie, and a miney mo,
Catch a whipper whopper by the toe,
If he hollers, hollers, let him go
Singin'
Eney meanie, and a miney mo.

(Repeat verse & chorus for all days of the week)

Be Kind To Your Web Footed Friends (Stars and Stripes Forever)

Be kind to your web footed friends,
For a duck may be somebody's mother,
Be kind to the denizens of the swamp,
He's a relative through and through,
Now you may think that this is the end,
Well it is.

Be Kind To Your Cub Scouting Friends (Stars and Stripes Forever)

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

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

I've Got That Cub Scout Spirit

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

Down in my feet....

All over me....

I've got that Cub Scout spirit
Up in my head
Deep in my heart
Down in my feet
I've got that Cub Scout Spirit
All over me
All over me
to stay.

Lord Baden Powell (sung to Father Abraham)

Lord Baden Powell had many friends
Many friends had Lord Baden Powell
I am one of them, and so are you
As we go marching on ... right arm
(repeat and add) left arm
right foot
left foot
nod your head
turn around
SIT DOWN!

Tom the Toad (Oh Tannenbaum)

Oh Tom the Toad, Oh Tom the Toad,
Why are you lying in the road?
Oh Tom the Toad, Oh Tom the Toad,
Why are you lying in the road?
You did not see the car ahead,
and on your head are tire treads.
Oh Tom the Toad, Oh Tom the Toad,
why are you lying in the road?

Oh Matt the Rat, Oh Matt the Rat,
Why did you tease my pussy cat?
Oh Matt the Rat, Oh Matt the Rat,
Why did you tease my pussy cat?
You used to be so brown and thin,
And now you are inside of him.
Oh Matt the Rat, Oh Matt the Rat,
Why did you tease my pussy cat?

Oh Jake the Snake, Oh Jake the Snake,
How did you find my garden rake?
Oh Jake the Snake, Oh Jake the Snake,
How did you find my garden rake?

Reflections of the Past, Visions of the Future

You used to be so long and slick,
and now you are so short and ick.
Oh Jake the Snake, Oh Jake the Snake,
How did you find my garden rake?

Oh Doug the Bug, Oh Doug the Bug,
Why did you fall in to my rug?
Oh Doug the Bug, Oh Doug the Bug,
Why did you fall in to my rug?
I really like to play with you,
and now you're stuck upon my shoe.
Oh Doug the Bug, Oh Doug the Bug,
Why did you fall in to my rug?

Oh Sid the Slug, Oh Sid the Slug,
Why are you sitting in my mug?
Oh Sid the Slug, Oh Sid the Slug,
Why are you sitting in my mug?
You're sitting there, you look sublime,
But now my mug is full of slime.
Oh Sid the Slug, Oh Sid the Slug,
Why are you sitting in my mug?

O' Tom the Toad (*O Christmas Tree*)

O' Tom the toad, O' Tom the toad,
why did you hop into the road?
O' Tom the toad, O' Tom the toad,
why did you hop into the road?
You were my friend, but now you're dead,
run over by a tire tread!
O' Tom the toad, O' Tom the toad,
why did you hop into the road?

O' Tom the toad, O' Tom the toad,
why did you hop into the road?
You sat upon the yellow line,
and now you're just a streak of slime!
O' Tom the toad, O' Tom the toad,
why did you hop into the road?

How to Get Ideas (*Row, Row, Row Your Boat*)

Use, use, use your brain
Put your mind in gear.
Bright ideas aren't a strain
You have some, never fear.

Think, think, think so hard.
Service you can give.

Help some other people and
Your life's more fun to live.

Do, do, do your best,
Do a good deed now.
It will make you happy and
Cub Scouting shows you how.

Froggie (Chanted, audience repeats each phrase after the leader.)

Dog.
Dog, cat.
Dog, cat, mouse.
Froggie.
Itsy bitsy teeny weeny little bitty froggie.
Jump, jump, jump little froggie.
Spiders and flies are scrumpdelicious.
Ribet, ribet, ribet, ribet, ribet, ribet,
CROAK!

Goat.
Goat, skunk.
Goat, skunk, goose.
Snakie.
Slippy, slidy, creepy, slimy little bitty snakie.
Crawl, crawl, crawl little snakie.
Froggies and birds are scrumpdelicious.
Rattle, rattle, rattle, rattle, rattle, rattle, HISSSSS!

Bobcat.
Bobcat, Wolf.
Bobcat, Wolf, Bear.
Cub Scout.
Jumping, running, noisy, playing, want to be a Boy Scout.
Grow, grow, grow little Cub Scout.
Den Meeting treats are scrumpdelicious.
Cookie, cookie, cookie, cookie, cookie, cookie,
YUMMMMM!

I Like Bananas (Sing 3x. Lower volume each time, but always shout TARZAN OF THE APES.)

I like bananas, coconuts and grapes,
I like bananas, coconuts and grapes,
I like bananas, coconuts and grapes,
That's why they call me,
TARZAN OF THE APES!!!

Reflections of the Past, Visions of the Future

The Bear

(Sippin' Cider)

The other day,
I met a bear.
In tennis shoes,
A dandy pair.

He said to me,
"Why don't you run?"
"Because you ain't
"Got any gun?"

And so I ran,
Away from there.
But right behind me
Was that bear.

Ahead of me,
I saw a tree.
A great big tree.
Oh glory be.

The nearest branch,
Was ten feet up.
I'd have to jump,
And trust to luck.

And so I jumped
Into the air.
But I missed that branch
Away up there.

Now don't you fret,
Now don't you frown,
'Cause I caught that branch
On the way back down.

The moral of
The story is
Don't talk to bears
In tennis shoes.

That's all there is.
There ain't no more.
So what the heck
Are you singing for?

My Aunt Came Back

(Leader chants and adds motions; group repeats each line and does motions. Once a motion is started, it continues through the song.)

My aunt came back, from old Japan,
She brought to me, an old silk fan.
(Fan with one hand)

My aunt came back, from old Algiers,
She brought to me, a pair of shears.
(Cut with fingers of other hand)

My aunt came back, from Holland too,
She brought to me, a wooden shoe.
(Stamp one foot repeatedly)

My aunt came back, from old Hong Kong,
She brought to me, the game Ping Pong.
(Move head from side to side)

My aunt came back, from the New York Fair,
She brought me back, a rocking chair.
(Rock back and forth)

My aunt came back, from Kalamazoo,
She brought to me, some gum to chew.
(Chew)

My aunt came back, from Scouting, too.
She brought to me... (leader points to group)
Some nuts like you!

The Coming of the Frogs

(Battle Hymn of the Republic)

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

(Chorus)

Ribet, ribet, ribet, croak, croak.
Ribet, ribet, ribet, croak, croak.
Ribet, ribet, ribet, croak, croak.
The frogs keep hopping on.

Reflections of the Past, Visions of the Future

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 hoppin on.
(Chorus)

I used to like the bullfrogs,
Liked to feel their slimy skin.
Liked to put them in my 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)

The hopped into the living room
And headed down the hall.
They have trapped me in the corner
And my back's against the wall.
And when I open up my mouth
To give a warning call,
This is all that's heard:
(Chorus)

Scouter's Hymn (On Top of Old Smokey)

On top of Old Smokey,
All covered with snow,
I learned a great lesson
All people should know.

I met a Scout leader,
A helper of youth,
He was roaming God's mountains
In search of the truth.

He told me he found it
In the red sunset's glow,
In the voice of the thunder,
In the touch of the snow.

His truth was quite simple,
As plain as could be,
I'll never forget
What that leader told me:

"Do your duty to God,
"To the Red, White and Blue,

"To all others be helpful,
"To thine ownself be true."

I Don't Care if I Go Crazy (Ruben, Ruben)

(Each time you "switch," change body positions to the opposite of the former position)

I don't care if I go crazy,
One, two, three, four, five, six, switch.
Crazy go I if don't care I
Six, five, four, three, two one, switch.

Repeat 3x, louder and faster each time.

SuperCaliforniaSurfer (Supercalifragilisticexpialidocious)

(Chorus)
Supercaliforniasurfer, expert of the ocean.
Even though the most of them
Do not use suntan lotion.
When they hit the waves too hard
They always cause a motion.
Supercaliforniasurfer, expert of the ocean.

Um diddle iddle iddle um diddle lie,
Un diddle iddle iddle un diddle lie,

Because I was afraid to surf
When I was just a lad,
My father took my board away
And told me I was bad.
But then one day
I learned a word that every surfer knows,
The biggest word you ever heard,
And this is how it goes, oh,
(chorus)

Leader's Song (School Days)

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

Reflections of the Past, Visions of the Future

It's A Small World

There's a world of laughter, a world of tears
There's a world of hope, and a world of fears
There's so much that we share,
That it's time we're aware
It's a small world after all.

(Chorus)

It's a small world after all
It's a small world after all
It's a small world after all
It's a small, small world

There is just one moon, and one golden sun
And a smile means friendship to everyone.
Though the mountains are high,
And the oceans are wide,
It's a small world after all.

(Chorus)

It's A Cub World

(It's A Small World)

It's a world of hiking, a world of fun
It's a world of laughter for everyone
Though you're thin, fat or tall
It won't matter at all
It's a Cub's world after all.

(Chorus)

It's a Cub's world after all.
It's a Cub's world after all.
It's a Cub's world after all.
It's a Cub Scouts' world

There are Tigers, Wolves, Bears and Webelos too,
And they learn all the things a boy should do
There are crafts, games and skills,
Songs and tricks, super thrills
It's a Cub's world after all

(Chorus)

It's an Insect Covered World

(It's A Small World)

It's a world of centipedes, a world of moths,
It's a world of katydids, a world of wasps,
There's so much that we share,
That it's time we're aware
It's an insect covered world.

(Chorus)

It's an insect covered world.
It's an insect covered world.
It's an insect covered world.
It's an insect covered world.

It's a world of beetles, it's a world of fleas,
It's a world of caterpillars
And a world of bees,
In this world that we know,
There is so much to show,
It's an insect covered world.

(Chorus)

It's a world of snakes and a world of snails,
It's a world of turtles and a world of whales.
Big or little, great or small,
It's a wonder to all,
It's an insect covered world.

(Chorus)

The Grand Old Duke of York

(A-Hunting We Will Go)

(Actions:

stand up on "up,"
sit down on "down,"
crouch half way on "half way.")

The grand old duke of York,
He had ten thousand men.
He marched them up the hill,
He marched them down again.
And when you're up you're up.
And when you're down you're down.
And when you're only halfway up,
You're neither up nor down.

Cub Scout Hike

(Happy Wanderer)

Oh, I love to take a Cub Scout hike
Through bug infested woods.
And as I go, I scratch and itch;
Got poison ivy good!

(Chorus)

Slash in mud; creeping crud.
Fallen trees; scrape my knee ee ee ee ee ees.
Stung by bees; sneeze and wheeze.
Got blisters everywhere!

Reflections of the Past, Visions of the Future

Oh I love to take a Cub Scout hike
And feel my muscles pull.
I'm glad I brought the liniment;
I ain't nobody's fool!
(Chorus)

Oh I love to take a Cub Scout hike.
My mom thinks it's a must.
She thinks it builds strong character
To drink juice that tastes like rust.

Ho! Ho! For the Pack! (Home on the Range)

O give me a Pack
Where the Dens are not slack,
Where Cub Scouts with their parents we see;
Where true fun's obtained
And where helpfulness reigns,
Where boys grow up happy and free.

Ho! Ho! For the Pack!
Where Cubs with their playmates we see;
Where true fun obtains,
And where helpfulness reigns,
Cub Scouts grow up Boy Scouts to be.

Watch Your Bird (Row, Row, Row Your Boat)

Watch, watch, watch your birds
High up in the trees.
Blue jays, vultures, robins and wrens,
Be careful where you stand.

Commercial Mix-up (Farmer in the Dell)

Last night I watched TV,
I saw my favorite show,
I heard this strange commercial,
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use SOS pads on your face,
To keep from looking old.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateem --
It leaves a shining smile.

For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's Glue,
It holds your hair in place.

Perhaps I am confused,
I might not have it right,
But one thing that I'm certain of
I'll watch TV tonight!

Santa (Bingo)

There was a chubby merry man
And Santa was his name-o.
S-A-N-T-A, S-A-N-T-A, S-A-N-T-A.
And Santa was his name-o.

(Repeat, substituting a clap for the final letter in Santa sang in previous round. On the final round, you'll only clap.)

Bill Grogan's Goat (Sippin' Cider)

(Each line is echoed by audience)

There was a man,
Now please take note,
There was a man,
Who had a goat.

He loved that goat,
Indeed he did.
He loved that goat,
Just like a kid.

Bill Grogan's goat,
Was feeling fine,
Ate three red shirts,
Right off the line.

Bill took a stick,
Gave him a whack,
And tied him to,
The railroad track.

Now when that train,
Drove into sight,
That goat grew pale,
And green with fright,

Reflections of the Past, Visions of the Future

Say au revoir,
But not good-bye,
For that old goat,
Was doomed to die.

He coughed and coughed,
In mortal pain,
Coughed up the shirts,
And flagged the train!

Sharp Den Song

To look sharp (clap), be a C-U-B,
To feel sharp (clap), be a C-U-B,
To be sharp (clap), be a Den ____ Cub,
We're the best Den in the USA (clap, clap).

Bingo

I know a farmer who had a dog ,
And Bingo was his name-O.
B-I-N-G-O, B-I-N-G-O,
B-I-N-G-O.
And Bingo was his name-O.

I know a farmer who had a dog ,
And Bingo was his name-O.
(Clap)-I-N-G-O, (Clap)-I-N-G-O,

(Clap)-I-N-G-O,
And Bingo was his name-O.

(Repeat. Each time replace one more letter of
Bingo's name with a clap.

Upward Trail

We're on the upward trail,
We're on the upward trail,
Singing, singing, everybody singing,
Scouting bound.

We're on the upward trail,
We're on the upward trail,
Singing, singing, everybody singing,
Homeward bound.

Waddle Ache

Waddle Ache, Waddle Ache,
Doodley do, Doodley do,
Waddle Ache, Waddle Ache,
Doodley do, Doodley do,
Simplest song, there isn't much to it,
All you've got to do is doodley do it.
I like the rest but the part I like best,
Goes doodley, doodley, do. Toot, toot!



Run-ons and Ice Breakers

- #1: The squirrels are after me! The squirrels are after me!
#2: Why on earth would squirrels be after you?
#1: They think I'm nuts!
- #1: (walks in, throwing a small object up in the air and catching it)
#2: What are you doing?
#1: I'm throwing up!
- #1: (Runs up to the leader on stage, starts grabbing at his own clothes, as though he has bugs on him) They're on me, they're on me!
#2: What's on you?
#1: My clothes!
- #1: (Walks on with a briefcase)
#2: What are you doing?
#1: I'm taking my case to court.
- #2: (Enters with case held above their head)
#1: What are you doing?
#2: Taking my case to a higher court.
- #2: (Enters carrying a pair of boxer shorts)
#1: What now?
#2: I'm preparing my brief.
- #1: (Enters again with a step ladder)
#2: What are you doing?
#1: I'm taking my case to an even higher court
- #2: (wanders in peeling a banana)
#1: What are you doing?
#2: I lost my case, so I'm a-PEEL-ing!
- #2: (places the hands of #1 in front of him, and puts his case on them.) I rest my case.
- #2: (Enters again without a case, very dejected)
#1: What's wrong with you.
#2: I lost my case.
- #1: It's all around me, it's all around me!
#2: What? What's all around you?
#1: My belt!
- #1: Whatcha doing ?
#2: Writing a letter to my little brother.
#1: Why are you writing so slowly?
#2: Because my little brother can't read very fast!

Reflections of the Past, Visions of the Future

#1: Ask me if I'm a rabbit.
#2: Okay Are you a rabbit?
#1: Yes. Now ask me if I'm a beaver.
#2: Are you a beaver?
#1: No, stupid. I already told you I was a rabbit!

#1: What has five fingers and can be made of leather?
#2: Eh... I don't know.
#1: One glove! Now, what has 10 fingers and can be made of leather?
#2: Eh.... I don't know.
#1: Two gloves! Now, who is the Governor of North Dakota?
#2: Eh.... Three gloves?

#1: (Hysterical) It's all a lie! It's all a lie!
#2: What's all a lie?
#1: Humpty Dumpty didn't fall ... he was pushed!

#2 (wanders through, reading a book)
#1: What are you doing?
#2: Reading a book.
#1: It's kinda dark out.
#2: That's all right. I went to night school.

1: The infantry are coming! The infantry are coming!
(After a few more skits, # 1 carries a small branch through)
2: AHH! The infant tree is here!

#1: Which is faster, hot or cold?
#2: Hot is, you can catch a cold!

#1: Where do sick boats go?
#2: To the dock!

#1: When is a boat like a store?
#2: When it has sales!

#1: Did you eat all the cookies?
#2: I didn't touch one.
#1: That is strange because there is only one left.
#2: That's the one I didn't touch!

#1: What did one ear say to the other?
#2: I didn't know we lived on the same block!

Reflections of the Past, Visions of the Future

#1: What kind of first aid do frogs use?
#2: Oh, that is easy, they rub it, rub it, rub it.

#1: What do frogs do when they get stuck in the mud?
#2: I don't know.
#1: They get toad!

#1: What kind of rocks do you find in the Columbia River?
#2: Wet ones!

#1: What is the best way to catch a fish?
#2: Have someone throw it to you!

#1: Doctor, the invisible man is in the waiting room.
#2: Tell him I can not see him today!

#1: I understand you like to do magic tricks. What's your favorite?
#2: Sawing people in half.
#1: Interesting, And are there any other people in your family?
#2: Yes, I have two half brothers and two half sisters.

#1: What are serial numbers?
#2: Numbers you eat with milk in the morning!

#1: What do you get when you cross a rabbit with a lawn sprinkler?
#2: Hare Spray

#1: What did the old magician say when he looked in the hat?
#2: OH NO, Not another Gray hair!!!!

#1: We interrupt this program for a spot announcement.
#2: (off stage) Arf- arf
#1: Thank you Spot

#1: (hysterical) They're coming! They're coming!
#2: Who's coming?
#1: The mosquitoes!
#2: The mosquitoes are coming?
#1: Of course. They think I'm lunch!

#1: We interrupt this program with a hot news flash!
#2: (runs on stage, lights a match, then runs off)

Reflections of the Past, Visions of the Future

#1: A girl rolled her eyes at me the other day.
#2: What did you do?
#1: I rolled them back.

#1: Can you hear it? Can you hear it?
#2: Hear what?
#1: I don't know, I can't hear it either.

#1: It just won't wait. It just won't wait.
#2: What won't wait?
#1: Time.

#1: It's hard! It's hard!
#2: What's hard?
#1: My head!

#1: When you look up in the sky at night, do you ever wonder why there is a big dipper and a little dipper?
#2: No, why?
#1: I don't know, that's why I'm asking you!

#1: (hysterical) They're after me! They're after me!
#2: Who's after you?
#1: The squirrels! They think I'm nuts!

#1: It's all around me! It's all around me!
#2: What's all around you?
#1: My belt!

#1: Soap, soap, soap!
#2: What are you doing?
#1: Oh, I'm just singing a few bars!

#1: (offstage) Hey, _____. I'm up in a 10,000 foot hemlock tree!
#2: But _____, we don't have any 10,000 foot hemlock trees in (camp, city, etc.)
#1: Are you sure?
#2: Of course!
#1: Aieeee! (Falling from tree)

#1: I'm seeing spots before my eyes!
#2: Have you seen a doctor?
#1: No, just spots!

Reflections of the Past, Visions of the Future

#1: (pointing to the sky) Is that the sun or the moon up there?
#2: I don't know; I'm a stranger here too!

#1: (into telephone) You don't say. You don't say. You don't say.
#2: Who was that?
#1: I don't know. He didn't say!

#1: What kind of stories do baldheaded men enjoy best?
#2: I don't know. What kind?
#1: Hair-raising stories, of course!

#1: My doctor said I should exercise with dumbbells.
#2: So what? Why tell me?
#1: Do you want to go for a jog with me?

#1: (Enters, dragging a rope)
#2: Why are you dragging that rope?
#1: Have you ever tried pushing one?

#1: (Enters, pushing a rope that's stiffened with a wire, or a stick)
#2: What on earth are you doing now?
#1: Why, pushing a rope, of course.

#1: What are these holes in this wood?
#2: They're knotholes.
#1: Well, if they are not holes, what are they?

#1: I had a terrible nightmare last night. I dreamed I was a salad.
#2: What's so bad about that?
#1: I tossed all night.

#1: If you have 180 rabbits standing in a row and they all take a step back, what do you have?
#2: I don't know, what?
#1: A receding hare line.

#1: (Carrying a stick, thrusting it up in the air)
#2: What are you doing?
#1: Just sticking around.

#1: (Walks in with the word "round" on a piece of cardboard with tape on the back. Hang it from the wall).
#2: What are you doing?
#1: Oh, just hanging a round.

Reflections of the Past, Visions of the Future

- #1: Did you know it was impossible to send mail to Washington now?
#2: No. Why?
#1: Because he's dead. But you can send mail to Lincoln.
#2: How come? He's dead, too.
#1: Yes, but he left his Gettysburg Address.
- #1: (Enters with a big roll of tape next to their ear.)
#2: What are you doing?
#1: Listening to a tape.
- #1: How does a jogger clean up?
#2: In running water, of course.
- #1: I was going to get you a pocket calculator for your birthday.
#2: How thoughtful of you.
#1: But I changed my mind. I thought you already knew how many pockets you had.
- #1: Say, waiter, is this a fly in my soup?
#2: Don't ask me, I can't tell one insect from another.
- #1: What do you call a mallard that steals from bandits?
#2: A safe quacker.
- #1: I just saw a moth crying.
#2: That's impossible.
#1: Haven't you ever heard of a mothball.
- #1: Why are you feeding your cat birdseed?
#2: Because that is where my bird is.
- #1: (a fortuneteller) That will be \$20 for 2 questions.
#2: Isn't that a lot of money for 2 questions.
#1: Yes it is. Now, what is your second question?
- #1: I had an operation last month, but I really enjoyed it.
#2: Why?
#1: The doctor really had me in stitches.
- #1: (Running out to #2) Boy! You ought to see the fish I caught! It weighed 103 lbs!
#2: And I caught a thousand year old lantern! And the candle was still burning in it!
#1: Boy! That's really hard to believe!
#2: Well, I'll knock off a hundred pounds if he'll blow out the candle!

Reflections of the Past, Visions of the Future

#1: I sing like a bird.
#2: No, you sing like a pirate.
#1: A pirate?
#2: Yeah, you're murder on the high seas.

#1: Why do golfers wear 2 pair of pants?
#2: I don't know, why?
#1: Because they may get a hole in one.

#1: Why did the man get fired from the orange juice factory?
#2: I don't know, why?
#1: Because he couldn't concentrate.

#1: What do you call two spiders who just got married?
#2: I don't know. What?
#1: Newly webs.

#1: Why does electricity shock people?
#2: I don't know. Why?
#1: Because it doesn't know how to conduct itself.

#1: You never had an accident in your life?
#2: No, but a rattler bit me once.
#1: And you don't call that an accident?
#2: No, he bit me on purpose.

#1: How come rivers are so rich?
#2: I don't know, why?
#1: Because they have so many banks.

#1: Where did the dog go when he lost his tail?
#2: I don't know, where?
#1: The retail store!

#1: Why does a cow wear a bell?
#2: I don't know, why?
#1: Because the horns don't work!

#1: It's hard to keep a secret in a bank.
#2: Why?
#1: Because they have so many tellers in there.

Reflections of the Past, Visions of the Future

#1: How did the man break his leg raking leaves?

#2: I don't know. How?

#1: He fell out of the tree!

#1: Why didn't the skeleton go to the dance?

#2: I don't know. Why?

#1: Because he had no body to dance with.

#1: Did you hear about the guy who accidentally cut off his left side?

#2: No, I didn't. How is he?

#1: He's all right now

#1: Have you heard the joke about the bed?

#2: No.

#1: No wonder. It hasn't been made up yet.

#1: What's the kindest animal in the forest?

#2: I don't know.

#1: A skunk. He'll give his last scent to his worst enemy.

#1: Why did Jerry keep his bicycle in his bedroom?

#2: I give up. Why?

#1: He was tired of walking in his sleep.

#1: (comes on stage with a stick in his hand. He puts point of the stick down on the floor, picks it up, puts it down in another place etc)

#2: What are you doing?

#1: Oh, I'm just sticking around.

#1: (Comes on stage and has a large leaf, puts it down on the ground, turns it over, picks it up, puts it down etc)

#2: What in the world are you doing?

#1: I'm turning over a new leaf

#1: (Comes on stage with a folded towel or blanket, puts it down, picks it up, repeats action)

#2: What are you doing?

#1: I'm just covering ground

#1: (Comes out swinging a loaf of bread)

#2: What's going on? What are you doing?

#1: I'm just loafing around

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#1: (Comes on stage swinging a wire coat hanger around and around)
#2: What are you doing with that?
#1: I'm just hanging around

#1: (Comes on stage with a stick or a toy gun and a play watch or a large cardboard one. Lays watch down and starts hitting or shooting it)
#2: Hey! What do you think you are doing?
#1: Oh, just killing time

#1: (Comes out with a clock painted on a frisbee, cardboard or plastic circle. Throws it repeatedly back and forth to a friend)
#2: What's going on here?
#1: I'm watching time fly!

#1: What do I do about a short circuit?
#2: Lengthen it!
#1: (Staggeres out with hands in front of him, eyes closed)
#2: What's wrong?
#1: I have my eyes closed

#1: (Comes out looking at ground, circles around # 2 looking down all the time)
#2: Are you looking for something?
#1: Yes
#2: What is it? Maybe I can help
#1: I'm looking for marbles
#2: Why are you looking for marbles? There aren't any here
#1: Well, I overheard someone say you were losing yours and I was going to help you find them

#1: (Comes out crying Boo Hoo Boo Hoo)
#2: What's the matter?
#1: I lost my dog last week
#2: Well did you try putting an ad in the paper?
#1: Boo Hoo! That won't work
#2: Why not?
#1: My dog doesn't know how to read

#1: (Comes out searching the ground)
#2: Did you lose something?
#1: Yes, I lost my Scout knife
#2: Over by the swimming pool
#1: Then why are you looking here?
#2: The light is better here!

#1: (Comes out with a fishing pole with a picture of a mouse or rubber mouse attached for bait)
#2: Going fishing?
#1: Sure am

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#2: What are you going to catch with bait like that?
#1: Cat fish -- what else?

#1: (Comes out hollering and wiping arms, legs, etc) Help! It's all over me!
#2: What's all over you?
#1: My skin!

#1: (Walks out with exaggerated steps) Ugh! OOH! Ick! I stepped in it!
#2: What?
#1: My shoe!

#1: Did you hear about the scientist who crossed a potato with a sponge?
#2: No. What happened?
#3: Well, it tastes terrible, but it holds a lot of gravy!

#1: How do you cut a telescope in half?
#2: You use a see saw!

#1: I've invented an alarm clock that doesn't ring.
#2: Well, what good is that?
#1: It's for people who want to sleep late!

#1: What conducts electricity?
#2: Why ... er...
#1: That's right, wire conducts electricity. No, what is a unit of electrical power.
#2: The what?
#1: That's right, the watt is a unit of electrical power.

#1: My teacher says I should be an oceanographer.
#2: Why is that?
#1: She says all my grades are below C level.

#1: Dad, will you do my science homework for me?
#2: It wouldn't be right.
#1: Well, at least you could try.

#1: Which of the heavenly bodies has the most change in its pockets?
#2: The moon, because it's always changing quarters

#1: What is it that passes in front of the sun yet casts no shadow?
#2: The wind

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#1: What can be felt and touched, yet has neither size nor shape?
#2: The air

#1: What colors would you paint the sun and the wind?
#2: The sun rose and the wind blue

#1: Why is astronomy an enjoyable science?
#2: Because it is heavenly

#1: Which of the heavenly bodies is the angriest?
#2: A shooting star

#1: Which is heavier, a half or a full moon?
#2: A half moon, because a full moon is lighter.

#1: Why is it easy for robbers to enter a house of a bald man?
#2: He has no locks

#1: Why are clocks so shy?
#2: They always hold their hand in front of their faces

#1: Why should you never put a clock upstairs?
#2: It might run down and strike one

#1: What gets wetter and wetter the more it dries?
#2: A towel

#1: Six girls walked to school under one umbrella and none of them got wet. Why?
#2: It wasn't raining

#1: Why are fish so educated?
#2: They are usually found in schools

#1: What has panes but doesn't ache?
#2: A window

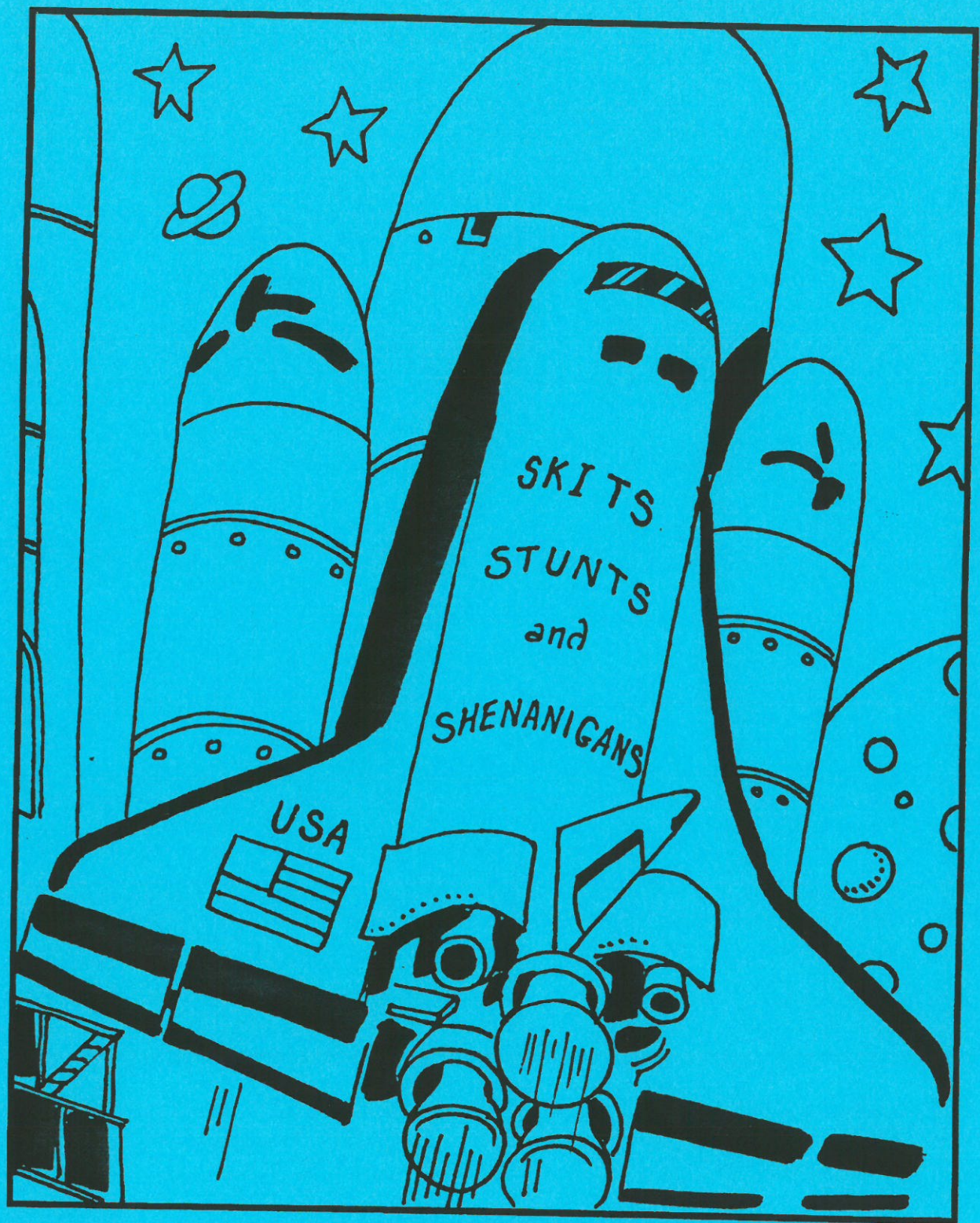
#1: What has teeth but never eats?
#2: A comb

A Little Fellow Follows Me

A careful leader I want to be
A little fellow follows me;
I do not dare to go astray,
For fear he'll go the same way.

I cannot once escape his eyes,
Whatever he sees me do, he tries.
Like me, says he's going to be....
The little chap who follows me.

I must remember as I go,
Through summer's sun and winter's snow;
I am builder for years to be,
That little chap who follows me.



Skits, Stunts
and Shenanigans



Skits, Stunts, Applause's and Audience Partictpation

Skits are a dramatized joke or funny situation with a snappy line or sight gag at the end. Skits help channel a boy's imagination. He doesn't just play he's a pirate. He IS a pirate sailing the ocean blue under the Jolly Roger. Dramatics are important in the growth of a boy because it gives him an outlet for the "let's pretend" part of his character. It gives him a chance for creative expression. Skits help develop his power of observation and recognize the desirable characteristics in the people he sees. Skits help develop his coordination and timing, thus increasing his self confidence. Skits show the importance of teamwork and cooperation. Skits also set the mood of the monthly theme. Skits serve as ice breakers and comic relief during the pack meeting. Skits take the pack meeting out of the hands of adults and focuses on the boys. Once in a while there is a shy boy who would prefer not to take part in skits. A costume often will help overcome his shyness. He can also handle other important roles like lighting, scenery or sound effects.

If a boy is having trouble remembering his lines, write them down on index cards or use cue cards (poster board size).

Keep It Simple

Simple lines, simple costumes, and simple props are more effective than elaborate ones done poorly. A sign can do wonders ... it turns a box into a wagon, boat, plane, etc. It can even turn a boy into a tree or a mountain.

GOOD SKITS:

- Are short (3 to 5 minutes)
- Have simple dialogue ... no long memorized lines
- Can use pantomimes
- Let every boy participate
- Have liberal usage of stage direction ... who goes where, when and does what

RESOURCES:

- Program Helps
- Den Chief's Handbook
- Cub Scout Leaders How-To Book
- Pow Wow Books
- Public library
- Children's magazines



BASIC ELEMENTS OF A GOOD SKIT

VOLUME

Boys must speak loudly, slowly and face the audience. If the audience applauds or laughs, Scouts should pause before continuing. You could pre-record all the sound effects, dialogue, music, etc. and play it back on a tape recorder. The advantage is that they can be heard. A disadvantage is that you can't react to the audience and if anything goes wrong, you'll have to ad-lib. Lip synching takes lots of practice.

MAKE-UP

Make-up helps the audience identify the character and makes them more real. Make-up base can be made with equal parts of liquid cleansing cream and powdered sugar. This makes a simple white base for clown make-up. Add food coloring for monster make-up (green) or Indian war paint (red, yellow and blue).

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An eyebrow pencil can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, mustaches, sideburns, beards, and wrinkles.

Beards can be made with coffee grounds applied over a layer of Vaseline or cold cream.

Cornstarch powder or talcum powder in the hair makes characters look older. Hair usually begins to gray at the temples first. A wig can be made by pulling an old stocking down over your hair and ears. Tie it off and cut off the excess. Use scotch tape to fasten colored cotton balls all over the stocking. Indian braids can be made by cutting 3 strips of crepe paper into lengths about ¾" wide. Twist each strip around the other. Now braid the 3 strips together.

Wounds can be made by drawing them with lipstick. Blend it in slightly with your finger. Edge the wound with white liner. For shoulder padding, make small triangular cushions and insert them under the shirt with the points toward the neck. Cushions are made from scrap cloth stuffed with rags or foam. Nose putty is often needed to make lumps, creepy hands, etc. Mix together 2 teaspoons white vegetable shortening, 5 teaspoons cornstarch, 1 teaspoon white flour, a few drops of glycerin, and food coloring. For a brown color add 2 teaspoons cocoa.

SCENERY

Scenery can be made from corrugated cardboard, sheets or props you have in the house. Use latex or tempera paints to decorate as needed. Alternatively, you can just explain to the audience beforehand, "Here is the bedroom..." and so forth. Use the power of suggestion!

ROLE PLAYING

Help each boy bring his character to life. Add makeup to age him; use a wig to disguise him; to walk with a limp, place a small rounded rock in his shoe; to look old, have him walk with his feet about 8 inches apart.

SOUND EFFECTS

If you plan to use sound effects in your skit, it is important to have access to a microphone. Check with the facility where you are holding your pack meetings. Most rental stores carry karaoke sound machines. Also, you can pre-record your sounds on an audio cassette and play them back when needed.

Airplane: Heavy paper striking blades of electric fan
Auto brakes: Slide a drinking glass across a pane of glass
Crashes: Drop two pie pans taped together with metal jar lids inside.

Crickets chirping: Run a fingernail over a fine-tooth comb
Door slam: Slam two hardback books together
Fire: Crumple and twist cellophane into a ball and then release it.

Gong: Hit a pan with a metal spoon

Gurgling stream or boiling liquid: Put a straw in a cup of water and blow hard.
Hail: Pour rice on an upside down flat cake pan.
Horse hooves: Alternately tap two inverted cups or bowls on a wood floor or board
Knock at door: Hit a half-gallon plastic milk jug on the end with a rubber spatula.
Lightning: Grasp a metal cookie sheet on one end, placing your thumb on the underside. Shake the cookie sheet so it vibrates. Bang it against the knee for an occasional loud thunderclap.

Pistol shot: (a) A rubberband is stretched around the center of a small foil pie pan. Pull out the rubberband from bottom of pan and release. (b) Snap a yardstick or thin board on a hard surface.
Rain: Fill a soup can 1/3-full of dry peas or beans. Roll the can slowly on a table.
Rustling in underbrush: Crush broom straw.
Sword fight: Hold an aluminum cookie sheet in one hand, & hit with a metal spoon.

Telephone ring: Use a bicycle bell.

WRITING YOUR OWN SKIT

Writing your own skits is simpler than it would first appear. First, determine what the moral of the skit will be. Then follow this simple outline to write your skit.

Boy wants something ... friendship, a gold mine, a trophy, to find something

Boy goes to get it ... by canoe, plane, horseback, foot

Obstacles stop boy ... crocodile, native hunters, a locked chest

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Boy achieves goal ... through an act of kindness, bravery, wisdom, magic, unexpected help of some kind
Write your skit to be 7 to 10 minutes long. The boys will shorten the skit when they present it.

Audience Participations

Audience participation stunts add variety, action, and fun to den and pack meetings. Some get the people on their feet, going through motions under the directions of a leader. In others, the audience is divided into groups which respond to a key word in a story read by a leader.

Using Puppets

SCRAP PUPPETS

Scrap puppets are fun, easy and quick to make. Give an old sock a fresh look.

Dress up a paper bag. Paint a face on an old wooden spoon and decorate it. To make finger puppets start with an old glove. Cut off the fingers - you now have 5 puppets ready to decorate. Use buttons, beads and pom-poms to make eyes and noses. Bottle caps and jar lids make hats or eyes or ears.

POPCICLE PUPPETS

Take a popcicle stick and paint the eyes, nose and mouth. Use lace to make the dress and wool yarn for the hair.

BEE PUPPET

Put pom-poms on a yellow sock as the eyes. A pipecleaner serves as the antennae. Then you paint black stripes.

POPCICLE PUPPETS

Draw any kind of character you want - a dog, cat, person or anything. Cut it out and color it; then glue it to a popcicle stick!! You can also make a family and friends for your puppet!

CEREAL BOX PUPPETS

Cut one side of a SMALL cereal box in half (width) and fold the box towards the uncut side. This forms the mouth; your fingers fit into the top jaw; your thumb fits into the lower jaw. Add eyes, lips, and hair. Drape a scarf over your arm for clothes.

DOLL PUPPETS

To make a doll/puppet, you will need scissors, two buttons, tights/socks, a piece of material/cloth, a red pen, a needle and thread, wool, a ruler and some rice.

Cut the tights, (up to the ankle), then fill the foot part most of the way up with the rice. Use some of the wool to tie up the end. This forms the face. Then sew the two buttons on the top part (as eyes). Draw a mouth with the red pen. Cut the wool into 4 inch pieces and use the needle to sew the wool pieces on the head to make hair. Cut the cloth into the shape of a dress/t-shirt. Sew this onto the bottom of the face and then you have a doll/puppet.

DECORATING PUPPETS

Use fabric paints to color things in or use it just like glue. You can also use dry foods such as spaghetti, elbow noodles, or spiral noodles for hair, eyes, noses, mouths, or hair. Use steel wool for hair to make witches. Straws and pipecleaners are great for whiskers and antennae. Hair can be fashioned from yarn, string and rope. Old jewelry, ribbons and feathers will give your puppet an exotic look. Shells can make interesting eyes or ears. Seaweed hair is stylish and smelly! Nuts, bolts, washers, hooks and springs are neat attachments for making robot puppets.

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SKITS

Mr. Boyce and the Good Turn

Narrator: It's a foggy night in London. The year is 1910. An American businessman is lost in the fog.

Businessman: (Mr. William Boyce dressed in top coat, carrying brief case and umbrella. He wonders around the stage looking for a house number.) I don't think I can find my way tonight.

Scout: (comes out on stage) May I help you sir?

Businessman: I am looking for this address. Can you tell me how to find it?

Scout: I sure can. I'll take you there. (They walk to a certain spot on stage.) Here you are, Sir!

Businessman: Thank you, and here you are (gives him some money) for helping me.

Scout: Thank you, but I can't accept anything. I am a Scout and this is my Good Turn for the day.

Narrator: Mr. Boyce was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910. The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organizations. Today it is a world brotherhood bound together by common ideals and a common oath or promise.

The Blue and Gold Banquet

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

Narrator: It is the annual Blue & Gold banquet at Pack 999. Every year, the Cub Scouts at Pack 999 serve as waiters and cooked for their parents. The boys try very hard to do a good job, but every year a few little things seem to go wrong. Let's see what is happening this year....

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

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

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

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

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

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

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

Cub waiter: (stomping something on floor) Because when you told me to bring you your food, you said to

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"step on it."

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

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

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

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

Narrator: Ah, yes. Another Blue and Gold banquet at Pack 999. Good eating, everyone.

The Lost Sheep

The leader makes an elaborate announcement introducing a soloist, who is to sing a ballad entitled "The Lost Sheep." The singer takes his position, glances to the leader who nods his head as a signal to begin. The singer then gives a plaintive "Baa-aa-aa," bows and exits the stage.

Owls?

Cub comes on stage carrying a picture of an owl. He says, "Owl be seein' ya!"

Quacking Up!

Have several scouts walk across the stage staring at the ceiling and saying "Quack, quack." Leader then asks what they are doing and they reply, "Quacking Up!"

Skunk in the Tent

Cub #1: Mr. ___, Mr. ___! There's a skunk in our tent.

Cub #2: It's a real skunk! (etc.)

Cub #3: What should we do?

Cubmaster: Quietly sneak up on your tent. Don't frighten the skunk. Then lay a trail of bread crumbs from your tent leading into the forest. That should lead the skunk back into the wild. (The Cubs go do it, and return shouting....)

Cub #1, 2, & 3: Help! Help!

Cubmaster: What's wrong? Did you go up to your tent quietly like I told you?

Cub #1, 2, & 3: Yes.

Cubmaster: Did you frighten the skunk?

Cub #1, 2, & 3: No.

Cubmaster: Did you boys lay the trail of breadcrumbs leading into the forest like I told you?

Cub #1, 2, & 3: Yes.

Cubmaster: Then what's wrong?

Cub #1: Well, Mr. ___, now we have TWO skunks in our tent!

Cub Scout Socks

(Props: A pile of socks on a table. Den leader sits behind table.)

Den Leader: Boys, I'm pleased to announce that our new Cub Scout socks have arrived! Please step up for your

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supply of clean socks.

Cub #1: I need four pair.

Den Leader: What do you need 4 pair for?

Cub #1: I need them for Monday, Wednesday, Friday, and Sunday.

Den Leader: O.K. Here are your socks. Next please.

Cub #2: I need seven pair.

Den Leader: What do you need seven pair for?

Cub #2: For Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.

Den Leader: O.K. here are your socks.

Cub #3: I need 12 pairs.

Den Leader: Wow, you must really be a clean guy! So why do you need 12 pair?

Cub #3: Well, there's January, February, March, April...etc.

• Cookies

Cub #1: Did you eat all of the cookies?

Cub #2: I didn't touch one.

Cub #1: That's strange, because there is only one left.

Cub #2: Right. That's the one I didn't touch!

The Ants

Characters: 6 to 8 Cub Scouts

Props: Paper sacks

Setting: Skit opens with boys standing together in a backyard. Cardboard cutout trees and bushes could be used.

1st Cub: Gee, there's nothing to do.

2nd Cub: Yeah, I know.

3rd Cub: Hey, let's have a backyard picnic.

All: Yeah!

4th Cub: But it's going to rain.

1st Cub: I don't think so. If it does, we can eat in the house.

2nd Cub: I'll bring the potato chips.

3rd Cub: I'll bring the hot dogs.

4th Cub: I'll bring the hot dog buns.

5th Cub: I'll bring the drinks.

6th Cub: And I'll bring something special! (All walk offstage and come back carrying sacks)

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2nd Cub: Here are the chips.

3rd Cub: Here are the hot dogs.

4th Cub: Here are the hot dog buns.

5th Cub: Here are the drinks.

6th Cub: (Drops his sack) Oh, no!

5th Cub: What's wrong?

6th Cub: I brought the ants!!

Cub Cookout

Characters: Several Cubs around fake campfire pretending to cook hot dogs on sticks. Two Cubs dressed as mosquitos--antennae, wings etc.

Setting: Boys around fire keep slapping as if they are being attacked by mosquitos throughout the skit. As the scene opens, the two mosquitos enter the stage and continue walking randomly around the boys as they deliver their lines.

Mosquito #1: Hey, I got a good one! Which sport do we mosquitos like best?

Mosquito #2: Easy! Skin diving. Say, did you hear what the Cub Scout said to the mosquito?

Mosquito #1: No, what?

Mosquito #2: Don't bug me!

Mosquito #1: Are you related to any of the bugs around here?

Mosquito #2: Sure. My ant.

Mosquito #1: Did you hear what the mother grasshopper said to her children?

Mosquito #2: No --tell me.

Mosquito #1: Hop to it!

Cub #1: These mosquitos are awful! Lucky I brought the insect repellent. (Pretends to spray air.) (Mosquitos exit quickly --choking and gagging.)

Cub #2: (To cub #1) Say, what has 18 feet, red eyes, and long claws.

Cub #1: I don't know.

Cub #2: Neither do I, but it's crawling up your neck.

(All boys run screaming from stage.)

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The Picnic

Characters: Mom, Dad, two Uncles and Billy. (Someone should introduce characters.)

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

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

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

Billy: Mom, When do we eat?

Mom: As soon as your aunts arrive, Billy.

Dad: This is a great day for a picnic.

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

2nd Uncle: Almost always right!

Billy: Mom, when are going to eat?

Mom: As soon as your aunts arrive, Billy!

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

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

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

Billy: Mom, when are we going to eat?

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

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

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

The Fishing Trip

Cast: 4 to 8 Cub Scouts.

Props: Fishing gear, a small row boat or cardboard silhouette of a boat, and a sign that says "boat dock".

Setting: The scene starts with the boat about 10 feet away from the boat dock. The Cub Scouts and their Den Chief are on their way to go fishing. The first Cub stops at the dock then walks out across the water and gets in the boat.

Boy 2: Hey wait for me! (he walks out to the boat)

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Den Chief: Oh well... (steps into the water and pretends to fall in and drags himself back to shore)

Boy 3: Hey wait up. Here I come (walks out to the boat)

The Den Chief tries and fails again. The sequence continues until all the boys are in the boat and only the Den Chief remains on shore. Finally, one of the Cub Scouts says: "Should we tell him where the rocks are?"

Fish

Scout walks on stage carrying a fishing pole.

Boy 1: Did you catch anything?

Boy 2: Yes.

Boy 1: How big was it?

Boy 2: It was THIS BIG. (Build up speech volume on THIS while spreading hands farther apart. On BIG, suddenly bring hands to about 6 or 7 inches apart).



The Water Skier

Boy 1: My brother is so dumb.

Boy 2: How dumb is he?

Boy 1: He got a pair of water skis for his birthday a month ago, and he is still looking for a lake with a hill in it.

City Slickers

Cast: Ma, Pa, Boy, Sis, all dressed as hillbillies. Two boys dressed as city slickers.

Props: Large cardboard car cutout with handles on back. A log cabin prop or backdrop.

Setting: Two city slickers drive up in front of log cabin and honk their horn.

Ma: (comes out of cabin) Howdy! What ya'll want?

Driver: How do we get to Tulsa?

Ma: Well... I don't rightly know, but I'll ask my son. (yells into cabin) Sonny, how do ya'll get to Tulsey?

Boy: (comes out) Well, Ma, I don't rightly know. I'll ask Sis. (yells into cabin) Sis, how do ya'll get to Tulsey?

Sis: (comes out) I don't rightly know. I'll ask Pa. (yells) Pa, how do ya'll get to Tulsey?

Pa: (comes out) Let me see now. I don't rightly know how to get to Tulsey?

Rider: Boy! You people sure are dumb. You don't know anything do you?

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Pa: Well... it's this-a-way. We might not be right smart... but we ain't lost!

Soap & Water

(A miner is sitting, eating. Two hikers walk up looking tired & hungry. The miner greets them.)

Miner: Would you like something to eat?

Hiker #1: Sure. I'm hungry.

Hiker #2: Say, miner, are those plates really clean?

Miner: You bet. They're as clean as soap & water can make them! (Hikers say great. Miner hands them plates and they eat ravenously. They thank the miner & hand back the plates.)

Miner: OK, time to do the dishes. Here, Soap! Here, Water! (Two cubs crawl up like dogs and begin licking the plates.)

No Rocket Scientist

Setting: Rocket pilot in cockpit on one side of stage. Ground control with computer on other side.

Rocket Pilot: Mayday! Mayday! Engine on fire. Mayday!

Ground control: We read you. Hang in there. We're going to try and lock in on you with our computer.

Rocket Pilot: Well, hurry up! I can't hold on much longer. I'm surrounded by flames.

Ground Control: O.K. This is critical. Before you eject --state your height and position.

Rocket Pilot: Oh, I'm about 5 foot 6, and I'm sitting down. Bye! (Pretends to push eject button and jumps out of cockpit.)

If It Ain't Broke, Don't Fix It

Setting: In the computer lab at school.

Student: Hey, teacher. My computer ain't working. It's broke!

Teacher: No, no. My computer is broken. Her computer is broken. Your computer is broken.

Student: Boy, ain't nothing working right around this place!

Hallowe'en Candy

Characters: Dad, 3 trick or treaters (Cub Scouts dressed in Halloween costumes with bags for trick or treating)

Props: Candy, etc, as called for in skit/table --(Dad piles candy up on table as he collects it from kids)

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Dad: (to 3 trick or treaters as they enter) Well, I'm glad you made it home safely! How was trick or treating this year?

Cub #1: It was great, Dad! We got a lot of great stuff.

Dad: Let's see what you have there!

Cub #1: I got this big candy bar and all these chocolate candies.

Dad: Let me have those. Those could be dangerous. The wrappings might be loose, and they might have gotten germs on them. (turns to Cub #2) what did you get?

Cub #2: I got a box of raisins and shiny red apple!

Dad: It's better take those. That apple might contain a razor blade! (turns to Cub #3) What did you get?

Cub #3: I got bubble gum and taffy.

Dad: Give it to me! That could ruin your braces! Do any of you have anything else?

Cub #1: Just these peppermint candies we got right here at our own house! Can't we keep those?

Dad: I'd better take them. You can't be too careful! Now off to bed! (trick or treaters exit)

Dad: (to audience as he runs his hands through the pile of goodies he has collected on the table) The things a father has to do to protect his children! (pause) I love Halloween!

The Ticket Line

(4 Cubs are standing in line, waiting to buy tickets to the show.)

Cub #1: Wow, I've heard this show is great. I can't wait to see it!

Cub #2: Yeah, I've been waiting 6 months for it to come to town.

Cub #3: I've been saving my allowance just so I can buy tickets when they go on sale today.

Cub #4: I wonder when the ticket window will open? I've been waiting for 20 minutes!

(The resume waiting. Cub #5 walks up to the front of the line ... and the Cubs immediately insist he go to the back of the line. "No cutting!" "That's rude!" etc. He again tries to go to the front of the line, and again he's shoved back.)

Cub #5: I give up. They can get someone else to open that ticket window!

Grease

Boy 1: Tonight we are going to be talking about ancient Greece.

(Boy 2 walks onstage carrying a can of Crisco.)

Boy 1: No, no; not that kind of grease. You know Greece, the place.

Boy 2: Oh yeah, that's in back of the cafeteria.

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Olympic Drama

Have den line up on stage. One scout steps forward and announces that this is the first international exhibition of a new Olympic event. This is the cue for the rest of the scouts to grin as wide as possible. The narrator announces that this was the Standing Broad Grin.

Cub Olympics

Props: Frisbee for discuss, pile for javelin, bag of cookies, toothbrush and basin of water on stand, fake mike for reporter (can be dressed in suit jacket and have ID for his station on his lapel in large letters)

TV reporter: We're here today to interview the athletes at Pack _____ as they prepare for the challenge of this years Cub Olympics. As you can imagine, it takes months of training and hard work to get these athletes ready to compete. Let's see how they are preparing themselves for the big competition. (turns to Cub #1 with microphone) Tell me, how are you getting ready for your event in the Olympics?

Cub #1: I'm practicing my throw for the discuss event. (demonstrates how to throw discus using frisbee)

TV reporter: Great form! (turns to Cub #2) and you --can you tell us how you are preparing to compete?

Cub #2: I'm polishing my javelin for the javelin throw (polishes pole with a rag.)

TV reporter: Good luck! (turns to Cub #3) What are you doing today?

Cub #3: I'm practicing for the standing broad jump. (does a couple of practice jumps)

TV reporter: Fine! (turns to Cub #4) And what are you doing to train for the Olympics?

Cub #4: I'm brushing my teeth! (uses basin of water and toothbrush--pretends to brush teeth)

TV reporter: Brushing your teeth! What Olympic event could you possibly be training for?

Cub #4: I'm training for the International Olympic Cookie -Eating event! (pulls out bag of cookies and stuffs some in his mouth.)

The Twelve Days of Christmas

Characters: Bob, 12 Cub Scout friends (if den has less than 12 boys, have them repeat their entrance on stage)

Props: Items called for in skit on a table (use your imagination to create wilder items)

Setting: Bob is standing by table with props. As each boy enters, he hands him the appropriate item.

Cub #1: On the first day of Christmas my good friend gave to me --a knob to adjust my TV. Thanks Bob.

Bob: You're welcome!

(Each cub takes items and exits. Then next cub enters from opposite side of stage)

Cub #2: On the second day of Christmas my good friend gave to me --two napkins. Thanks Bob.

Bob: You bet!

Cub #3: On the third day of Christmas my good friend gave to me --three french fries. Thanks Bob!

Bob: No problem!

Cub #4: On the fourth day of Christmas my good friend gave to me --four comic books. Thanks Bob!

Bob: Glad to do it!

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Cub #5: On ~~the~~ fifth day of Christmas my good friend gave to me --five rusty nails. Thanks Bob!

Bob: Don't ~~mention~~ it!

Cub #6: On ~~the~~ sixth day of Christmas my good friend gave to me --six greasy rags. Thanks Bob!

Bob: OK!

Cub #7: On ~~the~~ seventh day of Christmas my good friend gave to me --seven soggy sweatshirts. Thanks Bob!

Bob: Yeah, you're right!

Cub #8: On ~~the~~ eighth day of Christmas my good friend gave to me --eight mugs for milk shakes. Thanks Bob!

Bob: Give me ~~five~~! (does high five with Cub #8)

Cub #9: On ~~the~~ ninth day of Christmas my good friend gave to me --nine dirty dustpans. Thanks Bob!

Bob: Cool dude!

Cub #10: On ~~the~~ tenth day of Christmas my good friend gave to me --ten leaping lizards. Thanks Bob!

Bob: Check you later!

Cub #11: On ~~the~~ eleventh day of Christmas my good friend gave to me --eleven pies for pitching. Thanks Bob! (A pie plate full of whipped cream can actually be thrown at Bob here -if you like!)

Bob: (wiping off cream) That's what friends are for!

Cub #12: On ~~the~~ twelfth day of Christmas my good friend gave to me --twelve dump trucks dumping. Thanks Bob!

Bob: Bye, pal! (last cub exits, table is cleared of all props) Now, let's see. That was (singing) twelve dump trucks dumping, eleven pies for pitching, ten leaping lizards, nine dirty dustpans, eight mugs for milk shakes, seven soggy sweatshirts, six greasy rags, five rusty nails, four comic books, three french fries, two napkins and a knob to adjust my TV. (looks at audience and wipes brow) Whew! I finally did it. I finally got my closet cleaned out!

The Doctor Is In

#1: Doctor, the invisible man is in the waiting room.

#2: OK, but tell him I can't see him today!

Magic Number

Think of a number. Double it, add 10 and divide by 2. Then subtract the first number. The answer will always be 5.

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They're coming...

Pretend to pour liquid from one test tube or glass into another. Watch the glass and say, "It looks like it's going to work... Oh no! They're coming to take me away, ha ha, ho ho, he he." Run off stage.

Passing the Buck

Two people walk across the stage passing a dollar bill.

Cubmaster: What are you guys doing?

#1: Passing the buck!

Hangin' Out!

Person walks across the stage with the word OUT written on paper attached to a coat hanger. Person hangs the coat hanger on something.

Cubmaster: What are you doing?

#1: Hangin' out!

Quickie Questions

Which is faster, hot or cold?
Hot is, you can catch a cold!

Where do sick boats go?
To the dock!

When is a boat like a store?
When it has sales!

What did one ear say to the other?
I didn't know we lived on the same block!

What kind of first aid do frogs use?
Oh, that's easy, they rub it, rub it, rub it.

What do frogs do when they get stuck in the mud?
They get toad!

What kind of rocks do you find in the Columbia River?
Wet ones!

What is the best way to catch a fish?
Have someone throw it to you!

Three men fell in the river and only two got their hair wet. Why?
One was bald!

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Sulfuric Acid

Cub #1: So long.

Cub #2: Au Revoir.

Cub #1: Wait a minute. What's this "au revoir?"

Cub #2: That's goodbye in French!

Cub #1: It is? Huh. Well, sulfuric acid!

Cub #2: Sulfuric acid? Where does that fit in?

Cub #1: You say au revoir is goodbye in French?

Cub #2: Sure.

Cub #1: Well, Sulfuric Acid is goodbye in anybody's language!

Satellites

Cowboy #1: Boy, am I beat!

Cowboy #2: You said it! We must have branded a hundred calves.

Cowboy #3: I sure am glad it finally got too dark to work.

Cowboy #4: Yeah! At least the foreman lets us quit at sundown.

Cowboy #5: Did you know that some ranches have blinker lights on their saddles so they can have night roundups?

Cowboy #6: That's amazing! What do they call saddles with blinker lights?

Cowboy #7: Probably Communication Saddle Lights!

Stunts

The Cowboy and the Indian

THE COWBOY Raise right fist and shout "Yippee"

HORSE Clap hands on knees.

SITTING BULL "Hee,Haw!"

EMMA "Rattle, Rattle!!"

TIMBER WOLF Wolf whistle

SHERIFF "Bang, bang, bang!"

OLD CHIEF RED JACKET

Taps palm on lips and says "Ki,yi!" Puts hand over brow and peers all around.

DEPUTY SHERIFF

"He went that-a-way!"

(Points in two different directions.)

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, first making sure his HORSE was secure.

Now, creeping along through the desert, came CHIEF RED JACKET riding on 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. This rattlesnake, EMMA was trained to creep up and bit 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 his DEPUTY were almost ready to capture OLD RED JACKET. Just as

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EMMA was about to bite the COWBOY and his horse, the SHERIFF and his DEPUTY sprang their trap. "Halt, you are my prisoner!" shouted the SHERIFF and his DEPUTY. The COWBOY woke up and mounted his HORSE. This frightened the TIMBER WOLF and also EMMA, the rattlesnake.

Away went OLD RED JACKET on his faithful mule, SITTING BULL, and away went, in pursuit, the SHERIFF, his DEPUTY, the COWBOY, and his HORSE. But OLD RED JACKET led them into a blind canyon, so that was the last that anybody ever saw of the COWBOY, his HORSE, EMMA, the rattlesnake, the TIMBER WOLF, SITTING BULL, the mule, the SHERIFF, or the DEPUTY SHERIFF.

About A Cub Scout

FIRST-AID Say "OOOO Blood!" and hold hands up in despair.

CUB SCOUT Say "Do Your Best!" and make the Cub Scout sign.

FOOD Say "Yum Yum!" and rub your tummy.

WATER Make a loud gulping sound and hold an imaginary glass up to your mouth.

MOUNTAIN Make a mountain peak with your hands above your head and say "Ahhh".

Once there was a CUB SCOUT who decided he knew everything there was about hiking. He knew FIRST-AID, how to find FOOD, and how to know if WATER was good, so the CUB SCOUT took off for the MOUNTAIN. He packed his FIRST-AID kit, knowing he would find his own FOOD and WATER on the MOUNTAIN side.

The sun soon became hot on the MOUNTAIN and the CUB SCOUT became thirsty so he searched for WATER and took a long drink which made the CUB SCOUT decide he was hungry too. Where could the CUB SCOUT find some FOOD? The CUB SCOUT searched the MOUNTAIN side and found a couple of berries that didn't taste so good, but FOOD was FOOD. The CUB SCOUT got another drink of WATER to take away the taste of the FOOD, but that drink of WATER didn't taste good either.

By now the CUB SCOUT decided he would go down the MOUNTAIN and back home for some good FOOD. In the CUB SCOUT's haste, he tripped over a log and fell into the WATER of a nearby stream. The CUB SCOUT sadly watched his FIRST-AID kit washed down the MOUNTAIN side by the waster. As the CUB SCOUT stood up to shake off the WATER and the MOUNTAIN dirt, he realized he had cut his knee. Oh! for the FIRST-AID kit, but the WATER had sent it way down the MOUNTAIN. What was it the CUB SCOUT learned in his FIRST-AID class? Oh my goodness! the CUB SCOUT couldn't remember. Maybe he didn't know all about hiking after all, and remembered that he shouldn't be hiking the MOUNTAIN alone with no survival supplies.

After the CUB SCOUT arrived home, ate some good FOOD, drank some good WATER, and had mother's FIRST-AID, the CUB SCOUT resolved to review his survival skills and never climb the mountain alone.

A Haunting We Will Go

CUB SCOUTS Stand, yell "We'll do out best." (All Cubs)

BLACK CAT Meow!!!

WITCHES Stand, high shrill laugh (All women)

GHOSTS Stand, deep moan, "Whoooooo" (Men)

HALLOWEEN All stand and scream.

On a dark and windy night in October, around HALLOWEEN, a group of CUB SCOUTS were walking along a dark country road when they came upon an old, old house. Now it being HALLOWEEN, and the GHOSTS and WITCHES were out haunting places like this, it was no wonder the CUB SCOUTS were scared when a large BLACK CAT ran across the ford in front of them.

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The CUB SCOUTS decided to follow the BLACK CAT and see where he went. Well, the BLACK CAT went right into the old house! The boys, being CUB SCOUTS, were not afraid, so they went in the front door, but stopped when they heard what sounded like a GHOST! Then, being brave CUB SCOUTS, they went all through the house but they didn't see a GHOST or a WITCH or even a BLACK CAT! Then just as they were about to leave, they saw a WITCH flying through the room on her broomstick with the BLACK CAT sitting on the end of her broom. Well, that really scared the CUB SCOUTS, so they all started through the door at the same time!

Now, everyone knows that a group of CUB SCOUTS won't fit through one door at the same time, but they sure tried! And when they all did come out the whole front wall of the house came with the, making the old house start to fall down and as it fell, you could hear the GHOST and the WITCH, with her BLACK CAT, saying, "Where do we go a-haunting now?" "It's almost HALLOWEEN, too!" Can they come to haunt your house?

Blue & Gold Banquet

BANQUET Let's eat (Rub Tummies)
CUBMASTER Signs up! (Show Cub Sign)
CUB SCOUT Yippee! (Jump up and down)

DEN LEADER Oh Dear! (Hand to brow)
PARENTS Us too?? (Point to yourself)

Blue and Gold time had come again. CUB SCOUTS and DEN LEADERS searched for decorating ideas for their BANQUET table. The CUB SCOUTS all made invitations for their PARENTS. Each den made centerpieces and placemats for their table. Some of the PARENTS came to the meetings to help the CUB SCOUTS.

The CUB SCOUTS were so excited; the CUBMASTER would surely be surprised when s/he walked into the room on the night of the big BANQUET and saw their decorations.

When the CUB SCOUTS arrived at the BANQUET hall. They laid out all the placemats and napkin rings on their tables. The PARENTS were happy to see how much work the CUB SCOUTS had done. And, boy was the CUBMASTER surprised when s/he walked into the room for the BANQUET.

When the awards were presented, many CUB SCOUTS had earned badges and arrow points. Then the DEN LEADERS and PARENTS received thanks for jobs well done. The CUBMASTER was also recognized. Everyone decided this was the nicest BANQUET Pack _____ had ever had!

A Very Special Birthday Party

DEN LEADER Oh Boy
CUB DEN ONE Oh Boy, Oh Boy
BIRTHDAY CAKE Happy Birthday to you (sung)
BIRTHDAY PARTY Yippee

This is a story of a DEN LEADER, CUB DEN ONE and a BIRTHDAY CAKE. One Thursday afternoon, as CUB DEN ONE was meeting at the home of their DEN LEADER, Mrs. Reed, the boys overheard her on the phone, saying "It will be a very special BIRTHDAY PARTY".

BIRTHDAY PARTY? they said to each other. Whose BIRTHDAY PARTY is it? Each asked the other.... Not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it's Mrs Reed's our DEN LEADER!

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Yeah, they chorused. I know, said Jimmy. Why don't we give her a BIRTHDAY PARTY. That's a neat idea, said Johnny. Let's have a BIRTHDAY CAKE, said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY for their DEN LEADER.

Den meeting day dawned bright and sunny. At 3:30 all five boys arrived at the DEN LEADER's house. Mike and Ike brought a BIRTHDAY CAKE. Jimmy brought paper hats. Johnny brought balloons and Billy brought ice cream for the BIRTHDAY PARTY.

As they trooped in the door, they all yelled Surprise!!! We're having a BIRTHDAY PARTY. Mrs. Reed, their DEN LEADER looked shocked. My BIRTHDAY PARTY? Why its not my birthday.

But we heard you talking about a special BIRTHDAY PARTY on the phone last week, said Jimmy. Oh, said their DEN LEADER, and smiled. It's Cub Scouting's birthday, she said. Cub Scouting is ____ years old , this month. But I think this is a wonderful idea. We'll just celebrate a little early.

And so they did. And that is how CUB DEN ONE and their DEN LEADER had a very special BIRTHDAY PARTY!!

Go Cart Derby

DOWN THE HILL	"Zoo-oo-mmmmm"
THE STRAIGHT-A-WAY	"Swooo-oo-sshhh"
AROUND THE CORNER	"Zip-zip-zip"

In a small town in the midwest every year there was held a big Go-cart Derby for all the boys in town. The event was planned for many months in advance and was looked forward to with much anticipation by all the boys.

The boys, and their dads worked months on building Go-carts that would race DOWN THE HILL, coast beautifully on THE STRAIGHT-A-WAY and go AROUND THE CORNER like winners. Each dad and son worked hard to see if theirs could be the to winner in the Derby. All over town you could see the Go-carts being tested DOWN THE HILL, on THE STRAIGHT-A-WAY and AROUND THE CORNER.

One day, as they were making their test runs before the big race, one little boy named Johnny discovered that if he went DOWN THE HILL and AROUND THE CORNER, he would run faster on THE STRAIGHT-A-WAY before his car came to a stop. He found the ideal spot for the race. After trying it several times, he hurried to tell some of the fathers about this spot, hoping that they would hold the Derby there this year.

Several fathers came out and watched Johnny's Go-cart go DOWN THE HILL, AROUND THE CORNER and along THE STRAIGHT-A-WAY. They agreed that this would be a good spot to hold the race, except that Johnny had overlooked one thing. The Go-carts were fine going DOWN THE HILL and AROUND THE CORNER, but it was when they came to a stop on THE STRAIGHT-A-WAY that they had problems. You see, they came to a stop right in the middle of a drive-in restaurant.

The fathers got together and decided to talk to the restaurant owner. As a result, the owner agreed to close his restaurant during the Derby race if they would all buy their dinners there that night. After all, driving those Go-carts DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT-A-WAY had made all the boys very hungry, and the shouting and cheering done by the parents had helped them work up a good appetite too. The restaurant owner was happy because he sold more hamburgers than he had ever sold in one day.

An agreement was made with the restaurant owner that every year they could hold their Go-cart Derby in that same spot, with the carts racing DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT-A-WAY to the drive-in restaurant. They all would celebrate afterwards and buy those delicious hamburgers.

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So, you see, kindness and consideration to others can make things go better for everyone.

The Goat Who Couldn't Sneeze

GOAT	Put hands on back of head with index fingers raised.
BEAR	Extend arms with palms.
WILDCAT	Grr,Grr,Grr
BEE	Buzz,buzz,buzz,buzz.

The animals in the Sierre Madre mountains came together to help the GOAT who couldn't sneeze. All the other GOATS could sneeze "Ker-Choo", but this grown-up Goat with a fine set of curled horns and a coat as white as snow couldn't. "I don't see why you can't sneeze," rumbled the big FEAR crossly. "You do it like this." And he sneezed a sneeze that shook the mountains and echoed through the sugar cane valleys below.

"I've sneezed ever since I was a kitten," coughed the WILDCAT licking her paws. "I know," said the GOAT hanging his head low. "I try very hard. I think I'm going to now." He puffed and gasped, but nothing came out. "I can't", he cried. "I just can't."

The BEAR was disgusted. The WILDCAT never good-humored, hissed irritably. One by one, all the other GOATS left the big GOAT. They wouldn't have a leader who couldn't sneeze. The BEAR said he had business in his cave and lumbered away. The irritated WILDCAT guessed it was about time for lunch and started down to the lake. The big GOAT was left all alone.

When morning touched the mountain peak, the big GOAT packed his bag and started to town to learn to sneeze. He walked and walked until a BEE buzzed by and asked what he was doing. "I came down from the mountain to learn to sneeze," said the GOAT. "Well, I can teach you," said the BEE. "Do it then," cried the GOAT.

The BEE flew into the air, made a loop and settled down into the GOAT's nose. The GOAT's nose started to tickle, tears ran down his beard and out came a big KERCHOO. And another and another and another.

"I knew I could teach you to sneeze," said the BEE. "Now try again." The big GOAT did and this time he sneezed so loud that the people in the nearby village thought a thunderstorm was brewing.

"I can sneeze any time I want to now," said the happy GOAT. "I've learned!" "Of course you can," said the BEE, and flew away.

From that day to this, a mountain GOAT always sneezes when he sees a BEE fly by in his golden brown and black jacket.

Going Down in History

HISTORY	"Way back then" (Hold up both index fingers pointing different ways)
SCOUT	"Be Prepared" (Give Scout Sign)
CUB SCOUT	"Do Your Best" (Give Cub Scout sign)

This is a story that you won't find in a HISTORY book., but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT Den Leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

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Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well prepared. At least, he thought he was prepared when the day began. The CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the back yard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh boy," thought Johnny, "I thought I would make a well prepared SCOUT, but I wasn't prepared for this!"

After new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny CUB SCOUT hung his head and said, "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY."

So Johnny learned in one day that he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Leader told him that this is what CUB SCOUTING is for.... to teach boys to do their best and prepare them to become SCOUTS.

The Great Grizzly Bear

SPRING	Sproing
STALK	Creep! Creep!
INDIAN	White man speak with forked tongue
HUNT	Where is that wrasscally wabbit!
BOW	Twang
BRAVE	I'm Brave
SPEAR	Ugh! Thud!
BEAR	Growl

Long ago when our country was young, in this area lived a tribe of INDIANS long since lost in time. Every SPRING there came a rite of manhood in which young INDIAN boys earned the right to be BRAVES in their tribe.

This SPRING four boys were to take part in this rite. In order to earn their title as BRAVES, they had already trained for years in the use of the BOW and the SPEAR. The chief and the BRAVES of the tribe had taught them to HUNT and to STALK. They were now ready for their final test.

In order for the chief to accept these INDIAN boys as BRAVES in their tribe, they must STALK the great grizzly BEAR and using their BOWS and SPEARS, HUNT and kill the BEAR. Finally, working together, they would bring the BEAR back so that the tribe would have meat to eat, fat cooking and be able to use the pelt for warmth.

On this bright spring morning the boys left the INDIAN camp with BOWS and SPEARS to STALK the great grizzly BEAR. The chief gave them his blessing as the HUNT began. When the boys had traveled for several days through the forest, they knew they were close to the lair of the great BEAR. One of the boys was so intent on STALKING the BEAR they he tripped over a root in the trail and fell down a steep embankment. He lost his

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BOW and pierced his leg with his own SPEAR. The other INDIAN boys bandaged their friend's wound and together decided to continue to STALK the BEAR. They had to help their wounded friend which slowed their HUNT. But just over the next hill their STALKING was successful. There in a clearing they saw the great BEAR.

The four INDIANS readied their BOWS and SPEARS to attack the great BEAR. But, wait, now that they had to help their wounded friend, how could they take the BEAR back to the village? Three INDIAN boys might be able to do it, but who would help their friend? They might take back just the BEAR'S claws to show that they had STALKED and successfully HUNTED the BEAR, but then scavengers would heat the rest and a true INDIAN BRAVE never killed except for those things they needed to live. So the young INDIANS left the BEAR, sheathed their BOWS and SPEARS and helped their friend back to the camp.

When the chief of the trip heard their story of the STALKING of the great BEAR, that SPRING day, there were four new BRAVES in the tribe. For to be a BRAVE a boy must prove that he has learned much more than the skills of STALKING and hunting with the BOW and SPEAR. And this SPRING, there four INDIAN BRAVES had proved that they had.

How the Sun, Moon and Stars Got into the Sky

CHIEF Stand with arms folded across chest and say "Ugh!"

SUN Cover eyes with hands

MOON Frame face with hands and smile

STARS Blink eyes rapidly

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light.

There was no SUN, MOON, or 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 very proud. She was much beloved by all the Indians in the tribe.

In those days the raven had 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 the boy grew, his grandfather, the CHIEF, 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 awhile 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 a while with the box, the boy released the MOON and flung it into the sky. The tribesmen were overjoyed. But there was not enough light, 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.

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The joy of the Indians knew no bounds. Here was light enough and heat enough as well. They ordered a feast of the SUN and all 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.

How the Dragon Lost His Tail

CHINA SEA	Swish, Swish!
FATHER DRAGON	Roar, Roar
YOUNG DRAGONS	Grrror, Grrror

Once, long ago, before the Jade Emperor put people on the earth, China was a great sleeping FATHER DRAGON lying in the shape of a perfect circle with only the tip of his tail sticking out into the sea.

In the CHINA SEA the YOUNG DRAGONS played about, splashing the water into little storms, breathing wispy clouds, and fighting each other to make tiny typhoons for the annoyance of the world.

The YOUNG DRAGONS finally tired of this sport. "I want father to wake up and make us a great storm," said one little dragon. "I want Father to wake up and breathe fearful black clouds," said another little dragon. But the FATHER DRAGON continued to sleep. The little dragons became more restless. "Let's wake our father. He has been sleeping too long," said the YOUNG DRAGONS.

So one little dragon made a rush through the sea and nipped at the big dragon who was still coiled into a circle. He made a small dent in the circle. Then another little dragon took a bite, then yet another little dragon followed the example. The FATHER DRAGON stirred but he did not awaken.

Nip, Nip - the YOUNG DRAGONS grew bolder, taking out great bits and pieces of their father's scaly back, eating into the perfect circle, spitting the bites into the water.

Finally the FATHER DRAGON woke up with a roar that made the earth tremble. He lashed his tail so hard that the tip, weakened by so many bites, broke off and fell into the sea with a crashing splash. A little dragon was trapped underneath.

The FATHER DRAGON was so angry that he turned over to the south of China and stretched out with his head to the west and his cut-off tail to the east and went back to sleep.

On the map today you can see the lashed-off tail tip. It is the island of Taiwan. The mountain ranged down the middle of the island is the little dragon underneath. The ragged seal coast of China shows where the bites came out, and to the south of China lies the forbidding FATHER DRAGON himself, sleeping away his anger. They call him the Himalayan Mountains on the map.

But not shown on the map are the naughty YOUNG DRAGONS who play about in the Taiwan Straits and the CHINA SEA causing -- Typhoons, storms, or just wispy clouds.

The History of Scouting

Make 3" X 5" cards for the words and phrases underlined in the text 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. The person in the audience with that number shouts out the correct word or phrase. (The narrator will need cards numbered from 1 to 36.)

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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 Mr. Boyce offered him a tip for his services, the boy refused and said, (4) ("Scouts do not take money for doing a good turn.") After visiting with Baden-Powell, Boyce decided to take the program to the (5) (United States).

The (6) (Boy Scouts of America) was incorporated on (7) (February 8, 1910). This year we are celebrating the (8) (80th birthday) of Boy Scouting and the (9) (60th) birthday of Cub Scouting.

During the First World War, Scouts sold more than two million (10) (Liberty Loan Bonds) and over three million dollars worth of savings stamps. Scouts helped with (11) (food and fuel conservation) and planted Scout (12) (war gardens).

In 1938, a Tulsa oil man, (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. Each summer thousands of Boy Scouts and (16) (Explorers) spend two weeks (17) (hiking, backpacking and camping) in the mountains. Philmont is also a wonderful place for a (18) (family vacation), and hundreds of Scouting families go there every year so adult leaders can take part in training conferences.

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

During World War II Scouts again provided service in the war effort. They collected (22) (rubber), (23) (waste paper) and (24) (aluminum). They 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) (tornadoes) (29) (floods) 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 in (34) (citizenship) (35) (character development) and (36) (personal fitness). The Scouts of today are the leaders of tomorrow. Be glad that you are a Scout!

APPLAUSES

Applauses are a great way to recognize a Scout, Den or Pack for some accomplishment they have performed. Be sure before you start that everyone knows and understands the applause and how to do it. Applause stunts serve more than one purpose: they not only provide recognition but also add sparkle to a meeting. Applause stunts need to be fun. Don't let your Pack settle for "PTA applause." Every great job deserves a special Scout applause!

ABE LINCOLN CHEER: That was great! HONEST!

ALMOST APPLAUSE: Bring hands together as clapping but do not let them touch

AMERICA: A-M-E-R-I-C-A, Cub Scouts, Cub Scouts, USA!

APPLAUD AND CHEER: When you raise your right hand, the audience is to applaud. When you raise your left hand, they yell or cheer. When you raise both hands, they do both at the same time. Do the actions quickly

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and alternate them

APPLAUSE FOR FOOD: Rub stomach and say "Yum Yum"

APOLLO CHEER: Shout: Countdown, 10 -1 !! **BLASTOFF!** then with your hand gain orbit and even out. Then say, **BEEP, BEEP, BEEP, BEEP.**

ARCHERY CHEER: Mimic shooting an arrow, then call out, **Bull's Eye!**

ARTILLERY APPLAUSE: Begin applauding slowly in unison and gradually increase the speed. Then slow down until finally, the hands are not brought together at all.

AVON LADY: Point a forefinger and shout, **Ding, Dong!**

BALLOON APPLAUSE: Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "**BANG!**"

BARKER'S YELL: Showtime, Showtime!

BEAR APPLAUSE: Growl like a bear and turn each time. Make four growls and four turns.

BEAVER APPLAUSE: Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, **TIMBER!**

BEE APPLAUSE: Put arms straight out and pretend to fly, while going **Buzz-z-z-z, Buzz-z-z-z.**

BEN FRANKLIN APPLAUSE: Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, **Zap, Zap, Zap.**(Lightening)

BICYCLE CHEER: Pump, Pump, Pump.

BIG HAND CHEER: The cheer leader says: **Alright ! Let's give that skit a Big Hand.** Upon which, everybody silently holds one hand, palm open, up in the air. "**Louder**" (hold up 2 hands).

BIG ROCK CANDY MOUNTAIN CHEER: How sweet it is.

BIG SNEEZE: Cup hands in front of nose and sneeze in hands. Having nowhere to put it, wipe your hands in your hair.

BIG THUMB: Hold out a hand at arms length, make a fist with the thumb up. Variation: Add, **GREAT JOB!!**

BIRD WATCHER CHEER: Stand. Tuck hands under armpits, flap 3 times while doing the sound of your favorite bird.

BLACK POWDER CHEER: Pretend to have black powder in your hand. Pour powder down the barrel. Stamp it down, raise the gun and fire saying, **Click, BANG!**

BLAST-OFF CHEER: Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, **BLAST OFF!**, just straight up in the air.

BOBCAT CHEER: Stand and give a loud **Meow** three times.

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BOUNCING BALL CHEER: Using a golf ball (preferably) Have the group yell 'Pow' every time the ball hits the floor when dropped initially from an outstretched hand above the head, or thrown up.

BOW AND ARROW CHEER: Make motion as if shooting an arrow and say, Zing, Zing, Zing. Pretend to release an arrow with each zing. Variation: Slowly draw arrow from quiver on your back. Place arrow against string of bow, pull back, release and say pffft.

BRAVO CHEER: The cheer leader says: That deserves a Bravo ! We'll do this in a circle. He then proceeds to have one end of the circle start with the 'BRR' sound and proceeds to point around the circle while they do the 'AVOOOO' sound. The sound level should rise as more of the circle comes in.

BROKEN ARM APPLAUSE: Stick arm out in front of you with the lower arm and hand dangling. Swing lower arm and hand back and forth in a limp manner.

BULL CHEER: Make bull horns with fingers while shouting El Toro, El Toro !

BULL FIGHTER CHEER: Hold down cape and move to in appropriate motion while shouting OLE!

BURY IT CHEER: Cheer leader: I think we had better bury that skit. Alright, everybody stand up and dig a big hole with your shovel (suitable grunting sounds and shovelling actions), now throw the skit into the hole (thump) and cover it up (more shovelling and grunting), now, jump on it to keep it in there. (Everybody jumps up and down three times.)

CARPENTER APPLAUSE: Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, Bang, Bang, Ouch.

CAT'S MEOW: You're the cats MeeeeeOOOOW!!! (to person receiving applause)

CAUGHT FISH APPLAUSE: Hold out left hand, palm up, and make flopping, gasping motions with the right hand on the palm of the left hand.

CHEESE APPLAUSE: Grate, grate, grate.

CHRISTMAS BELLS: Pretend to hold a bell rope, then get the left side of the audience to say DING on the downstroke and the other side of the audience to say DONG on the upstroke. Repeat three times.

CLAM APPLAUSE: Fold hands together, interlocking fingers. Make noise by pressing palms together.

CLASS A CLAP: Clap hands to this rhythm:
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, 1!

CLASS B CLAP: Clap hands to this rhythm:
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, except miss last one.

CLASS C CLAP: Clap hands to this rhythm:
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, miss one, 1.

CLASS D CLAP: Clap hands to this rhythm:
1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4.

CLASS E CLAP: Clap hands to this rhythm:
1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, then yell "GREAT JOB!"

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COCK-OF-WALK-APPLAUSE: Make the sound of a rooster, "Cock-a-do-dle-do."

COLUMBUS CHEER: Put hands up like you're holding a telescope and shout Land Ho.

COCONUT CHEER: Pretend to shinny up a coconut tree,(Place arms out front as if hugging tree, move one hand and arm up a time and then the other), pretend to pick the coconut, let it fall to the ground(whistle as if a bomb was falling), hits the ground with a bang!! Shinny down (reverse your climbing motion), pretend to hit the coconut to open it, then say: THIS SURE IS A NUTTY APPLAUSE!!!

CONSTITUTION CHEER: We the people, APPROVE!

COO COO CHEER: Everyone nod their heads up and down and say: COO-COO as many times as you tell them, as if you were striking the hour.

COOKIE APPLAUSE: Crumby, crumby, crumby.

COW CHEER: Pretend to milk cow saying: Squirt, squirt, squirt, moo.

COW YELL: MOOOOO!!! MOOOOO!!! MOOOOO!!!

COYOTE HOWL: Have the everyone stand, cup their hands around their mouth and say: YIP, YIP, YIPEEEEE!!!!

CUB SCOUT YELL: Do Your Best! Be Prepared! Shout! Shout! Shout! Wolf Cub! Bear Cub! Webelos Scout!

DIP STICK YELL: Pretend to get under the hood of your car, find the dip stick, pull it out, and say, OH, NO, YOU'RE A QUART LOW!!! Variation: Add to the above: You could sure use an oil change and pretend to put it back, close the hood with a SLAM!!!

DOCTOR APPLAUSE: Open mouth, stick out tongue, say Ahhhhhhhhh!

DOUBTFUL YELL: How come? (Build up on the HOW COME? Build up on the HOW to a big volume and then cut it off with a soft COME?)

DREAMER YELL: Pretend to snore and wake up. Stretch and say: WOW, that was a Great Dream !!!

DRUM APPLAUSE: Bear on your legs just above the keen and say "RAT-A-TAT-TAT" 3 or 4 times, then say 'BOOM, BOOM!'

EAGLE APPLAUSE: Lock thumbs and flutter fingers like wing and say "CREE, CREE."

ELEPHANT APPLAUSE: Let arm act as a trunk, wave it brokenly in front of your face. Raise your forearm up and down and say, Peanuts, peanuts anyone?

ESKIMO CHEER: Brrrr-rrr, Brrrr-rrr.

EXHAUSTED YELL: How TIRED? (Build up a loud HOW, with a soft TIRED and a stretch.)

FAREWELL APPLAUSE: Hold one hand above the eyes as though looking into the distance while slowly waving the other hand.

FERRIS WHEEL APPLAUSE: Move right arm in a large circle, on the upswing say: OHHHHH! On the downswing say: AHHHHH! Variation: Insert the following between the ooh and aah above: when you are at

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the top, hold arm in place and rock back and forth and hold other hand over the eyes and say: GEE, YOU CAN SURE SEE A LOT FROM UP HERE!!!

FIRECRACKER APPLAUSE: Strike a match on the leg, light the firecracker, make noise like fuse sssss, then yell loudly BANG!!

FIRE ENGINE YELL: Divide the group into four sections: (1) Rings the bell fast, DING; (2) Honks the horn, HONK, HONK, HONK; (3) Sounds the siren, Rrrr, Rrrr, Rrrr; (4) Clangs the clanger, CLANG, CLANG, CLANG. Have all four groups do their parts together.

FIREMAN YELL: Water, Water, Water! More, More, More !

FISH APPLAUSE: Pretend to be a fish by its tail with one hand with one hand and plug your nose with the other and say: PEEE-U-EEEE!!!!

FISHERMAN APPLAUSE: Pretend to reel out some line, let it drift, yank your pretend pole back and start to reel in the fish. Struggle with it for a short time and say: I'VE GOT IT!!! I'VE GOT IT!!!

FLAPJACK APPLAUSE: Pretend to pry a spatula under a pancake, then throw it up into the air Nod head up and down 3 times as if watching flapjack flip, then catch it on the spatula.

FLEA CLAP: Applaud by clicking the nails of the thumb and finger together.

FLINTSTONE CHEER: Shake hands over the head and say, Yabba-dabba-doo.

FONZ CHEER: Make a fist thumbs pointing up with each hand in front of you and say Aaaaaayyyy.

FOR GOODNESS SAKE CHEER: Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer leader: What have we got ? Circle: OH FER GOODNESS SAKE

FLUTE TOOT: Pretend to be playing the flute and give two big toots.

FROZEN CUB CHEER: Wrap your hands around yourself and say Brrrrrrr.

GEE CHEER: Cup your hand around the mouth and yell: GEE, YOU DID A GREAT JOB, KEEP UP THE GOOD WORK!!!!

GHOST CHEER: Wave hands like a ghost and say: WHOOOO, WHOO, WHOOOOOOO!! Variation: Wail, BOO! BOO! BOO! three times and then yell: YAHHH!!

GIANT BEEHIVE APPLAUSE: Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand the volume should decrease. Practice this at various levels.

GO CART YELL: Stand up with legs bent at right angles, put hands in front of you as if steering and say, BAAARRROOOOMMM! Variation: Add, Look at me go! BARRRROOOMM!!

GOLF CHEER: Shout FORE and pretend to hit the ball, place hand over above eyes to follow where the ball went. Variation: Add: Duck and cover your eyes saying: OH NO! I HIT SOMEONE!!

GONDOLIER APPLAUSE: Make a motion as if polling a boat, singing out: O, SOLE MIO

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GOOD TURN CHEER: Stand up, turn around, and sit back down.

GRAND HOW YELL: HOW! HOW! HOO-O-OO-OOW!

GRAND SNEEZE: A-h-h-h Chooooo! Three times, each time getting louder.

GEORGE WASHINGTON CHEER: That was great. I cannot tell a lie. Variation: Get out axe and swing it at a tree while saying, Chip, chop, chop, TIMBER! then yell, WRONG TREE!

GRAND CHEER: Everyone is sitting down in their chairs. All stomp their feet three times loudly, then slap leg three times, then clap hands 3 times. Then stand up all together and shout Ra, Ra, Ra!

GRAPE JUICE CHEER: Every one stomps around as if stomping grapes, then reach down with one hand dipping with a glass and drinking it, saying, AAAAhhhhh.

GREAT JOB YELL: Have one half of the audience say, Great and the other half say, Going. Alternate each side.

GUPPY APPLAUSE: Suck in both sides of your mouth and make a kissing noise three times.

HAND AND FOOT APPLAUSE: Applaud with striking hand on foot.

HANDKERCHIEF CHEER: You throw a handkerchief into the air. While the handkerchief is in the air, everyone applauds and cheers. They must stop the moment it touches the ground. Vary lengths of cheer with high throws, low throws and no throws.

HELPER YELL: Group stands and cheers, Great job! Great JOB! GREAT JOB! Getting louder each time.

HAMBURGER APPLAUSE: Make a hamburger patty by clapping hands turning left hand on top, then left hand on the bottom.

HANDKERCHIEF APPLAUSE: Tell the group that they are supposed to applaud as long as the handkerchief you are about to throw in the air, when it hits the floor to stop applauding. Variation: Catch the handkerchief instead of letting it drop. Vary the applauding by using short throws, long throws, throwing to someone in the audience etc.

HEART AND SOLE APPLAUSE: Slap heart and sole of shoe.

HIGH DESERT APPLAUSE: (standing) Yucca, yucca, yucca.

HOW YELL: Raise arm to fullest extent and yell: HOW!

HOW FROM THE NORTH: How, How, How, Brrrr!

HOW FROM THE SOUTH: How, How, How, You'all!

HOW-DY YELL: HOOOOW DDD DEEEE!!!

HOWDY PARD YELL: HOOOOW DDD DEEE PARRRD!!!!

INDIANA JONES YELL: Swing hand and arm back and then forward simulating the snapping of a whip. Snakes, it would have to be snakes.

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INDIAN YELL: Stomp feet three times, beat chest three times, 5 Indian yells with hand over mouth.

JAVELIN CHEER: Hold hand as if close over a javelin, raise arm above shoulder and pretend to throw the javelin forward, wait a couple of seconds and say Thud.

JAWS CHEER: Chomp, Chomp, Chomp.

JAWS II CHEER: Hold arms to cover face (Hands holding elbows) yell AAAAAH, HELP!

JET CLAP: Swish your hand across the front of you like a jet and clap your hands twice, real fast to simulate the sonic boom.

JOLLY GREEN GIANT CHEER: HO, HO, HO!

KETCHUP CHEER: Everyone makes a fist with their left hand and slaps the side of their fist with their right hand, as if trying to coax ketchup from a bottle. Six quick slaps and then the ketchup comes out in one big noise: Slap-skip-slap-slap-skip-slap-balloons!

KNIGHT CHEER: Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying I dub thee Sir Knight.

KNIGHT CHEER II: Take that, you dragon! (While thrusting a sword)

LEAKY TIRE APPLAUSE: HISSSSS sssss ssss sss sss ss s s.

LIBERTY BELL YELL: Ding, Ding, Ding, Dong! Let freedom ring!

LIGHTBULB APPLAUSE: Put hands above head like lightbulb and say Blink, blink, blink.

LIGHTNING CHEER: Draw a zig-zag in the air in front of you saying, ZAP, ZAP, ZAP.

LIGHTS IN THE SKY CHEER: Look up in the star to find the stars, then say, Twinkle, Twinkle, Twinkle.

LIVEWIRE APPLAUSE: Grab onto a live electrical wire and shake the whole body.

LONE RANGER APPLAUSE: Where does the Lone Ranger take his garbage? To de dump, to de dump, to de dump, dump, dump...

LOW DESERT APPLAUSE: (squatting) Yucca, yucca, yucca.

LUMBERJACK APPLAUSE: Pretend to be chopping a tree then shout Chop, Chop, Chop, TIMMMMBERRRR!

MAD DOCTOR CHEER: (audience repeats after leader) Scalpel, sponge, sponge, sponge, oops.

MAD SCIENTIST YELL: Pretend to hold a test tube in one hand. Pour something into it; then something else, then shout Boooooommm!

MARILYN MONROE APPLAUSE: (Sway hips) HIP, hip, hooray, Hip, hip, hooray.

MATCH APPLAUSE: Pretend to light a match on the seat of your pants, say Yeeoooooooww!!

MELTING ICICLE APPLAUSE Hang fingers down and say "DRIP, DRIP."

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MEXICAN HAT DANCE APPLAUSE: Put hands on feet and stamp feet while turning around in a circle.

MODEL T APPLAUSE: Pretend to honk your horn and say Ooooga, Ooooga, Ooooga.

MOTORCYCLE APPLAUSE: Start with foot, rev up and take off with hands out like on handlebars, yelling "Varoom."

MT. ST. HELEN'S APPLAUSE: Hold both arms out to your side, bend over slightly, and HOLD FOR TEN THOUSAND YEARS. Along about May, raise your hands above your head and say "BOOM!"

MOOSE CHEER: Place open hands by ears to form antlers and call OOOOO-AAA-OOOO.

MOSQUITO CHEER: Z-z-z-z-z-z-z-z-z (Trace flight of mosquito with finger) Clap hands once for the swat saying 'Gotcha'.

MOTORCYCLE APPLAUSE: Lift up the left foot and slam it down starting the engine with your hands pretending to hold handlebars and saying V-V-r-a-a-a-m-m-m-m.

MOUNTAIN CLIMBER YELL: Pretend climbing on mountain. A rock slips off. Put your had over your eyes, look down and yell -Look OUT BELOW !

MOUNT RUSHMORE CHEER: WASHINGTON, JEFFERSON, LINCOLN, ROOSEVELT !

NAIL POUNDING CHEER: Start the nail, drive it in and hit the thumb yelling, OOO-UUU-CCC-HHH!

OIL REFINERY APPLAUSE: Crude, crude, crude.

OLYMPICS CHEER: Join hands, raise them over head and shout, Go for the Gold!

PTA APPLAUSE: Just plain old clapping for those who lack any imagination.

PAPER BAG YELL: Make motions to simulate opening a paper bag., forming neck, blowing it up and pop it, saying POP loudly.

PARTY CHEER: Throw hands in the air and say, Confetti, Confetti, Confetti.

PENNSYLVANIA UNIVERSITY CHEER: P U.

PINKY APPLAUSE: Clap little fingers together.

PIRATE CHEER: YO HO HO!

PIRATE YELL: Avast Ye land lubbers! Walk that plank! Glub, Glub, Glub.

POLITICIAN APPLAUSE: Pat your self on the back

PONY EXPRESS YELL: Have everyone gallop in place and shout, YIPPEEEEEEEEEEE.

PRESIDENTIAL CHEER: Salute and say: Hail to the Chief.

RACE CAR CHEER: Say Varoom five times starting quietly and increasing in loudness each time while shifting gears with right hand.

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RAIN CLAP: Everyone starts by tapping their right thumbs on the palms of their left hands to represent the first few drops of rain. Then use two fingers, three fingers, four, five and the palms of hands. Increase volume of clapping from soft to loud. Then in reverse sequence back to thumbs on palms, as the rain passes.

RELAY APPLAUSE: Start at one side, have each row slap the hand of the person next to them, so on down the line.

REVERSE APPLAUSE: Move hands away from each other.

ROAD RUNNER CHEER: Beep-Beep-Zoom.

ROBOT YELL: Walk stiff legged with arms in place saying in a monotone voice, DOES NOT COMPUTE, DOES NOT COMPUTE!

ROOSTER YELL: Placing your thumbs in your armpits, flap your arms and crow.

ROUND OF APPLAUSE: You clap your hands while holding your arms straight and moving your hands around in a wide circular motion.

RUDOLPH CHEER: Put thumbs to your head with fingers up, forming antlers. Wrinkle your nose, saying. Blink, Blink, Blink.

SANTA CHEER: Hold (LARGE) stomach saying loudly, HO, HO, HO. MERRY CHRISTMAS!

SATELLITE APPLAUSE: Put your right hand over your head, making a circular motion with the right hand, opening and closing the right fist, while saying Gleep, Gleep, Gleep.

SEAL OF APPROVAL: Put elbows together, clap, and Arf Arf Arf.

SIESTA CHEER: Remain seated and pull an imaginary sombrero over face while snoring loudly.

SILENT YELL: Raise both fists to level with hand and shout without any sound while shaking both fists. Or else have everyone stand in unison and open their mouths and scream without making any sound.

SIX SHOOTER APPLAUSE: Poke finger in air and say "BANG, BANG". Then blow on finger to cool off the gun and put it in holster.

SKATEBOARD APPLAUSE: Stand up and move top part of body from one side to the other as if trying to keep balance and say, Zooommm.

SKYROCKET CHEER: In pantomime, the group following the yell leader, plant imaginary rockets in the ground, light a match (on seat of their pants) and apply it to the rocket fuse. As the rocket rises, the group begins to whistle (softly at first and then louder) and after a short pause, all shout BANG!

SLEIGH CHEER: Say Ding-a-ling three times.

SOUL APPLAUSE: For those who put their heart and soul into something. Pat the palm of one hand on the sole of one shoe.

SPIDER APPLAUSE: Walk all four fingers of one hand up the other arm and then scream "EEEEEEKK!"

STAMP OF APPROVAL APPLAUSE: Pound the palm of your left hand rapidly with your right fist.

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STEAMBOAT APPLAUSE: Use both hands to make large rotary motion as if they were paddle wheels. At the same time say Chug-achug-chug. Then reach up with the right hand and pull down saying Toot, Toot.

STOMP AND SLAP CHEER: When you raise your right hand, everyone stomps feet rapidly. When you raise your left hand, everyone slaps thighs rapidly. When you raise both hands, everyone stomps and slaps.

SUPER SCOUT CHEER: Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. It's Super-scout!

SUPERSONIC APPLAUSE: Silently wave arms, open mouth as if cheering... wait several moments, then yell loudly.

SWIMMER'S YELL: Put both hands out in front of you and slap your hands together once. Look both ways and say, Where's the water, where's the water.

SWORD APPLAUSE: Pretend to have a sword in your hand. Swing it across the body three times saying, Swish, Swish, Swish.

TELEGRAPH APPLAUSE: Clickety, clickety, clack, click, clack.

TEXAS HOW: How! How! Howdy pardner!

THREE STRIKES YELL: Turn head to the side sharply while saying, Strike! Do these three times and end with, You're out!

TIGHTROPE WALKER YELL: Have your arms out as if balancing on a tightrope. Lean to one side and say Aaaiiii as you simulate falling.

TIMBER CHEER: When you point to one half of the group, they yell, CHIP ! When you point to the other half, they yell, CHOP! Then alternate CHIP! CHOP! CHIP! CHOP! faster and faster, ending with a loud TIMBER!

TONTO YELL: Leader says Where does Tonto take his trash? The audience yells in reply, To de dump, to de dump, to de dump dump dump, to the rhythm of a running horse in a sing-song manner while clapping hands on thighs. (Like Lone Ranger)

TOUCAN YELL: Hold hands in front of mouth, simulating a bird opening its beak, several times while saying TOUCAN, TOUCAN, TOUCAN! A CUB(SCOUT) CAN TOO!!!

TRAIN APPLAUSE: Divide audience into groups to make different train sounds, get faster and faster until a bell rings.

TRUMPET APPLAUSE: da-da-da-da-dada-da-da-CHARGE!

TURKEY APPLAUSE: Say "Gobble, gobble, gobble", then rub stomach, saying "Yum, yum."

TURTLE APPLAUSE: Fold arms in front of face with face hidden.

TWO HANDED SAW APPLAUSE: Everyone pairs off into two's. Each pair sticks their hands out with their thumbs up. Alternately grab each other's thumbs until all four hands are each holding a thumb. Move arms and hands back and forth as if sawing.

UMPIRE YELL: Stee-rike!

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WEBELOS YELL: Webelos are great, they can't be beat! So let's give a yell, Webelos are swell!

WHEN I DO APPLAUSE: The orders are When I bring my hands together, you do. When I do not, you must not. Then go through several false motions to see if you can catch the group napping.

WESTERN HOW YELL: Stamp feet three times, slap knees three times, whip hand around head three times, and yell YIPPI-I-A.

WITCH APPLAUSE: Say in witchy voice: Heee, Heee, Heee.

WOLF HOWL: Howl four times, each time turning one-quarter of a turn making one full turn.

YODELER YELL: Cup hands around mouth saying, Yodel, ley, lee, who.

ZIG-A-MALA CHEER: In this yell, the leader shouts ZIG-A-Mala three times, each time increasing the volume and each time the campers answer Z-E-E-E. After the third Z-E-E-E, the leader throws up his hands, and all shout together, WHA.

ZIGGY CHEER: Ziggy, ziggy, hoy, hoy, hoy, Ziggy, ziggy, hoy, hoy, hoy

Audience Participation Stunts

Computer Pals

Divide the audience into 8 groups. Each group says the indicated phrase when they hear "their" key word or words. If your gathering isn't large enough to sustain 9 groups, then one group could handle two different key words; one group could handle Jeff & Orlando, Vaughn & Nome, etc. All should do Scout/Scouting!

JEFF	Whew, it's hot!	MOUSE	Squeak, Squeak
VAUGHN	Burr, it's cold!	NOME, AK	Watch out for the moose!
E-MAIL	Zoom, Bing!	ORLANDO, FL	Mickey Mouse
SEND	Click, Swish!		
KEYBOARD	Typety, typety	SCOUT or SCOUTING	Do Your Best!

VAUGHN had just attended School Night for SCOUTING in his home town of NOME, ALASKA. He wanted to SEND E-MAIL to his computer pal JEFF, in ORLANDO, FLORIDA to tell him that he joined SCOUTS. He knew that JEFF had been in SCOUTING for a while and wanted to find out what he was getting into.

So, VAUGHN sat down at the computer KEYBOARD and reached for his MOUSE. He typed in the message, hit SEND with the MOUSE and eagerly awaited JEFF's reply.

While doing homework at the KEYBOARD, JEFF received VAUGHN's E-MAIL. He was really excited to get VAUGHN's news. JEFF immediately sent E-MAIL back to VAUGHN in NOME, ALASKA with all the fun SCOUTING stuff they do in ORLANDO, FLORIDA. He talked about such things as the Pinewood Derby, Day Camp, the Blue & Gold, the Raingutter Regatta, Orama, plus all of the great hikes, field trips and more! When JEFF finished listing all the things they do in SCOUTS, he hit the SEND key on his KEYBOARD. After VAUGHN finished reading JEFF's E-MAIL, he began to think he had made a smart decision by joining SCOUTS.

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A couple of weeks later, after VAUGHN had attended his first Pack meeting, where he received his Bobcat badge, he decided to SEND JEFF an E-MAIL to tell him the good news. So he sat down at the KEYBOARD and reached for his MOUSE to SEND the message.

JEFF drew a card with his mouse to congratulate VAUGHN for earning his first SCOUTING badge.

After each of their meetings, JEFF from ORLANDO, FLORIDA and VAUGHN from NOME, ALASKA would SEND E-MAIL to each other telling everything they had done in their meetings. They both agreed SCOUTING is a lot of fun. They also became life-long buddies and pen pals!

Mr. Fixit's Workshop

CLOCK	Tick-tock, tick-tock
SAW	Buzz, buzz
HAMMER	Bang, bang
SPRING	Boing!

Den 3 wanted to do something special for their Den Leader. They thought and thought of something they could do that would really be nice, but which wouldn't cost much because they didn't have much money. Finally the Den Chief said, "Hold it! Do you remember what's in Mrs. Smith's living room?" They all remembered the tall Grandfather CLOCK that had stood there for uncounted ages. Why, it had even been there when the Den Chief had been a Cub in Den 3! But it had never made a sound, had never ticked a single tock.

They consulted with Mr. Smith, and then one evening when Mrs. Smith was at the monthly Pack planning meeting, he let them in to take the Grandfather CLOCK next door to the workshop of Mr. Fixit. Mr. Fixit has a wonderful workshop, full of all sorts of tools and he could fix anything! He had SAWS, he had sandpaper, he had screwdrivers, nails and HAMMERS. He had varnish, paint and a drawer he had to be careful about opening too quickly because it contained SPRINGS! Yes, Mr. Fixit has just about everything you need in a workshop.

The Cubs in Den 3 carefully laid the Grandfather CLOCK on the worktable, and Mr. Fixit went to work. He carefully opened up the front of the case. One Cub asked, "Do you need a HAMMER?" Another asked, "Would you like a SAW?" One suggested, "Take a look at the main SPRING." "Quiet!" exclaimed Mr. Fixit, and continued on with his work.

It soon became apparent that the Grandfather CLOCK had a big problem. He selected the proper tool, and asked one of the Cubs to bring him a screwdriver. The Cub who had been holding the SAW was crestfallen, so Mr. Fixit apologized to him, saying, "I'm sorry, but I don't need a SAW right now. I will need a HAMMER, however." The Cub who had been holding the HAMMER beamed. Using the screwdriver and HAMMER, Mr. Fixit took the back off so that he could look more closely at the mechanism and especially at the main SPRING. "No doubt about it," he said, "that SAW will have to be replaced."

All the Cubs ran joyfully to the corner of the room and quickly jerked open the drawer marked "SPRINGS." "Boing!" went the SPRINGS, all over the room. One SPRING knocked the SAW off the counter, slapping it flat across the back of the Den Chief. Another SPRING knocked the HAMMER off the table, and it landed on the foot of Mr. Fixit. Mr. Fixit and the Den Chief ran to take cover behind the Grandfather CLOCK.

"Ah, excellent," he exclaimed, when he saw that, lying beside the Grandfather CLOCK on the table was the exact SPRING needed to fix the Grandfather CLOCK. He picked up the SAW and HAMMER from the floor and then carefully replaced the SPRING. Then the Cubs took the Grandfather CLOCK back to the Smith's house just a moment before their Den Leader walked in the door. They gently set it upright, and for the first time in many years, Mrs. Smith could hear the voice of the Grandfather CLOCK.

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Clancy to the Rescue

CLANCY	(flex your muscles & feel them)
HORSES	(slap thighs, make galloping noise)
YELL	(Indian whoop)
FIRE ENGINE	(siren)
BELL	(Swing arm) Clang, clang, clang
HOSE	Shhh-shhh-shhh
STEAM	S-s-s-s-s-s

If you like HORSES, you would have enjoyed living back in the 1800's when they had old-fashioned steam-type FIRE ENGINE, pulled by HORSES. One of these FIRE ENGINE was pulled by the greatest hero ever, CLANCY! Yes, sir! CLANCY was a real hero! Every day when there was no fire, he would hake the HORSES out for exercise, trotting them gently up and down the streets. If there were children along the way, CLANCY would always stop and let them pet the HORSES.

Sometimes the alarms were in the daytime, but sometimes they were at night. When the alarm sounded at night, one man would YELL up to the firemen above, and the men would get up, stretch and slide down the pole. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, clanging the BELL with CLANCY driving the HORSES.

One night most of the men were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's two-story house! Quick as a flash they were there. CLANCY stopped the HORSES and YELLED, "Keep the STEAM up men!" They started the fire HOSE and began to squirt water on the fire.

CLANCY strained to see upstairs where the mayor's wife was trapped. Flames were everywhere! CLANCY YELLED, "You'll have to jump!" The mayor's wife was afraid, so CLANCY threw her a rope and she came right down into the middle of the net.

The firemen kept fighting the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long, the fire was out, so they turned off the HOSE, got back on the FIRE ENGINE and went back to the firehouse, clanging the BELL. To CLANCY and the other firemen, it was all in a day's work. The sleep firemen went back upstairs and soon were sound asleep.

A Cub Scout's Uniform

HOUSE	(Hands over head, form a roof)
BEDROOM	(Hands in front form "V")
CLOSET	(Show length & width with hands)
UNIFORM	(Hands start at head and go to toes)
CUB SCOUT	(Cubs stand & salute)
BADGE	(Make a circle with thumb & finger)
SERVICE STAR	(Make "X" with 2 fingers)
ARROW POINT	(Make a triangle, point down)
ARROW OF LIGHT	(Make a triangle, point to the right)

Tonight we're going to show what we know about the CUB SCOUT UNIFORM and the different BADGES. Now that you've learned the actions, just follow along with me.

This is the HOUSE where CUB SCOUT lives. This is the BEDROOM that's in the HOUSE where a CUB

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SCOUT lives. This is the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE that when a boy joins, is worn on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bear BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Webelos BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the SERVICE STAR that he earns every year and wears above the pocket where he wears his Bobcat, Wolf, Bear and Webelos BADGES on his UNIFORM. And this is the AOL which is the highest award a CUB SCOUT can earn, and is worn centered on the pocket flap of the same pocket where he wears his other BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look. You're all wearing your UNIFORM. It's not hanging in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

The Pow Wow

CHIEF	Uggh!
WHITE MAN	Keep your eyes open!
PEACE PIPE	Puff, puff
BRAVES	Scalp 'em!

Now way back when the Indian BRAVES were the only people who lived here and the land was peaceful and serene. Then the WHITE MAN came to America. At first the two groups lived side by side, but soon the WHITE MAN wanted more of the Indian BRAVES' land and the wars began. There was no more smoking of PEACE PIPE, but instead the muskets roared and the arrows flew. After many years of fighting, the CHIEF decided it was doing his tribe no good to fight and the time had come to have a pow wow with the WHITE MAN. So the CHIEF invited them to a council fire.

They came and all of the BRAVES looked on as their CHIEF sat down to "parley." With much sign language, both sides told their story. The PEACE PIPE sat ready in front of the CHIEF. Now, the PEACE PIPE had not been smoked for many years, so the medicine man prepared a special tobacco for this great occasion. The WHITE MAN talked of his need for the land to plow and raise crops to feed his family. The CHIEF told how the buffalo were disappearing and how his BRAVES must go great distances for food.

Finally, an agreement was reached and it was time to smoke the PEACE PIPE and seal the treaty. Each one in the party of the WHITE MAN took their turn at the pipe. The tobacco was especially harsh, but they were afraid to show any discomfort for fear the BRAVES would see their weakness and rise up to scalp them.

The PEACE PIPE came back down the line to the CHIEF. He took a mighty puff to show his pleasure in sealing the treaty. Oh, indeed the tobacco was strong and his face became quite red! He wanted desperately to cough, but that would be weak and a bad start for the new treaty. He carefully took another breath. He knew he must say something, but all the CHIEF could manage was "Uuugggggg!" Now the WHITE MAN, not knowing much about the Indian BRAVES' language, took this "Uuugggggg!" to mean that everything was agreed and finished. That's

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how the PEACE PIPE added a new word to the Indian lore.

Those Crazy Bird Watchers

BIRDS Chirp, chirp
BIRD WATCHERS Let's go!
BINOCULARS Look! See! (point off in distance)

Several years ago, I became interested in the study of BIRDS. I put out feeders and nesting materials, and even had the fanciest worm garden, complete with bath, on the block. Still, I couldn't seem to attract enough BIRDS to my yard. I wanted to see many different kinds of birds, so I decided to join the local chapter of BIRD WATCHERS.

I bought the best BINOCULARS to be had, and a new pair of hiking boots. I was ready for the hunt! My first BIRD WATCHER trip was to leave at 5:30 in the morning. Ugh! I guess the early BIRD catches the worm! I went to bed extra early so I would be bright-eyed, I hoped, and sure enough I hopped out of bed and was raring to go! I grabbed my BINOCULARS and we set out on the trail.

Our group numbered about 15. Now, I thought BIRD WATCHERS were supposed to be quiet so they wouldn't scare off all the BIRDS. But our leader immediately organized a marching song. At that rate, we'd need our BINOCULARS to see anything! Fortunately, some other members of the party quieted him down and we continued on with a distinct stomping. Our target for the day was a nest of the yellow-bellied sapsucker, a BIRD of some rarity. Rumors had been circulating among the BIRD WATCHERS about this special nest.

Well, we walked and we stomped and we giggled and we walked some more, and even with my high-powered BINOCULARS I wasn't seeing any more BIRDS that I did in my own backyard. Finally, we came to the last part of the trail. Every BIRD WATCHERS went up on their tippy-toes, and with all BINOCULARS ready, we crept up to the next and zoomed in.

Imagine our surprise when we found a quickly painted sign tacked there which read "MOVED TO OREGON." That's the last time I ever saw the BIRD WATCHERS and my BINOCULARS work just fine for the BIRDS in my backyard.

How to Build a Thingamajig

DOODADS Clickety clack, clickety clack
DINGFORD Whiz, bang, boom
FREEDISTANT Shoosh, shoosh
HYGORICKY Snap, crackle, pop
SCATUHREEKUS (All sounds)

Very few families these days can get along without a thingamajig. While you can purchase them assembled, in a wide range of sizes and colors, they are relatively easy to put together using one of the kits available. Just follow these simple instructions and you'll have yours in no time at all.

The DOODADS of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly DINGFORD to a FREEDISTANT or FREEDISTANT to assemble the DOODADS. Carefully remove the plastic gizmo of DOODADS from the FREEDISTANT and lay out the DOODADS on a clean aska-ma-rackus. Learn the name of each DOODADS by comparing with the assembly DINGFORD and assemble the DOODADS in the order listed. You will need a dealy with a 3/16" gizflunky for the HYGORICKY and a pair of shirilloracks.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly DINGFORD and FREEDISTANT where each HYGORICKY used to framemis the DOODADS together. Now framemis the chingus to the FREEDISTANT, being careful to place as shown on the DINGFORD. If the chingus is reverse, changadera for schenahaws, the

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thingamajig will not function properly.

Tighten two flatareous valves underneath the FREEDISTANT using your dealy. The flatareous valves are used to widget the thingamajig hickeys from one by the whatshamacallits. Put a dingus on each HYGORICKY and tighten to the DINGFORD. Be sure the chingus is loose enough so that the thingamabob can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and hit somebody in the doohinky.

Now you're done and should have a smoothly operating thingamajig when you turn the SCATUHREEKUS.

Family Day in the Woods

SPARROW	Chirp, chirp
CUB SCOUT	Boys are boys
SNAKE	S-s-s-s-s-s-s
RABBIT	Hoppity, hoppity
SQUIRREL	Chatter, chatter
TREE	Leafy, leafy

A flock of SPARROWS swooped into the woods and settled on the branch of a TREE. Their chirping quickly caught the attention of the animals of the forest, and they gathered around to hear the news. "Hurry up," said the RABBIT, his ears wriggling with impatience. The SQUIRREL leaned in to listen, and the SNAKE pretended she didn't care.

"It's terrible news!" said Kristy SPARROW. "That Pack of CUB SCOUTS is coming to spend the day again." "Oh, no!" a terrible sigh came from all the TREE. "Last time we lost branches and twigs. Kites and Frisbees tangled our leaves and limbs and Daniel TREE almost caught fire."

Jerry RABBIT's ears had positively frozen in place when he hear the words, CUB SCOUT. Jimmy SQUIRREL almost fell off the branch he was sitting on, and Beverly SNAKE forgot that she was pretending not to hear. "CUB SCOUTS," she hissed. "Why do they have to come here? Last time, I barely escaped with my life."

"They are coming tomorrow," chirped the SPARROWS. "Tomorrow," sputtered Jimmy SQUIRREL. "I've got to gather acorns before they come and crush them all." Jerry RABBIT hopped off muttering about how he could reinforce his home. Beverly SNAKE just lay there trying to think of hiding places.

The next day dawned clear and pretty, and the CUB SCOUTS, their parents and their leaders arrived. They spend the day playing tames, climbing the trees and searching for animals and their tracks. At the end of the day, they went home a little disappointed because they had not seen a single animal.

That evening, the SPARROWS returned to see how the day had gone. "It was very boring to sit in my hole all day," said Jerry RABBIT. Jimmy SQUIRREL said that he had spied on the CUB SCOUT all day. "They were different from last year," said the TREES. "We did get a few bruises from the climbing, but they were pretty careful this time." Beverly SNAKE agreed. "Maybe someone taught them the Outdoor Code!"





Creative Crafts



CRAFTS

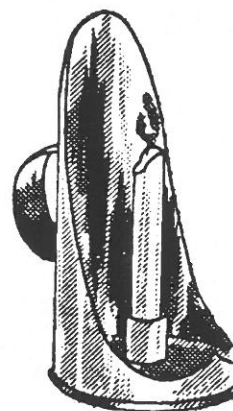
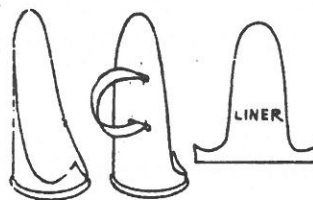
High-Backed Lamp

2 - 12-ounce aluminum pop cans
Epoxy glue or glue suitable for metal
Plastic bottle cap

This lamp is made with pliable 12-ounce, aluminum pop can. Glue plastic bottle cap to the base to hold the candle. For gluing, use glue suitable for metal, such as epoxy. To cut the can, use kitchen shears. Wear gloves when cutting and shaping the can; tape all cut edges. When necessary, use your fingers to curl or bend strips cut from the cans. Use a hammer and nail to punch holes. Spray paint the finished lamp with metallic or flat black paint.

Cut a pop can, as shown. From around the sides of another can, cut a handle 1" x 6". Bend the ends of the handle for tabs and insert the tabs through slits cut in the back of the holder; glue on the inside.

To hide the tabs, line the inside of the lamp with a piece cut from a foil pan. Rub the foil with a popsicle stick to press out any design. Glue the foil in place, taping until dry.



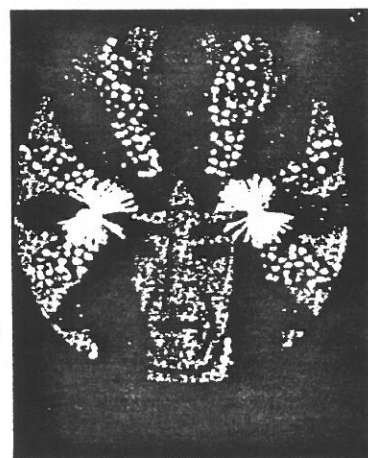
Plaques

Indian Corn Plaque
Indian Corn
Crayons
Yarn
Corrugated cardboard
Glue
Sheet of paper

To make an oval pattern for the head, fold a 10" x 12" sheet of paper in half lengthwise. Fold again crosswise and cut as shown. Open out and trace onto a piece of corrugated cardboard; cut out the cardboard head.

With crayon, draw a headband, 1" wide and 5" long, in the center of the oval. Fill in the design with several bright colors. Also use crayon to make a simple line drawing of a face.

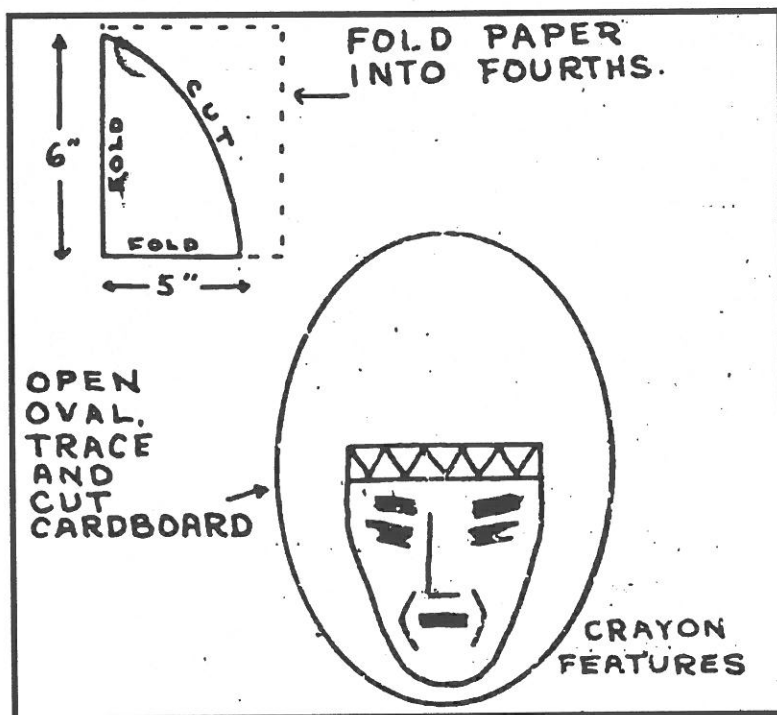
For the headdress, pencil in outlines of feathers around the face. Remove the kernels from the corn, separating them by color as you remove them. Fill in one feather at a time, using alternate colors for each one.



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Spread glue evenly over the entire area to be filled. Sprinkle on corn and push the kernels together as closely as possible. When all the feathers have been filled in and the glue is dry, glue a yarn braid on each side of the face just below the headband. The braids should be about 10" long. Use 9 strands of yarn, 13" long, for each braid; braid the yarn loosely.

Make two yarn puffs from several 2" pieces of yarn tied tightly in the center, and glue one on top of each braid. Add a hanger to the back, and the Indian is ready to hang in chiefly splendor.



Cub Scout Plaque

Materials

- 10" x 12 5/8" white oval paper plate (rigid type, cardboard)
- 9" x 12" pc. lt blue felt
- 5" x 6" pc. royal blue felt
- 3 1/2" x 3 1/2" pc. skin-color felt
- 1" x 1 1/2" pc. hair-color felt
- 1/4" x 3/4" pc. red felt
- 4" x 6" pc gold felt
- 2 - 12 mm wiggle eyes
- 29 in. of gold yarn
- 10 1/2" x 13" pc. cardboard
- Fine black fabric marker or permanent felt marker (type that will not bleed)
- Picture hanger hook
- Thick white craft glue

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Using patterns, cut out face, ears, hat, insignia, hair, mouth, neckerchief, and shirt – all from felt. For felt background, use oval pattern to cut felt.

Turn paper plate upside-down. Place plate on a piece of cardboard and trace all around it. Cut out cardboard circle $\frac{1}{4}$ " smaller than outline and glue to open side of plate to form a backing. Let dry.

With paper plate upside-down glue background felt piece to plate. Let dry.

Glue face to background.

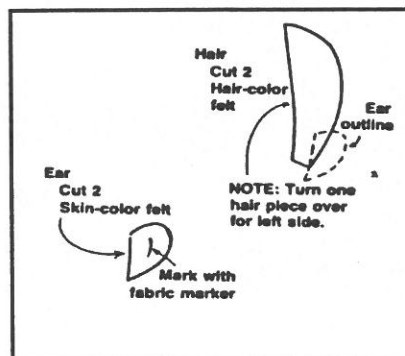
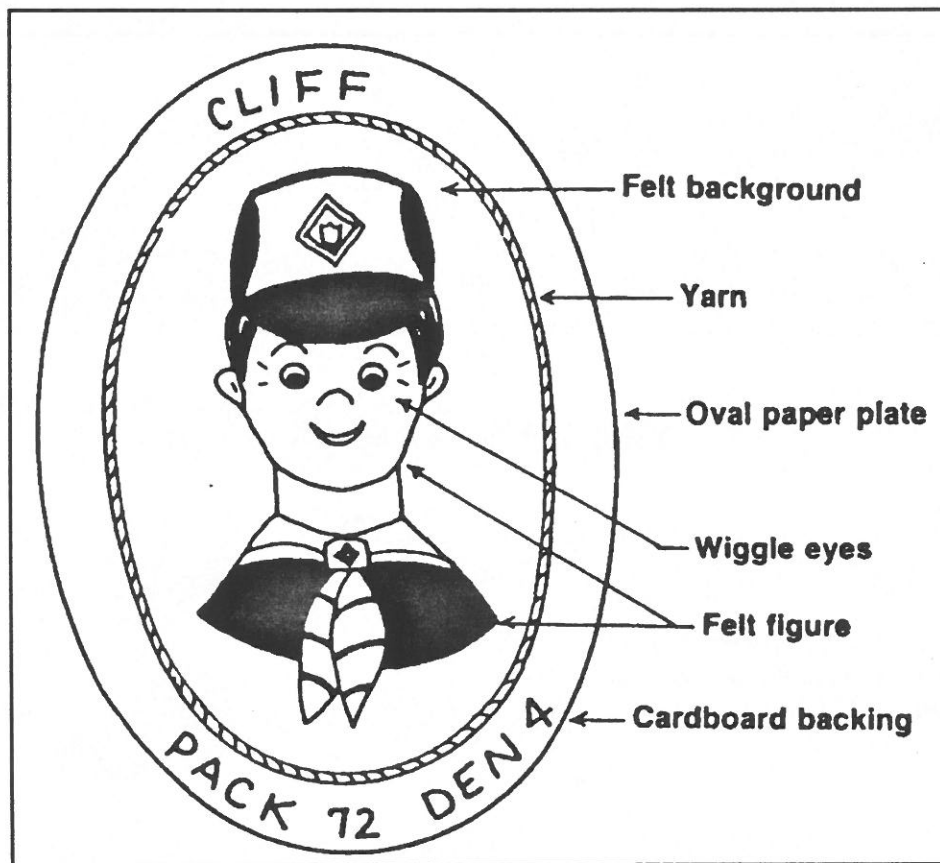
Glue hat to top of head. Glue gold insignia diamond to center of hat. Glue blue insignia diamond on top of gold one. Glue Cub insignia on top of blue diamond. (See diagram)

Glue back edge of brim to hat, arcing it slightly. (Brim extends forward from plaque.)

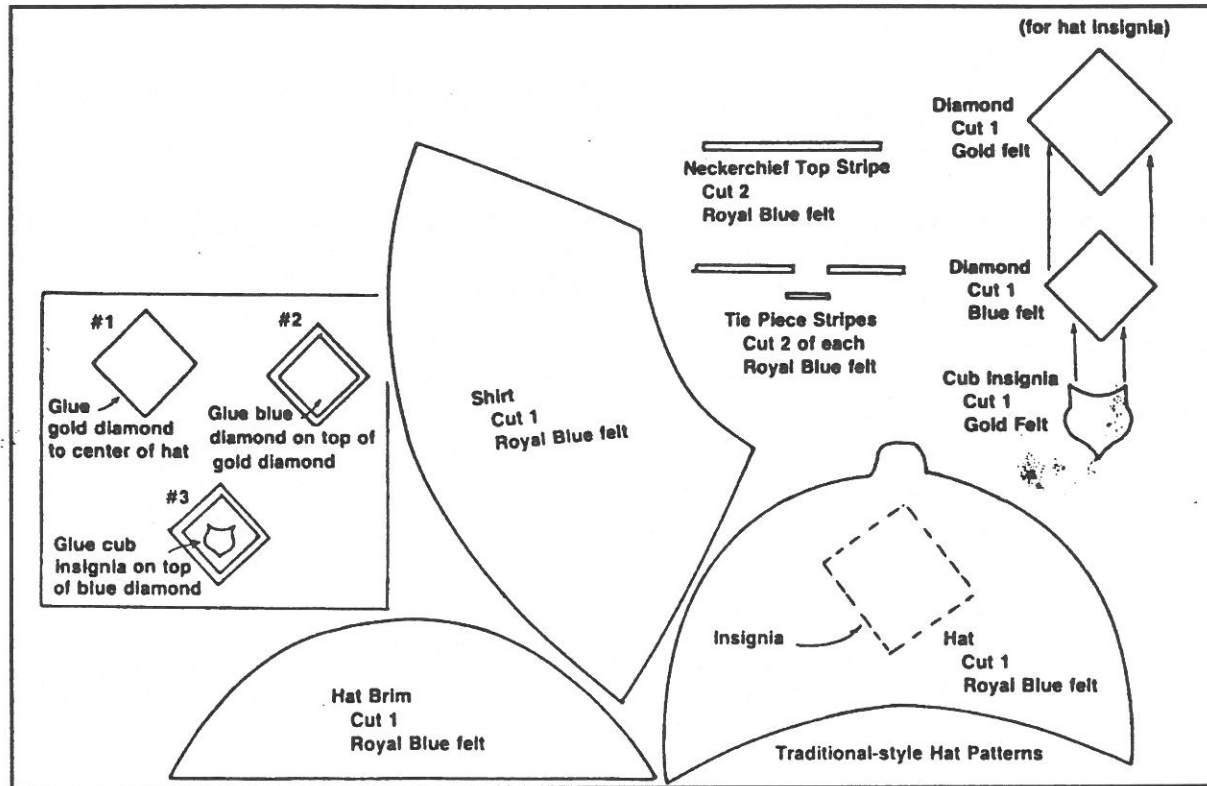
Glue wiggle eyes to face.

Mark eyebrows, eyelashes, nose and chin line with a fine fabric type marker or a

Permanent felt marker. (Black poster paint applied with a fine pointed brush can also be used.) NOTE: Allow glue under face piece to dry before marking.



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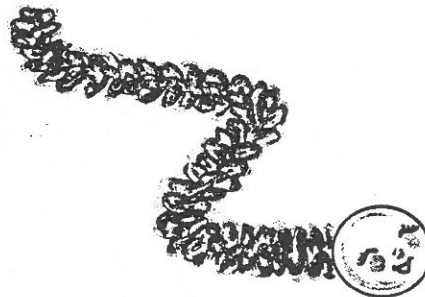
Cub Scout Plaque

Yarn and Wire Animals

Yarn
Coat hanger wire

Worm

Loop yarn as wide as you want onto wire of any length. Insert and glue one end of the wire into a plastic foam ball for the head. Add features.



Turkey

Cut wire 8" long for the body and 4 1/2" long for the legs. Bend legs and tape one leg to body. For the tail, thread the bottoms of about sixteen 3" loops onto the head and down to the end of the body; fan them out. Glue half a 3" paper circle to the back of the tail to hold it upright. Add contrasting yarn onto the body wire, threading the centers of 3" loops on for body, 1/2" loops for neck, and 1" loops for head. Glue on paper eyes and a yarn wattle. Slip small loops of yarn onto each leg. Cut a 1" foam ball in half for feet. Glue a penny under each foot for weight.



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Ostrich

Bend wire, 9" long, for the legs and wire, 10 1/2" long, for the body; tape one leg to body. Thread on 4" loops of Yarn for the body, pushing them close together for fullness. Slip on 1/2" loops of yarn for the long neck, and 1" loops for the head. Slightly flatten the head and glue on paper eyelashes. Cover each leg with small loops of yarn. For feet, insert and glue half a 1" foam ball to each leg, adding pennies for weights.

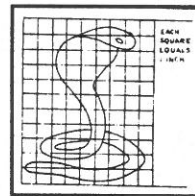


Textured Wood Novelties

Pine Wood- soft and easily textured
Sandpaper

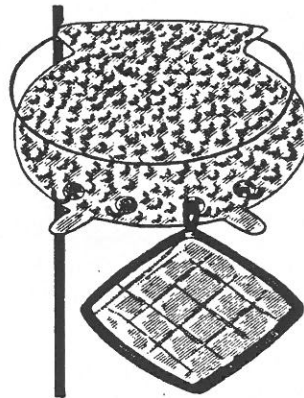
Cobra Tie Rack

Enlarge the graph to make a pattern of the cobra; lightly trace the pattern onto an 11" x 16" piece of wood. Texture the background and paint the cobra. Screw L-shaped right angle Hooks into the cobra for tie holders.



Kettle Pot Holder Rack

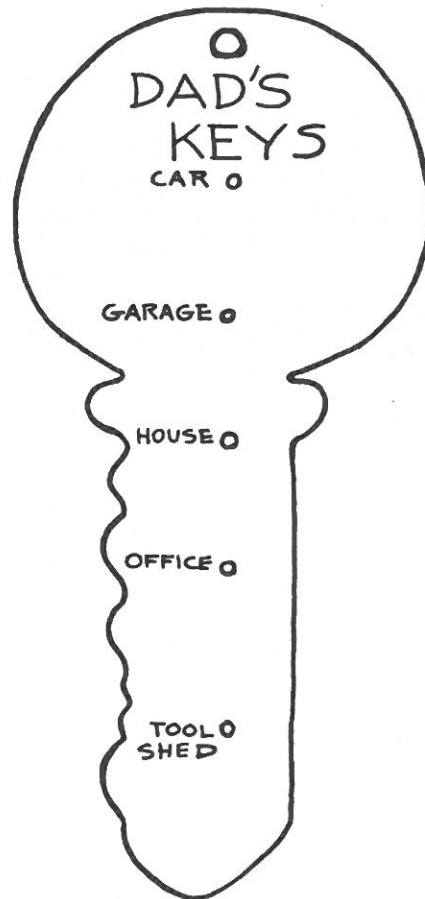
Sketch the outline of a kettle onto wood. Cut out with a jig saw. Texture the kettle, leaving the legs plain. Drill holes on either end of the kettle to insert and glue a wire handle. Add cup hooks along the bottom of the kettle to hang pot holders.



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Dad's Key Holder

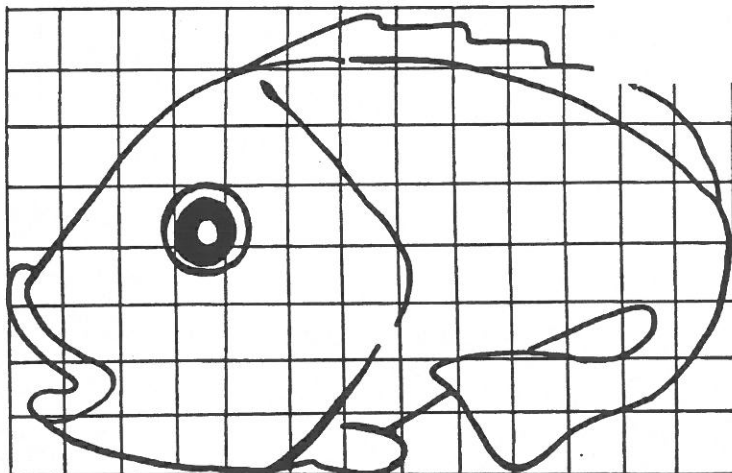
Your boys will have fun making this giant key as a Father's Day gift. Trace pattern on 1/4" plywood and cut out. Sand all edges smooth. Apply a coat of filler, then varnish or enamel the key. Use cup hooks to hang dad's keys on. Each Cub Scout should determine how many hooks his father will need on his key holder. Keys may be identified by name or each Cub Scout may cut out pictures of an automobile, a garage, or a house from old magazines to identify keys.



Breadboard

Enlarge the fish to the size desired, cut out, and sand smooth. Do not stain.

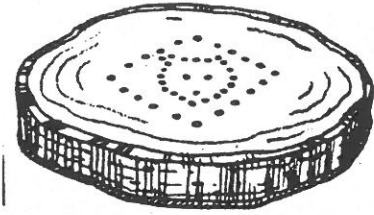
Enamel the edges to give you a spot of color if you want it. Apply one or two coats of olive oil to finish board.



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Hot Plate

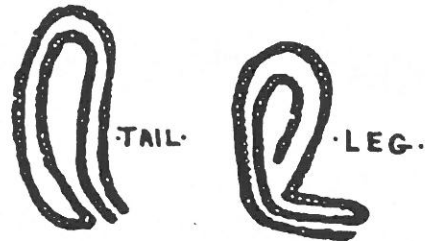
You need a cross-section of a tree trunk, at least 6 inches in diameter. Sand smooth. Glue felt to bottom to protect furniture. Draw a design on tracing paper and center it on the top surface. Make a permanent outline of the design by hammering nails at ½-inch intervals. To finish, spray with a wood sealer.



Walnut Squirrel

This adorable little fellow would make a cute party favor. To make the squirrel, glue two walnuts together – one in an upright position for the body (pointed end up), and the other in a horizontal position (pointed end toward front) for the head. Bend 1" pieces of pipe cleaners into V's for ears; invert and glue to the head. Glue on tiny plastic or bead eyes and a small black dot with felt maker for his nose. Glue on several short pieces of black thread for whiskers.

Each arm is a 3 ½" piece of pipe cleaner, folded in half and bent at the elbow. Glue arms to the body and glue a peanut between the paws. Shape a 7 ½" piece of pipe cleaner, as shown, for each leg; glue to the body. Fold a pipe cleaner, as pictured, for the tail and glue to the body. Tie a bright yarn or ribbon bow around his neck.



Boats

Sailboat

Detergent bottle (flat sided preferred)
½" dowel – 12" long
Fabric

Plaster of paris
Twist bread tie
Decorations

Cut bottle length wise with flat side down. Cut dowel in 2 pieces (5", 7"). Mix plaster of paris and pour into boat making sure the open edge is level. Place 7" dowel in wet plaster for mast. Prop mast straight until dry. Use bread tie to secure 5" dowel to mast just above boat to form boom. Attach sail cut in triangle from material. Decorate as desired. Straws and thread may be substituted for dowel and twist tie.

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Huck Finn's Log Raft

11 twigs of equal thickness
White glue
Construction paper
Crayons or markers
Wax paper

Cut 6 twigs 2"-3" long. Place twigs on wax paper and glue together to form raft. Cut two twigs to fit the width of the six glued twigs. Glue each near the ends of the raft. Let dry overnight. When completely dry, turn raft over. Cut paper for sail. Decorate with crayons or markers. Poke holes in sail for mast to go through. Near the center top of the raft, glue the twigs with the sail on. Glue a twig to either side of the mast across the raft for support. When completely dry, raft is ready to sail. Hot glue will make the drying process go much faster.

Little Sailboats

Walnut shells or acorn caps
Clay
Toothpicks
Scissors
Colored paper

Cut small triangles out of colored paper. Thread toothpick through paper for sail. Press some clay in nutshell. Push toothpick sail in clay.

Birdhouses

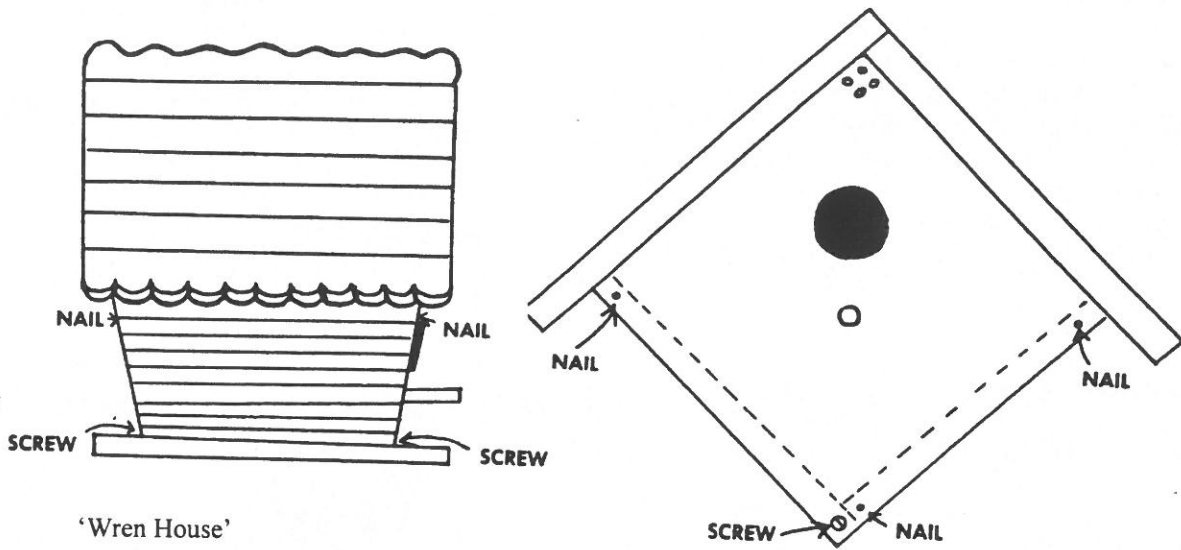
Wren House

Materials:
2 - 6" x 6" ends
5" x 5 1/4" side
1 - 5" x 5 3/4" side
1 - 6 3/4" x 7" rooftop
1 - 7" x 7" rooftop
1 - 1/4" dowel perch

Try this old reliable pattern and dress it up with scallops siding, shingles, or what have you. Make the house of 3/4" stock or 1/4" outdoor plywood scraps.

Lay out all parts on 1/4" plywood and cut out. Nail the front and back to one side. Hinge second side with screws and nails as shown. Cut correct-sized entrance hole 1 to 1 1/4" diameter. Insert 1/4" dowel perch. Nail and glue roof sections in place with the longer side overlapping the shorter side. Cover ridge with metal cap from a tin can or a piece of roofing material. Tack in place. Fasten to post or hang from tree limb.

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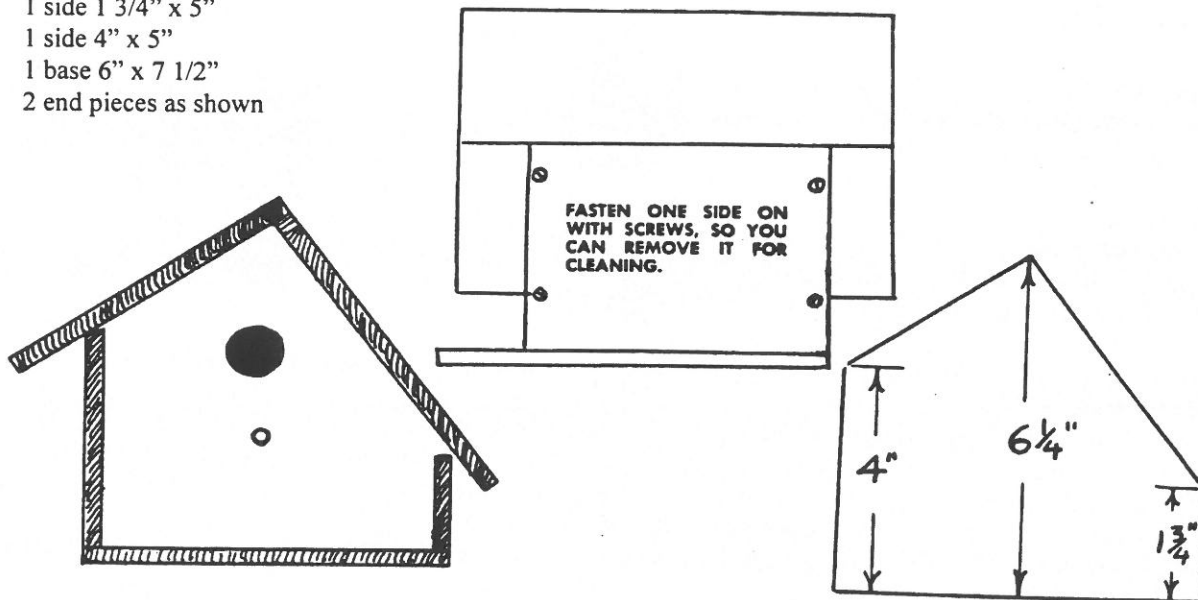


Scrap Houses

Here's an interesting variation showing how scrap lumber can be utilized to make a livable home, one strictly for the birds.

Materials:

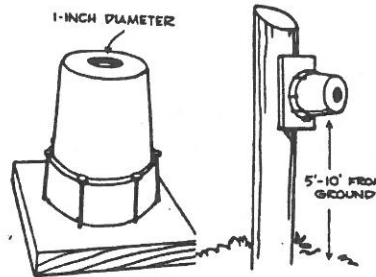
- 1 roof piece $5 \frac{1}{8}'' \times 7''$
- 1 roof piece $6 \frac{1}{8}'' \times 7''$
- 1 side $1 \frac{3}{4}'' \times 5''$
- 1 side $4'' \times 5''$
- 1 base $6'' \times 7 \frac{1}{2}''$
- 2 end pieces as shown



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Easy Wren House

In the bottom of the clay flowerpot, enlarge the hole until it's about 7/8 to 1-inch in diameter. Clamp the pot to a board by driving nails as shown so that they catch the pot's flange or lip. Nail or hang it 5 to 10 feet above ground on a tree trunk or fence post.



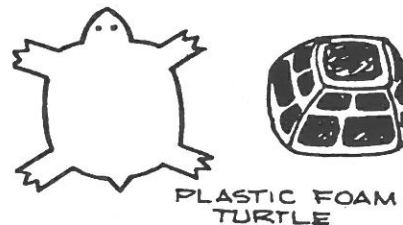
Coconut Feeder

Drill a 1 1/4 inch hole in a coconut (and eat the goodies). Drill two smaller holes at the bottom for drainage and at the top for the hanging chain.



Plastic Foam Turtle

Shell is one cup from an egg carton. Cut body from the top of the carton or a meat tray. Decorate as desired. Glue shell to body.



Cool Quaker

Materials
Hard plastic cup (not styrofoam)
Sharp scissors
12 inches of string
strong glue
permanent marker
one-inch square of yellow or orange felt
one-inch square cut from a sponge



Turn the cup upside down. Have an adult use the point of the scissors to poke a small hole in the center of the cup's bottom.
Put one end of the string through the hole, knot it, then glue it in place.
To make a face, draw eyes with permanent marker. Then fold the felt in half diagonally and in half again. Glue the felt "beak" to the cup just below the eyes. Allow the glue to dry completely.
Lightly dampen the square of sponge and tie it to the other end of the string.
Make the duck quack by pinching the sponge around the string just below the rim of the cup and sliding the sponge down along the string.

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Hanging Garden

Materials

clean two-liter plastic soda bottle (soak in warm water to remove the label)
sharp scissors
heavy string or twine
small stones or gravel
potting soil
plants or seeds
ground charcoal

Ask an adult to help you cut three evenly spaced oval holes two inches wide and three inches long about halfway up the sides of the bottle. Start by making a hole with the tip of the scissors.

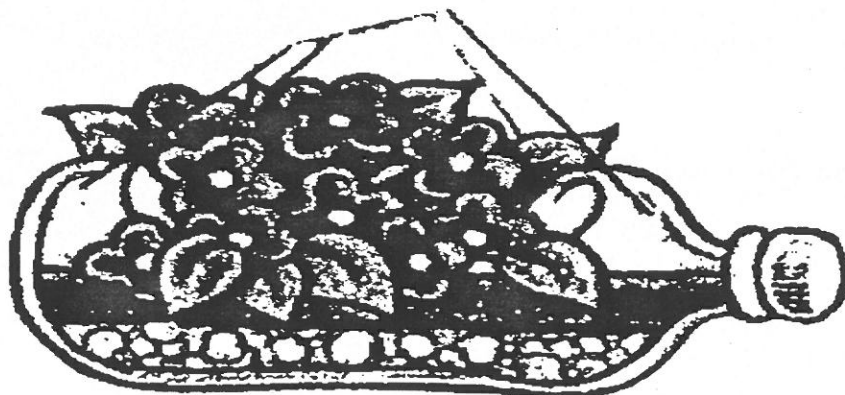
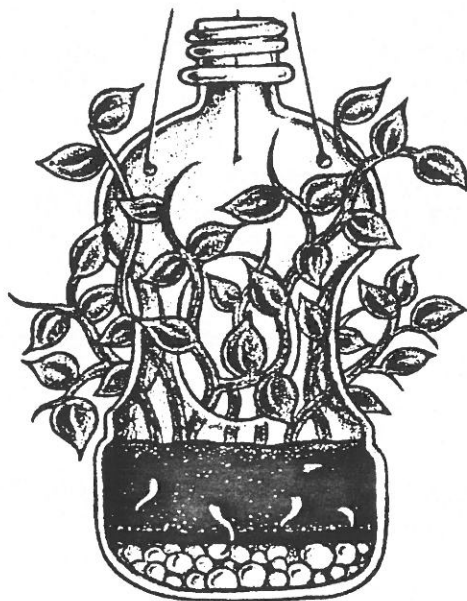
Poke three small, evenly spaced holes near the top of the bottle. Cut three pieces of string, each about 18 inches long. Tie several knots in one end of each string so that the ends will remain securely inside the bottle. Thread the other end of each string through the small holes in the top of the bottle.

Tie the ends of the three strings together to form a loop for hanging.

Put a half-inch layer of stones or gravel in the bottom of the bottle. Cover the gravel with a thin layer of charcoal. Then add a layer of potting soil up to the bottom of the holes.

Plant seedlings (try spider plants, ivy, or impatiens) in the soil or sow herb seeds following the package directions. Hang the bottle in bright light but not in direct sunlight. Water lightly when the soil feels dry to the touch.

If you prefer a horizontal-hanging garden, cut one large hole in the side of the bottle and attach four strings- two to each end of the bottle.

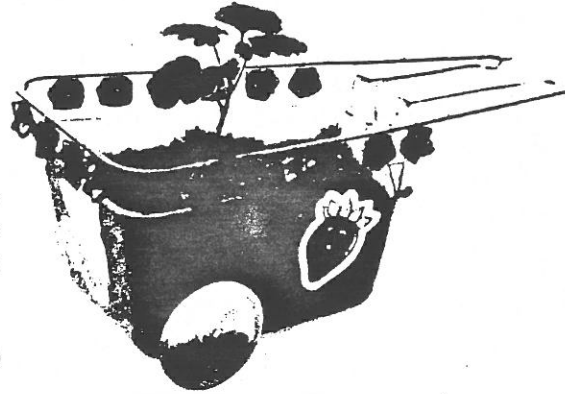


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Wheelbarrow Seed Starter

Launder-powder scoop
Stickers
Plant seeds
Nail file
Buttons

Beads
Potting soil
Scissors
Tacky Craft glue



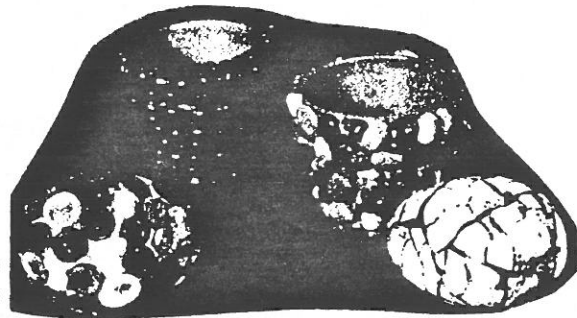
With an adult's help, cut out a V shape from the handle of a laundry-powder scoop to form the wheelbarrow's two handles. Use a nail file to smooth any rough edges.

For wheels, use tacky craft glue to attach a button to each side of the scoop near the bottom from corners. Decorate the wheelbarrow with stickers and some glued-on beads.

Fill the wheelbarrow partway with potting soil, and plant a seed or two. Transplant the seedlings when they are about three inches tall.

Art Work

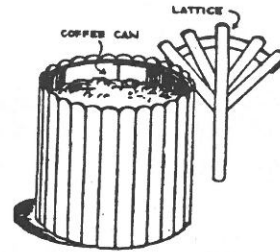
Select an object to decorate, such as a clay pot or plastic-foam cup (to use as a planter), a plastic-foam egg, or a frame cut from cardboard. Choose a material to decorate with, such as dried beans, buttons, pebbles, or eggshells. Wash eggshells before you use them. Use tacky craft glue to attach the materials to the object. let the glue dry. To give eggshells an ancient look, use water to dilute some water-based black paint, and rub it on them. For a glossy finish, paint over your object with tack craft Glue, and let it dry. Use the craft as a decoration or give it as a gift.



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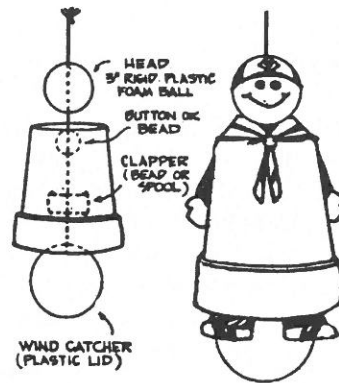
Coffee Can Planter

You need a coffee can and 25 to 30 ice cream or craft sticks. If sticks are too long for the can, tape them together in a stack, and cut with a saw to fit. (Craft sticks can be painted) Use a paintbrush to apply glue to can, then lay on sticks. Cut sticks to make lattice (the curved top is made up of small sections). Fill with dirt and plant a small sprig of ivy or other climbing plant.



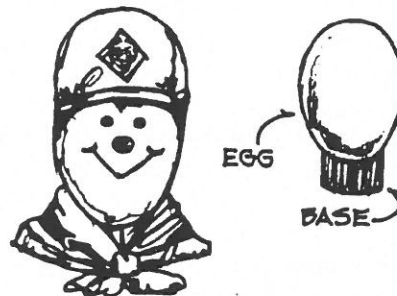
Cub Scout Chimes

You need a clay flowerpot, three-inch rigid-plastic foam ball for head, wooden spool or large wooden bead for clapper, plastic coffee can lid to cut for the wind catcher, large bead or button, and shoestring or thong. Use paint or permanent felt tip marker to decorate head, body, and feet of your figure. Assemble as shown.



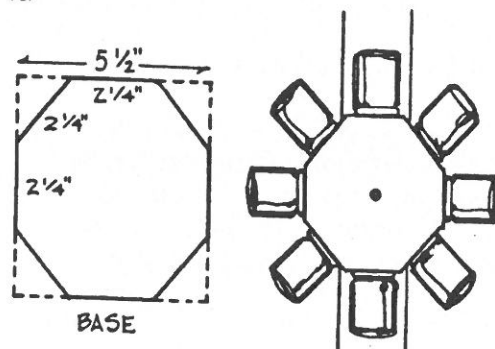
Egg Head Favor

Hard-boil an egg. Draw or paint on facial features. Glue the egg to a stiff cardboard collar base. Use crepe paper for cap and neckerchief. This makes a good party favor for Blue and Gold Banquet.



Workbench Lazy Susan

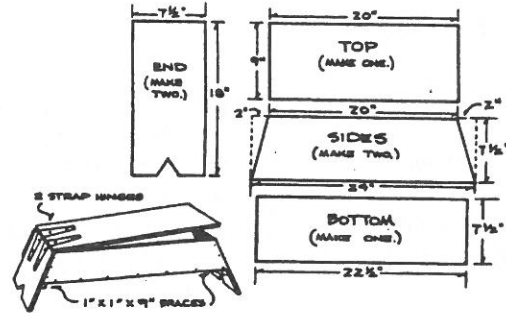
To hold screws, bolts and nuts, tacks, washers, etc. Cut base from two-inch thick scrap wood. Drill hole in the center for a 3 1/2 inch nail, screws, or bolt. Nail or screw the lids of baby food jars or similar small jars to the base. Install the lazy susan by attaching to wall stud or workbench shelf.



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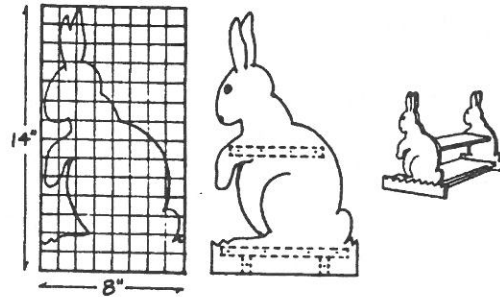
Storage Bench

Use one-inch shelving. Dressed thickness is actually $\frac{3}{4}$ inch. Measure your wood and adjust measurements if necessary.



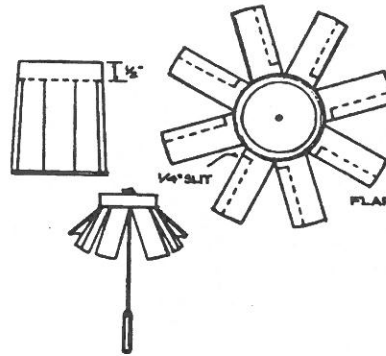
Bunny Shelves

Using the grid method, draw bunny on paper. Trace on $\frac{3}{4}$ inch scrapwood. Use coping saw to cut out two bunnies. Cut lower shelf from $\frac{1}{2}$ inch scrapwood seven inches and as long as desired. The two aprons are one-inch deep. Upper shelf is five inches wide. Nail the aprons and both shelves to one bunny; then nail to the other. Sand and paint as desired.



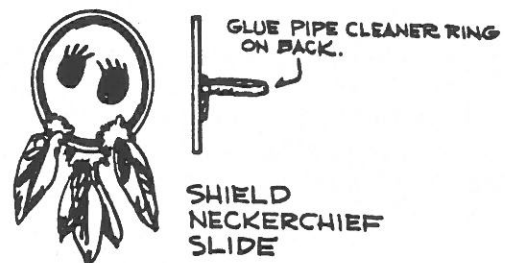
Whirly Bird

You need an eight ounce paper cup. Cut six slits one inch apart from the top to $\frac{1}{2}$ inch from bottom. And fold strips out. On each strip, cut a $\frac{1}{4}$ inch slit about $\frac{3}{8}$ inch from the inside end; make a flap by folding down and creasing. Punch a hole in the bottom. Put a pipe cleaner or heavy string through it and knot top. Fasten paper clip for weight at bottom of pipe cleaner or string. To fly the Whirly Bird, hold straight out and drop it.



Shield Neckerchief Slide

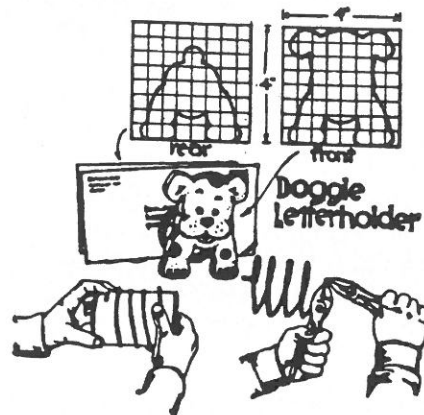
Cut a circle of about three inches diameter from heavy cardboard or plastic bottle scrap. Glue a ring made from a pipe cleaner to the back. Paint with Indian symbols. Add real feather fluffs or construction paper feathers.



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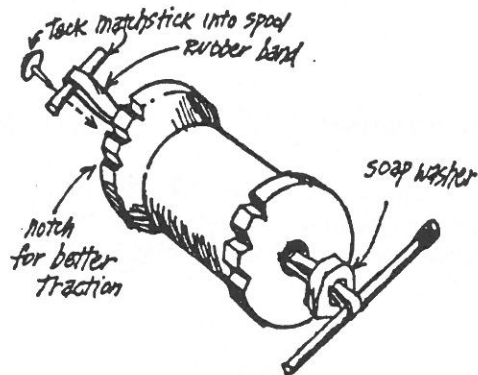
Doggie Letterholder

Cut pieces from $\frac{3}{4}$ inch pine. Letterholder is a spiral of coathanger wire between pieces. Wrap straightened coathanger wire tight on a soup can, with $\frac{1}{2}$ inch between spirals. Then use two pliers to bend $\frac{1}{2}$ inch of each end at right angles to spirals. The wire ends are then cemented into holes drilled into back side of dog's front piece and front side of rear piece.



Spool Tractors

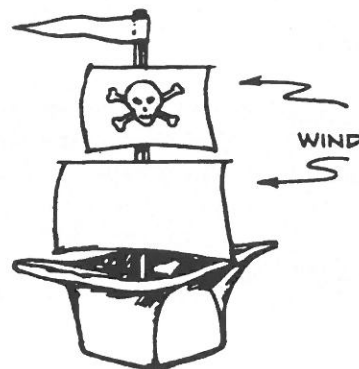
You need a thread spool, two wooden matchsticks, two rubber bands, and a small piece of soap. Run the rubber bands through the spool's hole and attach a matchstick on one end. Make a hole in the soap and put the other ends of the rubber bands through it. Attach the second matchstick. Now wind it up and watch it go.



Egg-Carton Galleon

Cut one cup from an egg carton, leaving pointed ends for the look of a Spanish galleon. The mast is a swab stick with the cotton ends cut off.

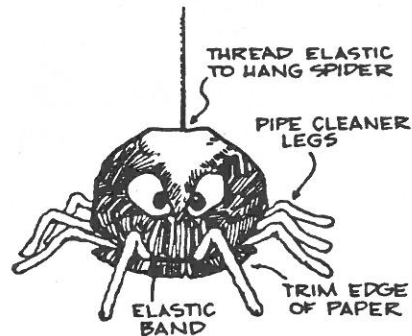
Glue paper sails to the mast. Stand the mast in the ship by putting a small ball of modeling clay on the bottom and pressing it into the hull. Sail a fleet of galleons in a tub of water.



HOLIDAY CRAFTS

Spiders

Crumble newspaper into golf-ball size and cover with black crepe paper. Fasten at bottom with rubber band. Paint pipe cleaner legs or soak them in ink. When legs are dry, glue to body. For eyes, use red crepe paper dots.



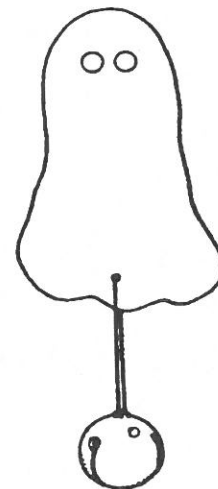
Witch Puppet

This is a paper-bag puppet made from a lunch sack. Draw features with crayons or felt-tip pens. Add black construction paper hat, black crepe paper hair.



Jingle Ghost

Cut ghost from a plastic bottle. Punch eye holes with a paper punch. Poke hole near bottom with needle and string a thread with a jingle bell through it. Tie thread into loop. Make several ghosts and hang where people walk during Halloween season. The breeze will flutter the ghosts and make bells jingle.



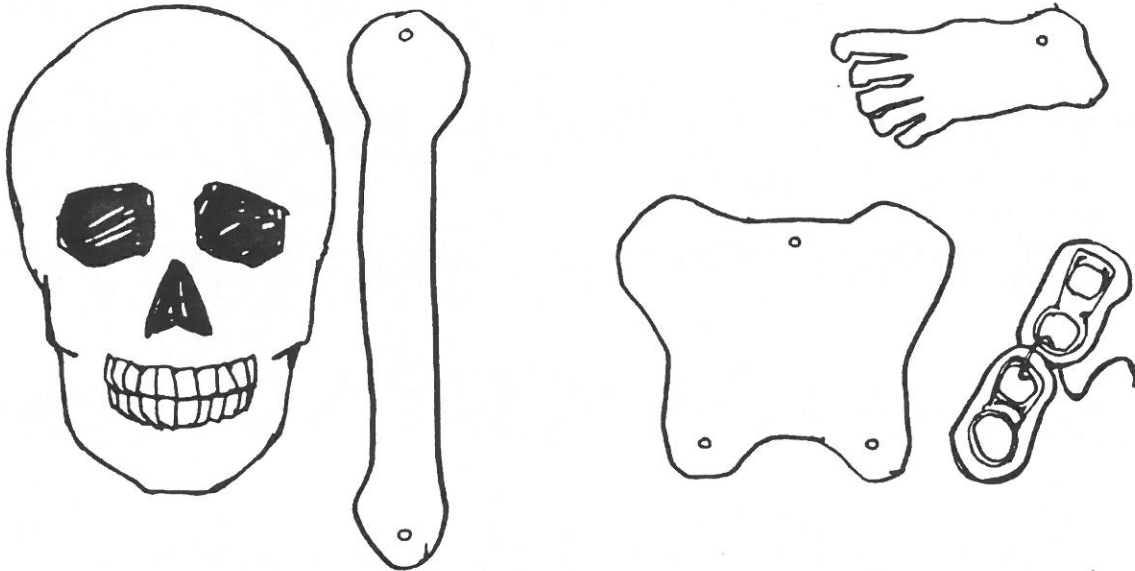
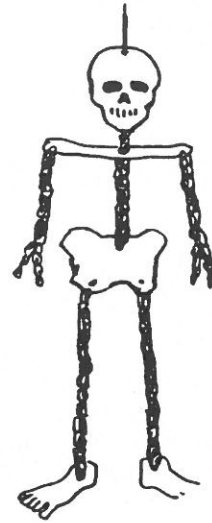
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Pop Can Skeleton

Use old scissors to cut out the can top and bottom and down the side seam so you end up with a flat sheet of metal. Sketch parts with a pencil and cut them out, careful not to cut yourself. Punch holes with a nail point. Cut out holes for eyes and nose. Sockets.

Sew pop-tops together in a chain with a large needle and fishing line. Sew bone parts also. Suspend skeleton also from the hole in the top of the head with fishing line.

For more spooky fun, spray paint the entire skeleton with luminescent or day-glow colors.



Bottle-Top Candleholder

Materials
Top bleach bottle
Silver spray paint
Candle
Holly, berries or any greens

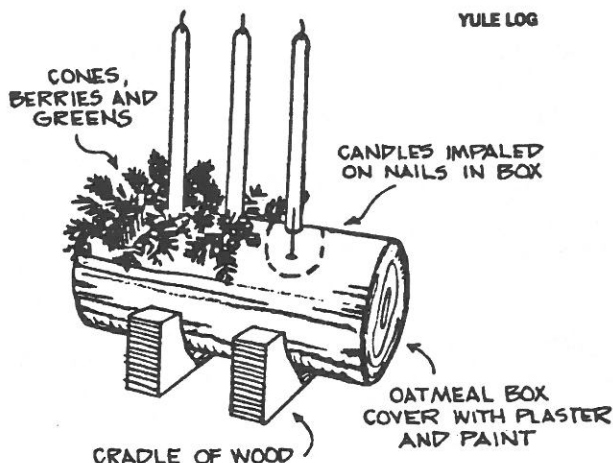
Cut top from half-gallon bleach bottle. Spray silver. Decorate as desired.



Yule Log

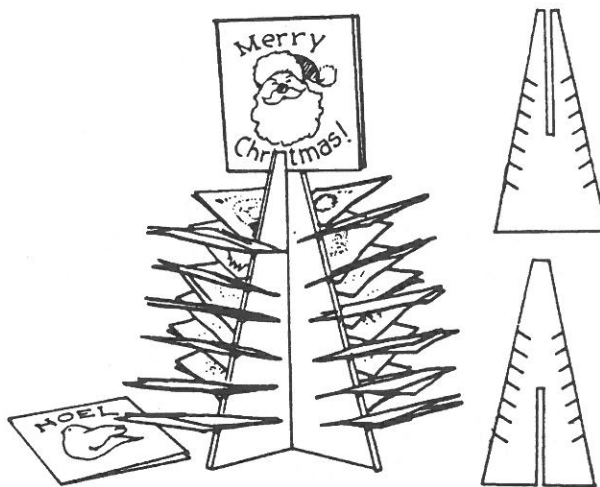
Materials:
Oatmeal box
Paint
3 candles
wood
cones, berries or greens
nails

Cover Oatmeal box with paint or plaster.
Candles impaled on nails in box. Use to
blocks of wood to cradle the oatmeal box.
Use cones, berries and greens to decorate
the oatmeal box. Makes a nice centerpiece
at Christmas time.



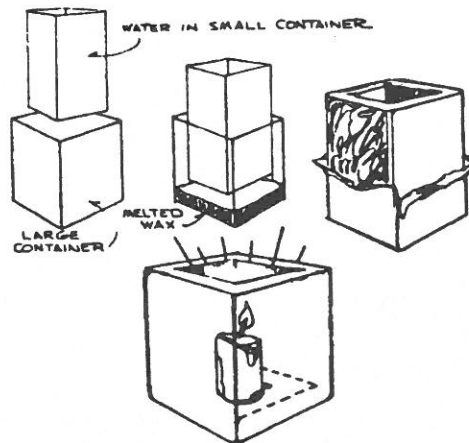
Christmas Card Tree

Cut two pieces of 1/4-inch plywood as shown so
they fit together. Saw 1/2-inch angled cuts in
each piece to hold the cards. Paint with green
paint or oil stain.



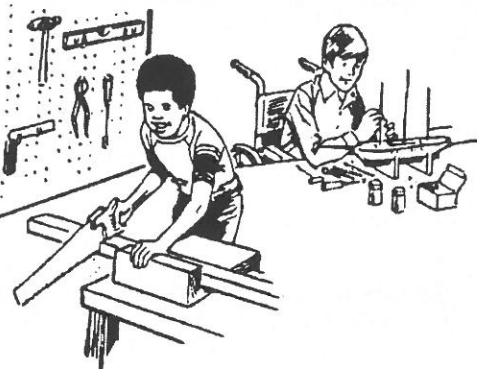
Everlasting Candle

This is a large candle-like shell in which the light from a
small candle inside glows through the shell. Cut a half
gallon milk carton in half. Melt paraffin and bits of wax
crayons for color in a double boiler. Pour into carton
to a depth of about an inch and let harden. Fill a quart
milk carton with water and center it in the larger container.
Now fill the space between the cartons with paraffin. Let
it harden overnight. Remove the carton (fill it with hot
water if it sticks). Peel off the larger carton. The shell can
be decorated with whipped, melted paraffin for a frosted
appearance and by pressing in sequins, beads or glitter.



Woodcrafts

Woodcrafts strike fear into the hearts of many Den Leaders ... but have the potential to become some of the most satisfying, most rewarding and most memorable activities that your boys can do in a Den meeting. The look on the face of a Scout who has just finished a big, heavy wood project that he gets to carry home is a treat for the leader. The Scout knows he has *made something that's real*. Woodcrafts aren't paper projects that get made in school ... and thrown away on the way home. Woodcrafts are treasures.



Woodcrafts require tools. Tools are dangerous. Tools can be loud. Grown-ups get to use tools. You have to get covered in sawdust to do a woodcraft. Boys will be in heaven.

Safety

Safety has to be the primary concern of the Den Leader in a workshop. Remember, most of these boys have little to no experience in a workshop. Physical play that's fine in a Den meeting will be extremely dangerous around tools.

Your Den must develop a safety checklist for everyone, including adults. Training adults to follow it when they are supervising work is a must. Here are some ideas to add to your safety list:

- An adult is always present when tools are in use.
- If Scouts are using a power tool (more on this later), there must be an adult helping operate each tool.
- Use the right tool for the right job. Don't use a screwdriver as a hammer.
- Wear safety glasses and keep fingers away from the cutting edges of tools.
- Loose clothing and jewelry will get caught in moving parts, so remove them. Neckerchiefs are not allowed. Scout field uniforms (the blue and khaki shirts) aren't recommended; activity uniforms (t-shirts) are.
- The work area is to be clean, dry and well lighted.
- Use paints, stains and other finishes in the designated area – preferably outside. Be careful of overspray. Adults must supervise all finishing.
- Practice good first aid. Treat scratches and cuts as they happen.
- Clean up the work area after using it. The job isn't done until the shop is clean!

After a safety list is agreed upon, take time to teach each boy how to use and care for the tools that they will be using. This is also a good time to teach and review the Whittling Chip requirements. Each Scout should earn the Whittlin' Chip before using cutting edge tools in a woodcraft project.

Choosing The Right Project

Start any group of Cubs with a simple project and work up to more difficult projects. Tigers really can't use a hammer and measuring is beyond them (fractions are studied in 3rd grade) ... so don't have them build complex birdhouses. Webelos are stronger and have more capabilities, so building a simple project such as an oven

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puller may be boring for them. Fit the project to the boy. KISMIF.

Make sure you label each piece of the project with the boy's initials. Rest assured that each piece will become thoroughly mixed up with the other boys' projects; proper labeling *that doesn't get sanded off* is the only solution.



Tools

Pencils: Obvious, perhaps, but you'll need a sharp pencil for each boy. Remember to caution each boy to not use the pencil to score the wood grain ... he'll be frustrated that sanding is made *much* harder if he indents the wood surface with his pencil.

Rulers: You'll probably need a ruler for every 2 Scouts, especially if you're doing measurements at the beginning and at the same time (as most projects begin). Please note that most Cubs cannot properly measure and mark wood. They may be able to accurately find 2" ... but if you're looking for them to make a mark 1-3/4" from an edge, an adult will need to be assigned to each ruler to ensure accuracy.

Hammer: As a general statement, most Cub Scout-aged boys cannot easily hammer a nail. Anything larger than a 6 penny nail will be difficult for most and impossible for some. Projects that avoid hammering are best, especially for younger Scouts.

Lighter hammers will be easy to swing, but most Cubs can use a common 16-ounce hammer. All Scouts will need to be encouraged to tap accurately on a nail ... instead of the "MORE POWER" banging that all boys really want to do. Be sure that the hammer head is tight on the handle and the handle is not broken or splintered.

If a nail bends, pull it out. When pulling a nail out, to prevent strain on the hammer handle and scarring of the project wood, place a wooden block between to project and the hammer head to use as seat for the fulcrum of the lever action that's removing the bent nail.

Screwdriver: Use the longest one convenient to the job. Make sure the blade fits the screw: it should be the same width as the screw slot at its base and thick enough to fit snugly into the slot.

Keep the screwdriver and screw aligned. Turn the screw until the two pieces of wood fit tightly together. Drilling a pilot hole (a small hole that's approximately the diameter of the screw shaft) will prevent the wood from splitting and makes putting the screw into the wood much easier. Remember that if you turn the screw too far, the wood around the screw threads will break out and the strength of the screw is lost.

Electric Drill: Some Scouts can be trusted to use a power drill under close supervision. Make no mistake, though: power drills will drill a hole in *anything*, including the Big Bear Book, a Scout Hat, the Den Leader's Den table, or the Scout's leg. BE CAREFUL!

Brace & Bit: To drill holes larger than a hand drill, use a bit brace and auger bit. To place the bit in the brace chuck, hold the chuck and turn the handle to the left until the jaws are open. Put the bit shank into the square socket at the bottom of the open jaws. Turn the handle to the right until the jaws are tight on the bit. Be sure that the bit is straight.

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Check for straightness. Push a little on the brace head and at the same time let the feed screw pun the bit into the wood. Bore until the point of the feed screw comes through the wood. Then turn the bit backwards until it is out of the hole. Turn the board over. Start the screw in the hole made by the bit from the starting side and finish boring the hole. Clamping a scrap board on the back of the good piece will also prevent breaking. Boring all the way through the board without this scrap board will cause splitting.

Hand Saw: A standard crosscut 20-inch saw is recommended for Cub Scout-aged boys. To start a saw, you first steady the blade with your thumb and then draw back on the mark you have made on the board. Be sure to tilt the saw at approximately a 45 degree angle to the board while cutting across the grain of the wood. Note that actually cutting a 6" board with a hand saw is actually a difficult process for people not used to cutting wood ... and if you need a Den to make multiple cuts to make a project, then you'll need many saws. Consider pre-cutting the pieces for the project.

Coping Saw: This simple saw is used to cut curves and odd shapes from wood. Saw with the handle either above or below the wood, setting the blade to cut on the downstroke. Use a heavy blade and a long stroke. Be sure to clamp wood securely in a vise or use a bench hook.

C-Clamp & Bar Clamps: Use clamps to hold pieces of wood together for gluing, to clamp boards together when boring holes, and to clamp a guide board on a board for a straight saw cut. Use a piece of scrap material between your good board and the clamp to prevent dents.

Stationary Tools: Larger tools such as table saws, table routers, shapers, planers and jointers should not be used by Cub Scouts in any circumstance. Drill Presses can be used in a fashion: the Scout can spin the drill into the wood while the adult holds the work and coaches constantly on the safe way to use the tool (and Tigers will *love* this!). Band Saws should not be used by Cub Scouts, though boys raised in a woodworking family might well use this tool before they leave the Webelos Den. Let them use it on family time; not in a Den meeting.

Sandpaper: Have a good supply of sandpaper, all cut into 1/4 sheets. Don't give the Cubs larger sheets than that; they'll want new paper long before they use all of the surfaces on a full sheet of sandpaper. You'll need 60-grit (coarse) to begin the finishing process, 100-grit (medium) for smoothing and 220-grit (fine) to leave a smooth surface.

Paint Brushes: Most projects will finish at the same time ... so you'll probably need a supply of cheap brushes. Throw-away brushes may be tempting if your Den can afford them ... but teaching the boys brush care and solvent usage is a great experience as well.

Remember Who Is Watching!



Remember the Cub Scout Law: A Cub Scout Follows Akela. In the shop, that means that all safety rules must be practiced by all adults as well as by the Scouts. If adults "really don't need goggles to do this," then Scouts don't either. Goggles are cheap. Teach Scouts to wear safety equipment at all times ... and keep your boys safe!

If you are using a regular workbench, make a sturdy box or platform for the boys to stand on. Allow plenty of working room around the bench and boys. Sturdy footing and good balance is important for safety.

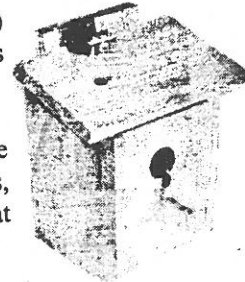
Instruct Cub Scouts to keep their eyes on the work and their fingers and hands away from the blade. Do not try to cut wood that is too thick, and don't try to force the wood into the blade. Place pressure on the wood to hold it firmly down on the cutting surface.

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Be sure to unplug all electrical tools when changing attachments or when not in use. Keep a small first aid kit in the area. And finally, remind the boys to be alert and patient when working with wood. Accidents happen when you are tired or use force.

Woods

Most Cub Scout projects will probably be made from a combination of softwoods (pine) and wood products (plywood). Here are a few tips and a description of the different kinds of wood available to you, as well as how you buy the wood you'll need.



Softwoods are from the coniferous group of trees that have needle-like or scale-like leaves and produce seeds in some kind of cone. Examples of such trees are the pines, cedars, redwood and firs. Hardwoods are from the deciduous group, and include trees that have broad leaves such as the oaks and maple.

You can easily tell trees apart when the leaves are visible, but it is more difficult to tell the kind of wood when working with a piece of lumber. A thumbnail test will separate hardwoods and softwoods. Push down hard with your thumbnail and push it across the grain of a smooth piece of wood. In softwoods, the alternate layers of soft spring wood and hard summer wood will give a bumpy feeling to your fingernail. It will remind you of riding your bicycle across railroad ties. In hardwoods, your thumbnail will glide smoothly across the grain like riding on smooth pavement.

Wood Species

Ash (hardwood): A very hard, dense and strong wood. White ash is commonly used for producing baseball bats, tool handles and furniture -- especially pieces that are to be bent. Not recommended for Cub Scout projects.

Birch (hardwood): This hardwood is commonly used for dowels, a common need for Cub projects.

Cedar (softwood): This medium density softwood is easy to work with and very aromatic. Commonly used in cedar chests. Some species of cedar splinter easily; be careful!

Fir (softwood): Strong, moderately hard and heavy, Douglas fir is rather difficult to work with using hand tools because it splits easily. Sapwood is white and the freshly cut heartwood is a light reddish yellow color. Exposure to light and air changes the heartwood to a reddish color and sometimes a cherry red or reddish brown. Douglas Fir is one of the primary woods used for plywood veneers. It is also used for framing lumber. Note: Framing lumber will usually split after you have made your project!

Oak (hardwood): Oak is a very popular wood today for furniture and cabinets. Because of its density, oak requires power tools to work with the wood, so it's not recommended for most Cub projects.

Pine (softwood): Pine is the easiest wood to use and is much less expensive than the hardwoods. It is easily worked with sharp tools, does not split easily, is light weight and soft.

Redwood (softwood): This commonly-available wood isn't great for Cub projects. It's more expensive than pine, and it can splinter easily.

Walnut (hardwood): This dark-colored wood is great for accents on projects receiving a clear or natural finish. The hardness of the wood makes it a difficult wood for Cubs, though, so it's not recommended.

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Buying Wood

When you buy wood, the dimensions of hardwood and softwood are different. Softwoods are sold in standard sizes, such as 1"x6" or 2"x 4". Note that those dimensions are for the rough cut of the wood; when the sawmill puts a smooth finish on the board, the actual dimensions are less: a 1"x6" is actually 3/4"x5-1/2", a 2"x4" is actually 1-1/2"x3-1/2".

Hardwoods, on the other hand, are generally sold with an indicated dimension such as 4/4, which means the board is 4/4" thick, or 1" thick. Finished 4/4 hardwoods will be exactly 1" thick, but are often sold with unfinished board widths. If you want to buy a 1" thick piece of oak that is 8" wide and 8' long, you'll either need to have the right tools to finish the board, or you'll need to have the lumber yard cut the board to your dimension.

All wood is graded for quality, with significant price differences between the different grades. Buy cheaply and buy well; you can often pick through the boards in a lower grade to find the ones best suited for your project. Be careful, though, because lower grades often have loose knots or knotholes. Loose knots can be dangerous if they fly across the shop because of an adult-used power tool. If the lower grade of lumber doesn't work, then buy up.

Wood Products

Wood products such as plywood and particle board are the foundation of many Cub projects. These woods are sold in 4'x8' sheets, but can often be purchased in 4'x4' or 2'x4' sheets at a slightly higher price. Lumber yards will generally cut sheet stock to your specifications. Consider having them cut the plywood pieces to your final dimensions ... and if you ask in advance, you just might get the cutting donated. Charges are often 25¢ per cut, or about 50¢ per piece.



Plywood sheets are actually 4'x8', but the thickness of the sheet is less than you might expect, just as when you're buying softwood.

Plywood is also graded for quality. A/CDX plywood has an "A" veneer on one side, suitable for almost any Cub project. CDX, the back of the sheet, is rough and will have knot holes and such marring the finish of the sheet.

Patterns

When you want to make patterns of a certain size, you will have to measure and mark them before cutting. If you use a trace pattern, measuring may not be important while correct measurement will be important in other work.

Trace Patterns: Trace patterns have a full size drawn outline of the desired shape. To transfer a pattern to a board:

- Tack or tape paper in place and cut around the edge of the paper.
- Cut the pattern out and then trace around the edge with a pencil.
- Using a piece of carbon paper on top of the wood, trace the outline.
- Trace the pattern onto cardboard, cut the pattern from cardboard and then use it to trace onto the wood.

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Grid System: The grid system is used when the article is too large for a trace pattern. Do the following and your grid system will be successful.

- Determine the size of the squares or rectangles. By changing the size you can change the size and shape of the article.
- Determine the size of board or paper for the pattern. You can draw directly on the wood or on paper.
- Mark the right-sized squares or rectangles.
- Mark where the object outline crosses the grid lines.
- Connect these marks to form the shape.

Making Connections

Actually getting the woodcraft to hold together is essential. If a project falls apart, then the boy will blame the leader ... after all, he just did what he was told.

Glue: White or yellow glue should satisfy most of your needs. The yellow glue dries quicker, is stronger, and more moisture resistant, but it does not dry quite as clear as the white glue.

Nails: Driving nails requires practice. Don't ask a Scout to drive his first nail through the side board of his "finished" project. Make sure he knows how to drive the nail before he tries to work on his almost-finished treasure. Oh, and have him hold the nail. He'll be more careful that way.

There are different varieties of nails; finish nails have virtually no head. Headed nails come in many different shapes and finishes; common or box nails are fine. Any nail larger than a 6-penny will be difficult for some Cubs to drive.

Screws: Woodscrews come with either slot- or phillips-heads. Either are fine for Cub projects.

Finishes

There's an easy way out: choose a finish that offers water cleanup. There are more water-based finishes on the market every day. Because of the EPA, the industry is moving away from solvent-based finishes. There are some very good finishes that we are overlooking (shellac, linseed oil, lacquer, etc.) when we restrict the use to water-base paints and finishes only. But you do not have to worry about the hazards associated with those toxic, flammable products

Water-based finishes can be compared to finger paints. Just follow the manufacturers' directions and have fun. You will be more successful when you put on multiple thin coats as compared to one heavy coat of finish. Be sure to let each coat dry before applying another coat.

There's an even easier way: use a penetrating oil finish. Even common vegetable oil will soak into the pores of wood and protect it from water damage. Note, however, that if glue is carelessly applied to a joint (and it will be), then the wood that's saturated with glue won't absorb a penetrating oil or stain. Carefully wipe all wet joints with a wet rag to remove glue spills; oils and stains should look fine.

Spray paints are a common Cub finish, but really don't teach Cubs much about woodworking other than how to use spray paint. Avoid them as much as possible.

THE PROJECTS

When making woodcrafts with boys, it's important that the boy do the work. Yes, Moms & Dads and big brothers & sisters may be more accurate ... neater ... quicker ... but they are not the Boy. Remember, the Boy is the focus of Cub Scouting, so make sure that the Boy is the one doing these woodcrafts!

All boys will need help to complete these projects. A little advice here, help pulling a nail there, a demonstration of sanding technique ... your Boys can learn skills that will last them a lifetime.

Please note that all of the projects and directions here are suggestions only. It's always possible to zig and zag along the way; you'll see that the examples of each project sometimes had substitutions made or different dimensions or stock used. That's no problem. Use the materials and tools that you have on hand. After all, that's how these projects got made in the first place!

Have fun!

Banana Hook

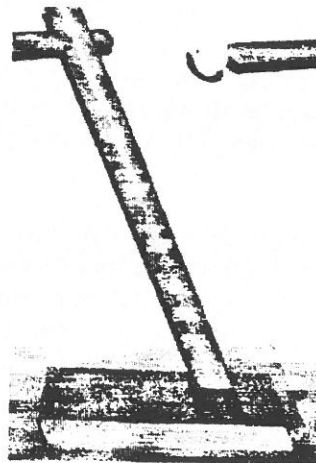
Difficulty: Easy

Parts:

- 1x Arm, 1" Dowel, 12" Long
- 1x Cross Beam, ½" Dowel, 6" Long
- 1x Base, ¾" Stock, 6"x6"
- 1x Oversized Cup Hook, approximately 1" in diameter

Directions:

- Drill ½" hole in Arm 1" from one end.
- Drill 1" hole in the Base, 1-½" from the edges of the Base.
- Sand all of the parts.
- Screw the Oversized Cup Hook into the end of the Cross Beam. Remove the Hook.
- Glue the Arm into the Base. Glue the Cross Beam into the Arm, with approximately ½" of the Cross Beam extending behind the Arm and 4-½" of the Cross Beam (with the hole for the Hook on this end) in front of the Arm.
- Paint the wooden parts.
- Re-install the Hook into the Cross Beam.
- Hang a bunch of bananas!



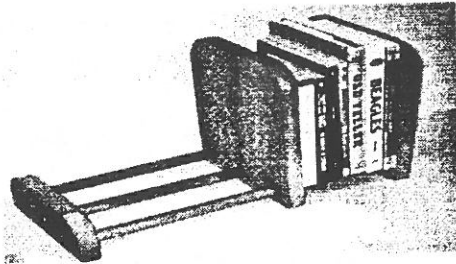
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Book Rack

Difficulty: Moderate

Parts:

2x	Bookends, 1"x6" Stock, 5-½"x6"
1x	Stopper, 1"x6" Stock, 5-½"x1"
3x	Rods, ½" Dowel, 18" Long



Directions:

1. Find the center of a side of the Stopper. Mark it. Extend a line 1" from the edge of the bottom. Mark 1-½" on each side of center. Drill a ½" hole through each mark.
Mark both of the Bookends in the same fashion. Drill ½" holes in one and ¾" holes in the other. Make sure all holes match up in the three pieces.
Sand all pieces smooth. Remove all pencil markings.
Glue the 3x Rods into the Stopper. Wipe off excess glue with a damp rag.
If you're going to paint the pieces, do it now. (Apply masking tape over the last ½" of each of the exposed Rods, though, so glue will penetrate into the raw wood for final assembly. Glue can't penetrate a painted part; your joint will not be strong if you paint the entire Rod.) It will be difficult to paint the project after final assembly, because one of the Bookends is a moving part. If you're using a penetrating oil finish, go ahead and assemble the project now.
Slip the Bookend with ¾" holes onto the Rods. Do not glue. This is a moving piece.
Put glue on the tips of the Rods and slip the glue-covered Rods into the holes of the Bookend with ½" holes. Wipe off excess glue.
Finish painting with a touch-up or apply a penetrating oil to the project.

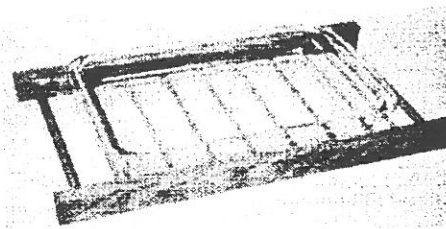
Casserole Carrier

Difficulty: Moderate

Parts:

2x	Rails, 1"x2", 19" Long
2x	Handle, ½" Dowel, 10-¼" Long
2x	Stopper, ¼" Dowel, 10-¼" Long
7x	Base Rods, ¼" Dowel, 10-¼" Long

9"x13" Pan (Exterior dimension of 9-¼"x 13-¼". If your pan is larger, then adjust the length of the Handles, Stoppers and Base Rods so they are 1" longer than the exterior width of your pan.)



Note: The dimensions of the Dowels all assume that the holes in the rail do not go all the way through the Rails ... that the holes are only drilled ½" deep in the ¾" thick board. If this is too difficult, then drill the holes all the way through the boards, and adjust all of the Dowels ½" longer.

Directions:

1. Mark a line on each Rail running its length ½" from the bottom edge.
Find the center of each Rail and make a mark on the line drawn in #1.
Make 2x marks 2" away from the center mark (1x on the right and 1x on the left side). Make 2x marks 4" away and then 2x marks 6" away from the center mark.
Approximately 5/8" beyond the outside marks, make a mark that is approximately ½" above the line (and therefore ½" below the top edge of the rail). Find the exact location by holding the 9"x13" Pan centered on the rail and making the mark for the Stoppers where they will hold the Pan. The Stopper should be almost snug against the Pan, and must be underneath the Pan's handle.

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Approximately 1" from the end of each Rail, make a mark in the center of the board. Drill a $\frac{1}{2}$ " hole $\frac{1}{2}$ " deep at these marks.

Drill a $\frac{1}{4}$ " hole that is $\frac{1}{2}$ " deep at all of the other marks.

Sand the Rails, removing all pencil marks.

Put a couple of drops of glue in each hole in one Rail. Insert the Handles, Stoppers and Base Rods in the appropriate holes. Wipe off excess glue with a damp cloth.

Put a couple of drops of glue in the holes in the other Rail. Insert the Handles, Stoppers and Base Rods. Set the assembly upright on one Rail, and gently tap the other Rail with a hammer to firmly set the Dowels deep in every hole.

Wipe off excess glue with a damp cloth. Finish sanding on all pieces.
Apply finish.

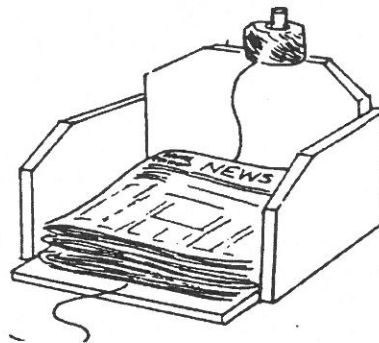
Paper Recycler

Difficulty: Moderate

Parts:

- 1x Bottom, $\frac{3}{4}$ " Plywood, 12" x 18"
- 2x Sides, $\frac{3}{4}$ " Plywood, 11- $\frac{1}{2}$ " x 17"
- 1x Back, $\frac{3}{4}$ " Plywood, 12" x 15"
- 1x Dowel, $\frac{3}{8}$ " x 4- $\frac{1}{2}$ "
- 1x Ball of String

Note the custom shapes in the illustration.



Note: In the illustration, the corners of the Back and Sides have been cut off. If you like that look better, then cut away!

Directions:

Sand all pieces smooth.

Glue and nail the Back to the Bottom.

Simultaneously nail the Sides to both the Back and Bottom.

Drill a $\frac{3}{8}$ " hole in the center of the back, $\frac{3}{4}$ " deep.

Glue the Dowel into the hole.

Finish sand as necessary and paint.

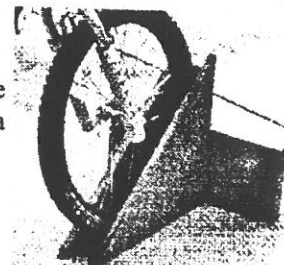
Personal Bike Rack

Difficulty: Easy

Parts:

- 2x Side Triangles, $\frac{3}{4}$ " Plywood, 14" High x 18" Long
- 1x Front, 1"x2", 12" Long. Note: The Bike's tires can't be wider than 1- $\frac{1}{2}$ ".
- 1x Bottom, 1"x2", 16" Long
- 1x Anchor, 2"x8", 18" Long

Note: This Bike Rack works fine with Cub-sized bikes, but doesn't have enough leverage to hold an adult-sized bike up. For an adult-sized rack, use a 36" Anchor.



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Directions:

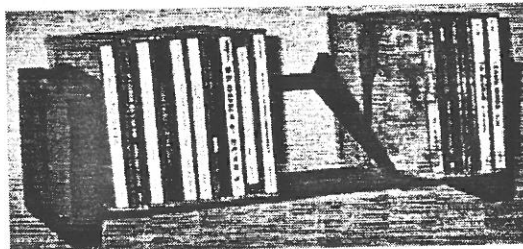
Sand the Side Triangles, Front and Bottom. They will not be easy to sand after assembly.
Nail the Front and Bottom to the Side Triangles.
Nail the Triangle Assembly to the center of the Anchor.
Finish sand as necessary.
Paint.

CD Rack

Difficulty: Moderate

Parts:

2x	Sides, 1"x6" Stock, 5-1/2"x4-1/2"
3x	Rods, 1/2" Dowel, 12" Long
1x	Holder, 1/4" Stock, 1-1/2"x6"



Directions:

1. Make a mark 1" from the top edge and 3/4" from the back edge of a Side. The back edge should be the short edge (4-1/2") of the Side.
Make a mark 2" from the back edge and 3/4" from the bottom of the Side.
Make a mark 1" from the front edge and 3/4" from the bottom of the Side.
Drill 1/2" holes at all marks.
Mark the second Side using the drilled Side as a guide. Drill the second Side with matching holes.
Sand all pieces.
Put a ring of glue around the last 1/2" of the end of a Rod. Insert the Rod into one of the holes of a side.
Repeat with the other two Rods. Wipe off excess glue with a damp rag.
Drill a 1/2" hole into a corner of the Holder. Note that in the illustrated piece, the Holder was cut corner to corner to form a triangle. Insert the Holder onto the top Rod.
Glue the Rods into the hole in the other Side. Make sure the Holder stays on the top Rod and doesn't get glued into place. Wipe off excess glue with a damp rag.
Finish as desired.



Outdoor Exploits



Scouting is Outing

“Outing” is an important part of the word “Scouting”.

One of the purposes of Cub Scouting is “to prepare them to become Boy Scouts”. Cub Scout leaders have an exciting opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

Adventuresome outdoor programs are encouraged for Cub Scouts. These include den field trips, picnics, outings, day camping, and backyard camping. Because Cub Scouting is home-centered, family camping is also emphasized. Webelos Scouts are encouraged to go on overnight experiences and to conduct occasional joint outdoor activities with a Boy Scout troop. Cub Scout day camps are conducted by nearly all Scouting councils, and many also provide resident camping experiences for Cub Scouts and Webelos Scouts. Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. They enjoy backyard camping and family camping. Webelos Scouts take the second step in the outdoor adventure by participating with a parent in overnight campouts. They develop some basic camping and outdoor skills which help prepare them for the troop experience.

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



Value Of An Outdoor Program

Natural Resources: The outdoor program uses the resources of the natural surroundings to make a significant contribution to the growth of a boy.

Good Health: Outdoor program activities contribute to good mental and physical health through supervised activities, sufficient rest, good food, and wholesome companionship.

Spiritual Growth: It aids in the spiritual growth of a boy by helping him recognize and appreciate the handiwork of God in nature.

Social Development: It contributes to social development of the boys by providing real-life experiences where Webelos learn to deal with situations that require living with other people.

Self Reliance: It helps boys develop self reliance and resourcefulness.

Citizenship Training: The outdoor program provides an experience in citizenship training through opportunities for democratic participation in outdoor games and other activities.

Activities

Family Activities

One of the most important goals for the Cub Scouting program is to provide an avenue of understanding between a boy and his parents. We should provide as many experiences as we can to help the boys and their families become better acquainted. Here are some expeditions which may help.

Sleeping Out - Spending the night together in a tent can be quite an adventure, even if it is in the backyard. They can cook a simple meal, and have a story by the fire, and then "roll" into bed.

Go To A Ball Game - Most professional sports teams offer special days for Scouts and their families to attend games. This could be a good den or pack activity.

A Trip To The Airport - This could be just going to watch airplanes take-off and land or maybe to see a full airshow.

A Family Picnic - Picnics are always fun. Everyone should have a hand in planning the menu.

The above mentioned activities are just to start your imagination working. There are many things that families can do together, individually as well as part of the den or pack. Just remember, it's fun watching, but more fun helping your boy grow!

Camping

Day Camp

Day camp is the perfect opportunity to introduce the younger Cubs to the outdoors and to the idea of camping. Day Camp is held during the summer, during the day, thus have no overnight experience. The program is planned specifically for the boys who have just completed their Tiger Cub or Wolf Cub years.

Backyard Camping

The BSA does not permit overnight camping by dens or packs for younger Cub Scouts other than Resident Camping. Backyard and family camping are encouraged for them. A boy is not likely to run into problems beyond his depth when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two.

Resident Camp

Resident camping is a three-day, two-night experience for Cub and Webelos Scouts.

Webelos Overnight Camping

Webelos Scouts are encouraged to have den campouts during their tenure as Webelos Scouts. These are parent-son experiences. During their second year they are also encouraged to participate with a local Boy Scout troop on selected campouts. The activities of these campouts are to be kept appropriate for the age and experience of the Webelos Scouts.

BSA Family Camping

Mom & Me, Dad & Lad, Parent & Pal, Akela & Cub are good examples of BSA family camping activities. These events have planned activities that are fun for all ages of Cubs. Family camping is also encouraged for the Cubs and their families. It can be a fun way to spend a weekend together.



Cooking

Hot dogs are a favorite food item for campfire cooking. And kids will eat them. But there is a lot of other easy things that can be cooked over a fire, and when the boys are involved with the food preparations and actual cooking, they will eat them too.

Foil is a nifty way to cook with virtually no clean-up. A potato or an apple wrapped in foil and placed in the coals will bake within an hour without any attention from anyone.

Foil Dinners

1 large peeled potato, sliced the long way
1 medium onion
2 carrots, sliced
¼ pound ground beef
1 14-inch piece of heavy-duty aluminum foil

Put half the vegetable slices flat in the center of the foil. Salt and pepper to taste. Shape hamburger into a patty and put on top of the vegetable slices. Put the rest of the sliced vegetables flat on top of the patty. Salt and pepper again to taste. Seal the foil package by folding the long edges together above the food. Fold down loosely in a series of locked folds allowing for heat expansion and circulation. Then twist each of the ends together to seal and provide handles.

Put the package on a bed of hot coals. Cook about 15 minutes per side or until done.

One slice of ham

One slice of canned pineapple
Canned sweet potatoes
1 14-inch piece of heavy-duty aluminum foil
Place ham slice in center of foil square Place slice of pineapple on top.

Add sweet potatoes

Seal the foil package and place on bed of hot coals. Cook until heated through, about 8 to 10 minutes.

Walking Salad

Core an apple most of the way through. Fill the center with peanut butter and raisins. Carry in a baggie and eat on the trail.

Twixter Biscuits

Mix up Bisquick and water for biscuits, but make snakes out of the dough and wrap them on green sticks. Hold the sticks over the coals. After a few minutes the dough will be ready for butter or jam.

Popcorn In A Bag

Take two brown lunch bags and place one inside the other. Place a capful of cooking oil and a small amount of unpopped popcorn inside the bag. Fold the bag over at the top and push a stick through. Hold it carefully over hot coals, trying not to let it catch fire. Hopefully the popcorn will pop. The fun is in the trying. Most times the boys become impatient and place the bag too close to the fire and it goes up in flames. It really does work.
Nuts and Bolts

Campfires

The campfire circle is a place for creating memories and dreams.

The most memorable part of an outdoor experience is often the campfire at the end of the day. Good campfires don't just happen. They need to be planned. There are four S's to think about when putting together a campfire program. They are Skits, Songs, Stories, and Showmanship. The boys should have a hand in the planning. The site needs to be carefully picked, keeping in mind safety. Seating should be solid, and the trail needs to be free of roots that people may trip on in the dark. The spirit of the campfire program follows along with the fire. Begin with the lighting of the fire, build the enthusiasm as the fire grows and then slowly quiet the program down as the fire starts to die down. Vary the content to include songs, skits, cheers, yarns or stories, and award presentations. End on an inspirational note for the people to take with them. Campfires can truly be magic. With practice and planning, the magic you create will last a lifetime.

Here are the rules of good campfire etiquette.

- ☺ Enter the campfire circle silently.
- ☺ Sit in a circle around the fire.
- ☺ Running around and horseplay is not permitted.
- ☺ Do not poke sticks or throw garbage into the fire.
- ☺ Be courteous to others; do not talk during a song or skit.
- ☺ Cheer all contributors for doing their best. Keep flashlights turned off after entering the campfire circle.
- ☺ Leave the campfire in silence.

Hikes

A hike is a journey with a purpose.

The Cub Scout Leader How-To-Book has many suggestions for various types of hikes. Make sure that the boys have suitable footwear for the hike. Use the buddy system, with a leader in the front and end of the line.



Field Trips

Boys like to go on field trips. They have fun and learn at the same time. Field trips should be arranged in advance, particularly if a tour is involved. Some businesses and organizations have certain days when they allow tours. Boys and leaders should be in uniform. This makes it easier to keep track of your boys. Scouts should be reminded they are representing the Cub Scouts and should behave properly and courteously.

It is very helpful to have a planned program with a schedule to follow. This will enable your boys to do and learn as well as live in an outdoor setting. Your schedule should be flexible. If you have allotted one hour for a nature hike and the boys are enjoying it and learning, don't hesitate to extend the time. Cut short any activity which isn't working out as planned. Plan extra activities to keep the boys busy in the event they accomplish an activity in less time than expected.

Tips For Trips

The annual Cub Scout Program Helps will present some suggested themes and a variety of summer activities from which you can select your summer fun. If you cannot find suitable ideas for your pack activities, try picnics, field days, and short trips to nearby beaches, swimming pools, and zoos. A good resource for those types of activities is the Cub Scout Leader How-To Book, chapter 9, Special Pack Activities. Trips provide a welcome change from the routine of den meetings during the school year and will be eagerly anticipated by the Cub Scouts. Where to go and what to do are questions for the pack committee, the Cub Scouts, and the parents.

Ground Rules For Trips

- ☺ Cub Scouts and leaders should be in uniform.
- ☺ Cub Scout training should be evident so that other Scout groups will be welcome later.
- ☺ Provide plenty of adult supervision - this is where parents can help.
- ☺ Contact, well in advance, the place you plan to visit, so that they will expect you - on time.
- ☺ Coach boys so they are attentive, courteous, and observe regulations and safety factors.
- ☺ Locate rest rooms immediately upon your arrival.
- ☺ Decide on rendezvous points, gathering times, and plans for eating.
- ☺ Know where emergency care can be obtained.
- ☺ Know how many Cub Scouts are with you and have a list of their names.
- ☺ Upon your return, have the boys write your hosts to thank them for a pleasant visit.

AND DON'T FORGET TO FILE A TOUR PERMIT!!

Outdoor Code

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

National Summertime Pack Award

Incentive for summer planning is the National Summertime Pack Award, an attractive, full-color certificate, and the National Summertime Pack Award streamer for the pack flag. These can be earned by packs that conduct three summer pack activities - one each month during June, July and August. Dens with at least 50 percent of their members at the three summertime activities receive a den participation ribbon. Individual Cub Scouts who attend all three activities can be recognized by their pack with the National Summertime Award pin. The Cubmaster or pack committee secretary should keep a record of all summer pack activities on the chart in the National Summertime Pack Award Planning Guide. Submit the application section of the record sheet for approval by the camping and activities or Cub Scout committee of the local council. Make arrangements for the den, pack and individual Cub Scout awards to be presented at an early fall pack meeting.

The Pack In Summer

All too often the adult leaders of a pack decide to discontinue activities for the summer and resume in the fall. Sometimes they do it because they believe the boys don't want Cub Scouting when school is out; sometimes because they just don't want to go to the trouble of planning a summer program. Boys don't have trouble thinking up things to do. . . the trouble always comes after they decide. The leader's job is to give them many fine activities from which they may choose. This will keep them busier and happier during the summer. Our experience with boys indicates that they will be eager for Cub Scouting to continue throughout the summer, provided that it gives them more fun than they could have without it. Naturally, they are not going to be very enthusiastic about it if it merely interferes with their fun.

The fact is summer is really the best time of the year for Cub Scouting, because nearly everything can be done outdoors. While a challenging program for summer requires effort on the part of all pack leaders, even greater effort is required when the pack closes down for summer and then has to be reorganized in September. Packs that close down in the summer often fail to get rolling at full steam until well in November. Dens fall apart, leaders resign, and the Cubmaster is left with a most discouraging prospect.

So for these two reasons - the boys want Cub Scouting in summer and the pack tends to disintegrate during an inactive summer - it is important to schedule a full program of den and pack activities during June, July, and

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August. This does not mean highly organized meetings. In fact, the pack can remain active without regular weekly den meetings or a pack meeting on a certain night of the month. Instead, special events for both den and pack, scheduled sporadically, will keep the pack active and its spirit high during vacation months. Picnics, field days, trips, and similar events that are out of the ordinary make excellent summer activities.

Cub Scout summertime activities should be under adult leadership and preferably on a family or parent-and-son basis. This is the time of the year to let parents take over and give Den Leaders help in conducting outdoor activities. Cub Scouting should increase the opportunities for Cub Scouts and their parents to go on family picnics and outing.

Advancement In The Outdoors

Outdoor-oriented Achievements and Electives

Wolf

Achievement

Feats of Skill
Your Living World
Cooking and Eating
Family Fun

Elective

Play A Game
Sparetime Fun
Foot Power
Birds
Grow Something
Outdoor Adventure
Fishing
Sports



Bear

Achievement

Sharing Your World With Wildlife
Taking Care of Your Planet
Family Fun
Be Ready
Family Outdoor Adventures
Ride Right!
Games, Games, Games
Tying It All Up
Sports, Sports, Sports

Elective

Space
Weather
Nature Crafts
Water And Soil Conservation
Swimming



Sportsman
Geologist
Outdoorsman
Forester
Aquanaut
Athlete
Naturalist

Webelos



Cub Scout World Conservation Award

Cub Scouts and Webelos Scouts can earn the World Conservation Award. This is an international award. The colorful temporary patch is worn centered on the right shirt pocket of the uniform. It may only be earned once as a Cub Scout/Webelos Scout.

The requirements are as follows:

Wolf

Complete achievement #7

Complete all elective projects in 2 of the following three:

#13 Birds

#15 Grow Something

#19 Fishing

Bear

Complete achievement #5

Complete all elective projects in 2 of the following three:

#2 Weather

#12 Nature Craft

#15 Water and soil conservation

Webelos

Complete all of the following:

Forester

Naturalist

Outdoorsman



Summer Nature Fun

Nature Matching

The idea is to familiarize the boys with common trees. As the den strolls along through the neighborhood, the leader should call attention to the various trees and some of the ways to identify them by the appearance of leaves or bark.

Plaster Casts Of Animal Tracks

Take along the supplies for mixing plaster of Paris. Show the boys how to cast the tracks of an animal, even if it is something tame, like a dog.

Leaf Splatter Printing

The equipment needed is an old toothbrush, a small piece of wire window screen, paper, and some thin watercolors or ink. To make a splatter print, put a leaf flat on the paper. Hold the screen about 4 inches away and directly over the leaf. Then tip the toothbrush in the paint or ink. Shake the brush almost empty and then scrub the brush over the screen, splattering fine drops of color around the leaf.

A Trip To The Zoo

A visit to the zoo is a good idea. It is the only way that most boys will ever see wild animals.

Fishing

What could be finer than for dad and son (or mom) to go out after the big ones and come back and offer their fish stories to the rest of the family? It won't make much difference where the fishing is done, or even whether any fish are caught - it will still be a long remembered adventure. Check out the Cub Scout Sports booklet on fishing. It is full of all that is needed to know to start out, and the Cub can earn a belt loop in the process.



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Water Fun

Swimming is a fine, all-around body builder and makes a good den or pack activity. You must be safety conscious anytime your pack is holding an event around the water. To ensure safe swimming, whether with the family, den, or pack, the Safe Swim Defense should be followed. It is a plan to conduct a group swim safely. The complete plan can be found in the Cub Scout Leader Book or the Guide To Safe Scouting.

Note: Artificial floating supports should never be used by nonswimmers in water over their heads.

Shallow Water Games

Candy Hunt - Just wrap hard candies in aluminum foil, scatter a handful of candy along the bottom. There is no prize for the one who gets the most, except the candy itself.

Balloon Volleyball - Follow regular volleyball rules. Stretch a net across the pool or along the shore in shallow water, grab a balloon, then go..go..go! Use Your Head - Cub Scouts line up in waist-deep water, each with an inflated balloon. On signal they place their balloons in the water and propel them toward shore without using their hands.

Dredging Race - Cub Scouts line up in knee-deep water. On signal they put their hands on bottom, extend their legs, and start kicking as they "walk on their hands" toward the shore.

Collections

Along The Shore

There are so many pretty things to be seen along the shore - so many things that can add to a boy's knowledge - pretty stones and shells, beautiful flowers and funny bugs, turtles and frogs, snakes and cattails, seed pods and birds. You can collect frogs, toads, newts, and salamanders with little or no danger since they are harmless. After you studied your animal, and maybe even photographed it, turn it loose near where you caught it. A gallon jar makes a good temporary cage for a small animal, but do not use it for very long. Use a piece of wire screen over the top of the jar.

Leaves and Seeds

Collecting the leaves and seeds from trees helps the Cub Scout to learn to recognize many different trees.

Bug Zoo

The bug zoo is a simple device that can provide you and your son hours of fun. Collect caterpillars for you zoo. Supply them with the proper food (leaves of the plants you find them of) and watch them grow. An attractive bug zoo may be made from a piece of fine screen rolled into a cylinder and fastened with a piece of wire woven through its length. Place this inside a can just tall enough to support the wire cylinder. Cover the floor of the can with 1 or 2 inches of plaster of Paris. Insert a small tree branch before the plaster sets. Cover the plaster with about 2 inches of soil. Place food plants in the soil and put larvae of the leaves. Cover the top

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of the screen, then sit back and watch developments.

For a large cage use an old aquarium tank. Cover the bottom with moist soil. Plant food plants or place them in jars of water. Put in the larvae. Cover the top of the aquarium with fine screen.

Competitive Activities And Sports

Team sports and other competitive events occur within the pack and on an intrapack level. Among the activities that have become favorites are Cub Scout Shows, pet shows, safe bicycle driving projects, pinewood derbies, rocket derbies, regattas, kit-flying contests, Cub Scout field days, and Cubmobile racing. Cub Scouts are encouraged to be physically fit through the Cub Scout sports program, which offers 21 different sports.

Rainy Day Activities

If the temperature is warm enough then there is not reason to stop some activities just because of a little rain. Water games become even more fun because no one is worried about becoming wet. If the day demands going inside out of the rain, the the next activity could be used. Or even if it is not raining.

Cub Scout Olympics

The Cub Scout Olympics is an excellent pack activity and loads of fun. You will need feathers, uncooked navy beans, lemons or hard-cooked eggs, paper plates, balloons, string, ping-pong balls, paper bags, marshmallows, and crackers.

All of the following events may be fun on an individual or den basis:

Shot Put - Each Cub is given ten navy beans, which he attempts to throw into a quart jar from a chalk line on the floor.

Hammer Throw - An inflated balloon is tied to the end of a string. Each Cub Scout throws the "hammer" by the end of the string. One throwing the farthest wins.

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

Standing Broad Grin - The width of grins is measured by judges. Widest wins.

Discus Throw - A paper plate is thrown from a chalk line. Plate must be held flat in hand and not sailed with thumb and fingers.

Sixteen-Pound Put - An inflated bag is put for distance, as though it were shot from the shoulder.

Foot Race - Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

Running High Whistle - The Cub Scout who holds a whistled note the longest with one breath wins.

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

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Eating Race - Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle first, wins.

Treasure Hunt Race - Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.

Running High Squeal - Cub Scout who yells in a high and loud tone of voice for longest time wins.

Fifty Yard Swim - Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

Twenty Foot Dash - Use a stick to roll lemons roll hard-boiled eggs down the course and back, then touch off to the next man.

Bawl Game - Cub Scout who makes most noise for a given period wins.

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

Relay Of Beans - Carry beans, one at a time, between matchsticks or toothpicks, or on a knife.

Water-Drinking Relay - One Cub Scout feeds partner with a spoon. First team to use all of water wins.

Long Glum - See which Cub Scout can stay sober longest, while anyone in the room tries to make him laugh.

Balloon Blowing - Give each Cub Scout a balloon to be blown up. First balloon to break wins.



Hiking

Ask a parent with a 6-year old son what they think Scouting is about and you'll probably get an answer combining "camping" with "helping little old ladies across the street." Parents and Scouts alike definitely *expect* the Scouting program to include outdoor experiences. Hiking is an ideal Cub Scout activity ... that is experienced by too few Scouts & Scouters. Why?

In almost every case, 3 reasons come out when you talk about why *not* go hiking?

- ◆ "I don't want to get hurt (or, "I'm out of shape and hiking will hurt me")."
- ◆ "I don't know how ("I don't want to get lost." "I don't have equipment.")"
- ◆ "I don't have time."



All 3 reasons are valid ... and often result from bad assumptions or not knowing how/where/when to hike. The good news, though, is that hiking is easy. With a little basic knowledge, any Scouter is well-equipped to go out tromping on a trail in the wilderness. Let's take each of the 3 objections separately.

"I don't want to get hurt."

That's true! No one wants to get hurt, and hiking can be a potentially dangerous activity. However, please remember that Cub Scouts won't go on the extreme trails. Cub Scouts do not go backpacking. Cub Scouts do not do mountain climbing or repelling. Cub Scouts travel relatively easy trails at a leisurely pace. Cubs travel easily-accessible trails that are generally not dangerous at all. No cliffs to fall off. No great uncharted wilderness that Scouts wander off into all the time.

Cub Scouts take a daypack (remember the bookpack they wear to school every day?) and go out for a little walk. Any Tiger or Wolf can easily walk 2 miles in under an hour. Importantly, most parents of any Tiger or Wolf can walk along beside them for the whole 2 miles. No problem ... if they have the desire to see a little bit of God's great earth up close.

As the hike leader, you need to set a nice, moderate pace that can be walked by your entire group. You'll need to slow down the enthusiastic Bears, and probably speed up some of the out-of-shape parents. Take frequent breaks — but set a pace, stay on it, and encourage your group to stay with you. Walk for 15 minutes ... on your watch ... and then stop for a water break when you come to a shady spot. Walk another 15, and take a snack break. And, if you're climbing a mountain, stop after every couple of switchbacks.

Monitor your group closely. Keep the pace appropriate to keep the group together. Because hiking is a physical activity, it's true that sore muscles may result. However, if you keep an easy pace, your group should start together and end together.

Select your hike carefully. A new hiking group shouldn't tackle a 7-mile hike their first time out. Start with a 2- or 3-miler, and work your way up to the difficult hikes. And, if you're doing a really difficult hike such as Mt Baden Powell, you should require that Scouts and parents complete a good, strong training hike or two in the weeks leading up to the big hike.

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Now, there are a few dangers that can hurt you. Let's talk about them:

Weather. Yes, you can get wet when it rains. Be prepared with a poncho or jacket, and you'll be fine. Take sun block when the sun is bright ... and use it. A day in the sun in December can still result in a sunburn if you're exposed for a long time. And, finally, carry enough water. If you do these simple things, weather won't hurt you.

Snakes. Rattlesnakes are common in Oklahoma, and you'll see them if you hike enough. However, rattlesnake bites aren't nearly as common — *nor as dangerous* — as many people think. In fact, far more people die every year from bee stings than they do from snakebites. Keep in mind that a coiled snake can only strike about half its length. Since most rattlesnakes in this area are under 4' in length, you only have to keep watch at least 2' in front of you to stay safe.



Make no mistake, you want to avoid any snake you see on the trail. Most snakebites occur because the victim was trying to tease or touch the snake. If you keep your distance, the snake will go its own way and you can then go yours. And, if someone does get a snake bite, simply seek help in a calm manner. Bites on the extremities are rarely fatal — in fact, in most cases, rattlesnakes don't inject any venom at all. So, please, be careful out there ... but you'll be able to enjoy hiking without constant fear of snakes. They don't want to be any nearer a gaggle of Cub Scouts than most older sisters.

Poison Oak. This poisonous plant is relatively common. It's often found near trails, and should be avoided. Remember it can be found in a variety of colors, and can vine above a trail, hanging down from overhead branches.

"Leaflets three, let it be" remains the watchword of a careful hiker. The plant, sometimes appearing with white berries, secretes an oil that causes an irritating rash. Clothing that brushes the plant can soak up the oil, later spreading it to skin coming into contact. If, in spite of your best efforts, you develop a rash shortly after a hike, take a hot shower with soap immediately. Wash your clothing before wearing them again. There isn't much you can do beyond that, except waiting for the rash to go away. A hot shower followed by an application of hydro-cortisone cream can relieve the itching.

Ticks. Yes, ticks are out in the wild. Yes, a very few of them do carry Lyme disease. However, only the black-legged ticks (a small part of the local population) carry Lyme disease, and they can only transmit it if they are embedded in your skin for several hours. Ticks bites are a concern, but they are relatively uncommon. You'll probably see more snakes than ticks ... now, isn't *that* a relief??!

To avoid tick bites, all you really have to do is avoid brush as much as possible. If you feel itching, check your skin just to make sure that a little pinhead-sized brown or black bug isn't trying to attach itself to you. After the hike, take a shower and examine your body ... including those nasty crevices such as behind your ear and your crotch ... and make sure you haven't brought an unwelcome guest home. If you have, just follow first aid procedures to remove the tick quickly and easily.

Wildlife. Although it is possible to come across a dangerous wild animal on the trail, it's not a common experience. If you do see any, walk away cautiously. Don't run, and don't turn your back. Do avert your gaze; don't "challenge" them with a stare.

You are much more likely to see a deer on the trail. And, of course, you'll see a lot of rabbits, squirrels, birds, butterflies, lizards and other "fun" critters. A "wild life" is more dangerous to most people than a "wildlife" hiker!



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“I don’t know how”

Most people’s fears about hiking really come down to the idea that they haven’t done it, don’t really know what to do and definitely don’t know who to ask. They don’t have hundreds of dollars of hiking equipment in the closet, and they don’t have a Thomas Brothers map to take them there.

John Muir, California’s great naturalist on the late 19th and early 20th centuries, often went hiking in California with only a jacket, a pocket knife and a loaf of bread. Cub Scouts aren’t ready for that; hiking with Cubs requires just a few more simple basic pieces of equipment:

1. A tour permit (of course!).
2. Emergency medical consent forms for all hikers (a copy with photo; see page 12).
3. A first aid kit -- include large bandages for scraped knees and moleskin for blisters.
4. 2-deep adult leadership.
5. A map and directions for completing the hike.
6. Flashlight (just in case!)
7. Compass
8. Knife
9. Matches (just in case!)



Easy stuff, right? If the leaders can provide the first 9 items, then your Scouts and Scouters should provide the rest:

1. A daypack or backpack.
2. Scout uniform of the day (a Scouting t-shirt & hat may be most appropriate; a neckerchief probably isn’t).
3. Plenty of water (at least 1 quart per person, 2 quarts if you’re going over 5 miles. Adults drink more, and if you are hiking in heat, you may need still more.)
4. Snacks & food for the trail. Here’s good news: a full day of strenuous hiking can burn thousands of calories. Don’t come on a big hike with a “light salad” kind of lunch.
5. Poncho/jacket, as needed for the season.
6. Good shoes. Cubs & Scouters don’t need expensive hiking boots for every hike. However, a sturdy shoe providing more support than a pair of tennis shoes is a good idea, especially if the trail is rocky. Hiking boots for kids are available at children’s shoe stores for about the same price as other shoes ... and cheaper than many of the athletic shoes!
7. Good socks. Buy your shoes with the same socks you’ll be wearing on the trail. Wearing 2 pair of socks may be a good idea to help fight blisters ... but only if your shoes are sized for wearing 2 pair of socks. And, honestly, if you’re doing a fairly small hike, wearing 2 pair of socks may be an unnecessary caution. Avoiding a blister is always a good idea; they really take the fun out of a hike!
8. Sunblock
9. Insect repellent.
10. Paper & pencil for taking notes ... required for some High Adventure awards!
11. Optional: camera, sketchpad, hiking staff, sunglasses.

Not getting lost. It’s always possible to get lost, but here a few tips to help make sure that doesn’t happen:

- You may also want to buy topographical maps showing the local region where you’re hiking, but those are often not as useful on the well-established trails as the books.



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- A leader should hike the trail with a small group before tackling the trail with the whole Den or Pack. A couple of weeks before the “real” hike, take one or two adults and the same number of Scouts out to explore the trail and make sure you know the way. It’s better being disoriented and confused about the trail with a group of 5 than it is with a dozen fidgety Scouts and even more impatient parents! If possible, invite an experience hiker along to show you the trail ... they’ll probably enjoy the teaching opportunity.
- On the day of the hike, make sure you give copies of the map & trail description to all of the adults.
- Make sure that you have a “leader” and a “sweeper.” The leader must be first ... no anxious Webelos can run ahead of the Pack. The sweeper must be last ... no slow- moving parent or Scout can get distracted behind the group and become separated.

“I don’t have time.”

This is the trickiest objection for every Scout & Outing leader to deal with. The best way to deal with this problem is to make sure that you’re promoting the hike well in advance. Most people can make room on their calendar if you promote the event 90 days in advance. Further, schedule the event on a day when many people have time ... doing a hike on the Friday after Christmas is often a time that parents are off work, Scouts are out of school, and all welcome an outdoor experience.

Since you’ve begun promoting the event 90 days in advance, use those 90 days to train all Scouts — *and parents* — on what equipment they will need, how you’ll keep them safe on the trail, and what FUN they will have while hiking. Throw in an explanation of the patches & pins that the boys — *and parents* — will earn, and you’ll have much better participation on your hike. Everyone has time for things they want to do. Make sure your Scouts — *and parents* — understand the neat stuff you’re going to do on the hike!

By the way, most Scouts are interested in Scouting and will want to follow Akela to their Scouting activities. When you’re doing a higher adventure outing, like hiking, make sure that you interest the parents as well as the Scouts. If the parents are interested, you’ll have a successful, well-attended hike. If the parents stay away, you’ll have poor attendance and be a frustrated, lonely leader.



Don't Miss the
**SCOUTING
ADVENTURE!**
Boy Scouts of America

OUTDOOR COOKING

So you are getting ready to do your first camp out with your Cub Scouts. You want to give your young scouts a chance to cook but all your resources are for older boys. Besides, you don't want to lug around heavy Dutch ovens. Not yet anyway. So what do you do?

Cooking can be more fun than a barrel of monkeys if you plan properly.

This material was put together with the Cub Scout in mind. Ideas and recipes found in the following pages have been retrieved from many scouting resources. Each is Cub Scout proven (or so the sources say), which means that your Cub Scouts should be able to do and have fun doing each of the following recipes and methods of cooking.

SIMPLE COOKING IDEAS

Apple Delight -- Core an apple just over half-way. Fill the hollow with cinnamon and marshmallows. Skewer it on a forked stick and hold over the coals until the marshmallow melts and the apple is easy to puncture.

Banana Hot Boat -- Cut a v-shaped wedge from the top of an unpeeled banana. Fill wedge with pieces of chocolate and marshmallow. Wrap in foil and place on coals for 8-10 minutes.

Chili Bag -- Cook up a pot of chili (homemade or canned). Buy individual size bags of Doritos or something similar. Cut an X on front of bag and open. Put chili on top of the chips, and shredded cheese. And you have portable lunch time nachos/tacos.

Corn -- Remove silk and soak ears in water. Lay on hot coals for about 8 minutes per side.

Dog in a blanket-- Wrap a wiener in biscuit dough, skewer on a stick and bake over hot coals. Or slit the wiener and insert a piece of cheese before you wrap and cook it.

Egg in orange peel -- Scoop out the orange pulp and eat it, then grease the inside of the peel, crack an egg into it, and set on coals to cook.

Egg on skewer -- Prick a tiny hole in both ends of an egg and skewer it, but be careful not to go through the yolk. Place on a forked stick and hold over coals. Or, coat the egg with a stiff mud paste and cook covered in coals for 20 minutes.

Eggs in Paper Cup -- Fill a cup with water and drop in an egg, with or without the shell. Set the cup into the coals.

Eggs and Bacon in a Paper Bag -- Put strips of bacon on the bottom of the bag, crack an egg or two on top of the bacon, fold over the top of the bag and hang it on a stick over hot coals.

Hang-um High Chicken -- Hang a whole chicken on a string from a tripod over a bed of hot coals. Fashion an aluminum foil umbrella over the chicken to reflect the heat.

Hot Rock Cooking -- Lay a flat, hot rock on coals and use it as a griddle to cook hamburger, eggs, steak, fish, bacon, or bread.

Kabob -- Skewer meat, potatoes and another vegetable (tomato, zucchini, mushrooms) on a stick. Cook over hot coals.

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No Cook Fudge -- Try this one at a campfire while you tell a story, sing songs, etc. Have the boys pass it around to kneed so everyone gets a chance.

½	gallon ziplock bag	1	pound powdered sugar
½	cups cocoa	3	tablespoons butter
3	ounces cream cheese	1	teaspoon vanilla

Place all ingredients in the ziplock bag. Work out the air. Knead 25-30 min. Nuts or peanut butter may be added at the end.

Onion Oven-- Cut an onion in half and scoop out all but the two outside layers. Crack an egg into each half, or fill with chopped, seasoned meat, cap, and place directly on hot coals.

Potato1 -- Cut out the center of a potato. Fill with hamburger and diced onion, or with butter and cheese. Plug the hole with some of the pieces you removed. Coat potato with 2 inches of thick mud and place in coals. Cook for about an hour.

Potato2 -- Slice off the top of a spud, hollow out a tunnel, and crack an egg into the hollow. Rub a bit of the egg white around the cut top, then put the "lid" back on the potato. Wrap in foil and bake in coals.

Stick Bread -- Press a wad of dough onto the end of a stick and bake over hot coals. Try cinnamon twists. Pat dough into a rectangle, spread with butter, cinnamon and brown sugar, and cut into 2" strips. Wrap strip around a green stick and toast over the coals.

FOIL COOKING

There are many ways to make a foil dinner. The short paragraph tells you how to make the foil package with cooking times. This is followed by many ideas on what to put into the foil packages.

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. A good place to find heavy duty foil is a restaurant supply service. This wrap is know as the "drugstore" wrap.

Drugstore Wrap

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steam-proof seal. Dinners can be mark with a sharpie marker with the person's name or have them fold edges in a certain way to help identify dinners.

You will need a shallow bed of glowing coals that will last the length of cooking time. A good brand of charcoal works well. Make sure the bed of coals is big enough so all the boys and adults can put their dinners on at the same time. You may want to have two beds based on the number of people. This will help prevent a few headaches.

Cooking Times:

Hamburger:	8-12 minutes,	Carrots:	15-20 minutes
Chicken pieces:	20-30 minutes	Whole Apples:	20-30 minutes
Hot dogs:	5-10 minutes	Sliced potatoes:	10-15 minutes

FOIL RECIPES

Aluminum Eggs (Foil Breakfast)

Sausage Hash brown potatoes
Egg Salt, pepper and spices to taste

Place potatoes, scrambled egg (doesn't need to be cooked) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

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Campfire Sandwich

Chipped Beef

Cheese, sliced

Hamburger Buns

Place chipped beef and cheese on a bun. Wrap in aluminum foil. Place on coals about 5 minutes per side.

Variations: a. You may use any type of meat. b. Add a slice of cheese, onions, relish or other favorite topping.

Standard Foil Dinner

Lay slices of potatoes, onion, and carrots on a sheet of heavy-duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

Variations on the Hamburger Foil Dinner

This a collection of ideas to make foil dinners more interesting. They came from the Internet. None are mine but they all sound great.

Just a touch of garlic salt makes a lot of difference. If you look at the labels in the stores, you will see that onion and garlic are part of almost everything! It doesn't take much to make it great.

Use cabbage leaves to wrap it all in before wrapping in foil. A little catsup helps for some boys. So can a few slices of onion.

Add Cream of Mushroom soup to our "hobos." It adds taste as well as additional moisture. A couple of tablespoons will do just fine. Yum-yum.

How about adding BBQ sauce, Worcestershire sauce, or even Italian dressing?

A measuring teaspoon of Italian seasoning or of curry powder or of chili powder wouldn't hurt.

Try combining BBQ and chili powder; or Italian dressing and Italian seasoning; Don't mix Worcestershire and curry powder though.

Spiced up your "hunters pack" aluminum foil dinners by adding Heinz 57 sauce. It really makes a big difference.

Instead of hamburger, try Pork Loin, or Boneless Chicken Breast!

Also vary the vegetable ingredients to include slices of tomato, and/or bell peppers.

If you use chicken, try pineapple slices with mild BBQ sauce.

Ground turkey can be used instead of ground beef, and is "more healthy".

Substitute Mrs. Dash, garlic pepper, Montreal seasoning, or any other favorite general- purpose seasoning for the pretty dull salt and pepper usually found in a foil dinner.

Consider replacing the hamburger with stew meat, cubed steak, or chicken or turkey breasts cut into stew meat sized cubes.

As to spices, consider adding a part of a clove of fresh garlic. Smash it first.

You might also consider adding soy sauce, teriyaki, or plain old steak sauce.

Try adding small dough balls of biscuit mix for dumplings.

Try a dash (maybe a big dash) of Wyler's bouillon granules. These add significantly to the flavor.

At home, parboil (3 minutes) a Cornish hen. oil it up, salt and pepper and wrap in foil. Cook as you would a foil pack (15 minutes per side). Do another pack of just thin sliced potatoes and onion, salt/pepper with a bit of olive oil. Makes an OUTSTANDING meal.

Try a pizza pocket dinner, made with those packages of 'flat' dough (those tubes from The Dough Boy). Take the flat dough, and fill the center with pizza sauce, pepperoni, cheese, with optional mushroom, olives etc. Fold it over to enclose the 'goodies' and wrap in 2 layers of foil. 'BAKE' 10 minutes on each side, and you might have a pizza pocket.

Use chunks of ham, sweet potatoes (par boiled), pineapple. As soon as it comes out of fire, add a few mini marshmallows on top.

Ham pieces or steak, Pineapple slices (or tidbits) dash of teriyaki sauce (or marinade) and mixed vegetables to taste.

Cubed Ham, chopped potato, onions, grated cheese of your choice.

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Take a whole chicken. Brush with melted butter. Take a whole lemon, slice, squeeze juice over chicken. Sprinkle generously with Lemon & Herb spice. Put leftover lemon peel & pulp inside chicken with slices of onion. Wrap in foil. Cook until done. 40-60 minutes.

You can also cook potatoes & onions in other foil packs.

Chicken with instant rice and cream of celery soup (undiluted).

Marinated Fajita Meat (Beef or Chicken), Onions, Green Peppers. Serve on tortillas with cheese, salsa, etc.

Core small to medium potato, insert a small pre-cooked sausage or wiener. Wrap in foil, set in hot ashes to bake. Takes 45-90 minutes to cook. Remove and slice top and add cheese, chili or fixing of your choice.

How about some Pop Corn. In center of 18" x 18" square of heavy or doubled foil, place one teaspoon of oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with salt and margarine. Or soy sauce, or melted chocolate, or melted peanut butter, or melted caramels or use as a base for chili.

HELPFUL HINTS

DO NOT, REPEAT NOT use cheese in your recipes, unless put on after cooking. The cheese will warm and separate and the oil will catch fire or cook the food faster than expected. We had a few very unhappy Cubs expecting Cheeseburgers, but receiving, well something else if you can imagine.

It may cost a bit more too, but try to keep your meats lean and let the veggies add the moisture necessary.

Also, have some extra bread and cheese slices available as there will inevitably be an accident or two (broken foil-food in fire), and a few boys who will not be to happy with the final product.

Don't forget extra utensils as you'll be moving a lot of packages around.

MAKING A BOX OVEN

(Simple Model)

I have heard of many ways to make a box oven. This one is a simple, easy method which gives you a good basic oven for starters. As you become more confident with your box oven skills, you can then build your own, custom oven.

First, select a good sturdy box. A good starting box is about the size of a printing paper box or lid to a banana box. Heavy moving boxes about the same size work great. Do not start with a large box. If your box has holes in it, I like to plug with pieces of cardboard cut from another box. Tape the cardboard cutout in place with duct tape. DO NOT USE PLASTIC PACKING TAPE. Plastic tapes will melt. Plugging holes will help prevent you from putting your finger through the aluminum foil once the box is wrapped.

Using a heavy duty role of foil (I like the wide stuff) start covering the box, shiny side out. I usually start from the middle of the top of the box with foil about ½ inch over the edge and work width wise first (see Figure 1) and hold foil down with tape. Work down the side and into box. Make sure that your foil lays flat and you do not puncture the foil. Mold the foil into the side and corner seams as you go. Continue wrapping until you have reached the edge of the foil. Overlap foil edge by about ½ inch and tape.

(NOTE: Some people only foil the inside of the box. This will work but covering the entire box makes it less likely to get burnt by hot ashes or coals.)

Start your next piece of foil by overlapping the first piece by 2 inches or more based on the size foil being used. Repeat until the width of the box is completely covered.. Repeat this step running the foil the length of the box, making sure every exposed piece of cardboard is covered. If there is any cardboard exposed on the inside of the oven, it will burn.

Do not use any tape on the inside of the box. Tape can be used to hold foil in place on the outside only.

Your box oven is now ready. You may want to add handles or a rack to your next box oven. But that's for another day.

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BOX OVEN OPERATION

So, you want to work a box oven and you don't know how. Well, sit back and read on cause by the time I'm done, you'll be cooking up a storm.

Once you have your box oven made, you will also need the following items.

1. four empty soda cans
2. stainless steel cookie sheet (you can use Teflon or non stick but it could get scratched because of outdoor handling).
3. charcoal (get a good brand as it burns better)
4. brick or foil wrapped block of wood about the same size
5. tongs to lift and place coals
6. hot pad mittens to lift box
7. ingredients and utensils to make whatever it is you are making

Now that you have all your stuff, let's get cooking.

Step 1 Determine how many coals are going to be needed. The average rule of thumb is that each coal will give off about 20 degrees F of heat each. Having taken higher math in college, this tells me that if I need to bake at 350 degrees F, I need to divide 350 by 20. The answer, 17½ is the number of coals that will be needed (be brave, use 18 coals, cutting a coal in ½ gets messy). On really hot days and cooking in the sunlight, you may want to use one or two less, on cold days, use one or two more. It also makes sense that the larger the box, the more coals are needed. I bought one of those sit in the oven temperature gages and put it in the oven as checked the temp. this gave me a good idea on number of coals needed.

Step 2 Get coals going. Remember, BSA regulations say that NO liquid starters may be used. I like to use a charcoal chimney. Count out the number of coals needed and add a few extra. Coals need to be completely white for proper cooking. This will take about 20 minutes to happen using a charcoal chimney. While coals are starting, fill the four empty soda cans ¾ full with water, sand or pebbles. These will be used as legs for your cookie sheet.

Step 3 Before the coals are ready, you should prepare whatever it is you are going to bake. So get busy.

Step 4 In the fire ring, place the four filled soda cans so that they fully support the cookie sheet at the four corners. If you want, you can add two cans on each side in the middle for more support. (NOTE: If you are baking in a casserole dish, place the casserole dish on the cans. Coals can be spread out. Coals do not have to be under the dish for the oven to bake properly).

Step 5 Once coals are ready, place coals, using tongs, in the middle of the cans. Spread the coals out so they are just touching each other.

Step 6 Place cookie sheet with whatever on top of cans. Place box oven over cookie sheet. Place brick (or foil covered block) under the front lip of the box oven. This allows air to get it for the coals.

***Congratulations, you are now baking in your box oven.
Wasn't that easy.***

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Here are some helpful Hints.

Hint 1 When you lift the box to check to see how things are cooking, use your glove mittens. The box will be hot.

Hint 2 Don't lift your box too often. This allows the heat to escape.

Hint 3 If you are going to be cooking over an extended period of time, you may need to add coals. Coals are usually good for about 1 hour of cooking. If your dish will take longer or you are doing several dishes, you should start another set of coals prior to running out so they will be ready about 45 minutes into your cook cycle. Add new coals as required.

(NOTE: This is a trial and error process so the more you cook with your box oven, the better you will get at judging.)

Hint 4 If it is windy, be careful when installing and removing your box oven. Ashes may fly when hit by high winds which can be a fire hazard. The ashes may also get on your food. Try to set up your cooking area in a non windy place or try to set up a wind block so the wind does not hit the coals.

Hint 5 When selecting a cookie sheet to use, make sure that there is at least 2" between each side of the cookie sheet and the box. This will allow for proper air flow.

Good Cooking.



This Moment

I may never see tomorrow; there's no written guarantee.

And things that happened yesterday belong to history.

I cannot predict the future, and I cannot change the past,

I have just the present moment; I must treat it as my last.

I must use this moment wisely for it soon will pass away,

And be lost to me forever as a part of yesterday.

I must exercise compassion's, help the fallen to their feet,

Be a friend unto the friendless, make an empty life complete.

I must make this moment precious for it will not come again,

And I can never be content with things that might have been.

Kind word I fail to say this day may never be unsaid,

For I know not how short may be the path that lies ahead.

The unkind things I do today may never be undone.

And friendships that I fail to win may nevermore be won.

I may not have another chance on bended knee to pray,

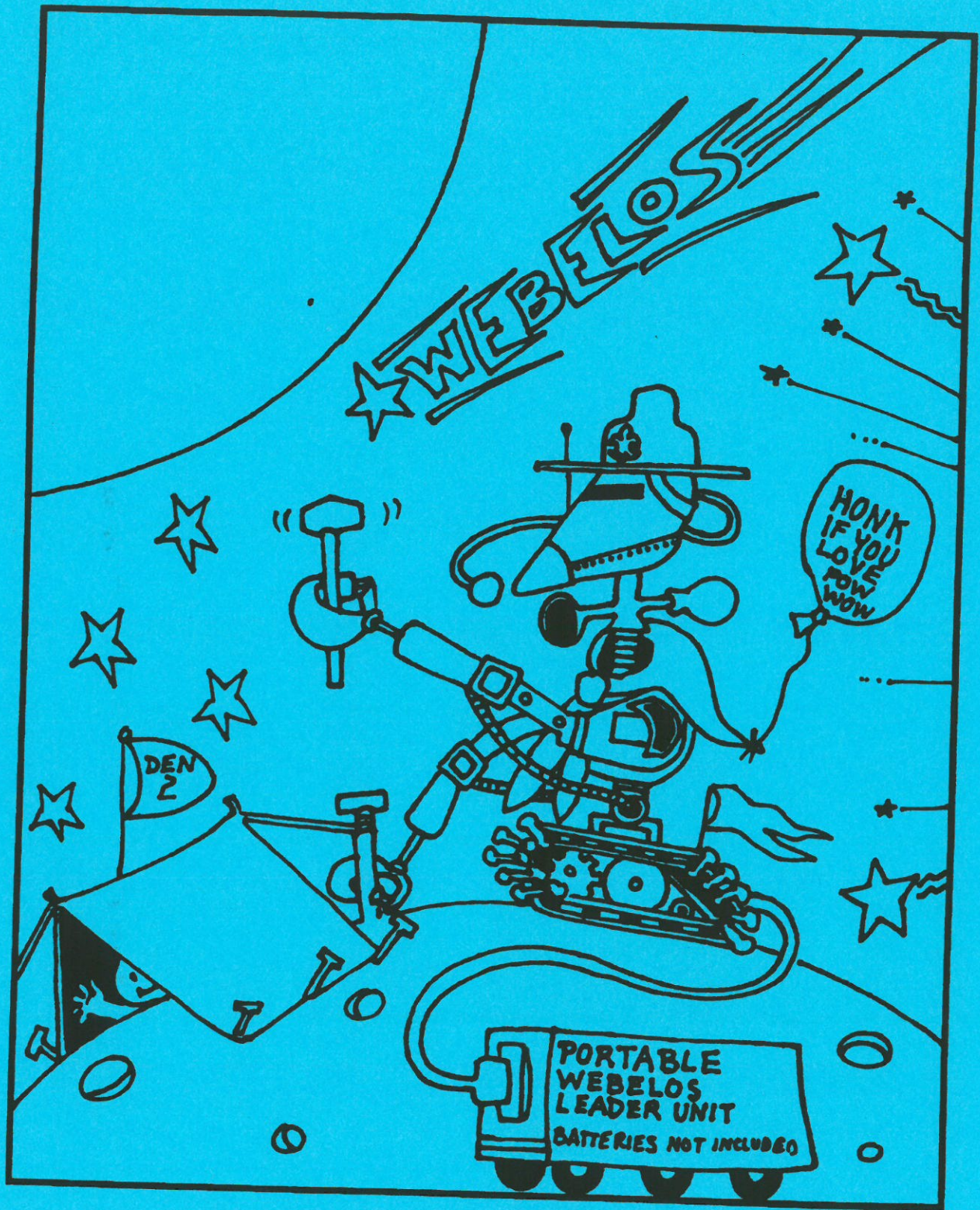
And thank God with humble heart for giving me this day.

I may never see tomorrow, but this moment is my own.

It's mine to use or cast aside; the choice is mine, alone.

I have just this precious moment in the sunlight of today,

Where the dawning of tomorrow meets the dusk of yesterday.



Webeelos



Reflections of the Past, Visions of the Future

Welcome to Webelos Scouting!

A guide for new Webelos Leaders

Welcome to Webelos Scouting! You have embarked on an adventure that is unique in Scouting! Boys at this age are maturing and learning to be more self sufficient. Soon they will be Boy Scouts. And it is your job to help them make this transition in a fun and adventurous way.

Webelos stands for "We'll Be Loyal Scouts." The major goal of Webelos Scouting is to give the Scouts a taste of what it is like to be a Boy Scout and to get them use to how Boy Scouting is structured. As a Webelos Den Leader you will be introducing the Cub Scouts probably the most adventurous boy led organization in America today!

Webelos are the oldest Cub Scouts in the Pack and as such carry the responsibility of being good role models to the younger Cub Scouts. It also falls upon the Webelos to help explain what exciting ctivities await the younger Cubs and to help the Cubs during Packactivities.

In Tiger, Wolf and Bear dens the family unit was central to the forming of the Cub Scout and activities revolved around the family unit. The emphasis in Webelos scouting shifts from these home-centered activities to group-centered activities similar to those they will be encountering in Boy Scouts.

Webelos dens in some areas are also known as patrols. The patrol is central to both Webelos Scouting and Boy Scouting. Because Webelos Scouts do most of their activities as a den, parents play a new, more supportive, and less directive role in Webelos scouting. Webelos Scouts learn that it is their responsibility to earn their activity badges. They are helped by their Webelos Den Leaders and Activity Badge Counselors (adults who volunteer to host an activity badge) and it is the Webelos Den Leaders who pass the Webelos Scout on the requirements. The boys should become involve in program planning. They will learn simple leadership skills and they will surprise you with their ideas. The Webelos should also get involved in setting a code of discipline for the group. They will learn what it is like to set rules and live by them. The den conducts some projects that can be credited towards the ranks and activity badges that the boys earn, but not all of the requirements are addressed at den meetings. This is deliberate. The Webelos Scouts learn that if they wish to advance, they are responsible for meeting the requirements outside den meeting times. These requirements are challenging, but very reachable by boys in this age group. These surmountable obstacles and steps to overcome help a boy grow in self-reliance and the ability to help others. This is patterned after the merit badge and advancement process in a Boy Scout Troop. Unlike most Cub Scouts, their den meetings are typically held on evenings or Saturdays. This is to get the Scouts use to meeting when Boy Scouts meet. Also Webelos do not follow the monthly theme of the Pack, but have their own program centered around the activity badges that are earned. Webelos Scouts also take on more responsibility for the running of their den however the actual responsibility resides with Webelos Den Leaders. This is to get the boys use to making their own decisions. When they enter Boy Scouts they will run the entire show. Adults will advise and guide. It is in Webelos that the world of outdoor Scouting begins to open up. The Webelos are able to camp and go on other outdoor activities. Most of these activities are not with the Pack, but with their den, other Webelos dens and with Boy Scout Troops. They also participate in Boy Scout Troop meetings, Camporees and other Boy Scout events.

In short, Webelos Scouting is the senior level program in Cub Scouting. It is meant to help transition the boys from Cub Scouting into Boy Scouting. Webelos are under the direction of the Cubmaster, hold their own activities, and do many things too advanced for the younger boys. At the end of the Webelos program, the Scouts should have a taste for what Boy Scouting is all about and have a head start in proceeding through the Boy Scout program.

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Frequently Asked Questions

Where a reference can be found in a printed guide, I placed it in parentheses at the end of the answers. A legend for reference acronyms is found at the end of this guide.

Q. Are Webelos Cub Scouts or Boy Scouts?

A. Webelos Scouting is the senior level program in Cub Scouting. It is meant to help transition the boys from Cub Scouting to Boy Scouting. Webelos are still under the direction of the Cubmaster. They are allowed to wear the khaki and olive colors of the Boy Scouts, but wear Cub Scout insignia on the uniform. Webelos Scouting has more outdoor activities than in the other parts of Cub Scouting but less than Boy Scouting. See the Guide to Safe Scouting and "Planning the Webelos Overnight Campout" in the Cub Scout Leader Book for a little information on what is part of the Webelos outdoor experience. (WSB)

Q. When do the Scouts change to the khaki and olive uniform?

A. Families choose when they wish to change to khaki. Many families purchase the khaki uniform when the blue one is either out grown or damaged. Don't buy the Boy Scout (olive) belt, see the next question and answer. (WSB, CSLB-Webelos Scout Uniform)

Q. How do I get the belt loops on the Boy Scout (olive) belt?

A. The belt loops do not fit on the Boy Scout (olive) belt. Webelos Scouts can either wear their blue, Cub Scout belt, or any narrow belt that the belt loops will fit on. (CSLB-Webelos Scout Uniform)

Q. Do we call our group of Webelos a patrol or den?

A. Webelos dens are usually called dens, however the boys may obtain patrol insignia patches from the Scout Shop that replace the den number on the uniform. Show the boys the Scout Catalog and let them pick a badge from there. Den names are sacred to the boys, so let them choose it themselves. This will also help teach them the democratic skills they will need when they get into Boy Scouts. The name should be 'theirs' and it is encouraged to allow the boys to be creative. For example, they don't need to be the Eagles. They can be the 'Soaring Eagles.' Webelos Dens also have a den yell and a den flag. The den flag should be brought to each den meeting, pack meeting, and other relevant den activity. Den flags are created by the boys.

Q. Do we wear the activity pins on the hat or on the shoulder ribbons?

A. The activity badges (I know they are pins, but they are called badges) the boys earn are patterned after merit badges in Boy Scouts. The den should decide if they wish to wear them on their hats or on a set of ribbons called the Webelos Colors. The colors are worn on the arm, just below, and touching, the American flag. In either case, they probably should only be worn at Pack meetings since they tend to get caught on things and lost. (IG)

Q. The leader's guide said that I need to build a relationship with a Scout Troop. When and how do I do this?

A. Work with your Webelos Coach, or Unit Commissioner on this. Scout Troops normally have an Assistant Scoutmaster assigned to Pack - Troop relations. Make your initial contact during the first year. Webelos can participate in a number of Troop activities. The troops can also help you accomplish some of your Webelos requirements. (CSLB, WTST)

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Q. Does the Webelos Den Leader teach the boys about the activity badges?

A. Yes and no. It is highly discouraged to have the Webelos Den Leader do all the teaching. In Boy Scouting (which we are trying to introduce) the boys go to Merit Badge Councilors who assist the boys in achieving their badges. It is encouraged that you get the den parents to act as Activity Badge Councilors to help the Webelos through their activity badge requirements. See the attached Webelos Den Resource Survey. However you sign the boys off. Parents no longer sign boys off indicating that they have completed requirements. (WSB, CSLB-Planning the Webelos Den Meeting).

Q. Do we follow the Pack's Cub Scout monthly theme?

A. No, you will be busy enough trying to cover one activity badge a month. Make sure the Webelos know what the monthly theme is, but unless you are putting on a skit, don't spend a lot of time on it. early everything the den does is focused on one of the 20 activity badges, the Webelos badge, or the Arrow of Light. The few exceptions are when the Webelos take part in such pack events as the Pinewood derby and the blue and gold dinner..(CSLB-Planning the Webelos Den Meeting, CSWSPH)

Q. Is there a certain order we should follow in covering the activity badges?

A. Some activity badges are designed to challenge forth graders and others fifth graders. Refer to the Cub Scout & Webelos Scout Program Helps for a suggested calendar. If you follow this calendar you will be synchronized with articles in Boys Life magazine and presentations held at the District Round Tables. Note that if you follow the suggested calendar, the boys should be ready to receive their Webelos Badge around February of their first year, and bridge to Boy Scouts in February or March of their second year. (inferred in: CSWSPH)

Q. Should we try to achieve all twenty activity badges?

A. The program is not designed for the boys to normally earn all twenty activity badges. The reason for the twenty badges is so that there will be enough to keep the very active boy from getting bored. Remember, activity badges are not the reason for Webelos scouting. Lord Baden-Powell (the founder of scouting) said that awards and badges should be like a tan, something you achieve effortlessly, while having fun in the outdoors.

Q. When is the earliest the Webelos can become Boy Scouts?

A. The earliest is six months after completing fourth grade that is, normally, the end of November in their second year. This is the earliest they can earn their Arrow of Light. (WSB)

Q. When is it recommended that the Webelos become Boy Scouts?

A. A Webelos Scout is eligible to join a Boy Scout troop when he completes all the requirements for the Arrow of Light Award. Most Webelos who are graduating the 5th grade and going into the 6th want to be Boy Scouts and should move over, if eligible sometime after February. This gives the boys time to familiarize themselves with their new troop before the summer recess and summer camp.

Q. If the Scouts will bridge in March, why do the program guides show a two year program?

A. The activity badge program is designed for 24 months to accommodate those who need the entire time. However, if the program is followed, a Webelos Scout will earn the proper number and type of badges to qualify for the Arrow of Light by February. (CSWSPH)

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Q. Can the Scouts continue to earn activity badges after they bridge into Boy Scouts?

A. No, activity badges are for Cub Scouts. As Boy Scouts, they will be very busy earning their First Class Rank during their first year, and earning merit badges.

Q. When can the Webelos use the Boy Scout salute, handshake and oath?

A. In the process of earning their Webelos badge, the Scouts learn the Boy Scout salute, handshake and oath. At your discretion, they can start to use these instead of the Cub Scout equivalents.

Q. Where can I get more information?

A. Go to Round Table. At Round Table you will meet Webelos Leaders and Scoutmasters who will help you establish a fun and adventurous program. Also get trained. Not only will you obtain formal information, but you will also network with other Webelos Leaders who will act as resources. If you have already attended Cub Leader Basic, review the Webelos section of the Fast Start Tape (available from the Pack Library) and attend Webelos Overnight training.

More information can also be found in the Webelos Scout Book (WSB) (33235), Webelos Den Activities Book (WDAB) (33853), Guide to Safe Scouting (GSS) (10212), First Month's Webelos Den Meetings (1WDM) (3147), Webelos Den Leader Fast Start (WDLV)(video) (AV016), Cub Scout Leader Book (CSLB) (33220), The Boy Scout Handbook (BSH) (33229), Cub Scout & Webelos Scout Program Helps (CSWSPH), Webelos to Scout Transition (WTST) (33870), and the Insignia Guide (IG) (33064). Many of which are available free from your Pack Library.

For an even larger list of resources, see the Cub Scout Leader Book (33220) and Scouting's Library of Literature (70-278)



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Webelos Scout Advancement

The Webelos Scout advancement pattern has been developed to lead naturally to earning the Webelos badge in the fourth-grade year and the Arrow of Light Award in the fifth-grade, but still allows boys who join the Webelos den as fifth-graders (or 10 year-olds) to earn both ranks. By following the pattern detailed in the Webelos Scout Program Helps, the Webelos den leader will ensure that most Webelos Scouts will earn the Webelos badge in January of the fourth-grade year and the Arrow of Light Award in January or February of the fifth-grade year.

How It Works

The Webelos-To-Scout transition plan offers a clear path into Boy Scouting for every Webelos Scout, beginning early in his fifth-grade year. By linking his Webelos den and a Boy Scout troop in transition partnership, he is provided an opportunity, through joint activities, to sample the fun of Boy Scouting. As his Webelos advancement plan helps him prepare for Boy Scout advancement, he might also learn more about Boy Scouting through council and district activities designed to support the transition plan. In the early spring, after he has earned the Arrow of Light, he graduates with the other members of his den into the troop.

Key Leaders In Transition Plan

The Webelos den leader works with the Scoutmaster and the assistant Scoutmaster responsible for the new boys to provide an introduction to Boy Scouting for every fifth-grade Webelos Scout. This is done through the Webelos advancement program, visits and joint activities with the troop, and an impressive graduation ceremony with the entire fifth-grade den moving into the troop as a new Scout patrol.

The Webelos den chief is a registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader. He should be skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games, and helping to prepare the Webelos Scouts for the troop experience ahead. By his example, he may be the single most important person in influencing Webelos Scouts to join the troop.

The Scoutmaster, as the primary leader of the troop, directs the establishment of a cooperative link between the troop and the pack. He or she selects and appoints the Webelos den chief. The Scoutmaster also encourages joint activities and the graduation of Webelos Scouts into the troop. Through the troop's junior leaders, he or she sets the tone for welcoming new members.

The assistant Scoutmaster, in addition to guiding the new Scout patrol in the troop, serves as liaison between the troop and Webelos den. He or she, along with the Webelos den leader, helps plan joint activities, including an exciting graduation ceremony. The assistant Scoutmaster also is principally responsible for the smooth transition of Webelos Scouts into the troop by working closely with the Webelos den chief, Webelos den leader, Webelos den leader coach, and the Scoutmaster.

The unit commissioner provides continuing program support to pack and troop, and helps establish working relationships.

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between the troop and the fifth-grade Webelos dens of the pack. He or she also encourages and supports joint activities as well as graduation, and promotes participation in district and council transition activities such as Webelos Woods.

Joint Activities

The partner troop may provide Webelos den chiefs for the pack, as well as assistance in planning and conducting outdoor activities, but the most important result of the den/troop partnership is the experience of joint activities. The fifth-grade Webelos den and the troop should hold several activities together, including one or two joint campouts. The den could also join the troop in a court of honor, campfire program, day hike, field trip, or joint Good Turn for the chartered organization or community. Visiting a camporee or district or council Boy Scout event as guests of the troop might also be included. Through these joint activities, Webelos Scouts not only learn of the fun of Boy Scouting, they also get acquainted with the individual Scouts in the troop. When the time comes to move into Boy Scouting, it is not longer a leap into the unknown, but a step into an already familiar and friendly situation.

Den-Troop Partnership

The key factor in the transition process is the establishment of a working partnership between the Webelos den and the Boy Scout troop that most of the Webelos Scouts will join. This partnership should be firmly in place by the start of the Webelos Scouts' fifth-grade year. Every fifth-grade Webelos den should be linked to a troop, and every troop should have one or more Webelos dens as partners. Of course, in many cases these partnerships already exist, and have been effective for many years. But some Webelos dens are not linked to troops, and need help from their district in establishing a partnership. Similarly, troops with no "feeder" Webelos dens might need help. No Webelos Scout should start his fifth-grade year without a clear path ahead of him that leads to a Boy Scout troop.

Early Spring Graduation

Summer camp is a vital part of the Boy Scout experience, particularly for the new Scout. The expanded Webelos Scout program gives us a great opportunity to guarantee that graduating Webelos Scouts participated in summer camp by getting them into the troop in time to prepare for Boy Scout camp. Webelos Scouts may become Boy Scouts as soon as they have earned the Arrow of Light Award. For most Webelos Scouts, this happens in January or February of their fifth-grade year.

From Den To Patrol

Webelos Scouting and Boy Scouting have been designed to neatly dovetail together, and the Webelos den can move right into the troop as a new Scout patrol. When the whole den moves into Boy Scouting together, they

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continue to provide friendship and support to each other, which allows each boy to make a smooth transition with his friends into the troop.

Council and District Support

There are several ways that the council and district can help packs and troops with the Webelos-to-Scout transition process.

Webelos tracking.

Every district needs to have a system to identify and track each fifth-grade Webelos Scout to ensure that he has the opportunity to continue his Scouting experience as a Boy Scout. Follow-up should be planned to maintain contact with each boy until he is enrolled in a troop. This may be assigned as a responsibility of the commissioner staff or the membership committee.

Webelos Woods.

Usually conducted on a councilwide basis, Webelos Woods is an outdoor program activity designed to introduce graduating Webelos Scouts and their parents to the fun and excitement of Boy Scouting. The best troops in the council are involved in the program, and it is held, where possible, in the early spring at the council camp.

District Ceremony.

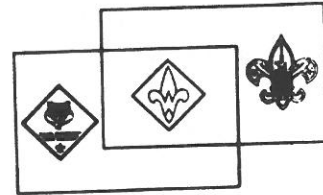
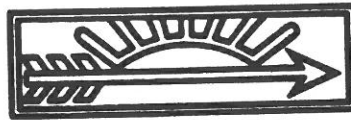
Many districts have found that a districted graduation ceremony for all Webelos Scouts who are joining Boy Scouting helps motivate the boys to move ahead. The ceremony may be held as a part of Webelos Woods or at some other event, such as a spring camporee. It is important, however, that the district graduation ceremony be held in addition to—not in place of—the pack graduation.

Joint Roundtables.

A joint roundtable, where Webelos den leaders and assistants, Webelos den leader coaches, and Cubmasters are invited to participate in a special Boy Scout roundtable event, is an excellent way to match up Webelos dens with troops in the transition partnership. Once a year is probably enough, although some districts do it twice, and October seems to be the best month.



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IMPLEMENTING THE TWO-YEAR WEBELOS PROGRAM:

As a new Webelos Den Leader, you are faced with the challenge of designing an exciting, interesting, and progressive program schedule for your den and your Webelos Scouts to follow over the months to come. The information you need to construct your plan is available in a number of BSA publications, but "some assembly is required." This planning guide contains much of that information, organized into a number of "scenarios" or "plans" that reflect typical Webelos den situations. You may select from these plans and customize them to meet the specific needs of your unit.

Implementing the Webelos program for Webelos Scouts in your den will depend upon your start date (summer, fall, other) and anticipated graduation date (usually March or April, to move boys into a Troop well before summer camp). In addition to these two factors, your pack's annual program plan, and council or district-level outdoor features will help to determine when you will schedule Activity Badges, Webelos and Arrow of Light rank requirements, and other activities for your Webelos den.

➔ You have the following supporting resources to help you in your planning effort:

- ◆ The *Cub Scout Leader Book*, with specific guidance for Webelos Den leadership.
- ◆ The Cub Scout Faststart AV-01V022 *The New Webelos Den Leader - Your First Meeting* with viewers guide, for an introductory overview.
- ◆ Cub Scout Leader Training offered by your district training staff.
- ◆ The *Cub Scout and Webelos Scout Program Helps* for the current year.
- ◆ The *Webelos Den Activities: Successful Ideas and Projects for each Webelos Activity Badge* book with a wealth of ideas for supplemental badge activities.
- ◆ The *Webelos Scout Book*, which contains all Activity Badge and rank requirements.
- ◆ *Scouting and Boys' Life* magazines for additional ideas and materials.

Program planning literature used by Cub Scout pack leadership provides twelve months of theme suggestions. These themes are developed on a five year cycle. Each pack has the choice of moving the themes around. A similar schedule of recommended Activity Badges appears in the Webelos section of the *Program Helps*. District Roundtables will normally follow the national program schedule as published, presenting program ideas one month prior to the scheduled month.

It is your responsibility as the Webelos Den Leader to schedule the den program so that each Webelos Scout prepares to become a Boy Scout in the time available to him. The following pages provide several different plans, or scenarios, that will help you to develop your own unique den plans, as well as plans for individual boys.

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A REVIEW OF THE DIFFERENT SCENARIO PLAN OPTIONS

(The Scenario's are listed on the bottom of page 12)

- If you are a Webelos Den Leader taking over a den in May when they move up from Bear, you have the ideal situation. Use the first scenario and start the den meetings immediately after graduation, in June.
- If you begin leading a Webelos den in the fall, probably right after the annual pack fall roundup, then you should use the second scenario plan.
- If your existing second year den has just accepted new Fifth-grade boys who are new to Cub Scouting, typically right after the pack fall roundup, use the third scenario plan to integrate them into your den.
- You have a brand new Den of fifth graders after fall roundup. They will all graduate into Boy Scouting next spring. Use the second example of the third scenario plan for your new den.
- You have a fairly small pack, typically found in rural communities, and never have enough boys or leaders to run separate first and second year Webelos dens. Use the fourth scenario plan for perpetually mixed dens, alternating the schedule each year to present fresh material to the boys.
- For the Church of Latter Day Saints pack that advances your boys by age instead of by grade, use the fifth scenario plan to help you prepare a customized schedule for each boy as he enters your den.

PLANNING FACTORS - THE ACTIVITY BADGES

Physical Skills Group

- Easily a favorite group with some of the boys; there are some issues, however.
- Not all of the boys may be able to earn **Aquanaut**; they must be able to swim at a "BSA Beginner" level to complete this badge.
- **FITNESS** is **REQUIRED**.
- The other two badges incorporate portions of the Cub Scout Sports Program. These two Activity Badges **REQUIRE** sports activity. This activity, the earning of Sports Belt Loops and a Pin, **MUST** be done while the boy is a Webelos Scout (any time after he has graduated from Bear).
- **Athlete** requires that the boy earn the Physical Fitness Pin by earning 60 points over 90 days at a rate of 1 point per 30 minutes of exercise.
- **Sportsman** requires earning belt loops for two team and two individual sports.

Mental Skills Group

- **Scholar** is another badge that not every boy will be able to earn. Not all of them will have the scholastic aptitude or interest to complete the requirements.
- **Traveler** is straightforward, but can get somewhat complicated due to the need for parental involvement and the requirement to navigate on a 25 mile trip.

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PLANNING FACTORS - THE ACTIVITY BADGES - Continued

Community Group

- ➔ Community is an area the boys would not naturally choose to work in at this age.
- ➔ A primary purpose of Scouting is to teach boys the importance of community service and the value of citizenship while they are still young. Therefore, TWO of the four badges in this group are REQUIRED for the Arrow of Light.

Technology Group

- ➔ Perhaps the most fun but also among the most intensive in terms of projects. Three of the four Activity Badges require two months to complete.

Outdoor Group

- ➔ These Activity Badges pertain to the things boys have been wanting to do since becoming Tiger Cubs... camping, and exploring the outdoors.
- ➔ **Outdoorsman** is the one Activity Badge in this group considered to be the most important in preparation for Boy Scouting. Do NOT skip over it if you can help it, and do your best to have the one-year program boys earn it as well.

PLANNING FACTORS - RANK REQUIREMENTS

WEBELOS REQUIREMENTS

1. Read and sign the Parent Guide
2. Be Active in the Den 3 months
3. Explain the Webelos Badge
4. Explain the parts of the Webelos uniform and when to wear them
5. Earn Fitness and two other badges from other groups
6. Plan and lead a flag ceremony
7. Know and Understand the Boy Scout requirements (basic)
8. Complete a Religious emblem or the alternative tasks

- ➔ The Webelos Badge requirements are fairly straightforward and are explained in detail on pages 343-354 of the *Webelos Scout Book*.
- ➔ The most difficult requirement is number 7. It helps to post copies of the Oath, Law, Motto, and Slogan in your meeting place and review them weekly.
- ➔ The most overlooked requirement is the religious requirement. Boys need as long as six months to earn a religious emblem, so discuss this with their parents and make a decision as early as possible about which requirements to complete.

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PLANNING FACTORS - RANK REQUIREMENTS - Continued

COMPASS POINTS EMBLEM

1. First earn the Webelos Badge
2. Earn four more badges for a total of seven to receive the Compass Points Emblem
3. Earn one Compass Point device for each additional four Activity badges:
 - 11 badges - First Point
 - 15 badges - Second Point
 - 19 badges - Third Point

➔ This works a lot like the Wolf and Bear Immediate Recognition in that it keeps the boy rewarded and interested while he is working on the Arrow of Light.

ARROW OF LIGHT REQUIREMENTS

1. Active in the Den 6 months since completing Fourth grade or turning Ten years of age
2. Know and Understand Boy Scout requirements (advanced)
 - Oath or Promise, AND the Scout Law
 - Scout motto, slogan, sign, salute, and handshake
 - Scout Badge parts and significance
 - Boy Scout Uniform
3. Earn 5 more activity badges from ALL groups, including Citizen and Readyman
4. Visit a Troop meeting AND a Boy Scout-oriented outdoor activity
5. Participate in a Webelos overnight campout or day hike
6. - Visit a Troop you might like to join and discuss joining with the Scoutmaster
- Prepare a membership application and show it to your Webelos Den Leader

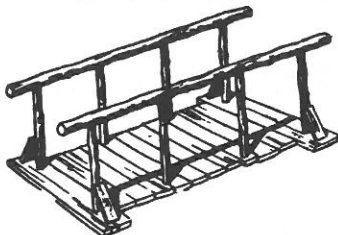
➔ The requirements for the Arrow of Light are much more involved than those for the Webelos Badge. They are explained in detail on pages 357-361 of the *Webelos Scout Book*.

➔ The "Active in Den" rule precludes boys from entering Boy Scouts while too young and immature to cope with the experience. They have to be at least 10 1/2 years old or enrolled in Fifth grade to earn their Arrow of Light.

➔ Re-post the Boy Scout requirements in your meeting place and have the boys practice reciting and explaining them at every meeting during the second year.

➔ Start visiting Troops and Troop outdoor events EARLY in the second year, or even earlier (possibly a Spring Camporee during their first Webelos year).

CROSSOVER



TURN 11 YEARS OLD

OR EARN THE



OR

COMPLETE 5TH GRADE

➔ These pre-requisites to cross over to Boy Scouting stand on their own. Completing **ANY ONE** of them makes a boy eligible to graduate to Boy Scouting.

KEY TO SYMBOLS AND NOTES ON PLAN CALENDARS

Activity	(P) - Physical Skills	(T) - Technology
Badge	(M) - Mental Skills	(O) - Outdoor
Groups	(C) - Community	














INDEX TO SAMPLE CALENDARS

- ➔ First Scenario: Full Two-year Calendar for year-round Dens that begin meeting immediately after graduating from Bear (June Year One to Spring Year Two)
- ➔ Second Scenario: Typical Two-year Calendar for Dens that do not meet as Webelos until the Fall following graduation from Bear (Sep Year One to Spring Year Two)
- ➔ Third Scenario: Accelerated One-year Calendar for new Fifth Grade Webelos Scouts (both new Cub Scouts and former Scouts who missed the First-Year, in existing dens) and for New Dens formed at Fall Roundup of only Fifth Grade boys.
- ➔ Fourth Scenario: Rotating Calendar for Perpetually Mixed Grade Dens (always have both grades - add new boys & graduate older ones from same den each year)
- ➔ Fifth Scenario: Single-year **ONLY** Calendar for LDS Scout units. This scenario depicts two sliding schedules that may be used by an LDS unit to schedule their activities. We recommend that you prepare a complete one-year plan for **EACH BOY** at the time that he joins your den.

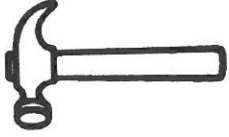










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FIRST SCENARIO - FULL TWO YEAR PROGRAM

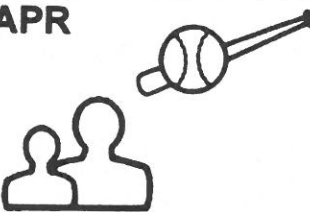


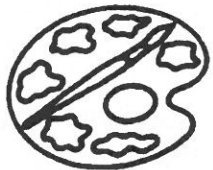








FIRST YEAR

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
JUN 	Traveler (M) Tell the parents how their boy can earn Traveler while on vacation	Baseball Belt Loop 	Start work now on the two Team Sports and Two Individual Sports needed to earn SPORTSMAN
JUL 	Aquanaut (P)	Swimming Belt Loop 	Work on the individual Sport at the same time as the activity badge
AUG 	Naturalist (O)	3 Months Active in the Den; Dues Paid, etc.	
SEP 	Communicator (C)	NOTE: Start work now on a Religious Emblem or on the <u>alternative requirements</u> 	Conduct a Flag ceremony at the Pack Meeting 
OCT 	Showman (M) [help the Pack to kick off its Fall meetings with a real show]	Attend Fall Web-O-Ree and learn the Outdoor Code (work on Outdoorsman as well)	Start work on Webelos Badge Requirements 
NOV 	Begin work on Craftsman (T)	Soccer Belt Loop 	Send NOTE to Teachers with the Requirements for the SCHOLAR Activity Badge 




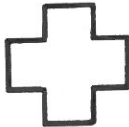




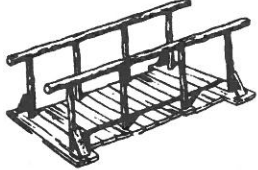
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MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
DEC 	Complete Craftsman (T)	Earn a Religious Medal or Complete the alternative religious requirements 	Send a NOTE to Parents explaining their part in completing the FITNESS activity badge
JAN 	Fitness (P) <i>Webelos Rank Requirement</i>	Physical Fitness Belt Loop 	NOTE: Start recording work done now for the Physical Fitness Pin to earn ATHLETE
This is the EARLIEST that 1st year Webelos may earn their Webelos Badge based on achievements in the plan depicted here. They MUST have <u>3 months</u> active tenure in the Den, have earned a <u>Religious Emblem</u> or completed two alternative requirements, and have completed the <u>five other requirements</u> in the Webelos Book. This award is often held for presentation at the Blue and Gold Banquet.			
FEB 	Scholar (M) 	Note back from Teacher on School Work Requirements	
The EARLIEST that Webelos Scouts may earn their Compass Patch; they MUST have <u>already earned their Webelos Badge</u> and at least FOUR MORE Activity Badges for a total of SEVEN. Since it is an additional incentive, do not award it with the Webelos badge.			
MAR  	Handyman (T) and Athlete (P)	Finish Physical Fitness Pin  Bowling Belt Loop 	Start work on Two Months of chores chosen with parents for meeting the FAMILY MEMBER requirements
MAR and APR: Also work on Athlete and Family Member since they are normally scheduled for April and May of the second year, AFTER the target date for crossover to Boy Scouts.			

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MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
APR 	Sportsman (P) and Family Member (C)	Complete a Total of Eleven Activity Badges for the first Compass Point 	
MAY 	Outdoorsman (O)	Complete the Overnighter for OUTDOORSMAN by attending Web-O-Ree or Webelos Woods	If the boys have already completed Outdoorsman, catch up on another badge missed earlier
SECOND YEAR			
JUN 	Artist (M)		Cub Scout Day Camp and Webelos Resident Camp may provide opportunities to earn additional Activity badges
JUL 	Geologist (O)	Complete a Total of Fifteen Activity Badges for the second Compass Point 	
AUG 	Forester (O)		Participate in Den / Pack conservation project to earn the Cub Scout World Conservation Award
SEP 	Begin Scientist (T)	Begin work on Boy Scout requirements for Arrow of Light 	
OCT 	Complete Scientist (T)	Attend Fall Camp-O-Ree for an Outdoor Activity with a Troop	Start EARLY visiting the troops in your area, especially at camp.

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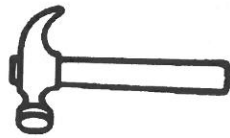



MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
NOV	 Begin Citizen (C) <i>Arrow of Light Requirement</i>	6 Months Active in Den since graduating from 4th grade or reaching 10 years old	If you were NOT active during the summer months, incorporate more Outdoor badges in this time frame
DEC	 Complete Citizen (C)	Complete all Boy Scout related Requirements for the Arrow of Light	
JAN	 Readyman (C) <i>Arrow of Light Requirement</i>	Complete a Total of Nineteen Activity Badges for third Compass Point	
January is the EARLIEST that 2nd year Webelos may earn Arrow of Light based on achievements (excluding badges earned at Day or Resident Camp). YOU SHOULD TRY TO TO AWARD IT AT THE BLUE AND GOLD BANQUET!!			
FEB	 Begin Engineer (T)		Get OA support for your Arrow of Light ceremony
Webelos Scouts who earn their Arrow of Light may cross over to Boy Scouts immediately, even though they have not turned eleven or graduated from fifth grade. ANY ONE of these conditions qualifies them to cross over to a Troop. The target month for all crossovers is March.			
MAR	 Complete Engineer (T)	Crossover to Boy Scouts with Arrow of Light and all Twenty Activity Badges	
APR	Athlete (P) is normally scheduled here		
MAY	Family Member (C) is normally scheduled here		

Webelos Scouts who are close to completing their Arrow of Light may be kept in the Pack through the summer to finish their requirements. The decision to do so rests with the parents and Cubmaster. The boy MUST crossover to Boy Scouts when he enters 6th Grade in the fall. Councils normally will not accept the registration of 6th graders or 11-year olds in Webelos.

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SECOND SCENARIO - TYPICAL TWO YEAR PROGRAM

FIRST YEAR

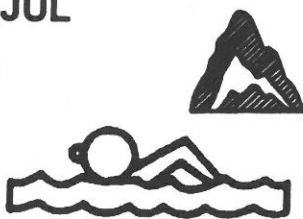




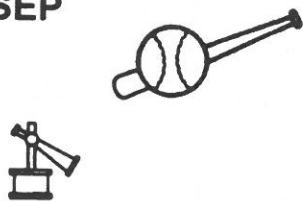






MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
SEP 	Communicator (C)	NOTE: Start work now on a Religious Emblem or on the <u>alternative requirements</u> 	Conduct a Flag ceremony at the Pack Meeting 
OCT 	Showman (M) [help the Pack to kick off its Fall meetings with a real show]	Attend Fall Web-O-Ree and learn the Outdoor Code (work on Outdoorsman as well)	Start work on Webelos Badge Requirements 
NOV 	Begin work on Craftsman (T)	Bicycling Belt Loop  3 Months Active in the Den; Dues Paid, etc.	Send NOTE to Teachers with the Requirements for the SCHOLAR Activity Badge
DEC 	Complete Craftsman (T)	Earn a Religious Medal or Complete the <u>alternative religious requirements</u> 	Send a NOTE to Parents explaining their part in completing the FITNESS activity badge
JAN 	Fitness (P) <i>Webelos Rank Requirement</i>	Physical Fitness Belt Loop 	NOTE: Start recording work done now for the Physical Fitness Pin to earn ATHLETE

This is the EARLIEST that 1st year Webelos may earn their Webelos Badge based on achievements in the plan depicted here. They MUST have 3 months active tenure in the Den, have earned a Religious Emblem or completed two alternative requirements, and have completed the five other requirements in the Webelos Book. This award is often held for presentation at the Blue and Gold Banquet.

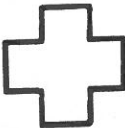





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MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
FEB 	Scholar (M) 	Soccer Belt Loop 	Note back from Teacher on School Work Requirements
MAR  	Handyman (T) and Athlete (P)	Finish Physical Fitness Pin  Bowling Belt Loop 	Start work on Two Months of chores chosen with parents for meeting the FAMILY MEMBER requirements
<p>The EARLIEST that Webelos Scouts may earn their Compass Patch; they MUST have <u>already earned their Webelos Badge</u> and at least FOUR MORE Activity Badges for a total of SEVEN. Since it is an additional incentive, do not award it with the Webelos badge.</p>			
<p>MAR and APR: Also work on Athlete and Family Member since they are normally scheduled for April and May of the second year, AFTER the target date for crossover to Boy Scouts. April's scheduled badge, Sportsman, is re-scheduled for September to allow time to earn all of the required sports belt loops.</p>			
APR 	Family Member (C)		
MAY 	Outdoorsman (O)	Complete the Overnighter for OUTDOORSMAN by attending Web-O-Ree or Webelos Woods	If the boys have already completed Outdoorsman, catch up on another badge missed earlier
JUN 	Traveler (M) Tell the parents how their boy can earn Traveler while on vacation	Volleyball Belt Loop 	Cub Scout Camps may provide opportunities to earn additional Activity badges

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MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
JUL 	Geologist (O) and Aquanaut (P)	Swimming Belt Loop Work on the individual Sport at the same time as the activity badge 	Complete a Total of Eleven Activity Badges for the first Compass Point 
AUG 	Naturalist (O) and Forester (O)		Participate in Den / Pack conservation project to earn the Cub Scout World Conservation Award 
SECOND YEAR			
SEP 	Sportsman (P) and Begin Scientist (T)	Begin work on Boy Scout requirements for Arrow of Light 	Complete a Total of Fifteen Activity Badges for the second Compass Point 
OCT 	Complete Scientist (T)	Attend Fall Camp-O-Ree for an Outdoor Activity with a Troop.	Start EARLY visiting the different troops in your area, especially at their campouts.
NOV 	Artist (M) and Begin Citizen (C)	6 Months Active in Den since graduating from 4th grade or reaching 10 years old	If you were NOT active during the summer months, incorporate more Outdoor badges in this time frame
DEC 	Complete Citizen (C) <i>Arrow of Light Requirement</i>	Complete all Boy Scout related Requirements for the Arrow of Light	

Reflections of the Past, Visions of the Future

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
JAN	 Readyman (C) <i>Arrow of Light Requirement</i>	Complete a Total of Nineteen Activity Badges for third Compass Point	
<p>January is the EARLIEST that 2nd year Webelos may earn Arrow of Light based on achievements (excluding badges earned at Day or Resident Camp). YOU SHOULD TRY TO TO AWARD IT AT THE BLUE AND GOLD BANQUET!!</p>			
FEB	 Begin Engineer (T)		Get OA support for your Arrow of Light ceremony
<p>Webelos Scouts who earn their Arrow of Light may cross over to Boy Scouts immediately, even though they have not turned eleven or graduated from fifth grade. ANY ONE of these conditions qualifies them to cross over to a Troop. The target month for all crossovers is March.</p>			
MAR	 Complete Engineer (T)	Crossover to Boy Scouts with Arrow of Light and all Twenty Activity Badges	
APR	Athlete (P) is normally scheduled here		
MAY	Family Member (C) is normally scheduled here		

Webelos Scouts who are close to completing their Arrow of Light may be kept in the Pack through the summer to finish their requirements. The decision to do so rests with the parents and Cubmaster. The boy **MUST** crossover to Boy Scouts when he enters 6th Grade in the fall. Councils normally will not accept the registration of 6th graders or 11-year olds in Webelos.

Summary:

- »» The Webelos Program contains more than enough material to keep your boys involved for two full years. Boredom should not be a problem.
- »» Most Webelos Dens have difficulty getting started during the first summer, so a typical plan is really only one and 1/2 years long, beginning in September.
- »» Many activity badges require several months of advance planning and groundwork. Current BSA published materials do not always tell you of this, so we have annotated this schedule heavily with notes on when to start things.
- »» The Webelos program is flexible; you can always tailor the program to meet your own particular situation.



Reflections of the Past, Visions of the Future

WHEN YOU DO NOT HAVE TWO YEARS...








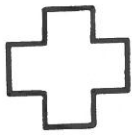







For a variety of reasons, some boys will enter the Webelos program late and have only one year to complete it. They may enter Cub Scouting as Fifth Graders, or they may be in an LDS unit where age brackets compress the Webelos program into a single year. Fear not, they can still earn the Arrow of Light in the seven to nine months you will have in the school year...but **ONLY** if YOU PLAN AHEAD.

- ➔ The **Third Scenario** will address **NEW** Fifth Grade Webelos Scouts (both new Cub Scouts and former Scouts who missed the First-Year, in existing dens). It is also appropriate for New Dens formed at Fall Roundup of only Fifth Grade boys.
- ➔ A **NEW** Fifth-grader has to start by earning Bobcat. He will need a lot of parental support if he is to earn his Arrow of Light, and this should be discussed at the onset. Without it, he can still earn his Webelos badge while doing just what the Den is doing, plus some catch-up on Fitness and the Webelos requirements. With strong parental support, he will have just barely enough time to complete his Arrow of Light before it is time to crossover to Boy Scouting.
- ➔ The key to integrating a **NEW** 5th-grader into a second-year Den is to minimize the disruption to the Den's schedule by having him do what the rest are doing, plus the minimum number of first-year requirements (Bobcat, and all of the Webelos badge requirements). He will work on four badges from the year he missed: primarily the required **FITNESS** badge, and **OUTDOORSMAN** because it is the best preparation for Boy Scouting. He will also work on two parent-intensive badges, **FAMILY MEMBER** and **TRAVELER**, which can both be done primarily at home and checked off later by the Den leader. This keeps it as simple as possible for the Leaders.
- ➔ The following schedule is for the **NEW** Fifth-grade boy working in a fifth-grade Den that has already been meeting for one year. Changes from the typical second-year plan the Den is following are highlighted with a **border effect**. A brand new Den consisting of all **NEW** Fifth-graders should follow the alternate 5th grade schedule.

THIRD SCENARIO - NEW FIFTH GRADER IN 2ND-YEAR DEN

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
SEP  	Bobcat, Fitness (P) and Begin Scientist (T) 	NOTE: Start work now on a Religious <u>alternative requirements</u> 	Conduct a Flag ceremony at the Pack Meeting 
OCT  	Begin Outdoorsman (O) and Complete Scientist (T)	Attend Fall Web-O-Ree or Camp-O-Ree, learn Outdoor Code, and work on Outdoorsman	Start work on Webelos Badge Requirements 

Reflections of the Past, Visions of the Future

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
NOV   OR 	Complete Outdoorsman (O), Artist (M) or Traveler (M) and Begin Citizen (C) 	3 Months Active in the Den; Dues Paid, etc.	With Den following Full program: do Traveler at home; with Den following Typical program: do Artist with Den
DEC  	Complete Citizen (C) Arrow of Light Requirement	Complete all of the Webelos badge requirements and earn the badge	Start immediately on Boy Scout requirements for Arrow of Light 
JAN 	Readyman (C) Arrow of Light Requirement	Attend required troop meetings and outdoor activities with Boy Scouts	Intense effort on all Boy Scout requirements for Arrow of Light
FEB   	Family Member (C) and Begin Engineer (T)	6 Months Active in Den since graduating from 4th grade or reaching 10 years old	Complete all Boy Scout related Requirements for the Arrow of Light 
February is the EARLIEST that Fifth-grade ONLY Webelos may earn Arrow of Light based on achievements and tenure in the Den. YOU SHOULD TRY TO TO AWARD IT AT THE BLUE AND GOLD BANQUET at the same time the rest of the boys receive it!! 			
MAR 	Complete Engineer (T)	Crossover to Boy Scouts with Arrow of Light and Compass Patch	
Webelos Scouts who earn their Arrow of Light may cross over to Boy Scouts immediately, even though they have not turned eleven or graduated from fifth grade. ANY ONE of these conditions qualifies them to cross over to a Troop. The target month for all crossovers is March.			
APR	If a one-year only program Scout is close to completing his Arrow of Light, try to retain him in Webelos until he does. He will never get another chance, and it better prepares him for Boy Scouting.		















Reflections of the Past, Visions of the Future

AN ALTERNATIVE FOR FAST-TRACKING 5TH GRADERS IN ONE YEAR

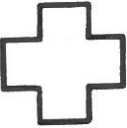






➔ The plan depicted in the **Third Scenario** is optimized for adding Fifth-graders to an established Den. This program should be further modified for a second-year only Webelos den of all new fifth-grade boys. Since there is no need to accommodate the rest of a Den that has completed up to fifteen months of work already, you are not constrained by their final year Activity Badge schedule.

➔ We recommend that you drop both of the two-month Activity Badges, Scientist and Engineer, and substitute four one-month Activity Badges in subject areas that best fit your group of boys. The most likely groups are Outdoor and Physical Skills, both of which are under-represented in this abbreviated plan. Since you must include at least one Badge from Technology, do Handyman, the only one-month badge from that group. Activity badges scheduled for the summer months may be fitted into the school year. Below is an example of this variation of the **Third Scenario**.

THIRD SCENARIO - NEW FIFTH GRADER IN NEW ONE-YEAR

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
SEP  	Bobcat, Fitness (P) <i>Webelos Requirement and Communicator (C)</i> 	NOTE: Start work now on a Religious Emblem or <u>alternative requirements</u> 	Conduct a Flag ceremony at the Pack Meeting 
OCT 	Showman (M) and begin Outdoorsman (O) 	Attend Fall Web-O-Ree or Camp-O-Ree, learn Outdoor Code, and work on Outdoorsman	Start work on Webelos Badge Requirements 
NOV  	Complete Outdoorsman (O) and Begin Citizen (C)	3 Months Active in the Den; Dues Paid, etc.	Complete Religious Emblem or <u>alternative requirements</u> 
DEC  	Complete Citizen (C) Arrow of Light Requirement	Complete all of the Webelos badge requirements and earn the badge	Start immediately on Boy Scout requirements for Arrow of Light 










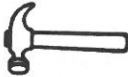

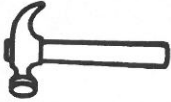




Reflections of the Past, Visions of the Future

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
JAN		Readyman (C) <i>Arrow of Light Requirement</i>	Attend required troop meetings and outdoor activities with Boy Scouts Intense effort on all Boy Scout requirements for Arrow of Light
FEB			Handyman (T) 6 Months Active in Den since graduating from 4th grade or reaching 10 years old Complete all Boy Scout related Requirements for the Arrow of Light 
<p>February is the EARLIEST that Fifth-grade ONLY Webelos may earn Arrow of Light based on achievements and tenure in the Den. YOU SHOULD TRY TO TO AWARD IT AT THE BLUE AND GOLD BANQUET at the same time the rest of the boys receive it!!</p>			
MAR		Family Member (C) Crossover to Boy Scouts with Arrow of Light and Compass Patch	
<p>Webelos Scouts who earn their Arrow of Light may cross over to Boy Scouts immediately, even though they have not turned eleven or graduated from fifth grade. ANY ONE of these conditions qualifies them to cross over to a Troop. The target month for all crossovers is March.</p> <p>If a one-year only program Scout is close to completing his Arrow of Light, retain him in Webelos until he does. He will never get another chance, and it better prepares him for Boy Scouting.</p>			

AN ALTERNATE (ROTATING) YEAR PLAN FOR THE PERPETUALLY MIXED-GRADE WEBELOS DEN










- ➔ Smaller Packs frequently encounter another circumstance where you may have to present the entire program during the course of one school year. This occurs most often in Packs with mixed Dens every school year due to a lack of boys and leaders.
- ➔ A Pack with perpetually combined Dens can run a two year program by setting up alternate calendars for each year. In "A" years the fifth-grade boys will be following a fourth-grade schedule; in "B" years the fourth-grade boys will follow a fifth-grade schedule. That way all of the boys get to experience a full "two" years of the program and the activity badges. This plan is described in the **Fourth Scenario**. Both schedules assume the worst case, that the Den will not be active during the summer months. If it is, you have even more flexibility in scheduling.

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FOURTH SCENARIO - ALTERNATE YEAR CALENDAR "A"			
MONTH	ALL SCOUTS	4TH-GRADERS	5TH-GRADERS
SEP  	Bobcat if necessary Communicator (C)	Start work on Religious requirements  Conduct a Flag ceremony 	Start work on Boy Scout requirements for Arrow of Light 
OCT  	Showman (M) Naturalist (O)	Start work on Webelos badge requirements 	Outdoor activity with Troop 
NOV 	Begin Craftsman (T)	3 Months active in Den Inform teachers of Scholar requirements	
DEC 	Complete Craftsman (T) 	Earn Religious Emblem or complete alternate requirements Explain Fitness requirements to parents	Complete work on Boy Scout requirements for Arrow of Light 
JAN 	Fitness (P)	Begin work on Physical Fitness Pin for Athlete Complete Webelos Requirements	Substitute Readyman (C) 










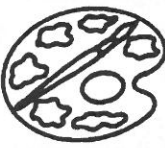






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FOURTH SCENARIO - ALTERNATE YEAR CALENDAR "A" - Continued -

MONTH	ALL SCOUTS	4TH-GRADERS	5TH-GRADERS
FEB 	Scholar (M)		6 Months active in Den
MAR 	Handyman (T)	Complete Physical Fitness Pin for Athlete  	
APR		Athlete (P) 	Sportsman (P)  Crossover to Boy Scouting
MAY		Outdoorsman (O) 	
JUN JUL AUG	IF THE DEN REMAINS ACTIVE IN THE SUMMER MONTHS BETWEEN 1ST AND 2ND YEAR!!	Aquanaut (P) Geologist (O) Traveler (M)	












Reflections of the Past, Visions of the Future

FOURTH SCENARIO - ALTERNATE YEAR CALENDAR "B"			
MONTH	ALL SCOUTS	4TH-GRADERS	5TH-GRADERS
SEP  	Bobcat if necessary Begin Scientist (T)	Start work on  Religious requirements Conduct a Flag ceremony 	Start work on Boy Scout requirements for Arrow of Light 
OCT  	Complete Scientist (T) Forester (O)	Start work on Webelos badge requirements 	Outdoor activity with Troop 
NOV  	Artist (M) and Begin Citizen (C)	3 Months active in Den	
DEC 	Complete Citizen (C) 	Earn Religious Emblem or complete alternate requirements Explain Fitness requirements to parents	Complete work on Boy Scout requirements for Arrow of Light 
JAN 	Readyman (C)	<i>Substitute</i> Fitness (P) Begin work on Physical Fitness Pin for Athlete Complete Webelos Requirements	

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FOURTH SCENARIO - ALTERNATE YEAR CALENDAR "B" - Continued -

MONTH	ALL SCOUTS	4TH-GRADERS	5TH-GRADERS
FEB 	Begin Engineer (T)		6 Months active in Den
MAR 	Complete Engineer (T)	Complete Physical Fitness Pin for Athlete  	
APR		Athlete (P) 	Sportsman (P)  Crossover to Boy Scouting
MAY		Family Member (C) 	
JUN JUL AUG	IF THE DEN REMAINS ACTIVE IN THE SUMMER MONTHS BETWEEN 1ST AND 2ND YEAR!!	Aquanaut (P) Geologist (O) Traveler (M)	

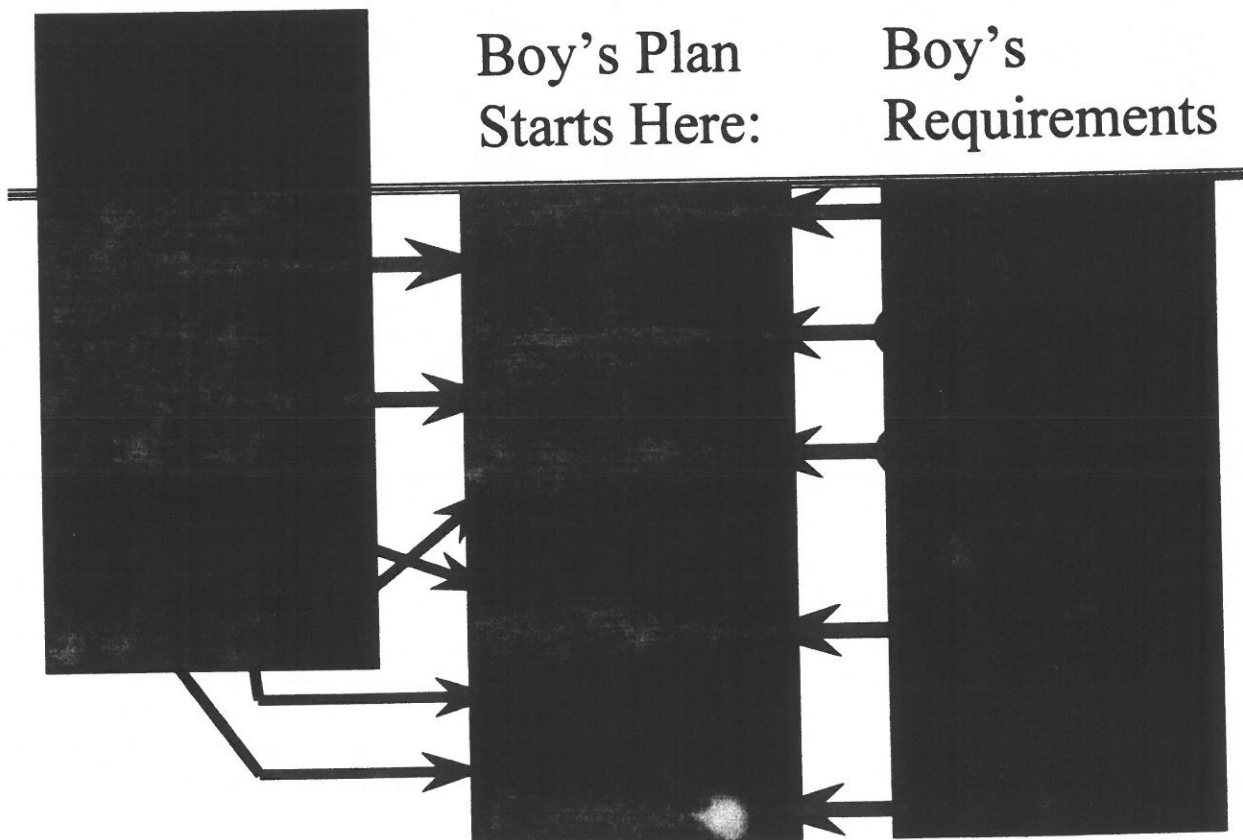


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SPECIAL CIRCUMSTANCES FOR AN LDS WEBELOS UNIT

- LDS units only run the Webelos program from 10 to 11 years of age (11 year olds go into Blazer Scouts). The published list of asterisked activity badges in the *Program Helps* may be a good choice here, as it follows the Roundtable schedule and includes all three of the Arrow of light badges by mid-year. Like the fast-track schedule for a new fifth-grade den, it avoids the two-month technology badges scheduled in the second year.
- The key is that the LDS plan has to be adjusted to the boys ages as opposed to the calendar. They enter the Den throughout the year on their birthday, and depart the same way.
- Our **Fifth Scenario** depicts the two sliding schedules that must be used by an LDS unit to schedule their activities. We recommend that you prepare a complete one-year plan for EACH BOY at the time that he joins your Den. The diagram below shows how the two schedules relate to one another. The table on the next page lists the elements from each schedule, side by side.

Scheduled “Menu”



Reflections of the Past, Visions of the Future

FIFTH SCENARIO - LDS WEBELOS UNITS

We recommend that LDS Dens:

- Drop all two-month badges except Citizen.
- Use Showman or Artist for the Mental group requirement (Traveler is in a month you may not have to work with, and not all boys can successfully earn Scholar!).
- Start Religious emblem immediately if you want your boys to earn it as Webelos.
- Work on Athlete in conjunction with Fitness, instead of Sportsman. Four sport loops in one school year may be too much to ask of some of the boys.
- Because the crossover date is more closely tied to age than grade in LDS units, the last two or three months can be adjusted as needed. The boy may have the required eight activity badges for his Arrow of Light by the 10th month. With increased emphasis on completing the Boy Scout requirements sooner, he could cross over as early as the 11th month.

Month of Year	First-Year Program	Second-Year Program		Months in Den	LDS Boys' Milestones
Sep	Communicator	Scientist 1		1	Religious
Oct	Showman	Scientist 2		2	Web Req.
Nov	Craftsman 1	<i>Citizen 1</i>		3 (3 mos.)	Fitness
Dec	Craftsman 2	<i>Citizen 2</i>		4	Webelos
Jan	<i>Fitness</i>	<i>Readyman</i>		5	Readyman
Feb	Scholar	Engineer 1		6 (6 mos.)	AOL Req.
Mar	Handyman	Engineer 2		7	AOL Req.
Apr	Sportsman	Athlete		8	Citizen 1
May	Outdoorsman	Family Mbr		9	Citizen 2
June	Traveler	Artist		10	Compass Patch
July	Aquanaut	Geologist		11	Arrow of Light
Aug	Naturalist	Forester		12	Crossover

The list on the left is a calendar of badges as scheduled by BSA, and supported by resource materials and roundtable sessions. It provides LDS units with a "menu" to select badges from each month. Choose those that best fit the current mix of boys.

The list on the right is a monthly schedule of required badges in the order earned by boys in an LDS den. This schedule slips to match the year between ages 10 and 11.

Required AOL badges are in *italicized boldface*. Recommended badges are in **boldface** only. These are the best ones to meet a requirement of one badge from each activity badge group that was not included in the required badges. The eighth required badge can be from any activity badge group.

This schedule depends on the boy's birthday and slips along the calendar year for each boy that enters the den on his 10th birthday. It moves independently of the BSA schedule.

Reflections of the Past, Visions of the Future

REVIEW OF CHALLENGES AND APPROACHES

➔ **CHALLENGE:** You are a brand new Webelos Leader taking over your son's Den as it graduates from Bear at the end of school in May. You don't know where to start.

➔ **APPROACH:** You have the ideal situation, **IF** you start working the Den meetings immediately that first Summer. Use the **First Scenario** plan.

➔ **CHALLENGE:** You did not begin meeting until school started in the the Fall, or you did not join the Pack leadership corps and take over the Den until the Fall Roundup.

➔ **APPROACH:** This is typical of most units when a Wolf/Bear leader steps down and a new leader must be found for Webelos. Use the **Second Scenario** plan.

➔ **CHALLENGE:** Your Pack **ONLY** operates during the school year, or has minimal summertime activity. You have not been able to do the summertime activity badges according to the schedule.

➔ **APPROACH:** Use the **Second Scenario** Plan and integrate activity badges missed during the second summer into the Fall of the second year.

➔ **CHALLENGE:** Your second-year Den has just accepted two new Fifth grade boys. One is a former scout who missed the first year. The other has never been a scout before and will have to start with the Bobcat badge.

➔ **APPROACH:** Use the **Third Scenario** Plan. Make it clear to the parents that they must actively help or their boy will not be able to earn the Arrow of Light.

➔ **CHALLENGE:** You have formed a brand new den of Fifth graders at Fall roundup. They will all graduate next Spring into Boy Scouting. Some are former Cubs, some are brand new Scouts. You may be part of a new or reestablished Pack.

➔ **APPROACH:** Use the second example of the **Third Scenario** plan for a **NEW** Den.

➔ **CHALLENGE:** You are in a very small Pack in rural community, and never have enough boys or leaders to run separate first and second year Webelos Dens. Every year you have one Webelos Den with both Fourth and Fifth graders in it.

➔ **APPROACH:** Use the **Fourth Scenario** plan for perpetually mixed-year Dens.

➔ **CHALLENGE:** You are in a Pack sponsored by the LDS Church, and advance your boys by age instead of by grade. Boys enter Webelos when they turn 10 years old, and move on to Blazer Scouts when they turn 11. As a result, you are not able to use the two-year Webelos program as published by BSA.

➔ **APPROACH:** Use the **Fifth Scenario** plan to select the most appropriate badges from the BSA schedule, while tracking each boy's individual advancement milestones by the number of months he has been in the Den.

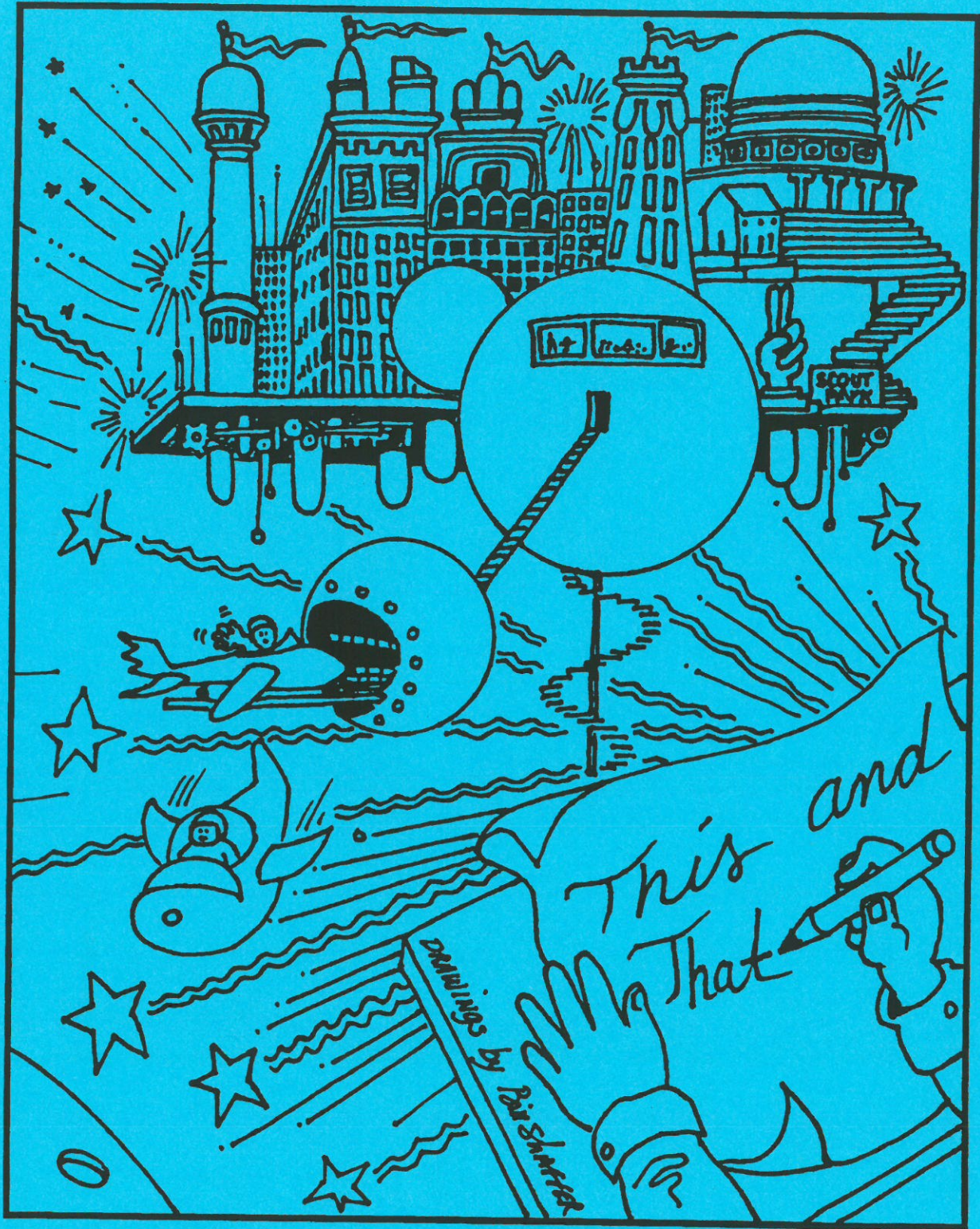
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Reflections of the Past, Visions of the Future

Use the following pages to prepare your plan, for your Webelos Den and the boys in it. Remember that it is only a plan, and just as the program provides you with the flexibility to prepare it, you also have the option to change it if the need arises. The key to planning in general, and to using these materials in particular, is to avoid forgetting anything important and to include every program element .required for advancement in rank.

PROGRAM YEAR:

MONTH	BADGE	RANK, SPORTS REQUIREMENTS	NOTES
JUNE			
JULY			
AUGUST			
SEPTEMBER			
OCTOBER			
NOVEMBER			
DECEMBER			
JANUARY			
FEBRUARY			
MARCH			
APRIL			
MAY			



This and That



ADHD & LD

For decades individuals with ADHD (and some cases of LD) have been thought of and treated as misfits, outcasts. Why? Because "they are difficult to deal with." We don't mean to be, it's just the way we think! As you will see from the following pages, what you may have thought was obstinate behavior is really not that at all. It's just the way we process information.

As you get to know us, you will find that we have an above-average intelligence; can be *very* creative, and are fun to be with. As a leader who works with a lot of kids who have ADHD, I have found that all kids benefit from the same basics that are needed for kids with ADHD and/or LD:

Structure (we need to know *exactly* what to expect),
Rules & Boundaries (Vital! We don't *want* to cross the line), and
Fun Program (Undoubtedly keeps our attention)

Sometimes, as leaders, we get so focused on #3, that we don't take enough time with #1 and #2. That's a major mistake, but one we often make (me included). If behavior gets unruly, take time to cover #1 and/or #2 again.

#1) **Structure**, is automatically built in, if you follow the Program Helps: Gathering activity; Opening; Skills...Projects...Working on requirements; Game; Refreshments; and Closing. Your meeting may follow a different order, but just be sure to keep it in that same order each meeting.

#2) **Rules & Boundaries**, two vitally important components:

Boundaries, if you discuss the Promise and the Laws of the Pack and let them know you expect them to live by it...you just set up their Boundaries.

Rules, should also be discussed. You can establish a Code of Conduct for your den. On one side, list the Action or Behavior, on the other side list its' consequence. For example, "If you break a rule" the consequence will be "a *time out* until you can tell a leader what you're going to do to prevent it from happening again." You might assign an adult to follow through on this. Follow-through is *extremely* important.

#3) **Fun Program**, again, if you'll follow the Program Helps (provided in each monthly issue of *Scouting Magazine*), you can't help but to have a Fun Program. If you keep them busy with fun activities, there won't be time for their thoughts to stray.

The following pages are based on experience (both as a leader and as a person who also has ADHD), research, and observation. Hopefully you aren't experiencing all the behaviors that are outlined...just pick out the behaviors you *are* experiencing and see what may be causing them and what the possible remedy might be. Thanks for all you do for the boys, and the time you're taking to review this section.

Basic behavior displayed with ADD, ADHD

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE SOMEONE IS TALKING TO THE GROUP:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> • Fidgety, squirmy, climbs on chair or table • Difficulty remaining seated • Easily distracted • Not listening • Not focusing • Answers questions before they are finished being asked 	<ul style="list-style-type: none"> • Prolonged inactivity (with an ADD/ADHD child, "prolonged" can even be 5 minutes) • Sensitive hearing (hears everything) • Not challenged • Excited • Overstimulated 	<ul style="list-style-type: none"> • Keep "talk" exciting... give examples • Assign a task. Hand out materials, etc. • Pick up the pace. KISMIF-Keep It Simple, Make It Fun---just like a video game! • Be happy he is that "in tune", but if it is distracting group, set the ground rules before the "talk"...let the boys know that to raise their hand and be called on
<ul style="list-style-type: none"> • Difficulty focusing • Interrupts 	<ul style="list-style-type: none"> • Still processing previous information • Stimulated by surroundings 	<ul style="list-style-type: none"> • Be sure he understands before continuing to the next subject. "Any questions?" • Give a "word picture". • Have seating in a horseshoe setting. If the seating arrangement is disorderly, he'll likely be disorderly too • Move him to a less stimulating area. • Keep him separated from other boys that stimulate him.

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE THE BOYS ARE INVOLVED IN A GAME:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> • Moody 	<ul style="list-style-type: none"> • Error in processed information 	<ul style="list-style-type: none"> • The rules, as he understood them, were not followed. Either he felt penalized, or someone was not penalized. • Help him understand the rules. • You may hear, "I don't get it!" • Give examples and "word pictures".
<ul style="list-style-type: none"> • Hard time understanding instructions • Hard time waiting his turn • Doesn't consider potential consequences 	<ul style="list-style-type: none"> • Difficulty processing information • Excited • Overstimulated 	<ul style="list-style-type: none"> • Cover behavior & consequences before the game. If he forgets, give him a warning. If he continues, follow through with the consequence (this is extremely important). • Be consistent!

Reflections of the Past, Visions of the Future

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE THE BOYS ARE INVOLVED IN AN ACTIVITY:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> • Moody • Hard time following through on task • Doesn't (seem to) Listen 	<ul style="list-style-type: none"> • Doesn't understand • Overstimulated, can't get focused 	<ul style="list-style-type: none"> • Give examples and "word picture". • Help him understand • Ask if there is a problem • Praise accomplishments • Give encouragement • Move him to a less stimulating area • Keep him separated from other boys that stimulate him.
<ul style="list-style-type: none"> • Talks excessively 	<ul style="list-style-type: none"> • Excited • Overstimulated • Processing information verbally 	<ul style="list-style-type: none"> • Cover behavior and consequences before the activity begins. If he forgets, give him a warning. If he continues with behavior, follow through with the consequence (<i>this is extremely important</i>). • Be consistent! • Move him to a less stimulating area • If he is verbally processing information, be sure it applies to what you are working on and try to help him understand. If it doesn't apply, ask him to think it through in his head so he doesn't distract others.

INFORMATION RESOURCES on ADD/ADHD

- A) School Counselor
- B) November-December issue of Scouting Magazine, Pages 12 and 13,
- C) C.H.A.D.D. National Headquarters
1859 N Pine Road, Suite 185
Plantation, FL 33322
- D) Attention Deficit Disorder - An Aid For Parents, Students, School Personnel, Therapists & Physicians, by James W. Lauer, MD.
Printed by and may be obtained from:

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8405 W 100th Ave
Westminster, CO 80021
or call, (303) 466-7391 or (800) 456-2536

Basic behavior displayed with LD

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE SOMEONE IS TALKING TO THE GROUP:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> Looks away Won't make eye contact Evasive 	<ul style="list-style-type: none"> Don't want to deal with the unknown Don't want to make a mistake Lack of self-confidence 	<ul style="list-style-type: none"> Don't call on him to answer questions, unless it is something he knows. Don't allow boys to laugh if he makes mistakes.
<ul style="list-style-type: none"> Doesn't listen 	<ul style="list-style-type: none"> Doesn't understand, "So why try?" Not stimulated by the topic, but is stimulated by everything else around him 	<ul style="list-style-type: none"> Keep topic simple and fun Have Boy Scouts speak at meetings (boys seem to respond better to other boys)
<ul style="list-style-type: none"> Difficulty focusing 	<ul style="list-style-type: none"> Still processing prior information Doesn't understand Easily distracted 	<ul style="list-style-type: none"> Ask speaker to use variety of visual aids. Use "word pictures" Organize seating in horseshoe arrangement so that focus is on speaker.

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE THE BOYS ARE INVOLVED IN A GAME:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> Moody 	<ul style="list-style-type: none"> Doesn't understand rules Fairness Issue 	<ul style="list-style-type: none"> Pull boy aside and explain rules Ask boy to explain rules to you
<ul style="list-style-type: none"> Pointing out someone's deficiencies 	<ul style="list-style-type: none"> To point out that he is not alone in making mistakes 	<ul style="list-style-type: none"> Offer games where boys strengths are Remind him how he feels when others point out his mistakes. Praise his abilities
<ul style="list-style-type: none"> Won't participate 	<ul style="list-style-type: none"> Doesn't want to put himself in a situation that he can be made fun of Feels as through he "can't" Never wins Doesn't understand rules 	<ul style="list-style-type: none"> Make sure boy understands rules Keep games simple Have boy lead a game he knows
<ul style="list-style-type: none"> Quit playing the game 	<ul style="list-style-type: none"> Frustrated due to lack of understanding rules 	<ul style="list-style-type: none"> Walk over to boy and explain the rules (do not shout at him in front of others)

THE FOLLOWING IS BEHAVIOR MOST OFTEN SEEN WHILE THE BOYS ARE INVOLVED IN AN ACTIVITY:

Behavior	Possible Cause	Possible Remedy
<ul style="list-style-type: none"> • Doesn't follow instructions • Hard time following through on task • Doesn't (seem to) Listen 	<ul style="list-style-type: none"> • Confused • Doesn't understand instructions 	<ul style="list-style-type: none"> • Be clear with instructions, repeating and assisting, as necessary. • Demonstrate • Plan activities that are easy to follow
<ul style="list-style-type: none"> • Moody • Irritable 	<ul style="list-style-type: none"> • Frustrated with lack of understanding instructions 	<ul style="list-style-type: none"> • Assist in activity • Make it fun • Offer activities which incorporate his strengths • Praise
<ul style="list-style-type: none"> • Won't participate 	<ul style="list-style-type: none"> • Doesn't want to put himself in a situation that he can be made fun of • Feels as though he "can't" perform 	<ul style="list-style-type: none"> • Don't allow others to make fun • Offer to be his "buddy during activity • Plan activities he "can" perform
<ul style="list-style-type: none"> • Gives up and walks away 	<ul style="list-style-type: none"> • Frustrated due to lack of understanding instruction 	<ul style="list-style-type: none"> • Walk over and bring boy back to the group while offering assistance

INFORMATION RESOURCES on LD

- A) Video "How Difficult Can This Be?"
- B) Turnabout Children, by Mary McCracken
- C) Kim Cowherd leave message at Indian Nations Service Center for her (743-6125).

Reflections of the Past, Visions of the Future

BOYS WITH DISABILITIES

A boy who has a disability is more like other boys than he is different. Scouting can give the boy a sense of worth and dignity. Anything that a leader does to separate him and make him unnecessarily different is a mistake. Being like other boys is important. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as disabled and different. The main thing is to provide the boys with fun and enjoyment.

Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. This gives him self-confidence so many times found lacking. Use the books available, go through the achievements and allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

By belonging to a group of boys in a den, he feels acceptance. He develops feelings of being needed, independence, confidence and friendships with peers and adults.

Scouting activities helps him to develop creativity, attention span, increased verbal abilities, motivation, learning and understanding.

Scouting teaches him to compete to the best of their ability, plan start and finish project, develop leadership and following skills, recognize others' achievements, try new things, respect differences in others, play fair and have fun and to develop and maintain friendships.

Scouting provides social activity and fun with others which is necessary for the integration of those with disabilities into society. The goal is for all to understand that a person with a disability is just that and not a disabled person.

Advancement requirements should not be watered down or eliminated for boys with disabilities, although the speed at which they are completed and the means of explaining those requirements may need to be adjusted and simplified. It may take longer for a boy with disabilities to earn his awards, but he will appreciate them even more by knowing that he made the effort. There is one exception. A Cub Scout who is physically disabled may be given permission by the Cubmaster and pack committee to substitute electives for a few of the achievement requirements that are beyond his physical abilities. It is best to include the parents in this process of determining substitutions since they are most familiar with their son's abilities.

For example: *Prepare a meal for your family.* Cub Scouts can accomplish this achievement through a variety of ways. If a Cub Scout is not able to physically prepare the meal, have two Cub Scouts or another member of his family be his hands. The Cub Scout would have to direct their assistant(s) on how to plan, prepare and cook the meal.

Planning is paramount to any successful program. Of equal, if not greater, importance when working with special needs Scouts is patience. Also, do not overestimate the boy's handicap and do not underestimate his determination to succeed and to be like others. Be careful of using labels when working with the mentally retarded. They sometimes break all the barriers in Scouting and accomplish more than they were thought capable of accomplishing.

Even if the Cub Scout is unable to participate directly, get him involved. If he can not run a relay race, he can be a starter or a judge. If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game. Boys in wheelchairs can go on short hikes, with the other boys taking turns as pushers.

Much of the concern of a leader is aimed at the boys with disabilities, but it is important to remember that not too much distinction should be made between him and the other boys. The other boys in the den can become a discipline problem if their needs are not met.

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Explain the "buddy" system that the den will use: One boy each week will be asked to help the Cub Scout prepare for next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the Cub Scout must be patient - not only because of the disability but because he is a Cub Scout.

If a disabled Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that you expect him to answer for his own behavior.

Suggestions for leaders working with special Scouts:

- Expect problems but don't consider them overwhelming.
- Accept the boy as a person and show him respect.
- Let the boy know you care.
- Demonstrate personal discipline regarding dignity, punctuality and dependability.
- Cast aside preconceived ideas.
- Maintain a good sense of humor.
- Give directions slowly and one at a time
- Remember that repetition and review are very important for special needs boys
- Push special needs boys as far as possible. Do not pamper them because discouragement comes easily.
- Remember all boys need praise but boys with special needs may need more!

TYPES OF DISABILITIES

Blind or Visually Impaired

The term "blind" usually means that a person needs special aids or help in order to go about everyday work and play. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Visually impaired" means that a person has an impairment which can be corrected sufficiently so that it is not a disability.

Physically Disabled

"Physically disabled" concerns those who are disadvantaged or limited because of an impairment or disability that hampers psyche-social, physical, vocational and community activities.

Emotionally Disturbed

Emotional disturbances are usually due to neurological impairment. For example, hyperkinesia, hyperactivity, learning disability, perception, etc., are side effect of "negative" feedback causes the individual to perceive a poor picture of himself, thereby leading to emotional disturbance.

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Epilepsy

Epilepsy is not a disease nor is it a form of insanity or mental retardation. It is, in simplified terms, a malfunction of the manner in which the cells of the brain release energy.

Muscular Dystrophy

This is a general designation for a group of chronic diseases whose most prominent characteristic is the progressive degeneration of the skeletal or voluntary musculature.

Cerebral Palsy

Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to the brain, and "palsy" to muscular disorders.

Postlingually Deaf

Those who have lost their hearing at age 5 or after.

Prelingually Deaf

Those who were born deaf or lost their hearing in early years before acquiring speech and syntax. They are 95 percent of the school-age deaf population.

Mental Retardation

A mentally retarded person is one who, from childhood, experiences unusual difficulty in learning and is relatively ineffective in applying whatever he has learned to the problem of everyday living.

Mildly Retarded

A person who is limited in his potential for advanced academic achievement, but can usually be brought by educational techniques to a state of self-sufficiency as an adult.

Moderately Retarded

A person who shows a rate of mental development that is less than half of that normally expected, but who can learn to take care of his personal needs and perform many useful tasks in the home or in a sheltered workshop situation.

Severely Retarded

A person who can learn self-care, but whose potential for economic productivity is limited.

Profoundly Retarded

A person who responds to training in basic self-care and who profits from special training in such areas as behavioral control, self-protection, language development and physical mobility.

Reflections of the Past, Visions of the Future

SUGGESTIONS FOR DEALING WITH CUB SCOUTS WITH DISABILITIES

Mentally Retarded

- Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes
- Use a variety of different activities to hold the boy's interest.
- Keep instructions brief and demonstrate as you teach
- Try to stimulate the program with pictures, stories, colorful equipment and visual aids.
- Coordinate physical activities with art and music activities
- Use attractive names for the games or activities
- Repeat games and activities from meeting to meeting, to reinforce the boy's learning process.

Impaired Vision or Blindness

- Circle and line formations are useful in keeping the group together
- Counting and clapping help keep the blind in touch with each other
- The leader should indicate where he is at all the time and should inform the group what the others are doing
- Rattles and bells should be put inside balls to help the blind follow their movement
- A totally blind boy should be paired with a sighted or partially sighted one, if possible.
- Balls for the partially sighted should be soft, larger than normal and painted white.
- The leader's voice should be loud enough to guide the group
- Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

Impaired Hearing; or Deafness

- Speak moderately and slowly to allow for lip reading
- Gestures, sign language and demonstrations should be use when giving instructions
- The first activity should be something the group knows or has done before
- The leader should stand where light falls on his face so that his lips can be easily read

Physical Disabilities

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backward. A wheelchair should be taken up curbs forward and down curbs backward.

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In rainy weather or on wet terrain, it may be more practical and safer to use wheelchairs for those persons who normally get about with crutches.

When a disabled person falls, he may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from disabled people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have crutches grabbed immediately after sitting down, leaving the individual stranded.

DEN ACTIVITY

THE MULTI-DISABLED OBSTACLE COURSE

Each den member is "disabled" by one of the following: Earplugs and blindfold, one arm tied by body, one foot tied to back of leg and on crutches, mouth taped with adhesive and earplugs. Boys then assist each other in completing an obstacle course of balance beams, walking through tires lying on the ground crawling through barrel on the ground, and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problems.

BOOKS AVATLABLE THROUGH BSA

- #3008 Scouting for the Emotionally Disturbed
- #3039 Scouting for the Physically Handicapped
- #3058 Scouting for the Mentally Handicapped
- #3061 Scouting for the Hearing Impaired
- #3063 Scouting for the Visually Impaired
- #3094 Scouting for the Handicapped Resource Book
- #3839 Understanding Cub Scouts with Handicaps
- #3900 Family Action Book
- #3901 Bobcat Action Book
- #3902 Wolf Action Book
- #3903 Bear Action Book
- #3904 New Scout Action Book

ORDER FROM EDUCATION RELATIONSHIPS SERVICE BSA

- 12-217 Thursday's Child (Mentally Handicapped)
- 12-218 Classroom Cub Scouting (In-school Scouting)
- 12-219 Books for Scouts Who have Learning Disabilities
- 12-170 We Stand Ready to Help the Mentally Retarded Boy
- 12-220 Cub Scouting is for All Boys (In-school Scouting)
- 12-226 Kiwanis - Special Kind of Scout
- 12-228 A Classroom Bonanza
- 12-230 Sign Language for the Deaf
- 12-230 Puppet Programs
- 12-234 Scouting Programs for the Handicapped

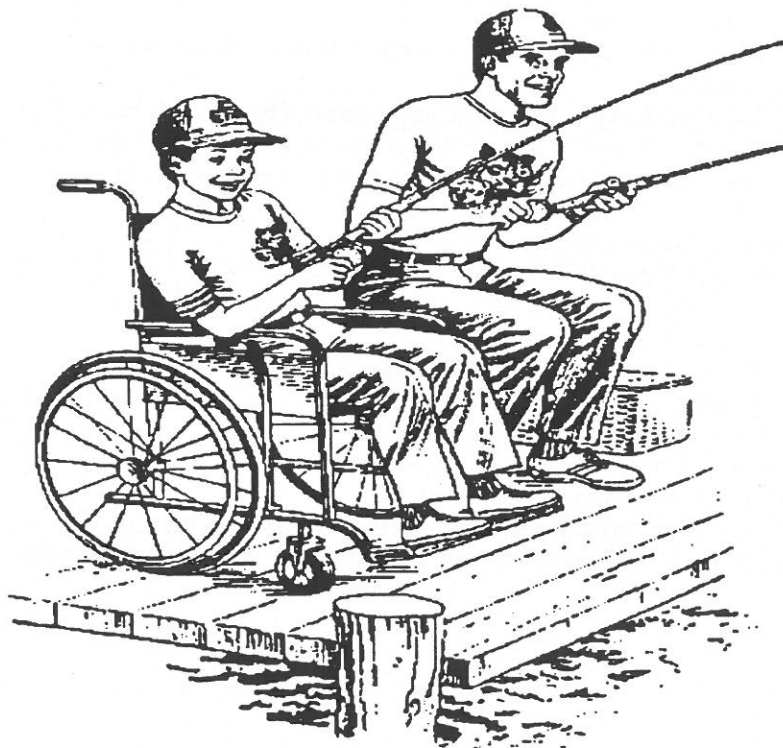
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AUDIO VISUALS

- AV-462R On the Road to Light, Let None be Left Behind (record)
- AV-562F On the Road to Light, Let None Be Left Behind (filmstrip)
- AV-916 Handicapped Awareness Trail (filmstrip)
- AV-816C Handicapped Awareness Trail (cassette)
- AV-816R Handicapped Awareness Trail (record)

PROVIDING ENCOURAGEMENT

- ◆ Reward more than you punish, in order to build self-esteem
- ◆ Avoid nagging, coercion and over-indulgence or ridicule. Avoid a ceaselessly negative approach such as "don't" or "stop." Praise immediately any and all good behavior and performance
- ◆ Change rewards if they are not effective in motivating behavioral change
- ◆ Provide the child extra privileges and responsibilities when appropriate.
- ◆ Teach the child how to cope with mild frustrations in allowing them time to ventilate their feelings.
- ◆ Be sure all that is asked of the child is well within the child's ability.
- ◆ Teach the child to reward himself. Encourage positive self-talk (e.g., "You did very well cooperating in the den meeting today. How do you feel about that?" This encourages the child to think positively about himself. (ERIC digest, 1989)



You might be taking your Scouting too seriously

if...

- ...you buy that '89 Chevy Caprice because you really like that fleur-de-lis hood ornament.
- ...your favorite color is "olive drab."
- ...you decide to lash together the new deck on the back of your house.
- ...you plan to serve foil meals at your next dinner party.
- ...you walk the streets in broad daylight with a coffee cup and flashlight hanging from your belt.
- ...you raise your hand in the scout sign at a heated business meeting.
- ...you were arrested by airport security because you wouldn't give up your official BSA pocket knife until the cop said "Thank you."
- ...you didn't mind losing power to your house for three days.
- ...your son hides his copy of Boys' Life from you.
- ...your plans for remodeling the bathroom include digging the hole deeper.
- ...you trade your 35-foot center console fishing boat in on that great little 15-foot canoe.
- ...your favorite movie is "Follow Me, Boys!" starring Fred MacMurray, and you spent months trying to convince Disney to release it on home video.
- ...you managed to find that eighth day in the week.
- ...your patron saint is Ward Cleaver.
- ...you disconnect the automatic dishwasher in favor of the "three
- ...you sneak a cup of "bug juice" after the troop turns in for the night.
- ...you can start a fire by rubbing two sticks together.
- ...latrines at camp start becoming comfortable.
- ...you felt you won a moral victory when BSA brought back knee socks.
- ...you think the broad-brim campaign hats are cool.
- ...you gave your wife a mummy bag for Christmas that was rated for minus fifteen degrees.
- ...you name one of your kids Baden.
- ...your favorite tune is "Hello Muddah, Hello Fadduh" (Camp Granada) by Allan Sherman.
- ...you can recite the Twelve Points of the Scout Law backwards, in order, in three seconds flat.
- ...you bought 10,000 shares of Coleman stock on an inside tip they were about to release a microwave accessory for their camp stove line.
- ...you can't eat eggs anymore unless they are cooked in a Ziploc® bag.
- ...you plan to get rich by writing a best selling Dutch oven cookbook.
- ...you took a chemistry course at the local college to help you develop a better fire starter.
- ...you actually own a left-handed smoke shifter.
- ...the height of your social season is the District recognition dinner.
- ...a trip to Philmont is a pilgrimage.
- ...you're convinced the center of the universe is Irving, Texas.
- ...the sales operators at the BSA Distribution Center's 800 number recognize your voice.
- ...singing "Scout Vespers" makes you cry uncontrollably.
- ...you were disappointed when Scouting magazine didn't win the Pulitzer Prize last year.
- ...the Scouts in your troop chipped in to have you abducted by a professional cult deprogrammer.

Reflections of the Past, Visions of the Future

Red Skelton - The Pledge of Allegiance

I remember this one teacher. To me, he was the greatest teacher, a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance, and he walked over. Mr. Lasswell was his name. He said:

"I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word.

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

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

Allegiance--my love and my devotion.

To the Flag--our standard, Old Glory, a symbol of freedom. Wherever she waves, there is respect because your loyalty has given her a dignity that shouts freedom is everybody's job.

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

States--individual communities that have united into 48 great states. 48 individual communities with pride and dignity and purpose, all divided with imaginary boundaries, yet united to a common purpose, and that's love for country.

Of America

And to the Republic--a state in which sovereign power is invested in representatives chosen by the people to govern. And government is the people and it's from the people to the leaders, not from the leaders to the people.

For Which It Stands

One Nation -- meaning, so blessed by God.

Indivisible-- incapable of being divided.

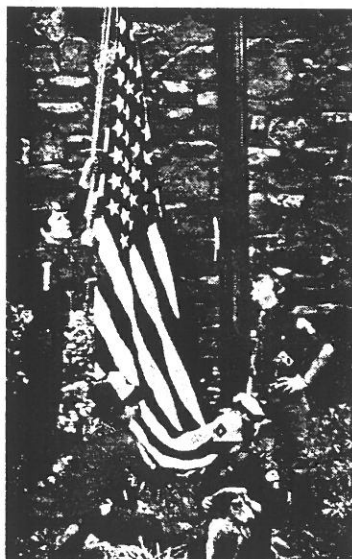
With Liberty -- which is freedom and the right of power to live one's own life without threats or fear or some sort of retaliation.

And Justice -- the principle or quality of dealing fairly with others.

For All--which means it's as much your country as it is mine."

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance - "under God". Wouldn't it be a pity if someone said, "That's a prayer" and that would be eliminated from schools, too?

Red Skelton



Cub Scout Cuisine

There are many things about Cub Scouting that you can always count on. For example, if you don't have the den meeting time filled, the boys will fill it for you and you might not like the way they fill it. Remember the concept that the boys learn best when they don't know their learning. Cooking at a den meeting can be real fun for the boys and provides a wonderful change of pace. Since Cub Scouts are almost always hungry they will usually have a good time cooking. They can learn many things like measurements, safety, time management, knife safety, nutrition, team work, good manners, science, and countless other skills while having fun. Do simple things to start with then progress, as their skills become sharper.

Remember that cooking, as a den activity should always:

- Include learning objectives
- Be fun for the boys
- Provide a reward for good behavior
- Be inexpensive

As true with any den activity, planning ahead is a very essential part:

- Use a part of one meeting to plan what will be cooked at the next.
- Have plenty of adults on hand.
- Should include demonstrations and hands on involvement.
- Boys should be involved to the greatest extent possible.
- Boys can bring part of the ingredients.
- Make sure other activities at the meeting require the right amount of time.

Tips and Warnings:

- Always at least two adults in the kitchen (two deep leadership)
- Be safe
- Read all of the recipe before starting
- Get out all the tools and ingredients you will need
- Every scout should wash his hands and keep them clean at all times
- Wear an apron to protect clothes (intro properly and they'll like it)
- When cutting with a knife cut away from the body
- Clean as you go along. It makes things easier
- Wipe all spills at once some will stain
- Have plenty of pot holders and oven mitts handy
- Remind scouts to turn off burners before removing pots from the stove
- Have adults help scouts drain hot liquids
- Keep hands dry around electrical appliances
- Roll up sleeves and keep mitts and dish towels away from burners
- **BE CERTAIN THERE IS A FIRE EXTINGUISHER HANDY**
- **HAVE A FIRST AID KIT HANDY (know how to use it)**
- Nobody eats until the mess is cleaned up

After the food is gone but not forgotten:

- Check the floor for spills of any kind and wipe them up
- Unplug all appliances before you wash them or put them away
- Wash knives separately holding the handle not the blade!!!
- Wash and dry all your utensils when you are finished
- Wipe the counter tops clean and leave the kitchen better than you found it

Reflections of the Past, Visions of the Future

Terms and Units of Measurement:

BAKE	Cook in an oven
BEAT	To mix in a steady motion, either by hand or with a mixer
BLEND	Mix two or more ingredients until smooth
BOIL	Cook until a liquid becomes so hot it bubbles. WARNING
BROIL	Cook directly under a heating unit or over coals
CHOP	Cut into small pieces
CREAM	Beat until fluffy and creamy
COLANDER	A bowl to drain pastas, veggies or other foods
CUBE	Cut into ½ or ¼ inch pieces. Also call diced
DOT	Drop pieces of butter or cheese over the dish your making
DRAIN	Pour off a liquid WARNING
DUST	To coat lightly with flour or sugar
GREASE	Rub oil or butter on the inside surface of a pan
MELT	Heat until liquid
MINCE	Chop or cut into small pieces
PEEL/ PARE	Remove the skin from a fruit or veggie WARNING
PREHEAT	To allow the oven to come to the proper temperature
SIMMER	To cook just below boiling point – 220 degrees
STIR	Mix and round with a spoon
TOSS	To mix ingredients lightly and gently
WHIP	To beat with an eggbeater or electric mixer
PINCH	1/8 of a teaspoon, amount between thumb, forefinger and index finger

3 teaspoons (t) = 1 Tablespoon (T)

4 Tablespoons = ¼ cup

8 Tablespoons = ½ cup

1 stick of butter = 8 Tablespoons

4 sticks of butter = 1 pound of 2 cups

2 cups = 1 pint

4 cups = 1 quart

2 quarts = ½ gallon

4 quarts = 1 gallon

Try to tie your menu to each month's theme and remember you're limited only by your imagination, so just turn it loose and good eating.

Menu's

"Feeling" Faces

Shopping List:

Graham Crackers

Peanut Butter (smooth) – leave out all day so it is warm

Raisins

Popcorn

Marshmallows (small)

Wax paper

Tongue depressors

Reflections of the Past, Visions of the Future

Activity time:

1. Before the meeting, pop lots of popcorn
2. Give each Cub:
 - a. A sheet of wax paper with a spoonful of peanut butter on one corner.
 - b. A tongue depressor
 - c. Raisins – for eyes
 - d. Popcorn – for nose
 - e. Marshmallows – for mouth
3. Have each Cub use peanut butter as “glue” to hold the face pieces on the graham cracker
4. Cubs are to make faces that would show “how a person looks” when he is..... (pick a different feeling to be created)

Pumpkin Pudding

Shopping List:

Pumpkin pie filling
Cinnamon
Raisins
Milk
Whipped Cream
Instant vanilla pudding mix
Sealable containers (i.e., small plastic peanut butter jars, zip lock baggies)

Activity Time:

1. Pour into sealable container:
 - a. 5 tablespoons of pumpkin pie filling
 - b. 5 shakes of cinnamon
 - c. 10 raisins
 - d. 10 tablespoons on milk
 - e. 5 tablespoons of instant vanilla pudding mix
2. Shake (or stir) while counting slowly to 25
3. Add some whipped cream to the pudding

Trail Treat

Shopping List:

Peanuts (or other nuts)
Raisins
Sunflower seeds
Popcorn
Plastic Baggie

Reflections of the Past, Visions of the Future

Activity Time:

1. Before the meeting, pop lots of popcorn
 2. Each Cub will make his own trail treat kit by counting into his plastic baggie
 - a. 6 nuts
 - b. 5 sunflower seeds
 - c. 8 raisins
 - d. 8 popcorn
- ** or any multiple of these numbers (just keep the ratios the same)
3. Shake the baggie gently
 4. Go for a little walk and stop to eat your trail treat
(this might be a good time to talk about the importance of clean water to drink)

Trifle

Angel food cake (make in advance or purchase baked)
Vanilla pudding (make in advance)
Canned pie filling (cherry, blueberry or strawberry work well)
Matching fresh fruit (optional and/or if in season)
Cool Whip topping
Disposable cups
Disposable spoons

Tear the cake into bite sized pieces (may be done in advance or by the scouts). Into the cup alternate layers of cake, pudding, and pie filling until the cup is nearly full. Top with Cool Whip and fresh fruit if desired/in season.

Note: Reduced sugar versions of the fruit are available and sugar free versions of whipped topping & pudding make this a good snack for scouts that need low sugar snacks.

Twinkie Surprise

2 pkg. Or 4 Twinkies
1 small pkg. Instant chocolate pudding (make in advance)
2 medium bananas
1 container of Cool Whip
Disposable plates
Disposable forks or spoons

Slice Twinkies in halves lengthwise. Place sliced Twinkies (split side up) in a pie plate of square glass pan. Slice bananas over Twinkies. Pour pudding over bananas. Spread Cool Whip over pudding.

Used Bandages

10 large graham crackers
1 raspberry or strawberry fruit roll-up
20 large marshmallows
6 tablespoons milk

Stick To It

It matters not if you try and fail,
And fail, and try again;
But it matters much if you try and fail,
And fail to try again.

Thank You
Leaders

